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SPIROSBLAAK

A CAMPAIGN SETTING FOR THE D20 SYSTEM

MYTHIC VISTAS



BY STEVE TRUSTUM WITH CHRISTINA STILES

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SPIROSBLAAK

A CAMPAIGN SETTING FOR THE D20 SYSTEM

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Table of Contents

Chapter One: Overview	4	Chapter Eight: Character Classes	77
How to Use This Book	4	Adapting Character Classes	77
Chapter Two: The Archduchy's History	6	Clerics	77
The Pre-Colonization Wildlands	6	Druids	77
Gods' Fall or the Great Madness	6	Paladins	77
The Gods at War	7	Psions, Psychic Warriors, Soulnives, and Wilders	80
Colonization	7	Rangers	80
The Clan Wars	8	Sorcerers and Wizards	80
Invasion of the Witch Lords	9	Other Classes	80
The Era of Blood	10	New Classes	81
The Calm of Whispers	11	Noble	81
Founding of the Archduchy	12	Pirate	84
The Age of Prophecy	12	Prophet	86
Present Day	13	Technologist	89
Chapter Three: Religion	14	Chapter Nine: Prestige Classes	92
Greater Gods	14	Arcane Archer	92
Intermediate Gods	14	Archmage	92
Lesser Gods	18	Assassin	92
Demi-Gods	19	Askalanian Academician	92
Chapter Four: Customs, Communities & Geography	20	Dragon Disciple	93
Customs and Society	20	Duelist	93
Communities of the Archduchy	22	Dwarven Defender	93
Geography of the Archduchy	37	Eldritch Knight	93
Chapter Six: Monsters of the Archduchy	43	Gavrinn Farr	93
The Corrupted	43	Hierophant	95
Dire Animal	44	Horizon Walker	95
Dizwosina (Enthraller)	45	Kavslayer	95
Fox	46	Loremaster	97
Kannershee	47	Marksman	97
Kav/Lycanthrope	47	Motith Farr	98
Werefox	47	Mystic Theurge	99
Dire Werefox Lord	48	Pistoleer	99
Dire Werehawk	49	Sentinel of the Homeguard	100
Dire Wereraven	50	Thaumaturgist	101
Necrozen	51	Witchfinder	102
Orc, Son of Shivanos	53	Wraez'kav	103
Shelzeen	55	Chapter Ten: Skills and Feats	105
War Golem	56	Skills	105
Chapter Seven: Races	58	New Feats	107
Character Races	58	Chapter Eleven: Equipment & Black Powder Rules	118
Dwarves, Arkanoclian	58	Money	118
Goblins, Bakad	59	New Melee and Ranged Weapons	118
Goblins, Voesti	60	Black Powder Weapons	120
Goblins, Witch Hill	62	Firearm Accessory Weapons	123
Half-Ogres	63	Black Powder Artillery	123
Half-Orcs	64	Black Powder Grenadelike Weapons	126
Humans, Faedian	64	Black Powder Combat	126
Humans, Midwyn	66	Chapter Twelve: Magic	130
Humans, Rilgoth	67	New Spells	139
Humans, Spiran	68	Magic Items	146
Iguanalons	68	Appendix: Glossary	154
Kavbroed	70	Index	158
Lavayne	73		
Mentors	74		

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Chapter One: Overview

The story of the settled lands of the Archduchy of SpirosBlaak begins in the untamed vastness of the wilderness, where all such nations take their first steps. Yet this is not simple story of exploration and colonization. It is instead one where life met near certain doom and survived, where gods toppled from the heavens to wage their wars in the mortal world, where prejudice, bigotry, and intolerance form the foundation of the modern era. This is SpirosBlaak.

Descending upon the mortal world was an event called Gods' Fall, also known also as the Great Madness. Heaven expelled its own. The stewards of Heaven, cast down from their exalted thrones, brought ruin to the mortal world, and confined to mortal form, each, hoping to rule the realm of their exile, wrought brutal war upon the others. To aid their efforts, they bred with the mortals, spawning powerful heroes and terrible villains – allies and weapons with which to fight their battles.

Such godly contests reshaped the lands, political boundaries, and the people themselves, and the gods eventually turned their bloody efforts on the savage region known as the Wildlands, the land that became the Archduchy of SpirosBlaak. What would one day become the Archduchy of SpirosBlaak was a vast and untamed stretch of land, formerly inhabited by a feral race of human shapeshifters, lycanthropes called the kav. Virtually untouched for centuries, it became the site of a bloody killing ground after wave after wave of humanoid refugees spilled into this territory following the collapse of ancient empires

Although the conflict between the gods offered mankind and many of the other prosperous races, such as the elves, kav, and dwarves, a reason to take interest in the Wildlands, it was ultimately the god Spiros' pursuit of the communal deity, the Horde, that planted the foundations for the nation that would follow.

In these powerful struggles, alliances formed: Sallous Yar, the lord of the undead, allied with the Horde, while Spiros, the god of justice, joined with Arkanocles, the Maker. The wars spanned many years (and, in fact, continue to this day by proxy through each god's followers) and saw the rise of such horrific minions as the Witch Lords and necrozen, while also precipitating the creation of the honorable lavayne race, a divine amalgamation formed from humans, elves, and dwarves.

Many of the region's burgeoning cities weathered the storm of these conflicts, but others fell to sword and flame. So terrible were these wars, even the holy city of Vas was nearly destroyed, and SpirosBlaak itself assaulted. In the end, it took the retreat of Sallous Yar's undead forces into the Swamp of Woe and the disappearance of mighty Spiros to restore some sense of stability to this land.

But no tale of the Archduchy's maturation would be complete without addressing the turmoil afflicting the area's more numerous natives: the kav. Humanity's struggle against the Wildlands' lycanthrope population came close to consuming both the naturally born and cursed kav populations on many occasions. Truly, to this day, many citizens of the Archduchy still seek kav genocide, while the kav seek to do likewise against the human invaders who stole their lands.

And yet, despite all this conflict—the innumerable deaths, double-dealings, and coups, both political and military—the various duchies of the Wildlands joined in alliance to form the Archduchy of SpirosBlaak. Heralded as a time of enlightenment and renewal, the age of the Archduchy may actually be the age of downfall and destruction.

Only time, and perhaps a bit of mortal and divine intervention, will tell.

How to Use This Book

Kingdoms are part and parcel of fantasy campaigns, and this book details one such kingdom: the Archduchy of SpirosBlaak. As this is a **Mythic Vistas** setting, however, we have also provided a rich, detailed history for use in building the kingdom and the mentioned surrounding areas into a world. Our provided worldview involves fallen gods, black powder weapons, and lands filled with lycanthropes called kav.

With a little alteration, the setting can become a drop-in kingdom in your ongoing campaign, for, as with all gaming supplements, GMs should use whatever facets suit their campaigns and discard the ones that don't. For instance, if you don't like the idea of fallen gods, then assume the battling deities mentioned in the Archduchy's history were avatars; alternately, you could replace them with long-lived epic NPCs and ignore the Gift of Divine Heritage feats in **Chapter Ten: Skills & Feats**. You don't want black powder weapons in your game? Then disregard that section of the book; no problem.

It's your book now; use what you like. We think there are interesting ideas within to add to any campaign. We hope you agree.

D20 Connections and Recommendations

D20 has grown considerably since its debut, and useful products abound. We'd like to bring your attention to some books that can add depth to a SpirosBlaak campaign, many of which Green Ronin produced.

Green Ronin Books

GMs using *Freeport: City of Adventure* can use that setting as a city within the Midwyn Pirate realms. The Freeporters thus become Midwyns. Making this minor change, any of the Freeport

adventures and sourcebooks can be used in collaboration with this product. In fact, the combination opens up some interesting political intrigue.

Additionally, Green Ronin's Naranjan, as detailed in *Mindshadows*, can be a mysterious kingdom located far away from the continent of Dracos. *The Book of Fiends* can provide numerous monsters to place in the outlying wild regions, and *Aasimar & Tiefling: A Guidebook to the Planetouched* can provide other player options, especially if the beginning party is high level due to lycanthrope player characters' level adjustments. The **Master Class** books and the *Book of the Righteous* can also provide other character-class options.

Other Recommendations

We'd also like to recommend the following books (mentioned with permission): Bastion Press' *Airships* and Goodman Games' *Aerial Adventure Guide: Sky Captain's Handbook* (just don't confuse our Wildlands with theirs!) for detailing the skyships mentioned within the text; Atlas Games' *Dynasties & Demagogues*, for playing strong political campaigns; Atlas' *Nyambe: African Adventures*, a wonderful exotic setting that can be placed away from the main continent; Atlas Games' *Touched by the Gods* book for information on the Way of the Wolf and the Legion of Ten Thousand Heroes; Eden Studios' *Fields of Blood* for mass combat and realm management rules and their *Akrasia: Thief of Time* vignette book for more information on the goddess Akrasia and hints about the ancient civilization called Merithia; and Alderac Entertainment's *Swashbuckling Adventures* for sea rules, new classes, and new feats.

Additionally, this book is an OGL Interlink product with Paradigm Concept's *Slaves of the Moon* by Mike Mearls, a well-written book that thoroughly details all lycanthropes. While *Slaves*' religious concepts do not wholly mesh with *SpirosBlaak*, most every other element does. *Slaves* offers many great feats, prestige classes, clan examples, and a class-progression system for lycanthropes that can solve the level-adjustment problem inherent in playing a lycanthrope character. Please check it out.

About the Authors

Steven Trustrum and Christina Stiles are the primary creative forces behind *SpirosBlaak*.

Steven Trustrum

Steven's first foray into the role-playing industry was almost accidental and rather small in its scope, but it was enough to get him hooked. He has since been trying to take ever-bigger bites by embracing projects of increasing scale and exposure. He hopes to pick up more steam and keep this trend going by doing what he loves best: creating worlds and letting his imagination pour out into his writing. He still finds it funny that he actually gets paid to do something he enjoys so much.

Steven hails from Canada, and he currently resides in Toronto, home of his beloved Maple Leafs. He enjoys chatting almost as much as he does writing, so feel free to e-mail him at trustrum@misfit-studios.com.

Christina Stiles

Christina is a freelance editor/writer who lives in South Carolina. She is president of Bizzaro Games, and is happy that this long-promised book has finally come to fruition in Green Ronin's capable hands. Christina can be contacted at cstiles@gexchange.com.

About Bizzaro Games

Christina Stiles originally created Bizzaro Games to be a publishing company, but her continued poverty has relegated it to a writing/editing design studio whose main members include herself and Steven Trustrum. Occasionally, other friends, like Spike Y Jones and Tony Lee (who is patiently awaiting the release of BG's *Odyssey Prime*), join Christina in her crazy endeavors.

Christina Stiles may be contacted at cstiles@gexchange.com and Steven Trustrum can be contacted at trustrum@misfit-studios.com. Misfit Studios hosts the Bizzaro Games site at <http://www.misfit-studios.com/bizzarogames>.



Chapter Two: The Archduchy's History

This chapter details the formation of the Archduchy of SpirosBlaak. The deities mentioned in the following text can be found in **Chapter Three: Religion**, while the settlements discussed herein are detailed in **Chapter Four: Customs, Communities & Geography**.

The dates mentioned in the following sections refer to either BF—meaning Before Founding, or AF—After Founding, referring, naturally, to the Concord of Founding. A detailed timeline can be found in the sidebars of this chapter.

The Pre-Colonization Wildlands

(~6,000 BF to 921 BF)

A powerful human empire called Merithia existed thousands of years before the current era. An advanced nation, it dominated nearly every corner of the continent Dracos. For centuries, Merithia endured, but as empires are wont to do, arrogance and sloth eroded its heart, and new kingdoms calved from the great nation to seek their own destinies, impelled by Merithia's decadence, corruption, and bureaucracy. Hastening the land's collapse were the hordes of marauding barbarians, while in the Wildlands, the birthplace of SpirosBlaak, shapeshifting creatures called kav consumed the empire's might.

With the collapse of the ancient empire, the eastern lands slowly reverted to the untamed wilderness of old, while new kingdoms arose from the ashes to form new civilizations to flourish beyond Sycleese's Tears, an imposing mountain range to the

west. To the north, slaves of Merithia slipped their bonds to form Rilgoth, a new nation beyond the northern woods. And the lands to the south became known as the Wildlands, called so for the warring humanoid tribes, lycanthropes, and the wildmen, called the Faedian, who claimed this territory for themselves. These savage men are thought to be the descendants of the barbarian hordes responsible for the destruction of Merithia, who took to a nomadic existence to survive, always on the move to avoid the many animal and humanoid predators hunting them.

Among the new nations, none dared re-tame the Wildlands; instead, they fortified their borders to prevent the lycanthropes and humanoids boiling out from the Wildlands to raid in the realms of civilization. Eventually, the Rilgoth Empire built stronger forts within the Wildlands' borders to create a buffer against the creatures' invasions. Scholars and explorers, in recent times, have discovered the ruins of these structures, though by no means all of them.

The Archduchy of SpirosBlaak's Timeline

Earlier than 6,000 BF (Before Founding), the Merithian Civilization

- There is much evidence all across Dracos of a lost empire capable of blending magic with incomprehensible technology. From recent excavations, there are signs that several Merithian cities once stood in the Wildlands.

4,300 BF, The rise of the Rilgoth Empire

- The Rilgothians, believed to be the descendants of former slaves of the Merithian civilization, form their own mighty nation. Utilizing the surviving scraps of their previous masters' arcane and technological abilities, the Rilgoth Empire becomes one of enlightenment, civility, and peace.

2,000-1,500 BF, The fall of The Rilgoth Empire

- The Rilgoth Empire succumbs to a number of natural and man-made disasters, feuding, and wars, causing it to splinter and fall into barbarism.
- Survivors flee throughout the ruins of the nation, and great atrocities, never before witness, occur throughout the land.
- Some Rilgothians flee south to join with the nomads of the Coast of Songs. Many don't survive.
- ~1,900: The first of the degenerated clans of Rilgothian barbarians raid neighboring kingdoms.

922 BF, End of the Age of Gods

- The Great Madness occurs.
- The gods arrive in physical form throughout Dracos.

Gods' Fall or the Great Madness

(922 BF)

In 922 BF, a series of strange events later remembered as the Great Madness or Gods' Fall tortured the world, evoked by the gods' war spilling into the mortal world. When it began, daylight turned to a two-day, cloying darkness. When the sun finally emerged it was not the blazing yellow-orange orb of old, but rather a baleful emerald globe. As its sickly green light passed over the lands, plants blackened and died, and animals and men slipped into madness. The strange orb reigned over the sky for four days, before disappearing behind a thick shroud of impenetrable, bloated clouds.

Then the sky shattered. From the swollen banked clouds above poured forth a torrent of blood, drenching the thirsty world in a

four-day long deluge. Rivers, lakes, and seas swelled. Thousands of people and animals drowned in the crimson waters, and floods swept innumerable villages and cities away; rivers altered their paths and entire coastlines changed forever. The scarlet rains gave way to fiery hail, killing thousands more, over five days, before the ashen clouds shifted and dispersed. But it would not be over yet, for a deafening thunderclap shook every mountaintop and shattered every piece of glass and crystal across the world. Silence followed for several days, leading mortals to believe the death and horror was finally at an end, marking the time for rebuilding what was destroyed.

Only, the chaos was not finished.

While mankind sorted through the rubble of their lives, searching for lost loved ones, and struggling to restore their communities, the first seeds of chaos awoke. The wounded land spawned horrid abominations from the creatures of old, and then strange men and women of imposing stature and personality emerged throughout the surviving kingdoms, making unfathomable claims they were the gods born anew to the mortal realm. At first, the people thought these individuals mad—a common enough result of recent events—but each eventually performed some manner of great miracle or atrocity, as was befitting their wont, proving his or her divinity.

It was learned that the Great Madness had been nothing short of a warning of the gods' arrival upon the mortal plane. With this revelation came great upheaval. The faithful struggled to come to terms with the ramifications of an exiled pantheon. Had Gallentros, the divine realm, been destroyed? Had it moved elsewhere by a power greater than that of the gods? Or had the gods been permanently expelled from a divine

realm that yet remained? The gods would not say, and ordered their congregations to remain silent and not contemplate the matter further. To suppress this spiritual turmoil, many of the fallen gods assumed direct control over their worshippers' bodies. Some even rallied their flock into conquering armies of the devoted, while others inspired their chosen to settle uninhabited lands and begin anew.

The Gods at War

(922 BF to 816 BF)

One such incarnated being was the composite deity, the Splintered God, a dark deity comprised of several evil gods known commonly as the Horde. This deity fell to the Dracos in the far north. It then stirred and moved south across the continent to meet up with its followers, who dwelled in the heart of the Wildlands. Its path, however, crossed through territory controlled by other gods, many of whom sported old grudges and acted to settle scores with the fractured deity.

To stave off the inevitable attacks, the Horde slowly wended south, laying false trails for several years, hoping to evade the foremost of these enemies, the benevolent and just god, Spiros, the Shining Cavalier. The Splintered God's plan succeeded, and they, along with their legions of followers, eventually reached the Wildlands without incident, although the Shining Cavalier and his own loyal flock dogged their heels.

The Horde forged an alliance with the dark god of the undead, Sallous Yar, who was himself already entrenched in the Wildlands where he fell. Assembling a force consisting of the shapeshifting kavbroed (natural or "born" lycanthropes), kavraen (afflicted lycanthropes), and masses of Sallous Yar's abominable undead, the Horde was ready. When Spiros, and his legions of humans and elves crossed into this bleak place, the forces of the Horde ambushed them, outnumbering them with endless troops assembled for the battle. Routed, Spiros withdrew his warriors to the dwarven fortress-city of Mundaes in the foothills of Sycleese's Tears. Ruled by the god Arkanocles, the Maker, the city gave sanctuary to Spiros' retreating armies. Mundaes then sealed its massive gates against the pursuing throng of evil. Looking out upon the sea of kav and undead besieging his mountain hold, Arkanocles knew, even with the aid of Mundaes' fabled dwarven war golems and firearms, the defenders' combined strength could not save his beloved city.

Desperate, the Maker and the Shining Cavalier collaborated and devised a new weapon to aid against the forces arrayed against them. By combining Arkanocles' incomparable crafting skills with Spiros' will and unbending honor, the two deities used their essences to create a new race: the lavayne ("They-Of-The-Blood" in the sacred

tongue of lost Gallentros). These new beings, infused with the divine touch, united dwarven strength, elven wisdom, and mankind's adaptability, became something of a super-race.

With their confidence renewed by the lavayne's obvious power, the beleaguered defenders, led by a vengeful Spiros, burst forth from Mundaes' gates and attacked the waiting host. Yard by bloody yard, they pushed the warriors of darkness back down the face of Fire Eye Mountain to its base, where the evil masses finally broke ranks and fled. The pursuing victors drove the kav south, while Sallous Yar's undead masses fled east into the swamps.

With the unholy host dispersed, Spiros' faithful paved a great stone road to extend from the base of the mountains and across the Wildlands to the eastern coast. At the western tip, they erected a walled town they named Hilttaenos, meaning "Warder of Light" in the Old Rilgoth tongue, while SpirosBlaak, meaning "Spiros' Tribute," formed at the road's eastern-most point. Following Great Lord Spiros' noble example, a brotherhood of veteran warriors, the Sentinels of the Homeguard, patrolled the lands near this great road, which they called the Path of Faith. Undoubtedly, were it not for the Sentinels' vigilance, countless plots and raids from the Swamp of Woe, the Fristian Grasslands, and the Roaming Plains would have combined to overwhelm both fledgling towns long before either could have completed their walls.

922-816 BF, Exodus of the Gods

- The gods call upon their favored followers and seek new lands to reign.
- 888-877: Fearing Spiros, the Horde flees to the Wildlands through a roundabout course.
- 877-874: The Horde forms the lycanthropes of the Wildlands into an army.
- 876: Spiros learns of the Splintered God's location, and he leads an army of elves and humans to hunt down his ancient enemy.
- 875: Sallous Yar joins forces with the Horde
- 829: Spiros and his army are ambushed upon entering the Wildlands; they flee to Mundaes. Spiros and Arkanocles create the lavayne.
- 828: The army of elves, humans, dwarves and lavayne break the siege of Mundaes. The Horde and Sallous Yar flee.
- 826-817: Construction begins on the Path of Faith and the towns of SpirosBlaak and Hilttaenos.
- 822: Sentinels of the Homeguard are formed.

Colonization

(815 BF to 703 BF)

Peace would not follow the victory, for soon after SpirosBlaak's founding, the elves who served Spiros broke with their divine master. The details of the disagreement are unclear, although most believe the crux of the conflict was the lavayne, whom the elves saw as usurpers of their rightful place as the favored children of Spiros. With Spiros unwilling to undo his most recent creation, the elves renounced their patron and returned to their homeland, Verthage. To this day, the elves are uncommon to the region.

After the loss of the elves, Spiros called forth all of his remaining faithful across Dracos to join him in the Wildlands. Thousands of pilgrims braved countless horrors and dangers to answer their god's call. To accommodate and protect these homesteaders, the Sentinels built the citadel of Kannis, and the settlers established a tent city at its

base, and eventually transformed into a permanent town. As its population swelled, Kannis became humanity's gateway to the south.

Bandits along the Barbas Vode's edge soon preyed upon travelers moving between Kannis and Hilttaenos, forcing the Sentinels to raise another fortress, Pleardys, along the trail between the citadel and town. Upon reaching Hilttaenos, the settlers who opted not to remain in the swelling

815-703 BF, Colonization

- 815: Most elves break faith with Spiros and leave the Wildlands
- 814: First indications that the gods may be mating with mortals
- 813: Humans begin to settle the Wildlands
- 810: Citadel Kannis founded
- 804: Fort Pleardys and the village of Navodys founded. First raid upon SpirosBlaak by the Midwyn pirates.
- 803: Dreij founded
- 801: Meleatan and Askalan founded

- 789: The Path of Faith is completed. Vas founded.
- 784: With the guidance of mentors, the orders of the Motith Farr and Gavrin Farr are founded at Pleardys
- 768: SpirosBlaak is sacked and partially razed by pirates
- 752: The malicious armageddon dragon, Drybadyous, appears in the hills to the far west of Vas and begins raiding shipping, costing millions in gold each year
- 749: An unprecedented force of magi from Monvas quest to destroy Drybadyous and never return
- 746-721: The rulers of Kannis and Hiltanos war over logging rights in what came to be known as the Campaign of Splinters
- 716: The Nadyass, a family of powerful and honest shipbuilders and merchants, acquire the title of Duke of SpirosBlaak

city around Kannis, could either continue east to SpirosBlaak, where trade flourished, or move on to the logging camp of Navodyss.

Worse than the bandits was the unexpected and devastating first Midwyn pirate raid upon SpirosBlaak, setting in motion a long history of such incursions, and resulting in a population boom for Hiltanos, a town safely landlocked far to the west. Settlers later moved further south, driving a wedge through orc- and kav-controlled lands. Raids on southbound caravans plagued such efforts until the mounting losses forced SpirosBlaak and Hiltanos to entreat several clans of kavbroed to gain safe access to the growing

fishing communities of Meleatan, Vas, Askalan, and Dreij. After a few years and more concessions, the kav allowed the humans to build the Coastal Road to expedite their passage to the coastal cities. This agreement, called the Compact of Trust by its human benefactors, would forever be known as the infamous Treaty of Soiled Pelts to those kav that continued to suffer mankind's intrusion.

The nearby Midwyn likewise benefited from the influx of settlers, though in a far different manner: They raided ships transporting pilgrims and much-needed supplies along the coast. The sea raiders boldly sacked SpirosBlaak again, setting a third of the city ablaze with their pillaging. As a result, SpirosBlaak bolstered its navy and trebled its seaward-facing defenses, creating the greatest strongpoint in the Wildlands.

Amidst the advances and setbacks forming the first steps of a new civilization, the gods turned to humanity for lovers or experimentation. As a result of this breeding, the gods spawned new divine-touched children. From these heirs, came new family's and bloodlines that have survived into the current era (see **Lesser Gift of Divine Heritage** and **Greater Gift of Divine Heritage, Chapter Ten: Skills & Feats** for more information).

The Clan Wars

(703 BF to 514 BF)

703-514 BF, The Clan Wars

- 703: The first Clan War erupts when a coordinated kav army attacks Vas.
- 686: SpirosBlaak founds the first kav legion.
- 538: The kav warlord Slayfang leads dozens of kavraen clans in a war against man. Sections of SpirosBlaak are razed in the Welkfest raids.
- 538-514: Human pogroms of vengeance nearly eradicate the Wildlands' kav.
- 537: Drybadyous terrorizes Vas before fleeing with a quantity of treasure. Neither the loot nor the dragon is ever seen again, and his lair remains undiscovered.
- 535-519: Butcher's fever spreads through most settlements, killing kav and humans alike by the thousands. Paranoia mounts and dependence upon the clergy, especially of Spiros, increasing as a result of the land's trials.

With the influx of homesteaders, the kavraen's numbers increased, having infected many settlers with lycanthropy, but the settlers quickly outnumbered even their impressive clans. The kav grudgingly gave ground to the peoples coming into their homeland. Worse, the Sentinels of the Homeguard stepped in to secure mankind's growing dominion of the Wildlands, enforcing a buffer zone around the human settlements and drove the kav back even further by claiming land that remained unused.

War, of course, followed this advance.

Hundreds of kavraen and kavbroed clans found themselves

in a fight to survive. Raids against human settlements escalated into well-planned genocide. Well-coordinated kav revolutionaries stormed the human garrisons, killing all within. As bloody as these battles were by any normal comparison, they only grew worse when Lunis was full, when many kavraen lost control and even butchered their own.

The human settlers demanded a response to these unprovoked, savage attacks, and the Sentinels of the Homeguard answered the kav threat with an attempt to contain the conflict to the frontier areas. Unfortunately, these warriors were spread thinly, unable to hold the many fronts, so atrocities against small communities and farms bordering the Roaming Plains, Fristian Grasslands, and Wild Vode increased.

In a radical and controversial maneuver, SpirosBlaak offered land to any kav willing to join irregular lycanthrope legions founded to protect human interests. Many kavbroed answered the call, although some kavraen did as well. Their kav brethren viewed these deserters as traitors, and SpirosBlaak's new kav legions reminded the renegade shapeshifters of the Treaty of Soiled Pelts, reviving old grudges toward the humans.

Temporarily putting aside clan disagreements, the kav rallied beneath the banner of a charismatic werewolf warlord named Jorle "Slayfang" Xygaek to fight this common foe. Upon the eve of Welkfest, Slayfang led his largely kavraen army in coordinated strikes against the grandest of the nearby human settlements. For the second time since its founding, SpirosBlaak was pillaged and largely burned, and Hiltanos, Dreij, Askalan, and Meleatan also suffered considerably. The united kav destroyed the small village of Nonum—it would later be rebuilt—leaving their victims' entrails for



miles along the Path of Faith. Although the humans eventually beat back the attackers after a week of horror, they never found Slayfang. The victory over the kav incited the humans' thirst for revenge; racial cleansings began anew.

Even the Sentinels could not stop the purges that followed. By the end of the century, the Wildlands' kavraen population fell to

less than one-tenth of what it had been. These cleansings became so acceptable—having gained approval of Spiros' Pontiff—few humans recognized the madness of their genocidal actions.

The cleansing would not last, for a new threat loomed on the horizon.

Invasion of the Witch Lords

(514 BF to 506 BF)

Following the horror of the Clan Wars, a hitherto unknown sect of necromancers arose to lead their armies against mankind and all its allies. Operating from the Swamp of Woe and commanded by the fallen god Sallous Yar, these self-proclaimed "Witch Lords" led attacks throughout the Wildlands, pillaging and murdering on three fronts, dividing humanity into uncoordinated pockets of resistance. One such front, lead by Sasha Drakonik, a sadistic vampire, marched beyond the Wild Vode, slaughtering kav and man alike.

Fearing the capture and use their great works and knowledge, the mystic colony of Monvas evacuated to Vas, where they hired ships to transport them and their works to Askalan in the east, thereby preventing their lore from being used for evil ends. Most of Monvas' many spellcasters rode north in a gallant sacrifice to delay the invaders long enough for their artifacts and people to reach safety. Upon defeating the town's pitiful defenses and finding Monvas devoid of the arcanum she so dearly sought, the Witch Lord Drakonik became enraged and she slaughtered every prisoner her army had captured.

When Monvas' refugees arrived in the fishing town of Askalan, they combined their resources and purchased a spacious lot where they built a warehouse to store their precious scripts and books. This warehouse would eventually be rebuilt and expanded into the marvel that is today known across Dracos as the Grand Library of Zoetha (See **Askalan**, page 23), so named for the noble Monvasian wizard who led the final resistance against Drakonik.

Meanwhile, the second front of the Witch Lords' invasion, commanded by Drybus Grimaxe, an orc necromancer, moved east along the Path of Faith, annihilating the rebuilt Nonum and assaulting SpirosBlaak. The centuries of orc, renegade kav, and pirate raids prepared the great metropolis for such threats, however, and the city drew its supplies and troops in behind its immense walls.

Unable to penetrate the city's curtain wall or break through its outer borough, Grimaxe settled in for a long siege. SpirosBlaak could afford to wait out the assault, though, for its coastal guns and imposing navy ensured the continued flow of supplies into the city's docks. Enraged by his forces' impotency and under orders from Sallous Yar to take the city at all costs, Witch Lord Grimaxe threw troops against SpirosBlaak's impenetrable walls.

At the same time, Sallous Yar led the third and largest of the Witch Lords' armies westward toward the dwarven fortress-city of Mundaes. Determined to exact his revenge for his defeat centuries earlier, the evil god marshaled an army larger than any previously seen upon Dracos. Arkanocles, the Lord of the Steel Fist, was wholly unprepared for what gathered among the foothills of his mountain home: Thousands and thousands of orcs, goblins, kobolds, demons, undead, and dark sorcerers stretched to the horizon beneath his worried gaze.

Arkanocles sent forth his army to clash with the Sallous Yar's forces. In the battle, Mundaes' dwarves and lavayne used technological weapons, inspired valor, and the advantages of the battlefield against their enemies, whereas Sallous Yar's strategy

consisted of sending endless waves of troops crashing against the mountain, pausing only to add the fallen to his undead legions.

Both gods knew the inevitability of Mundaes' collapse.

While the war raged in the north, Witch Lord Sasha Drakonik united the warring clans of goblins near the remains of Monvas. She tutored her new minions in the ways of technology, a science thought to be the sole province of Mundaes. For three years, she entrenched her forces upon the towering, sacred hill north of Vas, rebuilding Monvas into a fortified town to house her new goblin troops. From Monvas, she designed and constructed new terrifying machines of war in preparation for her next push south. Finally, with her armies ready, Drakonik moved against Vas.

Sallous Yar started the final moves to end the long stalemate with Mundaes, preparing unholy sorcery to crush the city. Drawing on the latent life energy contained within the dead, the Magus of Bones spoke the final words to a terrible spell, tearing open the fabric of reality to create a planar gateway within Fire Eye Mountain, forcing the peak to explode with volcanic fury. The catastrophic blast crushed the defenders, but unexpectedly, the destruction also delayed Sallous Yar's forces from immediately storming the fortress-city's ruins. With the dark god's armies stalled, the surviving dwarves fled down the River of Fire in their mechanical ships, while the lavayne remained behind to redirect lava flows, causing cave-ins and sealing the mountain's depths. Victorious on the field, Sallous Yar had been denied the final blow against his ancient foe. Enraged, he whipped his armies east towards SpirosBlaak.

Of Arkanocles, no one knows. Some posit the eruption killed him. Others suggest the destruction sealed him deep beneath Fire Eye Mountain. If today's lavayne know of their deity's fate, they remain silent on the subject.

At the siege of Vas, orc ships from the sea and goblin ships from the air ruthlessly bombarded the holy city. Under the thunderous cover of this punishing assault, a team of elite wizards, led by Drakonik herself, stole into the city. Vas' own powerful spellcasters engaged these infiltrating wizards, but not before Drakonik murdered the city's ruling council. During the arcane battle's climax, a spell went terribly awry, killing all involved, including Drakonik, and razing much of the city. Lacking the Witch Lord's guidance, the forces of darkness fell back to Monvas. Tragically, the retreat came too late for many.

514-506 BF, Invasion of the Witch Lords

- 511: Witch Lord Sasha Drakonik takes Monvas.
- 510: Monvas' refugees purchase the plot where the Grand Library of Zoetha shall later be built. Sallous Yar attacks Mundaes. Witch Lord Grimaxe besieges SpirosBlaak.
- 510-508: Witch Lord Drakonik unites many goblin tribes and teaches them technology. Monvas is reborn.
- 508: Drakonik besieges Vas
- 507: Sallous Yar destroys Mundaes and the city's surviving dwarves flee south. The lavayne seal Fire Eye Mountain. Arkanocles disappears. The battle for Vas ends, and Drakonik is slain. The Pontiff of Spiros assumes control of Vas, and he declares arcane magic illegal.
- 506: Spiros breaks the siege of SpirosBlaak. Sallous Yar retreats into the Swamp of Woe. The body of Spiros is taken away to an unknown fate.

Between the months of siege and the arcane explosion, most of Vas had been destroyed, including the region's greatest cathedral, the See of Spiros. In a bout of zealous rage, the Pontiff of Spiros declared all arcane magic blasphemy. To be caught wielding, teaching, or studying arcane magic within 50 miles of the city was to be branded a criminal of the worst caliber. The Duke of Vas, unwilling to risk excommunication or a theocratic coup, acquiesced to the Pontiff's declarations and demands, setting in motion a trend of subservience to the Church that survives to the present.

Meanwhile, Sallous Yar and his swarm joined the attack on SpirosBlaak. With such might arrayed outside the city's walls, it appeared as though the great city would fall. Only the timely

arrival of Spiros himself, leading an army of Sentinels, iguanalons (lizard folk), loyal kav, humans from the other duchies, and lavayne skyships saved the city, as the Shining Cavalier's army attacked the invaders from behind.

A terrible battle ensued as the armies of light struggled against the daunting might of the Witch Lords' horde. At the center of this epic fight, the two gods clashed. Eventually, despite drawing strength from the dying warriors around him, Sallous Yar fell to the Shining Cavalier's righteous blade. However, the defeated deity's hordes spirited him away before Spiros could capture him. In a parting attack, the Magus of Bones cast a spell on the weakened god of justice, splitting Spiros' broad chest open.

The Era of Blood

(505 BF to 340 BF)

Following the Witch Lords' defeat, the Saviors of the Twisted Fang, a group of highly organized kav insurgents, used the confusion to further their own revenge against the Archduchy. Multitudes of kavraen swooped down upon the weakened cities of Vas and SpirosBlaak, following with attacks against Hiltanos, Dreij, and Meleatan. Behind this sudden rash of attacks was the Splintered God, who saw an advantage in Spiros' disappearance.

In response, the Pontiff of Spiros granted the Sentinels of the Homeguard a rule of holy authority, granting them the right to mete justice with the Church of Spiros' full backing. As befitting their new status as a holy order, the Sentinels set to work erecting great fortresses and outposts to protect humanity against the rampaging kav and other threats.

Meanwhile, the bloodthirsty god Shivanos, the Hafted Doom, appeared upon the Roaming Plains. Having come to the Wildlands to partake of the carnage, the god of war raised a great army of orcs and goblinoids to carry out his desire for chaos, sending his forces out in all direction with orders to destroy everything, be it kav or human, crossing their paths. The Splintered God did not take this indiscriminate killing of his people well, and so the Horde immediately declared war on their fellow god.

Beset upon from all sides, Duke Nadyass of SpirosBlaak and the Pontiff of Spiros in Vas used all their diplomatic wile to convince the duke of Hiltanos, the duchess of Askalan, and the king of newly arisen Nolmedron, the hold where a third of the dwarven refugees from ruined Mundaes settled at the mouth of the River of Fire, to sign a treaty pledging their support in returning the Wildlands to peace. This treaty, called the Alliance of Silver Swords, placed each duchy's legions under the command of a single general, chosen by a majority vote, who would then lead their united armies against the orc masses and kav insurrections. The Pontiff instructed Forgemaster Drynne, a master swordsmith, to begin work on five mystical blades, one for each alliance member's champion to take into battle against their common foes.

As Drynne's crafting of the swords neared completion, some twenty years later, kavbroed raiders uncovered an ancient ruin deep within Pharran Vode. Thought to be the lost Merithian city of Athetica, the ruins yielded great treasures, including the deadly Axe of Defiant Thunder. With this axe, Tellian the Tormentor, the raiders' warlord, forced his rule upon the other kav clans, usurping the influence of the Saviors of the Twisted Fang, and organized his people into a cohesive army. Tellian's messengers next approached the cities of the Alliance of the Silver Swords, demanding they evacuate the Wildlands—lest they face his wrath. The alliance members refused.

Centuries of war followed, and throughout the years, nearly ever city fell under siege. When Kirvos fell to Tellian's warriors, the unexplainably long-lived warlord claimed it as his new capital, which angered the Pontiff of Spiros so greatly he called for a crusade to liberate the northern city from the Horde's soldiers. Only the cities of the south answered the call, however, for even SpirosBlaak refused to rouse the new leadership of its northern neighbor, earning the duke of SpirosBlaak an excommunication from the Pontiff.

Then, in a bold move, Shivanos' forces attacked Vas and Askalan in the vacuum left by the departing crusaders. Only the inspiring leadership and considerable martial talents of the fallen gods Antigonos and Gasperos, along with unexpected assistance from the



Monks of Eskelyn, managed to rally the cities' combined citizenry into a workable defense. Rumors still abound that both Sri Senn Sindh, the divine red dragon, and Tennefron, the Howling Wolf of the Horde, also caused their own havoc to Shivanos' forces behind his lines. Hearing of the attack on their homes, the Kirvos crusaders rushed home, with most arriving just in time to turn the battle in the defending cities' favor. The returning crusaders broke Shivanos' army, and the defeated god fled back across the Roaming Plains, leaving his followers to die on the field of battle.

Several decades passed in relative peace, and it seemed the Era of Blood had finally ended. But with brutal speed, Shivanos returned at the head of a new army to simultaneously strike at Vas, Askalan, Meleatan, Dreij, Nonum, and Hilttaenos, using a flight of ensorcelled dragons to spearhead his assaults, perhaps to gain some manner of revenge against Sri Senn Sindh. The invaders claimed victories at Nonum and Taervas, razing them with fire and sword, but before the host could destroy the rest, dwarven engineers and warriors, lavayne skyships from across the Roaming Plains, and Sentinels and militia from the north arrived. Luckily, this help arrived in time to prevent Askalan from falling to orcs that breached the city's walls, culminating in an epic battle upon the steps of the Grand Library of Zoetha.

In Vas, the target of the Hafted Doom's hate, the timely and legendary heroics of a young Sentinel named Leodus of Hilttaenos saved the city. Wielding the mighty sword Pious, one of the five great swords of Forgemaster Drynne, led the defenders, destroying the horde who would sack the city. These first acts of courage set Leodus, who was believed to be a descendant of Spiros, onto the path of sainthood, and after his death, the people entombed his body within Vas. The sword Pious, like the other fabled five, disappeared after its master's demise.

Infuriated by yet another defeat, Shivanos sent the remainder of his charmed dragons north to destroy Kannis and its great citadel, one of mankind's great bastions and symbols of strength. The lavayne skyships pursued the wyrms, and a great battle took place above the northern fortress. The lavayne's sky vessels finally won the day, but it proved a pyrrhic victory.

Kannis, despite having just been saved from a certain doom, shamelessly demanded that the lavayne recompense all their damages and loss of life by turning over the secrets of their skyships. The lavayne refused and withdrew into their mountains, ever after. Since their withdrawal, the lavayne have been seen so rarely many believe the race a mere myth.

Shiftblight (399 BF to 364 BF)

Although Shivanos vanished into the vast Roaming Plains, the trials of the lands would not be over yet, for new suffering appeared, ending all hope of a much-needed peace. First reported in Navodys, a disease of obvious magical nature tore through the north, carried by merchants and pilgrims to south. Sightings of kavraen bearing symbols of Jestale in areas hit by the plague gave credence to the theory that the Splintered God created the disease.

Appropriately named "shiftblight," this airborne, highly communicable disease infected its victims with the curse of

lycanthropy. Thanks to the plague, the kavraen population, formerly depleted to near extinction by centuries of conflict, exploded.

The chaos following overwhelmed the region's military and peacekeepers, escalating tensions and giving rise to the hate-filled Dark Riders of Nonum, a secret society of humans holding to the necessity of kav genocide.

Decades of fear-driven genocidal war followed, as cities of man fought the contagion and its carriers. Although thousands of innocent kavbroed and kavraen died, few people cared. Inevitably, the kav rose once more to defend against these massacres.

Again, Shivanos stirred in the Crypt Hills, where he had discovered an ancient artifact. Dubbed "the Behemoth," this colossal relic, a union of magic and technology, allowed the Hafted Doom and his warriors to leave a devastating swath of death behind them in their trek across the plains and grasslands to SpirosBlaak.

With this immense construct at his command, Shivanos cracked the SpirosBlaak's outer walls in less than a week, forcing the citizenry to flee through rampaging orc and goblinoid lines. The invaders butchered half the city's population during the siege and the defenders' subsequent attempt to retake the city. Two months passed before a combined force of Rilgoth mercenaries, Sentinels, crusaders from Vas, and unexpected aid from Kirvos arrived to retake the city and destroy the Behemoth.

Before the city's liberation, Shivanos fled to the sea. Documents uncovered in SpirosBlaak's citadel, Shivanos' home during the occupation, indicated more dread weapons like the Behemoth lay hidden in abandoned ruins throughout the land, just waiting to be discovered.

505-340 BF, Era of Blood

- 505: Kavraen raids kill hundreds of humans, increasing levies to most ducal legions. Construction begins on the Grand Library of Zoetha.
- 503: Founding of Nolmedron. The Sentinels gain the Church of Spiros' patronage.
- 500: Shivanos appears with an army, and he kills those refusing to side with him.
- 499: The Treaty of Silver Swords is signed. Forgemaster Drynne begins his greatest works.
- 494: The Sacred Kith of Witchfinders is established.
- 491: Taervas founded. Goblins destroy the fortress at Pleardys.
- 482: Forgemaster Drynne finishes crafting the Blades of Righteousness. The Axe of Defiant Thunder is discovered. Tellian the Tormentor crowns himself the sovereign ruler of the Wildlands.
- 418: The Battle of Whispering Crevice. Kav forces fall before the guns of a surprising alliance between the Witch Hill goblins and the dwarves of Nolmedron.
- 341: Halicsvol is abandoned. Kirvos falls to Tellian's forces. The Pontiff of Spiros declares a crusade to liberate the city.
- 339: SpirosBlaak's duke signs an alliance with the iguanalon of the Swamp of Woe, trading intelligence on undead activities for steel weapons.
- 332: Massive silver deposits found near Hilttaenos.
- 330: The Pontiff of Spiros excommunicates the duke of SpirosBlaak.
- 329: Shivanos attacks Vas and Askalan.
- 328: The crusade against Kirvos ends when the holy warriors rush back to save their homes.
- 319: Leodus of Hilttaenos is born.
- 305: The Grand Library of Zoetha is completed.
- 300: Shivanos attacks Vas but is once more turned away by an alliance lead by Leodus of Hilttaenos. Askalan is sacked. Taervas and Nonum are destroyed. Kannis suffers terrible losses.
- 399: Shiftblight strikes the Wildlands.
- 397: First appearance of the Dark Riders of Nonum.
- 395: Shivanos uncovers the Behemoth.
- 394: SpirosBlaak falls to Shivanos but is soon retaken.
- 382: The Sentinels engage the Rilgoth barbarians in a series of border wars. The northmen remain in their own lands for many years following their defeat.
- 376: Occupation of Monvas is undertaken by Nolmedron and Hilttaenos.
- 364: The shiftblight plague effectively disappears, manifesting only intermittently hereafter.
- 341: SpirosBlaak disperses its kav legions.

The Calm of Whispers

(340 BF to 5 BF)

With this latest defeat of Shivanos, a time of tentative peace finally settled on the Wildlands. Even the quarrelsome kav and orcs seemed to have had their fill of bloodshed, and they withdrew to their own lands to lick their wounds and to rebuild their strength. The Sentinels were especially desperate to replenish their ranks after being nearly

wiped out by northmen who sought to subjugate the weakened SpirosBlaak after its ordeal with the Hafted Doom

The calm allowed time for the various settlements to reinforce their defenses and to increase their militaries. For the kav and orcs, "peace" meant renewed warring over territorial boundaries, as they became

340-0 BF, The Calm of Whispers

- 329: The Misska family comes to power in Kirvos.
- 328: The school of arms in Taervas is opened.
- 326: Lord Misska, a kavraen werewolf, signs a non-aggression pact with SpirosBlaak.
- 260: SpirosBlaak and Meleatan form a shipping alliance.
- 214: Shiftblight strikes Nonum, nearly wiping out the village.
- 207: A fleet of at least 30 lavayne skyships is seen flying towards Rilgoth.
- 205: Swarms of Rilgothian refugees flee their lands, seeking sanctuary in the south. All refuse to speak of what drove them from their homes.
- 204: Seven lavayne skyships, each battered and scorched, are spotted flying south from Rilgothian territory towards Fire Eye Mountain.
- 202: Voesti are uncharacteristically spotted in great schools near the coast, apparently afraid to travel the deeper waters.
- 199-191: Unexplained storms plague the Wildlands' coasts, sinking many vessels.
- 195: A flight of armageddon dragons flies in from the eastern sea, past SpirosBlaak, and vanishes west of Sycleese's Tears.
- 189: The voesti inexplicably return to the deep sea.
- 156: An elven spy is captured in SpirosBlaak and is believed to be an agent of the great elven kingdom, Verthage, to the west. Prejudices towards elves increase, and rumors of an elven invasion abound.
- 155: The first dwarven zeppelin makes its maiden flight.
- 146-144: Nolmedron drives back a drow incursion from the nearby foothills.
- 122: Witchfinders uncover a plot by the Saviors of the Twisted Fang to kill the Pontiff. Prejudices against all non-humans increase as a result.
- 105: Midwyn vessels from Freeport break into SpirosBlaak's harbor and offload Rilgothian warriors. Much damage is caused to the city before the barbarians are defeated and the raiders' ships sunk or chased away.
- 99: Creatures of darkness swarm Pleardy's and Hiltaenos before being forced back to the Demon Bole.
- 43: War nearly erupts between Vas and Kirvos when priests of Spiros are uncovered in Duke Misska's castle.
- 5: The rulers of the Wildlands meet in Askalan to discuss a unification of their holdings.
- 1: All attending nations save Kirvos ratify The Concord of Founding.

Year 0: The Founding of the Archduchy of SpirosBlaak

- The Archduchy of SpirosBlaak is formed. Duke Nadyass is named as the first Archduke.

01-Present AF (After Founding), The Age of Prophecy

- 2: The comet, *Logothos' Breath*, appears, heralding the first of many portents.
- 04-16: Voesti sightings near Meleatan and Askalan increase dramatically.

so blurred by years of conflict. In an unforeseen maneuver, Count Misska, a ruthless kavraen werewolf, assassinated Tellian the Torturer, and declared himself and his line to be the hereditary rulers of Kirvos. Unwilling to go to war so soon after centuries of battle, most regional governments agreed to recognize the new duke's authority.

Even in the absence of war, the powers did not remain content to withdraw from conflict completely. Spying and covert acts of sabotage

abounded, monetary and political battles for resources flared up, granting the talented hagglers of Dreij immense power, as their way with negotiating diverted ever increasing amounts of coin into Dreij's banks and coffers.

To resist Dreij's growing financial influence, SpirosBlaak and Meleatan formed a mercantile alliance, making Dreij and just about every other city in the Wildlands reliant upon them for seagoing trade. Even the goblins of Monvas, whose navy was designed more for war than cargo hauling, came to rely upon the ships of man.

As decades turned into centuries, acts of sabotage, subterfuge, and espionage increased to unprecedented levels, causing paranoia among the nations. Not a week went by that neighboring duchies didn't accuse one another of illegal acts of political and financial underhandedness. Still, no matter how much the duchies threatened each other none resorted to violence to settle accounts.

Founding of the Archduchy

(5 BF to Year 0)

Even with the intrigues of recent years, the stretch of prosperity and peace taught the duchies that with their combined strengths and influence, not even raging hordes of orcs, goblin warships, marauding raiders, or wrathful gods could tip the scales of power in the region away from humanity. In 5 BF, realizing the advantage of uniting the various duchies, the leaders of the Askalan, the City of Enlightenment, invited the region's leaders to a meeting to discuss a permanent arrangement. After years of debate, threats, and hollow promises, the Wildlands' major

settlements finally agreed to combine their independent duchies and city-states into an archduchy to be named for the region's greatest symbol of power, the city of SpirosBlaak. Even though the Archduchy would take the city's name, not everyone agreed the city should be the seat of the fledgling nation's governmental power. Vas' leaders, in particular, opposed the idea, for they wanted the Pontiff of Spiros, who lived in their city, to rule the new nation.

The bickering lasted until SpirosBlaak and Meleatan—along with Dreij, with whom the former two duchies had worked out a secret arrangement regarding the pressing of the nation-to-be's money—began to threaten embargos if Spiros' Tribute was not selected as the governmental seat. Under this pressure, Vas acquiesced. Soon afterwards, the Concord of Founding was signed, and SpirosBlaak was named as the Archduchy's capital, and SpirosBlaak's ruler became the Archduke. Of the nations, only Kirvos refused to sign the Concord, seeing it as too biased in humanity's favor.

The Age of Prophecy

(01 AF to 460 AF)

Soon after the Concord of Founding's signing, strange portents and prophets appeared across the Archduchy. Comets, meteor showers, odd animal births, rambling madmen, and other oddities fueled the populace's belief something ominous loomed over tomorrow's horizon. Maddened by terror, some of the region's more primitive peoples—orcs, goblinoids, kav, and Faedians among them—attacked the Archduchy, hoping to appease whatever forces had been angered. In an attempt to maintain control, the Archduchy in response dispatched the Sentinels throughout the lands in numbers not before seen in decades. Merk Higsburrow, a halfling seer, made matters worse when he foretold the

flooding of the Fristian Plains, which occurred after a disastrous fall of heavy rains, killing thousands.

After the renowned seer Arizekones' vision saved the Archduke Nadyass' son from certain death, the Archduke granted him the position of court soothsayer. Later, Arizekones penned a book of predictions, almost all of which came true. His terrifying so-called "Fifth Prophecy," the longest of his visions, has been much debated, and is still feared to this day. Arizekones died a year after his last prediction, ostensibly from the stress of what he had foretold.

—The Fifth Prophecy of Arizekones—

*When the world's blood flows
To foul man's seed,
When the day knows not the sun
And stars no heaven,
When the eye without sight
Sees the endless night
From atop a god's finger,
Then shall the Four bring ruin.*

*One with strength beyond man,
One cast down from the light,
One who walks in shadows,
Four who bring the death of all.*

*Only those who fear courage,
Those who shun fortune,
And those who seek only harm
upon themselves*

They shall be known:

One who seeks darkness,

*May lay the Four down into
salted earth.*

In an entirely unexpected turn, Morkis the Mad, an uncharacteristically raving mentor prophet, appeared in the Roaming Plains in 135 AF and preached the rise of a kav empire, a great nation that would be the world's only hope of salvation. Thousands of kav flocked to Morkis. They warred with their neighbors in an effort to bring his vision to fruition. A cadre of mentor mentalists subdued Morkis to silence the mayhem, and indeed, without his leadership, the prophet's followers dispersed.

Arizekones' Second Prophecy stated "a great lion, its claws of steel reared high, shall crash against the stone wall to gain the gates," occurred when the empire of Verthage, a powerful elven nation to the northwest, invaded through Pharran Vode. Kannis stymied their progress south long enough for the Archduchy's legions to arrive and force the enemy's retreat in a bloody battle near the infamous Demon Bole.

Peace reigned for several decades, despite the continued omens and prophecies dogging the Archduchy. Then, Arizekones' Third Prophecy stated, "the Tribute's keeper shall give leave of its head and loose its own blood into the streets." Struck by a mysterious malady of paranoia, Archduke Nadyass ordered his chosen legion, the Tuskadeen Protectors, to march from his palace to the Coliseum of Devotion, killing anyone in sight. Nadyass, who left no heir, lost his head for the atrocity. Lord Baedabin succeeded him.

As more prophesies came true, fear mounted, intensifying when a ship of elven diplomats and warriors arrived in Askalan to meet secretly with Karditious, the chairman of the Enlightened Council of Scholars. Suddenly, the elves returned with a fleet that sailed into Drome Lok to assail the goblins of Witch Hill. The elves slew only as many goblins as was required to overtake a mine in the town's center, destroying it before pulling out their warriors and ships. The goblins

have never revealed what the elves destroyed in the mine.

For nearly two more centuries, omens and visions bombarded the Archduchy. Strife, despair, fear, and yes, even hope, battled to fill men's hearts. In this time, the Baedabin blood seemed to thin and weaken. With this weak leadership, many citizens gave up on the possibility for things ever to improve.

When the moon's encircling by a fiery, violet ring, the *Halo of Lunis*, seemed to signal the fulfillment of Arizekones' Fourth Prophecy, "when heaven's orb burns, it shall scorch away the last blood of Tribute's sword," the nation held its breath in horror. The next year, when Archduke Randolph Baedabin died in a riding accident, the people sighed in collective relief, for he had left an heir: his only child, a daughter named Ailea. It seemed Arizekones' visions had finally failed, offering hope for the future after all.

Present Day

(461AF)

Unlike her predecessors, Ailea shows herself to be a surprisingly strong leader, a fact proven many times upon the battlefield and within the Archduchy's council chambers. Since her coronation, Archduchess Ailea's efforts to bring about innovative political and social reforms met with too much resistance from the Archduchy's nobility and wealthy, including a condescending See of Spiros, to be effective. Yet, Ailea continues to try, earning the love of her people ever more for her dedication.

The Archduchy currently is not engaged in any open wars, although several sites of unrest may end its peace. Rumors of plots against the kingdom abound: Shivanos outfits the orcs of the Roaming Plains to march on the nearby cities, a brotherhood of mages conspires to overthrow the See of Vas, and yet another kav rebellion readies itself from border to border with the aid of several aspects of the Horde. Perhaps all are just conjecture, but if any are true, the Archduchy faces dire days ahead.

Tales have come down from the north of the Rilgoth fighting an ancient enemy, while Midwyn sailors speak of unending storms

stalking the waters like sharks seeking prey. Fireside yarns relate seemingly purposeless kav intrusions and raids into Faedian lands, of lycanthropes drawn, quartered, and crucified along the road between Nonum and Miltaenos with the symbol of Spiros carved into their splayed hides. Some even believe the gods have come back, Spiros returned or reborn, or the gods have returned to their long-lost heaven. No one speaks with any certainty.

As prophesied events unfold, the people look increasingly towards their beloved ruler for guidance. With the full support of her legions and citizens, perhaps Archduchess Ailea can see her nation through the troubles to come. Perhaps she has averted the culmination of Arizekones' fifth prediction, bringing the Age of Prophecy to an end. Then again... perhaps not.

- 16-32: Faedian hunting parties continuously stir up the Roaming Plains by raiding kav territories.
- 18: The coin mint of Dreij becomes operational.
- 35: The Fristian Grasslands are flooded.
- 122: Arizekones makes his "Fifth Prophecy" and completes his famed book of predictions.
- 123: Arizekones dies.
- 135: Morkis the Mad preaches his visions.
- 146-150: The elven empire of Verthage invades the Archduchy.
- 188: Archduke Nadyass' massacre. Lord Baedabin becomes duke of SpirosBlaak..
- 289: Karditious the Philologist appears in Askalan.
- 300: Elves visit Karditious, the chairman of the Council of Enlightenment, in Askalan.
- 307-311: Elves invade Witch Hill.
- 323-326: The Motith Farr and Gavrin Farr suffer visions of the end of the world.
- 362-363: The entire kavbroed Clan Moonheart is struck by madness. The clan hunts and feeds upon each other until not a single member remains.
- 400: Elves visit Karditious in Askalan again.
- 404: Lord Baedabin, the Archduke's son, is slain while adventuring on Laervas Isle.
- 409: Elven ships are spotted at Laervas Isle.
- 430: A plot by Jestale's priests to release a plague in Dreij is foiled.
- 451: The *Halo of Lunis* appears.
- 452: Lady Ailea Baedabin becomes Archduchess.
- 454: The Archduchess' intervention prevents a labor war in Dreij.
- 455: The Archduchess prevents a sahuagin invasion of Meleatan.
- 456: Savior of the Twisted Fang assassins attempt to slay the Archduchesses. The Archduchess claims victory at the Battle of Snake's Copse.
- 457: A flight of armageddon dragons arrives in Askalan to speak to Karditious before retreating over the sea. Armageddon giants are spotted in great numbers in the Crypt Hills.
- 461: Present day.

Chapter Three: Religion

Although the deities were once omnipotent, the mortal realm holds them prisoner. Since their fall, some of these gods fought to control the world, while others guided their worshippers toward a greater good, while others still, took refuge in their solitude to mourn their loss. Now, with their physical forms altered from the avatars of old, their bodies house the totality of their existence. Should this vessel perish, so too does the god.

Wars haven't been the only preoccupation for these fallen deities. Many bred with their mortal faithful, spawning offspring gifted with divine heritage (see the Lesser Gift of Divine Heritage and

Greater Gift of Divine Heritage feats in **Chapter Ten: Skills & Feats**). Although these individuals descend from the gods, they are not themselves gods, merely mortals with the divine spark.

The gods of the *SpirosBlaak* campaign setting are known by many names. Most use their actual name or an honorific. Faedian titles are different, for these people worship the gods in a unique manner. For details on Faedian worship, see page 64.

Domains marked with an asterisk (*) are detailed in **Chapter Twelve: Magic**.

Greater Gods

The greater gods held the greatest power in the divine realm. They brought life to the world and to most of the lesser deities. In the mortal world, they remain the most powerful and influential beings in existence.

Gamia

The Wandering Voice, The Waylaying Merchant, The Hopping Raven (Faedian)

Symbol: A many-spoked wheel firmly gripped at either side by a pair of female hands.

Alignment: Neutral.

Portfolio: Travel, trade, money.

Domains: Humanoid (if bakad)*, Luck,

Protection, Travel, Trickery.

Worshippers: Pilgrims, merchants, bakad, innkeepers, messengers, teamsters.

Favored Weapon: Quarterstaff.

One of the first gods, Gamia showed her brethren the way to Existence and eventually to Gallentros—the Heavens. A robust woman draped in a simple shift, Gamia has wandered the world since Gods' Fall, seeking only to further some enigmatic purpose, known only to her. As she enjoys observing mortals, Gamia travels among them in various guises. She might appear as a pilgrim wandering with other travelers, a mysterious merchant seeking to increase the



value of local trade routes, or a shadowy thief who joins adventurers for a short dungeon crawl.

Gamia is beloved of travelers, for the goddess blesses homes and business treating travelers kindly. She may herself be one of those vagabonds. Consequently, most inns, taverns, hostels, and way stations have icons of the Wandering Voice placed beside their main doors in anticipation of the time when the goddess will take notice of their devotion to her.

Logothos

The Hand of Inner Sight, The Keeper at the Gate, the Wise Jackal (Faedian)

Symbol: A bare hand with fingers outstretched and staring eyes upon each fingertip.

Alignment: Lawful neutral.

Portfolio: Learning, knowledge, secrets.

Domains: Air, Knowledge, Law, Mentor (if a mentor)*, Secrecy*.

Worshippers: Scholars, scribes, explorers, mentors.

Favored Weapon: None.

Legend holds Logothos holds the secrets of existence. However, since Gods' Fall, he has not been seen. He has a robust following in Askalan, a great city and home to the Grand Library of Zoetha.



Intermediate Gods

The intermediate gods refined the creations of the greater gods. Although not as powerful as the greater gods, they are mighty enough to shape the future. Most of the wars following the Great Madness were instigated by these beings.

Akrasia

Thief of Time, Goddess of Distraction, Lady of Lost Dreams, The Delayer, the Promise Breaker (Faedian)

Symbol: A leaking hourglass.



Alignment: Chaotic evil.

Portfolio: Distraction, lost dreams, tricksters.

Domains: Chaos, Distraction*, Evil, Time*, Trickery.

Worshippers: Bards, entertainers, gambling house proprietors, innkeepers, and tricksters.

Favored Weapon: Net.

Akrasia, sister of Phaetos, is the chaotic evil goddess of failed resolutions and weakness of will. She is the patron deity of distractions preventing people from fulfilling their potential. When a fighter stays drinking in a tavern rather than training with his weapons and bettering his skills, Akrasia is pleased. When a wizard

putters about with the spells he already knows rather than putting in the effort and discipline to create new ones, she rejoices. And when whole nations put short-term benefit ahead of long-term gain, she is delighted.

Akrasia aims to prevent anyone from achieving the good they are capable of, and bringing society to ruin and misery is her ultimate goal. In fact, it is believed her influence led to the sloth and decadence that undid the mighty Merithian civilization once ruling much of Dracos.

Akrasia has few temples, as her followers seldom follow through on tasks, but one—the unfinished Temple of Present Delights—does lie in the wilderness of the Pharran Vode. Her doctrine is detailed in the *Book of Thirteen Prophets*. To date, however, the book, too, remains unfinished; it has 12 chapters of disjointed notes and reminders to delete statements.

Akrasia appears as a youthful woman with dark hair. She can distract men with her beauty alone.

Arkanocles

The Maker, Lord with the Steel Fist, the World Stone (Faedian)

Symbol: A stone egg clenched by an armored fist.

Alignment: Lawful good.

Portfolio: Dwarves, mines, invention, technology.

Domains: Craft*, Dwarf (if a dwarf)*, Earth, Fire, Lavayne (if lavayne)*, Subterranean.

Worshippers: Dwarves, technologists (non-Witch Hill goblins), lavayne, miners.

Favored Weapon: Gauntlet (any variation).

The favored god of dwarves, especially among the Nolmedron, Arkanocles was the consummate thinker and one of Spiros' most valued allies. However, with the sealing of Fire Top Mountain, Arkanocles is feared lost or dead. Famed for his part in the creation of the fusion race, the lavayne, he was an instrumental force in the dark years following Gods' Fall. While he lived, if he did indeed die, he appeared as a stunted, brutish man, noted for always wearing a forge-stained apron and steel gauntlet.



Cinnoldis

The Celestial Magus, The Eternal Void, the Black Emptiness (Faedian)

Symbol: A field of stars within a black circle with a silver border.

Alignment: Lawful neutral.

Portfolio: Magic, alchemy, entropy, time.

Domains: Law, Magic, Protection, Time*.

Worshippers: Wizards, sorcerers.

Favored Weapon: Dagger.

Cinnoldis is Eaovata's lover and the illegitimate son of Logothos. He has hairless skin as black as night, and he wraps himself in his dark cloak, Eventol, which holds at least one of every magic item ever created. Reserved and solitary, Cinnoldis travels the lands clandestinely, moving from one community to the next in search of those who possess the gift of magic. He often gives magical protective tokens (*token of resistance +1*) to those he encounters, although he rarely reveals his identity. There have been very few sightings of Cinnoldis in the Archduchy in the past millennia, especially since Vas outlawed arcane magic.



Deledos

Master of Charms, the Brooding Cat (Faedian)

Symbol: A dove entwined within a thorn-less rose.

Alignment: Neutral.

Portfolio: Love, art, passion, romance, poetry, song.

Domains: Enchantment*, Healing, Lust*, Secrecy*.

Worshippers: Poets, artists, musicians, unfulfilled lovers.

Favored Weapon: Shortbow.

Deledos is the son of a succubus and an unknown god, although some claim his father is none other than Spiros, the Shining Cavalier. Deledos is handsome beyond compare, and those looking upon the god quickly become enamored by his charm and overwhelming presence. Normally the Master of Charms uses his considerable charms to seduce lovely mortals who catch his fancy—and woe to any mortal who spurns the god of passion for any reason, for Deledos becomes a vengeful, spite-filled child whose petulance can cause as much strife and evil as any one of Shivanos' wars.



Demedreas

The Lord of Waves, The Stormherald, the Rolling Thunder (Faedian)

Symbol: Three cresting waves crashing against the sides of the thick circle enclosing them.

Alignment: Neutral.

Portfolio: Seas, rain, storms, sailors.

Domains: Air, Destruction, Humanoid (if a voesti)*, Protection, Travel, Water.

Worshippers: Sailors, voesti.

Favored Weapon: Trident.

A man of indeterminate years and average physique, this silver-skinned, silver-haired god dwells beneath the Sea of Wyrms in an enchanted voesti city. Cloaked in a shroud made from the very waves he rules, Demedreas secludes himself away from the troubles of the world. His neutrality granted him great respect among his fellow gods. He sometimes mediates their conflicts.



Demedreas as Harrimast

The Midwyn worship an aspect of Demedreas, whom they call Harrimast. For the Midwyn, Harrimast is the chaotic neutral god of pirates. His domains are Air, War, Travel, and Water. His favored weapon is the cutlass.

Eaovata

The Rising Flame, the Quieter of Darkness, the High Sun (Faedian)

Symbol: A blazing sun partially cresting a jagged line representing the underworld.

Alignment: Neutral.

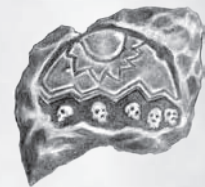
Portfolio: Agriculture, animals, elves, dawn, fertility, the restful dead.

Domains: Animal, Earth, Endings*, Healing, Plant, Sun, Water.

Worshippers: Farmers, druids, rangers, kav, defenders against the undead.

Favored Weapon: Warhammer.

A true beauty, Eaovata's hair is like a flaming corona about her head, unmistakably marking her as one of the divine. She is a stark contrast to her ebony lover, Cinnoldis, god of magic, as she is a sociable deity who grants her advice and blessings to mortals. Of all the fallen gods, Eaovata is perhaps the most likely to be seen by the common man.



The Horde

The Splintered God, They-Of-The-Many

Symbol: An upraised claw formed from many fractured splinters. Each aspect's name, written in Lycanthus, the language of the lycanthropes, is added to this symbol by their separate followers.

Alignment: Varies depending on aspect.

Portfolio: Varies depending on aspect.

Domains: All receive the following, plus the domains listed in their description: Evil, Shapechanger (if a shapechanger)*, Humanoid (if an evil humanoid)*.

Worshippers: Kav, shapechangers, goblinoids, orcs, other evil humanoids. Each aspect of the Horde also has worshippers specific to them alone.

Favored Weapon: Varies depending on aspect.

The god known collectively as "the Horde" consists of several divine individuals who share a united consciousness. Each have minds, personalities, methods, and goals that are distinctly their own, but their experiences are all shared with their fellows of the Horde; what one senses, suffers, or thinks, the others do as well. And although the Horde is a part of Dracos' pantheon, not even the other gods know where they came from.

The Horde comprises many individually worshipped aspects/deities (see **Aspects of the Horde**, page 17).



of his twin sons, the gods Panathon and Shivanos, is one of the more enigmatic members of the pantheon. He binds his eyes tight with a black cloth to prevent himself from driving other mad by the swirling paths of fate found within them. His loyal companion and surrogate eyes, the immortal celestial lion, Remiticus, always accompanies the Grand Weaver. Since Gods' Fall, Phaetos sequestered himself in a hidden location. He only leaves his haven to couple with the alluring Kutsutema, his lover of many years.

Spiros

Sword of Righteousness, the Shining Cavalier, the Bronze Warrior (Faedian)

Symbol: A gilded, shining heaume with an upwardly turned longsword behind it.

Alignment: Lawful good.

Portfolio: Justice, righteous battle, valor.

Domains: Courage*, Good, Lavayne (if lavayne)*, Law, Nobility*, War. Spiros' clerics may not cast any spells with the Chaos descriptor.

Worshippers: Paladins, officers of the law, knights, cavaliers, lavayne.

Favored Weapon: Longsword.

Spiros is a gilded knight in fluted, decorative full plate. He keeps his visor down, and from the eye slit a bright light spills forth. Spiros never reveals his face, for he epitomizes the unbiased, faceless nature of justice. The Shining Cavalier is not well disposed towards arcane spellcasters or magic due to an unknown incident that occurred long ago with Cinnoldis. Even the other gods are rumored to know nothing of the cause, although many suspect it somehow concerns the lavayne. Knowing the strained relation between the two, Cinnoldis' role in Spiros' disappearance certainly raises many unanswered questions.



Kutsutema

The Whispering Mistress, the Obsidian Harlot, the Will Taker (Faedian)

Symbol: Two horizontal serpents, one facing in each direction, that vaguely resemble a pair of lips.

Alignment: Neutral evil.

Portfolio: Deception, lies, seduction.

Domains: Corruption*, Darkness*, Lust*, Secrecy*, Trickery.

Worshippers: Spies, thieves, prostitutes, spurned women.

Favored Weapon: Short sword.

The mother of Panathon and Shivanos from an indiscretion with the then-young Phaetos, Kutsutema is as untrustworthy as she is seductive and beautiful. Kutsutema is a lithe, buxom blonde with icy-blue eyes and an inviting smile painting her as the epitome of innocence. Despite her designs and methods, Kutsutema surprisingly remains on good terms with Phaetos, although the latter god always tries (unsuccessfully) to convince her to change her ways. Since the birth of their children, Phaetos and Kutsutema have maintained a relationship of sorts—one purely based on lust.



The Church of Spiros

The Shining Cavalier is the official patron deity of the Archduchy of SpirosBlaak, even though other gods have a broader base of worshippers than he does on Dracos. With its seat of power in Vas, a city ruled by Spiros' clergy—the city's true ruler is nothing but a figurehead, the Church of Spiros, simply the Church, is perhaps the greatest political power in the Archduchy; in fact, the Church often wields more power than the Archduchess.

Missionaries of Spiros are a common throughout the land. They work to bring the word of the one true faith—in most of their eyes, anyway—to those who do not adhere to the tenets of their patron. Worse yet are the agents of the Inquisition of Swords, who use their sanctioned authority to question, detain, and sometimes even kill men and women who believe their gods more powerful than Spiros. Such activity would not be so terrible if it was restricted solely to worshippers of fell gods such as the Horde or Sallous Yar, but the inquisitors are renowned for zealously pursuing their goals beyond all moral boundaries.

Phaetos

The Grand Weaver, The Blind God, the Pathfinder (Faedian)

Symbol: A set of scales centered within a violet pyramid.

Alignment: Neutral.

Portfolio: Fate, prophecy, fortune.

Domains: Air, Destiny*, Knowledge, Luck, Time*.

Worshippers: Prophets, fortunetellers, gamblers.

Favored Weapon: Sickle.

Phaetos, brother of Akrasia and lover of Kutsutema, the mother



Sycleese

The Radiant Mother of All, She-Who-Bears-the-Cycle, the Unrelenting Seasons (Faedian)

Symbol: An infinity symbol contained within a blazing sun.

Alignment: Neutral good.

Portfolio: Marriage, healing, birth, death, the seasons.

Domains: Air, Death, Fire, Good, Hearth*, Healing, Protection, Sun.



Aspects of the Horde

The Horde comprises the following individually worshipped aspects or deities.

Dooned

The Feasting Demon, the Swollen Earth (Faedian)

Alignment: Neutral evil.

Portfolio: Gluttony, greed, excess.

Domains: Air, Corruption*, Lust*, Travel.

Worshippers: Merchants, bankers, thieves, werefoxes.

Favored Weapon: Greatsword.

Dooned appears as an obese werefox. Despite her weight, this goddess possesses incredible agility and strength. She currently resides somewhere deep within the Wild Vode, where she works to form a bandit empire. Her primary interest is debauchery and decadence, fed by hoarding ill-gotten goods and slaves. Her servants throughout Dracos are among the vilest thieves known.

Grijj

The Stalking Dream, the Midnight Cloud (Faedian)

Alignment: Lawful evil.

Portfolio: Assassination, murder, slavery, poison.

Domains: Blood*, Darkness*, Death, Water, Weapons*.

Worshippers: Assassins, kobolds, slavers, troglodytes, wererats.

Favored Weapon: Dagger.

Grijj has no substance; he is an incorporeal wererat. Although unconfirmed, it is rumored Grijj currently resides in SpirosBlaak, where he is believed to be the leader of that city's assassins' guild. Grijj's faithful serve their lord by spreading murder and slavery across the land, paying tribute through their vile deeds. The priests command of Dracos' more feared assassins' guilds and, if not, certainly know how to put someone in touch with them.

Jestale

The Rotting Lord, the Plague Walker (Faedian)

Alignment: Lawful evil.

Portfolio: Pestilence, infestation, disease.

Domains: Disease*, Earth, Pestilence*, Plague*, Rot*.

Worshippers: Wererats.

Favored Weapon: Morningstar.

Jestale appears as a mass of shifting rats, each contaminated with untold diseases. Overtop of the squirming swarm he wears torn and rotting rags. His servants propagated several (if not all) of the lycanthropy breakouts in recent centuries through unknown means. Somehow, they've managed to distill the mystic disease and spread it like any other plague. There is likely a purpose behind Jestale's intentions beyond spreading the disease, but all priests of the Plague Walker would rather die than reveal their master's goals. Most duchies have outright banned worship of Jestale, even those that claim to be the most open-minded, for the danger of allowing plaguebearers free range is just too great for most duchies to bear.

Mikret

Master of the Withering Fire, the Dead Earth (Faedian)

Alignment: Neutral evil.

Portfolio: Famine, drought.

Domains: Death, Destruction, Fire.

Worshippers: Wereravens.

Favored Weapon: Scimitar, shortbow.

Mikret is a gaunt and withered wereraven with sickly, mottled feathers haloed by black fire. His servants travel the land, spreading blights and striking down livestock as proof of the Dead Earth's supremacy over fragile life. As one could expect, all farming communities forbid Mikret's worship and even whispering his name is to beg for his curse.

Poden-mol

The Lady of Randomness, She-Who-Is-Without-Form (Faedian)

Alignment: Chaotic evil.

Portfolio: Madness, chaos.

Domains: Chaos, Knowledge, Insanity*, and each cleric may select one of the following—Air, Earth, Fire, or Water.

Worshippers: Lunatics, demented lycanthropes.

Favored Weapon: Any (as the individual priest chooses).

To look upon Poden-mol is to flirt with madness.

Her shape shifts from one moment to the next, and it is impossible to remember any of her previous incarnations afterward. This aspect of the Horde perished during the battle breaking the siege of Mundaes, but rumors of her appearance spread across the land, leaving insanity in her wake. Now, sightings of this dark goddess arise sporadically.

Tennefron

The Shielded Terror, the Howling Wolf (Faedian)

Alignment: Chaotic evil.

Portfolio: Fear, brutality, tyranny.

Domains: Blood*, Earth, Protection, Strength.

Worshippers: Evil warriors, tyrants, half-ogres, despots.

Favored Weapon: Spiked chain.

Tennefron is a monstrous werewolf dressed in shining chainmail and wielding a deadly blue bastard sword called Harrower. He wanders among the kavraen clans, struggling to raise an army to overthrow the humans and return the Wildlands to their previous glory. The Howling Wolf and his servants hate humanity and always work to destroy them. Given the zeal of their hatred, SpirosBlaak's legions undertake periodic purges to root out troublemakers serving his cause.

Zackria

The Reaver of Bliss, the Burning Wind (Faedian)

Alignment: Neutral evil.

Portfolio: Pain, torture, fire.

Domains: Fire, Healing, Pain*.

Worshippers: Masochists, executioners, torturers, inquisitors.

Favored Weapon: Whip.

By far the cruelest of the Horde, Zackria is a tall werewolf whose flesh has been flayed bare; smoke rises from his scorched and empty eye sockets and toothless maw. Zackria is never without his deadly, tri-headed flail, Harrowknell. His priests meet in secret temples dedicated to their master deep beneath human cities so they may abduct victims to torture for weeks or even months before sacrificing them.



Worshippers: Humans, halflings, farmers, midwives, healers.

Favored Weapon: Mace (any).

As one who always had a great love for mortals, Sycleese traveled far and wide among them since her arrival on the mortal plane. Most people revere her, as she frequently bestows her blessings upon newborns and marriages, although she spends most of her time among the Faedian wildmen for whom she reserves a special place in her heart.

Sycleese harbors a hidden pain regarding her former lover, Sallous Yar. In fact, when he is mentioned, her joyous composure hardens. Their relation ended when he chose to become the Lord of Undeath, forcing Sycleese to oppose him and add death to her spheres of influence.

Lesser Gods

The deities known as lesser gods have less responsibility than either the greater or intermediate gods, although their power remains daunting. Such gods reign over specialized aspects of existence.

trespasses against his fellow gods, or for his extremely violent efforts to slay all the favored peoples of the pantheon not his own, a goal that would surely ruin Panathon's fun.

Biddethomia

The Lady of the Unknown, Mistress of Hemlock, the Hanging Moon (Faedian)

Symbol: A silvery moon rising up through a single cloud.

Alignment: Lawful evil.

Portfolio: Witchcraft, spiders, darkness, unrequited love, the moon, poisonous plants.

Domains: Darkness*, Destiny*, Evil, Magic, Plant.

Worshippers: Witches, drow, spurned maidens, evil wizards, evil sorcerers.

Favored Weapon: Dagger.

The champion of dark magic and vengeful lovers, Biddethomia was herself spurned by Sallous Yar for the goddess Sycleese. Ever since, she hungers for vengeance. Furthering her hatred of the Magus of Bones (and men in general) is Biddethomia's enmity of all things undead and necromantic, the one realm of the dark arts she will not touch for reasons unknown.

Biddethomia possesses a beauty beguiling as it is frightening. She has bone-white skin, her regal face framed with raven tresses as dark as night. She always wears black, and conceals her features behind a spider-web veil. Since her exile to the mortal plane, Biddethomia traverses Dracos from one end to the other, offering aid to vengeful females and ambitious witches.



Sallous Yar

The Night's Sun, Magus of Bones, the Man Under the World (Faedian)

Symbol: A skull with a crown of thorns and a crescent moon hanging beneath.

Alignment: Lawful evil.

Portfolio: The restless dead, necromancy.

Domains: Earth, Evil, Necromancy*, Rot*, Undeath*.

Worshippers: Necromancers, evil wizards, evil sorcerers.

Favored Weapon: Halfspear.

The half-brother of Eaovata and the reputed son of a powerful demoness, Sallous Yar was once the god of death and a dedicated servant of the great cycle of existence until he coveted the power to create, something most other gods possessed. Against the efforts of his betrothed, Sycleese, Sallous Yar experimented with those unnamable things existing within the extreme boundaries of the great cycle.

Eventually, he discovered the dark art of necromancy, and in doing so, transformed himself into a creature beyond life and death. Having attained his greatest desire, he abandoned his claim to the realm of death and rebelled against the other gods so he could continue to create his undying monstrosities. He now rules his undead minions from a monstrous city hidden deep within the Swamp of Woe. Even his sometime-ally, the Horde, dares not enter the mire without Sallous Yar's permission.



Panathon

Filler of the Cup, The Decadent Lord, the Joyous Otter (Faedian)

Symbol: A bountiful grapevine raveled around an overflowing cornucopia.

Alignment: Chaotic neutral.

Portfolio: Wine, fornication, song, merriment.

Domains: Chaos, Halfling (if a halfling)*, Healing, Lust*.

Worshippers: Halflings, bards, musicians, innkeepers, revelers.

Favored Weapon: Flail (any).

The twin brother of Shivanos and son of Kutsutema and Phaetos, Panathon happily enjoys his exile on the mortal realm. Once bound by the rules of Gallentros, Panathon is now free to revel in every form of pleasure imaginable. He spends much of his time exploring the countless taverns and brothels of Dracos, where he partakes of all manner of excesses, debauchery, and perversity. Standing well over six feet tall, this incredibly handsome, rugged god is never at a loss for companions.

The one thing sure to destroy this god's revelry, no matter how soused he may be, is the mention of his brother. Although Panathon loves Shivanos, he cannot forgive his berserker brother for his



Shivanos

The Hafted Doom, the Crimson Butcher, the Blooded Warrior (Faedian)

Symbol: A blood red axe within a black circle.

Alignment: Chaotic evil.

Portfolio: Orcs, goblinoids, war, genocide and slaughter.

Domains: Blood*, Courage*, Destruction, Evil, Giant (if of ogre blood)*, Orc (if an orc)*, Humanoid (if another humanoid or goblinoid)*, Rage*, War.

Worshippers: Orcs, half-orcs, ogres, half-ogres, goblins, warmongers, berserkers, Rilgoth barbarians.

Favored Weapon: Great axe.

The twin of Panathon and a longstanding opponent of peace, Shivanos was the first god cast down from Gallentros, long before the other gods. Since his fall, he unsuccessfully attempted to unite the various humanoid tribes of Dracos against his fellow gods' chosen races. Many of the orc tribes of the Archduchy acknowledge his rule, and now warlords and chieftains personally appointed by the



Crimson Butcher command them. Shivanos also attracts a number of non-evil followers. The Rilgoth, perhaps his most ardent supporters, follow him for his skill as a war, overlooking his ravenous thirst for slaughter.

Shivanos bears little resemblance to his twin brother, Panathon. He is a hulking man whose great bulk towers several feet above even the tallest orc, and his arms are as thick as many of his warriors' torsos. In battle, he wears crimson armor drenched with his enemies' blood and wields a deadly axe called Bloodmire.

Sri Senn Sindh

The Sibilant Moloch, He-of-the-Shadowed-Lair, the Whispering Serpent (Faedian)

Symbol: A serpent coiled around a fanged infinity symbol.

Alignment: Neutral evil.

Portfolio: Serpents, evil dragons, weaponry.



Domains: Craft*, Evil, Humanoid (if a Witch Hill goblin)*, Reptile*, Subterranean*, Weapons*.

Worshippers: Evil dragons, lizardfolk, serpent races, weaponsmiths, Witch Hill goblins.

Favored Weapon: Scimitar.

A red dragon of incomparable size and the weaponsmith of the gods, Sri Senn Sindh spends nearly all of his time in his subterranean forge. Since he lived in the mortal realm prior to Gods' Fall — he found it easier to work within the heated veins of the world — the gods' banishment from Gallentros means very little to him.

There is a heated rivalry between the Sibilant Moloch and Arkanocles. The latter cannot bear Sri Senn Sindh creates better weapons. This competition rarely resulted in open violence, for in fact, the two join forces against common enemies (especially those who would do craftsmen ill) from time to time. But these alliances are always temporary, and the two quickly settle into their difference.

Demi-Gods

Barely able to call themselves gods, these beings were once mortal. They later attained a state of quasi-godhood, typically by performing some manner of fantastic or extraordinary deed. Demi-gods hold sway over minor aspects of existence, typically those diluted from the portfolios of the lesser gods.

Antigonos

The Gentleman of Swords, the Welcome Hunter (Faedian)

Symbol: A pair of crossed rapiers, blades pointing down, with a crescent moon rising from their hilts.

Alignment: Chaotic good.

Portfolio: Agility, cunning, sword fighting.

Domains: Courage*, Good, Luck, Weapons*.

Worshippers: Duelists, gamblers, swordsmen, kind-hearted rogues, haters of kav.

Favored Weapon: Rapier.

Antigonos was once a human, known throughout the Rilgoth Empire for his skill in swordplay. Yet despite his rakish attitude, his flippant regard for danger, he hid a deep and abiding hatred for all kav, laying the blame on an entire race for the deaths of his family. He eventually won godhood when he retrieved Sycleese's Tears from Sallous Yar, who would not part with them for the power they offered him.



After the gods fell, Antigonos traveled Dracos, sometimes with Gasperos, fighting the good fight and exulting in his immortality. Occasionally, when the mood strikes, he dons a disguise and joins with a band of adventurers, especially those with a taste for excitement like his own.

Gasperos

The Wanton Brawler, Old Rock Fist, the Unbreaking Arm (Faedian)

Symbol: An upright, clenched fist of stone.

Alignment: Lawful neutral.

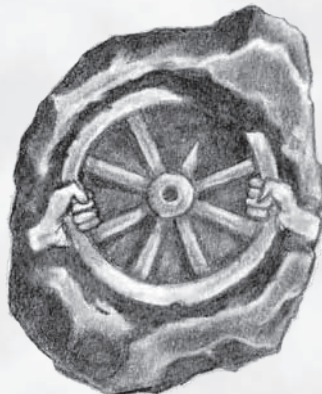
Portfolio: Strength, unarmed combat, wrestling, monks.

Domains: Blood*, Giant (if of giant or ogre blood)*, Nobility*, Rage*, Strength.

Worshippers: Wrestlers, monks, ogres, half-ogres, giants.

Favored Weapon: Unarmed Strike.

As a mortal, Gasperos was an anomaly. An ogre, he sought the path of introspection, becoming a monk during the time of Rilgoth's power. Surprisingly intelligent and just, Gasperos adventured with his fellow man-at-arms and beloved friend, the swordsman Antigonos. The ogre's assistance in the retrieval of the goddess' tears that saw Antigonos elevated to demi-godhood likewise promoted Gasperos into the lowest ranks of divinity. Gasperos shares his friend's animosity towards lycanthropes.



Chapter Four: Customs, Communities & Geography

The customs, beliefs, and habits of the duchies usually differ from one to the next. This chapter presents some points of note. The new races mentioned within this chapter are fully detailed in **Chapter Seven: Races**.

Customs and Society

Dress

Commoners and tradesmen wear durable and practical clothing to suit their responsibilities. Few can afford to adorn themselves in the silks, hoses, and fine gowns of the wealthy or the nobility, nor do they wish to. Simplicity of dress is the norm, but there are obvious exceptions. Faedians, for instance, wear almost nothing, and they are unashamed of nudity, often causing scandals whenever a Faedian visits a “civilized” community. Furthermore, the orcs of the Roaming Plains traditionally dress in the skins of their kills, whereas the dwarves of Nolmedron consider light armor to be casual wear.

Education

Very few advanced schools or colleges exist for the lower social classes, except in Askalan, where the opposite is true. However, a typical urbanite of the Archduchy can attend community schools, where he learns reading and some arithmetic. Tradesmen, entertainers, and other professions requiring records or ledgers generally have a greater understanding of these matters due to the nature of their professions.

Well-to-do commoners, on the other hand, possess a fair understanding of letters, intermediate mathematics are more familiar, and some rudimentary principles of science are broached. Still, most schooling at this social level is informal, learned from one’s family or by paying a nearby tradesman to tutor children during his spare time.

The wealthy and noble classes, however, may avail themselves of the best academies and private tutors money can buy. Members of the upper class usually speak many tongues and know advanced mathematics, scientific elements and theories, philosophy, religion, and history. They also generally know something about other cultures, although they may not always be open-minded about them.

Laws

The rulers of each duchy set laws within their dominions. The Archduke or Archduchess only forces implementation of the most widely applicable regulations. Although most such regional decrees are similar in design and application to those of their neighbors, the finer points, such as sentencing, vary widely. There are, however, several laws enforced by just one or a few duchies that stand out from most others. For example, only Vas places restrictions on arcane magic.

No matter where in the Archduchy one goes, however, it is clear centuries of conflict hardened its citizens against criminals and the downtrodden, for the citizenry heartily believes the law requires harsh justice to maintain order. Therefore, theft is often punishable by mutilation, murder with execution, and so on. Despite this hard stance on crime, it remains as prevalent in the Archduchy today as ever it did.

Another legal commonality throughout the Archduchy (with a few exceptions) is the treatment of kavbroed and other non-humans as second-class citizens (at best) in the eyes of the law. Even when the actual letter of the law does not show them disfavor, their fellow citizens and agents of the law, including the magistrates and courts, still discriminate against them and treat them poorly. Kavraen, on the other hand, are an entirely different matter: a sweeping law granting all citizens the right to execute kavraen on sight. The few kavraen existing in the cities of man do so illegally, and they are usually ousted by their inability to control their shapechanging during full moons, an ability the kavbroed have long mastered.

Superstitions

Superstitions are common in any society, and each race, community, and social class in the Archduchy has its own. In general, what separates superstition from religion and magic is the fact that superstitious beliefs, while widely and firmly held, are generally inaccurate, sometimes dangerously so.

Two such beliefs that are common to much of the population of the Archduchy are the Day of Hallowing Exemption and the power of “red silver.” (For an example of a superstition that is only partially inaccurate, see the practice of blood-pricking in the description of Kavbroed on page 70.)

The Day of Hallowing Exemption

On this Archduchy-wide holy day (see page 21) the human population of SpirosBlaak believe that the powers of the kav are held in check by the sacred energies that suffuse the land. The exact nature of this restriction on lycanthropes is debatable: in Hiltanen it is believed that a kav’s bite doesn’t transmit lycanthropy on the Day of Hallowing, while in SpirosBlaak itself they believe that weres are unable to change form on that day. Unfortunately for both kav and human, the isolated counter-examples reported following an unsuccessful or tragic Hallowing Hunt are unable to dent the common folk’s belief in the Exemption.

Red Silver

The ability of silver to provide protection from lycanthropes is well known in the Archduchy, but unfortunately silver is too expensive for most commoners to be able to avail themselves of its protection. Thus many humans, goblins, halflings, and half-elves make it a general practice to carry on their persons at all times an amulet made of argentum (an alloy of copper and silver also called “red silver” for its color; see **Money**, page 118), a weapon plated with the alloy, or at the very least an argentum coin or two. Upon the birth of a baby in the Archduchy, well-wishers often present to the parents argentum coins pierced and strung on cords to be placed around the child’s neck, at

the ends of her bed, or at the corners of any doors or windows that lead into her room.

Dwarves know the nature of metals too well to be fooled into thinking the tiny fraction of silver in the argentum alloy would have any effect on lycanthropes. Half-orcs, half-ogres, and iguanalons generally don't put their faith in bits of metal. Elves, lavayne, and mentors aren't known for holding with any superstitions, while Faedians have their own taboos distinct from the beliefs of the rest of the humans of the Archduchy. And the kav, of course, care nothing one way or the other for this practice.

Social Hierarchy

Commoners

Commoners tend the crops and perform menial labor for the industries supporting the Archduchy. The law often discriminates against commoners, affording them few rights and fewer opportunities for equitable treatment. Most commoners do not own the land they work; instead, most are indentured to noble or wealthy citizens.

Criminals

Criminals, especially enemies of the government, have no rights or recognizable status in the Archduchy. Many crimes not demanding mutilation as punishment require the offender be branded upon his bicep, forever marking him as a criminal. Criminals are treated equal to or only slightly better than the less favored humanoid citizens.

Nobility

To be of noble blood typically means your family name extends well back into the Wildlands' history, often as far back as the Era of Colonization, and you have been granted the right to make certain decrees regarding the land you own and rule. Noble titles were given for many reasons, although most of the original claims were simply made by those who were strong enough to take them; social refinement came afterwards. Newer noble families are rare, as titles are now only granted under extreme (and often heroic) circumstances, or, more commonly, by marriage. Even those who trace their noble lineage back a few centuries but no further are the "new nobility" and the established aristocracy disdains them.

Non-Humans

Most humans relegate other races to the position of second-class citizens. Elves, half-orcs, half-ogres, kavbroed, and mad smiths (Witch Hill goblins) face yet greater prejudice. Additionally, local traditions and local law often restrict where these particular races may purchase or sell wares or services, work, or live. Humankind definitely sits on the top perch of the Archduchy's ladder of power and acceptance, a fact that doesn't appear likely to change any time soon.

Priesthood

The status and powers bestowed upon the priesthood varies from one duchy and religion to the next. For instance, in Kirvos the priests (even those of the Horde) are expected to tow the line and defer to the warriors' leadership, whereas in Vas, the priesthood rules.

Slaves

Slavery is still common in many duchies and most slaves serve as house servants, where they are better treated. Slaves have some legal rights in the Archduchy, including the right not to be beaten without "provable cause." Of course, magistrates find the regulation ambiguous, and they rarely intercede on behalf of a lowly slave, meaning slave's rights are often disregarded.

Soldiery

Because the legions or constabulary may be called upon to risk their lives in the dangerous Archduchy, they have several privileges and magistrates tend to overlook any minor infringements they commit against the law, or at most punish with a mere warning. Duchies use these privileges as incentives for commoners to enlist for a term of military service. Additionally, many duchies grant their soldiers property and small pensions for continued years in service.

Tradesmen

The specialized skills tradesmen possess elevate them above the average commoner in the eyes of the law and society as a whole. The years of apprenticeship necessary to become a tradesman create a demand granting these men and women some manner of power, even if that power differs from that stemming from great wealth or political influence.

Wealthy

Although lacking the lawmaking ability and rights of authority granted to the noble class, many of the wealthy possess a heritage stretching back just as far as any title. The wealthy use their gold to buy what they want, be it a person, a legal ruling, or a stretch of land. Few among the wealthy care for the commoners and slaves who work their fields, and they see people of lesser status as tools to be exploited. In the Archduchy of SpirosBlaak, it seems the rule that one's conscience diminishes relative to the weight of one's purse.

The Months and Seasons

The Archduchy of SpirosBlaak's calendar consists of 14 months, 365 days, and four seasons. The length of each month varies—often drastically.

Winter	Biddethmim – 28 days Shivakdiize – 18 days
Spring	Sycleetone – 30 days Gamlok – 28 days Demedrok – 21 days
Summer	Eaovin – 33 days Spirosteez – 20 days Deledenos – 27 days Panathrik – 39 days
Autumn	Arkanostle – 18 days Kutsutemdok – 25 days
Winter	Salldis – 22 days Phaetiv – 27 days Logothasias – 29 days

Holidays

Most of the duchies share the same predominant religion, Spiros, and so they also share many of the same holidays. Of course, there are seasonal and regional holidays observed in one area that are not acknowledged in others, but by and large, the Archduchy's days of celebration and remembrance are the same.

Day of Hallowing

On this universal holy day held on the 13th of Eaovin, all work is suspended (and is illegal in some duchies). Additionally, the clergy of all recognized faiths call upon believers to spend the day in the temples, combining their energy and spirits with the priests', as they perform prayers of renewal and reconsecration.

Fawllastide

This holiday marks the return of spring, and it is celebrated at different times around the Archduchy, depending upon the weather conditions. A week after the first major thaw following winter, the community takes the day off to dance, feast, and pray for prosperous crops.

The Hour of Righteousness

An annual holiday to the faithful of Spiros, the hour before midnight on the 1st of Spirosteez is set aside for penance. During this time, the faithful openly expunge their sins before and icon of their god or a

member of the priesthood. They spend the remainder of the day in silent reflection, meditation, and prayer. In Vas, Spiros' holy city, the zealous priesthood twisted this holiday to encourage the faithful to inform on their neighbors and family.

Welkfest

The Feast of Welcome, this most holy of days commemorates the gods' arrival on the mortal plane. Feasting, drinking, and plays depicting Gods' Fall and the battles to come start at sunrise and last well into the night. Welkfest falls on the 25th of Logothasias.

Communities of the Archduchy

This section details the more noteworthy communities of the Archduchy of SpirosBlaak. Of course, the GM may scatter many more small villages, hamlets, and even duchies on the map.

Arkanmedia (fabled lavayne city)

Unknown; thought to be a military leader or council.

Symbol: Unknown.

Population: Unknown but believed to be as high as 50,000. All are assumed to be lavayne.

Religions: Believed to be predominantly Arkanocles, with Spiros being recognized as well.

Imports: None.

Exports: None.

Relations: Arkanmedia, if it does indeed exist, has no relations with the outside world. The lavayne want little to do with outsiders,

and they keep entirely to themselves, not even allowing envoys from the duchies near their mountain.

Languages: Dwarven, Elven, and Common.

Alignment: Assumed to be lawful good.

The few dwarves who escaped the fall of Mundaes tell of the lavayne collapsing caverns, of their homeland tunnels filling with magma, of invaders overrunning chambers, and of widespread death. Still, what followed after the dwarves' retreat and the lavayne's sacrifice remains one of the Archduchy's greatest mysteries. Most believe the lavayne still dwell under Fire Eye Mountain, living in the ruins of the old city, while eking out an existence amongst the lava and rock. Although the lavayne have not acknowledged the existence of their supposed homeland, let alone named it, the citizens of the Archduchy call it Arkanmedia, meaning "Place of Doom."

Legends and stories reaching the outside world say some great duty keeps the enigmatic lavayne from leaving the mountain for a



more hospitable home, for their mysterious skyships can obviously carry them anywhere they would like. No lavayne ever speaks of or admits to any such duty, and they only acknowledge such questioning with a cold look and pregnant silence.

Countless explorers have traveled in search of fabled Arkanmedia, while others attempted to penetrate Fire Eye Mountain with wizardry. Most of the explorers never return, and all arcane attempts to divine into the lavayne's supposed homeland have failed. If the lavayne city exists, the lavayne obviously do not want others to know of it.

Askalan, City of Enlightenment

Duke Marcus Derillian I

Symbol: A black heraldic shield bearing an unraveling scroll of silver with a golden open eye at its center.

Population: 144,000 (66% human, 12% kavbroed, 2% halfling, 4% mentor, 16% other).

Special Population: 900 priests of Logothos, 600 Askalanian academicians, 2,000 independent scholars, 1 Askalanian infantry legion, 2 Askalanian siege legions, 10,000 or more students, and 200 city guards.

Duchy Population: 470,000 (53% human, 16% kav, 8% halfling, 1% mentor, 22% other).

Duchy Boundaries: Nestled between the two southernmost divides of Darkmire River, the Duchy of Askalan stretches north along the Coastal Road halfway to Dreij and south halfway to Meleatan. The duchy also pushes west along the edge of the Roaming Plains up to the Wild Vode.

Religions: Logothos, Cinnoldis, and Spiros.

Imports: Foodstuffs, textiles, and luxury goods.

Exports: Paper, ink, books, scrolls, and information.

Relations: Askalan is on bad terms with Vas, mainly due to the Askalan's unbiased pursuit of knowledge, including those areas the Church of Spiros holds to be blasphemous and heretical. The presence of the Basilica of Cinnoldis and other schools of magic supported by the City of Enlightenment only worsen matters.

Except for their unflinching belief that slavery should be abolished, Askalan remains neutral in regard to Archduchy and inter-duchy politics—unless given a reason to behave otherwise. Askalan even accepts the kavbroed, especially those seeking an education.

Languages: Old Rilgoth, Common, and Rilgoth.

Alignment: Neutral.

Once a simple fishing village, Askalan became a thriving city of clay brick, gray timber, and ashen stone during the Era of Colonization. Yet, it wasn't until the time of the Witch Lords that Askalan came into its own. The influx of mystics and erudite scholars fleeing Monvas created a focus for learning in the region, drawing students from all corners of Dracos. Even today, the duke of Askalan and most of the city's other wealthy citizens depend upon the industry of education and its related trades to fill their coffers.

The city expands landwards from its small, open port, sectioned into evenly spaced, arched districts of skyward-rising towers separated by flagged streets and paths. The College Ward is the most impressive and bustling district. This ward is packed to capacity with college campuses, their ivied towers rising noticeably high, even in a city known for its tower-filled skyline. However, the Grand Library of Zoetha is the district's (indeed, all of Askalan's) most grandiose edifice.



Enclosing the furthest extents of Askalan's districts is a high-arching curtain wall strung between regularly spaced square towers. Three gates, each with a solid gatehouse and barbican, are the only land-based means in or out of the city. Neighborhoods, comprised mostly of cheap housing and even cheaper entertainments, rest outside these walls.

Askalan's Locations of Note

The following are locations of note in Askalan.

The Grand Library of Zoetha

Sprawled across four full blocks in the College Ward and reaching as high as ten stories, the Grand Library of Zoetha is one of the largest structures in the entire Archduchy. Although impressive, it's clear this massive library favored function over form. Named for a heroic mage whose sacrifice allowed the residents of Monvas to secure some of the city's oldest and most valuable items to Askalan, the Grand Library of Zoetha houses an unparalleled collection of books, scrolls, tomes, maps, and other forms of record keeping. Entrance costs 5 cp. Day or night, the book and scroll filled corridors hum with the seekers of wisdom, and the soft scratching of pens on velum as academicians copy, translate, and recopy the library's volumes.

The Grand Library is secure, protected by a special detachment of city guards. However, rumors of powerful wards and hidden guardians add to the Library's defenses. These tales alone have been enough to dissuade anyone from committing violence or theft within the library's walls.

College of Sycleese

This somewhat small school, founded a few decades ago, teaches the art of healing. The priests of Sycleese instructing here do not try to convert the students or pass on their talent for divine healing, but instead instill the common man with the techniques of mundane medicine. Radical theories are taught here, including those considered blasphemous by the See in Vas. Such heretical notions include the idea that disease and infection can be passed on by invisible, airborne means, the use of herbs as medicine and painkillers, even surgery.

The Basilica of Cinnoldis

A soaring cathedral dedicated to Cinnoldis, the god of magic, the Basilica is also the greatest known arcane school in all of Dracos. Staffed by a branch of senior priests who also oversee all matters

Explanation of Terms

Following the community's name, along with any alternate name, is the name of the local ruler. Next comes the community's pertinent information, as detailed by the following sections.

Population: This section lists the approximate population of the community and a rough racial breakdown. This number does not represent the military or other noteworthy demographics; those are included in the Special Population section. **Chapter Seven: Races** details the new races mentioned in this section.

Special Population: Specific population groups worth noting, such as any military garrisons, are presented here. This number is not included within the previously given population heading.

Duchy Population: If the community is the center of a duchy, this section is included and indicates the duchy's entire population.

Duchy Boundaries: Details the duchy's claimed boundaries.

Religions: Lists the major religions worshipped in the community.

Imports: Some of the more notable goods and resources imported from other communities.

Exports: Some of the more notable goods and resources exported to other communities.

Relations: Although all are a part of the same nation, the duchies form alliances and animosities. The most notable relations are detailed here.

Language: The main languages of the community, listed in order of the usage.

Alignment: The most common alignments found within the community. This gives a general idea of the community's overall moral and ethical composition, but it does not represent the alignment of every individual in the community.

Locations of Note: Details on notable locations of the community or other sites nearby.

People of Note: Individuals and groups of note.

of the church, the school has apprenticed some of the Archduchy's more powerful and famous wizards. Enrolling requires a series of tests, many of which are without an easily determined purpose, but students passing them can study whatever form of magic they desire—so long as they observe the rules and pay their tuition.

The Eye of Heaven

Mounted at the city's heart in a freestanding tower, the tallest structure in the city, the Eye of Heaven is an immense telescope. A philanthropic wizard erected it nearly three centuries ago, and bequeathed it to the city upon his death. Guards protect the Eye of Heaven, and it is only open to the public during certain hours. During the remainder of the day, use of the telescope is portioned out between the universities.

People of Note

The following are people of note in Askalan.

Duke Marcus Derillian I

Male Spiran 2nd-level noble, LE.

The eldest son of the late Duke Duvane Derillian, Marcus is the latest duke in a line ruling Askalan for 600 years. An ignorant, portly young man whose vices make him appear twice his 23 years, Duke Derillian pursues his own interest, caring not for furthering the cause of knowledge or improving his people's lot. Having reigned for a little under a year, the young duke heeds the advice of the Enlightened Council of Scholars, but his independent nature grows daily.

The Enlightened Council of Scholars

An elected council of six wise men and women, usually Askalanian academicians, the council advises the duke and ensures the voices of the educated are not ignored. Although they legally possess no governing power, the incredibly high number of students and scholars in Askalan, along with the city's dependence upon its education and knowledge-related industries, gives the council members much influence. The council members are elected every six years, although staggered, so there is never a time where there is more than one seat vacant. However, although there is the possibility for new blood, the membership rarely changes, as the Council itself determines its composition.

Rector Arphias

Male Spiran 10th-level priest/20th+ level wizard, NG.

A priest of Cinnoldis, Arphias has taught at the Basilica for as long as anyone can remember; the Basilica's rolls indicate that he's been around since before 300 B.F., when most records were destroyed in the city's sacking. Arphias is an exceptional tutor, and he trained many of the Archduchy's most notable spellcasters—heroes and villains alike. Tales concerning this human wizard's extremely long life vary, but the most popular involve magic potions, forbidden magic, soul eating, and, most inconceivable of all: Arphias may actually be Cinnoldis himself.

Karditious, the Philologist of Askalan

Male mentor 6th-level expert/10th-level Askalanian academician.

Unnaturally old, even for one of his kind, Karditious is widely recognized as the wisest and most learned individual in the Archduchy of SpirosBlaak. A devoted seeker of wisdom, Karditious chaired the Enlightened Council of Scholars for over 100 years, but retired to live in the Grand Library almost three decades ago. This elderly mentor rarely accepts visitors and much prefers to continue his quest for understanding in solitude.

Dreij, City of Gold

Treasurer (Duke) Xyxal GarlInne'mom

Symbol: A gold trimmed heraldic shield containing a rearing red dragon silhouette holding three arrows within its rear talons.

Population: 78,000 (22% bakad, 52% human, 6% halfling, 8% dwarven, 2% kavbroed, %10 other)

Special Population: 1,000 mint guards, 5 Dreijian infantry legions, 2 Dreijian cavalry legions, 1 Dreijian artillery legion, 2 Dreijian musketeer legions, approximately 3,000 mercenaries hired by the various guilds, 640 city guardsmen, and 6,000 house slaves (45% human).

Duchy Population: 256,000 (14% bakad, 43% human, 6% kav, 18% halfling, 3% dwarven, %16 other).

Duchy Boundaries: Reaching halfway to Askalan along the Coastal Road and north to the tip of the Isle of Laervas, the Duchy of Dreij also claims farmland into the Fristian Grasslands for a few dozen miles.

Religions: Gamia, Dooned, and Arkanocles.

Imports: Gold, silver, argentum, copper, and platinum.

Exports: Coins, and just about anything that anyone could sell or buy.

Languages: Common, Goblin, and Lycanthus.

Alignments: Lawful neutral and neutral evil.

This is the second most fortified city of the Archduchy, despite its small size when compared to many of the others, but with good reason: Dreij houses the minting facilities of all the Archduchy's coin, as well as that of most individual duchies, as well. The mint rests at the very center of the twin-walled city, close to the duke's manor in the Guild District, and all streets seem to lead to its high, imposing walls.

Dreij is called the City of Gold because of the incalculable amount of wealth that changes hands daily within this city rather than for its appearance. In actuality, the city is drab, utilitarian city. Its architecture lacks any semblance of imagination or artistry: the city's walls are made of darkly stained wood or dull-gray stone, its streets are of packed earth—save the main avenues used by the mint and guilds, which are cobbled instead—and even Dreij's bright gas lamps cannot prevent the bland buildings from blending into the night once the sun sets.

Surprisingly short on decadence for a city of its size, there are few "rowdy" inns and brothels but no legal sporting arenas in Dreij. In exchange for this lack of zest is the incredibly efficient workforce making Dreij the most profitable city in the nation. The wealthy guildmasters and prosperous bureaucrats point to these facts whenever the lower caste complains about the long shifts and meager rewards inherent in the city's merciless systems of indentured, penal, and slave labor.

Relations

The other duchies fear disagreeing with Dreij too much or too drastically will bring about open trade sanctions and "unavoidable labor problems" potentially affecting their own economies, so they generally leave Dreij to its own devices, so long as the city doesn't overstep its bounds. The guilds within the city know these boundaries well; they make a daily habit of testing them.

The stranglehold the independent Duchy of Kirvos has upon the production of black powder annoys the merchants of Dreij, and it restricts the profits of any bakad house seeking to enter the black powder market, making several houses desperate to end the kav's monopoly. The rulers of Kirvos threaten mighty Dreij often; they've informed the City of Gold its people's constant attempts to undermine or sabotage their black powder production will not be



brooked much longer. These messages have been underscored by a series of assassinations against highly placed guild members. The tension between Kirvos and Dreij escalates, and each assembles mercenary armies in anticipation of the coming war.

Locations of Note

The following are locations of note in Dreij.

The Mint

Hiding behind three towered, cannon-armed curtain walls are the smelter and minting facilities, located the heart of this fortress-like complex. Over 300 veteran soldiers stand duty at all times, guarding the mint's interior and gates. Each wall contains a single gatehouse, but none of them are aligned with the others, and only one can be opened at a time thanks to dwarven ingenuity. All convoys in and out are similarly protected with paranoid caution. Most of the mint's workers are dwarves, while its administrators are nearly all bakad.

The Guild District

This section of the city, northwest of the mint, is the true realm of authority in Dreij. Most of the Archduchy's guilds headquarter here, and only guild members or those who can prove they are performing guild business may move through this district's streets unmolested by the city guard or soldiers of private armies. Many of the wealthier guildsmen, including most of the masters and their lieutenants, also make their homes in the district.

People of Note

The following are people of note in Dreij.

Treasurer (Duke) Xyzal Garlnne'mom

Male bakad 5th-level expert/2nd-level noble.

As has always been the situation in Dreij, Treasurer Garlnne'mom gained his position by a majority vote of the city's guildmasters. Although a very competent (and imaginative) accountant, the treasurer is easily manipulated, especially by his sister, and appears not to mind being a figurehead for the guilds so long as he is allowed to discreetly court his perverse diversions. For consistency's sake, the treasurer of Dreij also holds the symbolic title of duke.

Grand Financier Jatee Garlnne'mom

Female bakad 7th-level expert.

The younger sister and puppeteer of the current treasurer, Jatee is the Grand-Financier responsible for the timely and proper fulfillment of the mint's contracts. The Grand Financier also holds senior membership in the Guild of Bankers, a combination making her one of the more powerful individuals in the Archduchy.

Although currently biding her time, the Grand-Financier has secretly hired mercenaries on the off chance an opportunity to seize power from SpirosBlaak might present itself. Jatee hopes Dreij's economic advantage might convince some of the other duchies to join her coup should she ever have the opportunity to execute her plans. For the time being, though, she patiently waits and plots.

The Workers' Equality Movement

An underground and highly criminal organization (in the eyes of the guilds, who, in truth, make the laws), the shadowy Workers' Equality Movement spends its time preaching the right of the common man to live life as freemen, earning a solid wage for a day's work. The group posts notices explaining their goals and creed under the cover of darkness, but occasionally a radical sect sabotages a businesses' machinery, frees a stockade of slaves, or even

burns the home of a particularly notorious guildsman or foreman. Such outrageous actions always result in profoundly swift and brutal retribution upon the city's many workers.

Halicsvol

None (deserted village)

Symbol: A tapering silver leaf within an emerald green circle.

Population: None.

Special Population: 2 Archducal infantry centuries, 25 witchfinders, innumerable allips, ghosts, spectres, and spirits.

Religions: None.

Imports: None.

Exports: None.

Language: None.

Alignments: Lawful evil, neutral evil, and chaotic evil.

Once a flourishing town thriving on its agricultural and timber trade, Halicsvol is nothing more than a ghost town. Literally. Twice in its history, Halicsvol was reduced to burning embers: once during the cruel invasion of the Witch Lords and again by the kav conquerors of Kirvos. After the town's second sacking, the survivors complained of mobs of ghosts haunting the ruins, pleading with the living to restore their life essence or clawing at anything moving in life-hating rage. Those citizens, who weren't driven mad or killed, fled vowing never to return.

Today, the ruins lie just a short distance east of the road connecting Kirvos to the south—a rotting skeleton of a town heavily tainted by the darkness of its own demise. The only living people still here are a garrison of 200 legionnaires who protect the merchants using the road, a detachment of witchfinders from Vas, and the occasional wandering humanoid. Otherwise, death and undeath await careless explorers.

Stories tell of armies of ghosts waging endless battles upon the overgrown fields about the town, of keening wails rising up from the ruins terrifying enough to turn one's hair gray, and of even worse things. Few adventurers are courageous enough to enter an entire town of haunts and specters, and even the garrison does not pursue bandits and other nuisances too closely toward its border. There are rumors, though, of powerful Faedian shamans sometimes entering the city to speak with the shades of the past.

Those who study the restless dead often wonder why Sallous Yar has not tapped into such an obviously exploitable resource of undead. Faedian tales suggest an ancient power lay under the area long before the coming of the gods, long before the time of man, in fact. Some attribute such a power, if it exists, to the troubles plaguing the town and eventually leading to its downfall. This thing, they claim, keeps the Magus of Bones at bay.



Hiltaenos, Warder of Light

Duke Paratros Daelian XXVI

Symbol: A ruddy heraldic shield with a black tower at its center.

Population: 104,000 (75% human, 5% Rilgoth human, 4% dwarves, 16% other).

Special Population: 5 Hiltaenos infantry legions, 3 Hiltaenos cavalry legions, 3 Hiltaenos siege legions, 2 Hiltaenos artillery legions, 1,500-2,000 mercenaries, 600 Sentinels of the Homeguard, 300-1,000 Sentinels-in-training, 1,000-4,000 legionnaires-in-training of various duchies, 1,500 house slaves (30% human).



Duchy Population: 168,000 (68% human, 10% Rilgoth human, 8% dwarves, 14% other).

Duchy Boundaries: Hemmed in by the River of Fire to the west and the Swamp of Woe to the east, the Duchy of Hiltanen claims and patrols the lands up to the Wild Vode's edge, north to Fire Eye Mountain and south to the border of the Warder Hills.

Religions: Spiros and Shivanos.

Imports: Weapons, armor, and horses.

Exports: Soldiers, mercenaries, timber, stone, iron, bronze, and lead.

Languages: Common and Rilgoth.

Alignments: Neutral good, neutral, and lawful good.

Hiltanen is known as both the Warder of Light and the Crown of Keeps. Considered the rustic sibling of the other duchies, Hiltanen, as one of the nation's major strong points, is perhaps the greatest contributor to the west's warlike reputation. Home to the Daelian War College and the Academy of Fellowship, the wide dirt roads of this torch-lit, relatively primitive fortress-city always echo with the perfectly timed marching of troops and the jangling of swords from the pommels of war saddles. Unlike most cities of its size, Hiltanen contains no sewers. Instead, refuse and filth run through roadside ditches to nearby creeks.

A single wall does not protect the city; most of the various districts and blocks are protected within their own separate fortifications. Thus, Hiltanen appears as a series of small, cramped-together fortresses rather than an orthodox metropolis. Any attacker attempting to take the city would have to partition his forces to encircle and besiege each walled area individually, thereby spreading his forces thin and requiring his troops to turn their backs to one compound to assault another. This unconventional strategy has been proven sound many times throughout Hiltanen's long history of war and siege.

Relations

The other duchies, especially those to the south and east, view the people of Hiltanen as gruff and barbaric frontiersmen. Hiltanen's communication with the capital has always remained good, despite Hiltanen's resentment of SpirosBlaak's relationship with hated Kirvos. Hiltanen maintains an amicable relationship with Vas, although Vas tirelessly complains about Hiltanen's training and deployment of war magi. However, the military hierarchy of the Crown of Keeps naturally irritates peaceful Askalan. And, of course, the funding needed to maintain Hiltanen's numerous soldiers and schools has always incensed Dreij's bean counters.

Locations of Note

The following are locations of note in Hiltanen.

Academy of Fellowship

The academy's stone fortress rises from a hill and claims almost 200 acres of the city's eastern outskirts. The fortress houses a stables and a student barracks within the shadows of its high walls. Initiated academy members in good standing handpick the academy's potential Sentinels. When the chosen students prove their mettle and are accepted into the academy, they join the most elite force of fighting men and women in all the Archduchy.

Daelian War College

The Daelian War College twists through the city's core like a great tree with rambling roots. The college's main compound sits at its center like a stone bole, while the various campuses of this celebrated institute intermingle amongst the civilian structures. The college's buildings stand out among the city's edifices, however. Each structure is marked by distinctive decorations of war and the haughty, brash

students milling about them. The campuses are divided by their focus of study, which include, but are not limited to, the schools of siege engineering, battle alchemy, firearms, archery (bow and crossbow), scouting, cavalry combat, infantry combat, strategy and tactics, advanced strategy, logistics, officer's training, and combat medicine. Schools of divine combat casting and an academy for Hiltanen's renowned war magi were both added within the past two centuries.

People of Note

The following are people of note in Hiltanen.

Duke Paratros Daelian XXVI

Male Spiran 6th-level fighter, LG.

The youngest son and a distinguished centurion, Paratros grew up expecting, at most, to lead men into battle; he never thought he'd rule an entire city. When Savior assassins slew his entire family while he was away on maneuvers with his legion, the young warrior inherited the throne. Paratros, a strong youngster of unassuming looks, knows little of diplomacy, even less of bureaucracy, and has no patience for either despite his line's long history as talented administrators and conscientious rulers. Only the years ahead can reveal whether or not the new duke is up to the role thrust upon him.

Lord Guardian Marcus Artaenias

Male Spiran 8th-level fighter/10th-level Sentinel, NG.

The tall, broad, one-eyed Lord Guardian commands the Sentinels of the Homeguard and serves as the Academy of Fellowship's headmaster. Although technically answerable to the See in Vas, Artaenias suspects the depths of the Church's corruption, and so he acts with more independence than the Pontiff likes. There are rumors in the See of Vas Artaenias will be removed because of his age, frailness, and failing memory. Those who know Marcus Artaenias know his memory is sharp and his body remains strong and healthy.

The Silver Dragoons

The dragoons are a brotherhood of knights, all of noble birth, dedicated to protecting the Archduchy of SpirosBlaak from lycanthropes. Although these cavaliers abide by a code of honor (of a sort), to a one they hate and despise all kavy, and have committed many atrocities against the shapeshifters. The dragoons are easily recognized by their pristine silver-plated armor and dragonskull helmets.

Kannis, the Stout Stone

Lord Marshal of the Western Watch Gaffidious Bordistole

Symbol: A yellow heraldic shield containing a many-branched tree with eyes for fruit.

Population: 6,000 (60% human, 14% Rilgoth human, 6% halfling, 2% elven, 5% half-elven, 13% other).

Special Population: 100 Barbas Fusiliers, 2 Archducal infantry legions, 2 Archducal artillery legions, 2 Archducal cavalry maniples, 3 Archducal siege legions, 200 Sentinels of the Homeguard.

Religions: Spiros and Sycleese.

Imports: Foodstuffs and complex tools.

Exports: Timber, fur, and stone.

Languages: Common and Rilgoth.

Alignments: Neutral good, chaotic good, and neutral evil.

Considered a holding of the entire Archduchy, beholden to no one duke, Kannis is a vital extension of man's taming of the Wildlands.



Little more than an immense citadel on the crest of a rising, 300-foot, wooded escarpment with its civilian buildings and roads stretching down the ridge's eastern slope, Kannis guards against trouble from the west and north. Travelers can see the citadel from over a league away, making it the most prominent landmark in the area.

Its visibility makes the fortress an attractive target for some of the areas more troublesome creatures. Orcs, drow, and goblins make regular forays against it, ascending the steep slopes to oust the humans living there. However, cannons within the high caves beneath the citadel on the steep western face, combined with artillery positions lining the opposite side, consistently turn such raids into massacres.

Visitors to the area should remember that Kannis' proximity to Barbas Vode has instilled a disturbing attitude towards outsiders. Most people of Kannis would "blow it up first, ask questions later." This mentality is especially true toward those who approach Kannis from any direction other than the long southern road.

Relations

Because the unattached fort has little worth beyond the key role it plays in the Archduchy's northern defense, the other duchies have little interest. Trade tariffs and supply sales to hopeful adventurers breaching the dangerous Barbas Vode provide the town with much of its meager income, although SpirosBlaak's annual military budget sees to most of Kannis' needs, a fact several of the more self-sufficient communities resent. Kannis' small elven and half-elven population and the lack of prejudice towards them remain another sore spot for a few of the less open-minded duchies.

Locations of Note

The following are locations of note in Kannis.

The Sealed Tower of Twilight

Approximately 20 miles north of the fortress, well within the dark woods, a tower rises. Standing over 200 feet higher than the tallest tree within reach of its dread shadow, it's seemingly carved of a single piece of light-absorbing obsidian. This featureless tower has no apparent openings or seams, nor is there any sign of how it was constructed.

Forming a ring about 400 feet from the tower is an unbroken wall of ivory, cutting a swathe through the forest. No weed or tree mars its perfect surface. Animals will not climb or even approach the wall or tower, and those who enter the surrounding barrier feel a terrible cold that penetrates to the soul. The creator, purpose, and contents of the tower remain a mystery to this day.

Syvwen Bodl

One of the many ruins beneath the creeping vines and tangled roots of Barbas Vode is Syvwen Bodl. The riddles of this decaying city are somehow deeper and more deadly than any other such ruin yet uncovered in the forest. The crumbling metropolis, which gains its name, "Eater of Man," from an epic Old Rilgothian poem referring to a city of great evil located in the same general area, remains an irresistible temptation for many adventurers, who rarely ever return to speak of their findings.

People of Note

The following are people of note in Kannis.

Lord Marshal Gaffidious Bordistole

Male half-orc 12th-level fighter, LE.

A veteran of innumerable campaigns against Rilgoth raiders and goblin invaders, the Lord Marshal of Kannis is probably the most capable choice to lead the fort's troops, although Bordistole himself believes otherwise. His courageous deeds of his youth dashed all

hopes for a transfer to the south, and he instead gained command of Kannis' garrison, a position he despises. He also has no qualms against projecting his bitterness onto any troublemakers who come to his town.

Cinskar Zyzane the Leaf Friend

Male half-ogre 5th-level ranger/2nd-level druid, NG.

A surprisingly gentle hulk possessing an incredible understanding of woodcraft, the local elves recognize Cinskar as a great ally. Furthermore, nobody knows the woods around Kannis quite like Zyzane, making him the best hunter for leagues. His reputation is so flawless, despite his ancestry, he can hire out to adventurers and merchants as a guide without difficulty when his coffers run dry.

The Barbas Fusiliers

Recognized as the best unit of musketeers in the Archduchy, this regiment of soldiers is armed with light muskets. The soldiers are all accomplished scouts and woodsmen to a one. Their primary responsibility is to warn the citadel's gun positions and archers of nearby threats.

Kirvos

Duke Ryshon Misska II

Symbol: A fang-shaped heraldic shield bearing a howling wolf's head.

Population: 10,000 (83% kavbroed, 1% kavraen, 6% Rilgoth humans, 2% humans, 8% other).

Special Population: The Storm Legion, 2 Kirvosian infantry legions, 1,700 slaves (85% human), 100 city guardsmen

Duchy Population: 18,000 (76% kavbroed, 6% kavraen, 8% Rilgoth humans, 2% humans, 8% other)

Duchy Boundaries: The Duchy of Kirvos is pinioned on three sides by the foreboding trunks of Pharran Vode and by the cursed Swamp of Woe to the south.

Religion: The Horde.

Imports: Finished goods, tools, and firearms.

Exports: Fur, apples, timber, and black powder.

Languages: Lycanthus, Rilgoth, and Common.

Alignments: Neutral evil, lawful evil, and neutral.

The independent Duchy of Kirvos is a spacious community with enough room to house a population twice its current size. Because of the dangers of Pharran Vode and the inability of its kav citizens to reproduce as rapidly as its previous human inhabitants, Kirvos has never been able to entirely recapture the booming growth it once possessed under human rule.

Contained by a high palisade with an even taller rampart behind, Kirvos sits upon a series of three wide hills, granting it an excellent view of all approaches. Beyond the walls are the town's orchards and crops, and the walled stockades housing the slaves to work them. Crude homes, shops, inns, and taverns line Kirvos' dirt streets, and only kav may visit the establishments (other races must be accompanied by a kav). In Kirvos, the prejudices condemning kav just about everywhere else are reversed, relegating humanity and other races to second-class status (if even that).

Aside from the heavily guarded powder mills beyond the main palisade, Kirvos' most eye-catching feature is the stone keep, the only entirely stone structure in town, rising from above a tiered earthen enceinte topped by a double layer of wooden walls and square towers. The Misska family has ruled—mostly benevolently—from this keep for many centuries.



Relations

Since the town fell to the kavbroed many centuries ago, most of duchies have ignored Kirvos, although some, like Vas, have unsuccessfully attempted to return it to human rule. Although not an actual member of the Archduchy of SpirosBlaak, the Duchy of Kirvos has strong ties to that nation's capital and to Nolmedron, both of which greatly depend upon the kav city's black powder mills. The economic strength granted by their black powder production, along with the daunting fear a well-trained army of firearm-equipped kav brings, has been enough to stop mankind from annexing Kirvos.

Nearly everyone else, on the other hand, sees Kirvos as a den of wicked monsters in league with the rebels and killers of the Roaming Plains and Fristian Grasslands. The truth be told, there is some merit to this hatred. The kav of Kirvos have been loyal to their southern brethren and secretly supplied and armed the latter for centuries, despite many pacts to the contrary with SpirosBlaak and Nolmedron. The gods only know what would happen were this secret funding of the Archduchy's enemies to surface.

Locations of Note

The following are locations of note in Kirvos.

The Powder Mills

Built within a walled compound outside the city, these factories produce three-quarters of the Archduchy's black powder. Lit by magical means to reduce the risk of sparking an explosion, the powder mills are under heavy guard by Storm Legionnaires and arcane wards and traps to thwart the many sabotage attempts from the city's enemies.

The Twisted Temple

With seven knotted, claw-like towers—each dedicated to a different aspect of the Splintered God—rising skyward above the warped dome of the central shrine, the Twisted Temple is the largest known church dedicated to the Horde in all the Wildlands. Tragically, this blighted temple is a corruption of a wooden shrine once dedicated to Spiros. When Kivros fell, Horde priests corrupted its ordered walls to form it in its current misshapen state.

People of Note

The following are people of note in Kirvos.

Duke Ryshon Misska II

Male kavbroed werewolf 7th-level sorcerer, NG.

A kindly kav with steely eyes, Kirvos' ruler is not known for his patience with anyone seeking him and his kind harm. Because of his staunch loyalty to his fellow kavbroed (and the kavraen, to a limited extent), Duke Misska continued his forefathers' policy of aiding the southern rebels, although all he truly wants is peace and acceptance among all the peoples of the Wildlands. Consequently, his loyalties are divided, fighting an inner battle over adhering to the memory of his father and quelling his conscience which tells him to find peace among his people. As a result, he is a melancholy man.

The Storm Legion

One of the hardest drilled and best-trained units of the land, the Storm Legion has the respect (and fear) of everyone, from the sensible Sentinels of the Homeguard to the curt Silver Dragons. All loyal kav, Storm Legionnaires carry pistols, muskets, and bastard swords, making their squared formations as deadly an opponent at range as they are in a meleé.

Meleatan, City of Sails

Duke Mospar Dargonsovis

Symbol: A sapphire heraldic shield with a galleon's silhouette sailing upon three gentle waves.

Population: 176,000 (60% human, 5% Midwyn human, 7% haggglers, 1% voesti, 27% other).

Special Population: 1 Meleatan infantry legion, 2 Meleatan artillery legions, 4 Meleatan siege legions, 2 Meleatan cavalry maniples, 300 city guardsmen, 10,000 to 14,000 naval sailors and officers, 500 or so naval cadets, 2,000 marines, 48 Sentinels of the Homeguard, 20,000+ slaves (15% human).

Duchy Population: 210,000 (61% human, 4% Midwyn human, 6% haggglers, less than 1% voesti, 29% other).

Duchy Boundaries: The Duchy of Meleatan, leading roughly 30 miles to the west, lays claim to the entire southeastern-most tip of the Wildlands. Most of this land is untouched by these sailors, although they also declare their ownership of the seas off their coast for 100 miles in all directions.

Religions: Arkanocles, Demedreas, Gamia, and Spiros.

Imports: Timber, metal, tools, cannons, and cannonballs.

Exports: Ships, slaves, and canvas.

Languages: Common and Aquan.

Alignments: Neutral, lawful evil, and neutral evil.

Built on the rising crest of a series of especially steep cliffs, Meleatan is unquestionably the center of seafaring trade and shipbuilding in the Archduchy. A short wall of stone surrounds this remarkable wide city, with most of its defenses, such as several cannon positions mounted within forts atop the cliff and tunnels carved into its face beneath, pointing seaward. Meleatan is a city of simple wooden buildings laid out in a disorganized, seemingly random fashion. Each building is a crude, inconsistent contrast to its equally rudimentary neighbors, creating a confusing cityscape that often causes outsiders to mistake simplicity for poverty.

Much of the city's resources go to designing new and better ships, building vessels for public and military sale, leaving Meleatan's torch-lit, muddy streets to the hardships of the weather. The citizens see no need for the "improvements"—dwarven gaslights, flagged or cobbled roads, and artistic architecture—so many other duchies flout and boast about. No, Meleatans pride themselves on their practicality and common sense, and so see little need to add largely decorative features to their already functional city. After all, any Meleatan worth his salt would rather be at sea than among landlocked finery anyway.

Those few businesses, homes, taverns, and inns not as spartan as the rest of the city are usually cloistered in the Foreign Ward with the haggler house guilds and ducal embassies. This ward, with its white walls, stone arches, magnificent statues and fountains, and refined clientele and inhabitants, stands separately from the rest of the city by a low, red brick wall. The inhabitants of that section reside in shocking order and finery compared to the rest of the city.

Aside from the general condensation for "lubbbers" (people not meant for the sea), which sets a somewhat hostile tone for visitors, Meleatan also puts off some travelers by their reliance on slaves for both menial and heavy labor. Slaves have been a necessity aboard the navy's oared ships and as labor within the shipyards since the city's founding, and so the slave trade continues on Meleatan's docks and within its markets. Several of the other duchies, along with independent humanitarian organizations, including the Worker's Equality Movement in Dreij, voice their disgust at this practice, but so long as they require the protection of the Illustrious Armada, they are sure not do so too loudly.



Relations

The navy may officially be a part of the military body funded by the entirety of the Archduchy, but many of the fleet's shipbuilders, sailors, officers, and admiralty are Meleatan, forcing other coastal duchies to tread with great care when dealing with the City of Sails. SpirosBlaak has been especially careful to maintain its ancient treaties, lest it find its naval protection diverted "unfortunately, but necessarily, to a place of more dire need," leaving the capital's merchant-packed port open to greedy Midwyn corsairs.

The landlocked duchies also maintain good relations with Meleatan for the sake of their dependence upon many of the merchant goods first traveling into the coastal ports before coming to them by caravan. However, because they have no economy directly revolving around such sea-based mercantilism, the landward duchies are far more likely to step on Meleatan's toes in favor of their own interests.

Of greatest note is the non-aggression pact and limited trade agreement the city shares with nearby schools of voesti. Although the latter are notoriously neutral in their loyalties, they sometimes scout for Meleatan merchants and naval patrols when it suits their interests to do so.

Locations of Note

The following are locations of note in Meleatan.

Titan's Harbor and The Noose

To accommodate the incredible number of vessels docking in Meleatan every day, the city has two ports. Titan's Harbor to the north resembles a giant, landwards-facing footprint and serves almost all merchant and passenger ships, whereas the heavily defended southern bay, known as the Noose due to its stretched elliptical shape and long, bottle-necked entrance, is used by military vessels and any other craft willing to pay an additional fee for the security of the latter's docks. So busy are the city's two harbors that on any given day looking upon either is like looking out over a forest of sails and masts.

The Shipyards

Attached to Titan's Harbor by a series of locks and channels, Meleatan's shipyards are perhaps the best in all of Dracos. Although not fitted to construct ironclads, men whose families have been shipbuilders for generations work there. Given the depth of their experience, the wooden vessels they make, be it a simple rowboat or an imposing galleon, are of far superior craftsmanship. The sprawling yards and supply complexes, covering almost a quarter of the city, produce up to ten mid-size or large ships and twenty smaller craft at a time.

Meleatan-made vessels cost up to double the usual price, but are far sturdier than vessels of the same class made elsewhere.

The Academy of Tybenan

A great marble complex located near the Noose, this school trains the best naval officers in all the Archduchy of SpirosBlaak. The majority of the students are native Meleatans, and, despite being given equal opportunity, cadets from other duchies are always viewed as "lubbbers," no matter how good their scores.

House of Waves

The most wondrous temple of Demedreas' faith in the Archduchy, the House of Waves is hollowed from a coral reef south of the Noose. Many of the temple's chambers, including the pulpit sanctuary above, are underwater during the high tides when ceremonies are held, requiring the clergy and congregation to eat special seaweed that allows them to breath underwater for several hours. The scope of this partially submerged temple is a true marvel of man's ingenuity and nature working together. Enormous magical

lanterns located atop the temple help guide ships into the city's harbors in the darkness of night and even during the worst storms.

People of Note

The following are people of note in Meleatan.

Duke Mospar Dargonsovis

Male Spiran 11th-level noble, LE.

A black sheep amongst his seafaring citizens, Meleatan's duke is a swaggering, scrawny braggart of middle years. The son of an exceptional sailor and ruler, Mospar himself becomes sea sick if he so much as steps on a boat, and has let his honorable family name fall into ill repute with an endless stream of decadent controversies.

The Illustrious Armada of SpirosBlaak

Most of the Archduchy's main naval force, along with its admiralty, stands in Meleatan. Only a small number of the Illustrious Armada's vessels dock in the Noose at any given time, however, with the rest stationed at the capital or sailing on patrol or maneuvers.

The entire armada consists of 2 dwarven-made ironclad battleships, 4 dwarven gunships, 4 wooden battleships, 10 war galleons, 14 pursuit galleons, 24 frigates, 40 patrol schooners, and an assortment of support craft. Many of the crews, being of local birth and training, hold the welfare of their beloved city to be above their loyalty to the Archduchy.

The Council of Admirals

Five admirals, all seasoned and aging seadogs, command the Illustrious Armada, answering only to the capital. There is no restriction of birth upon the admiralty; although four of the current Council of Admirals are natives of the City of Sails, the fifth hails from Dreij.

Monvas (Witch Hill)

Sovereign Nrunst Brassknuckle

Symbol: A bestial claw wielding a dagger upon a diamond-shaped field of black.

Population: 30,500 (80% Witch Hill goblins, 3% hagglers, 10% orcs, 6% other humanoid, 1% other).

Special Population: 2 Monvasian infantry legions, 1 Archducal infantry century, 2 Monvasian wolf rider legions, 3 slave legions, The Fanged Legion, 180 city guardsmen (little more than thugs), 12,000 slaves (35% kobolds, 65% other).

Religions: Sri Senn Sindh, and Shivanos.

Imports: Black powder, metals, and foodstuffs.

Exports: Coal, firearms, and artillery.

Languages: Goblin, Orc, and Common.

Alignments: Neutral evil and lawful evil.

Incomparably the filthiest place in the Archduchy, a smoky pall from its inestimable smokestacks hovers above the city, sending stinking clouds drifting over the lake. Rubbish lines the streets and soot covers the walls of every building, all of which are sectioned off by dirt streets and trails defining the areas controlled by the various forgeholds. Individual forgelords rule the forgeholds and make the laws within their neighborhoods, but each must then answer to the sovereign, the sole forgelord who rises above the others by his own wits and the strength of his henchmen.

Each forgehold owns its own land, the size of which depends upon the group's status within the town's echelons of power. The actual forges, smithies, and workshops are always the sturdiest buildings considered, as they are, to be the most important to the forgehold's survival and prosperity. Ramshackle living quarters and



other constructions branch out from the forgehold to accommodate the people under the forgelord's rule.

Monvas is a city few civilized people care to visit. Not only is everything soiled and the air foul, but crime flourishes unchecked (actually sponsored by the forgelords in most instances), and poverty is prevalent. Nevertheless, anyone looking to buy or sell black market articles, including magic and technology, or seeking information of a less than ethical nature, will find Monvas the place to be.

Relations

Witch Hill's invaluable inventions and industry save it from razing by the other duchies. For their part, the strongholds of mankind keep Monvas on a short leash, penning them in the Witch Hill area, a desolate region restricting their natural tendency for rapid expansion, with Sentinel outposts and a garrison of legionnaires emplaced within the town itself to ensure these restrictions remain intact.

As one might expect, the goblins have long chafed at such sanctions, and so they've developed uncountable discreet (and illegal) treaties with the kav and orcs of the Roaming Plains. Such agreements have allowed the goblins to flourish more than the Archduchy would like.

Locations of Note

The following are locations of note in Monvas.

The Shipyards and Port

With shores and piers overflowing with flotsam and other refuse, Monvas' port, located at the base of the hill, is as filthy as the rest of the town. The shipyards can accommodate simultaneous construction of four large craft and four smaller vessels, be they wooden or ironclads. Nolmedron is the only other city capable of making ironclads.

The port has 18 docks, all of which are large enough to handle the biggest vessels currently afloat. Nearby warehouses teem with foodstuffs, coal, and much-sought weaponry being readied to ship. The Monvas navy shares the same port as the civilian ships.

The Skyship Field

A heavily guarded field surrounded by skyship hangers acts as home for Monvas' small but growing flotilla of balloons and other vessels.

The Fight Pits

Throughout the Archduchy, blood sport occurs. But nowhere is it more deadly than it is in Monvas. Each forgehold has its own pits for private bouts, but the larger competitions, such as those using beasts or chariots, are held in the public arena near the center of town.

Forgehold Muzgin

The primary manufacturer of fang guns and other quality firearms in Monvas, the Muzgin forgehold is an armed camp just outside of town. The Muzgins are protective of their facilities and secrets, and so they do just about anything to ensure their majority share of the goblin firearm market continues unthreatened.

The Coal Mines

Located within the town's walls are four primary shaft entrances leading to the bountiful coal deposits beneath the hill. Coal is one of the town's chief exports, as Witch Hill is one of the few places where the Archduchy may locally acquire the fuel. Rumor holds that hidden tunnels lead from the mines to locations outside of the city.

People of Note

The following are people of note in Monvas.

Sovereign Nrunst Brassknuckle

Male Witch Hill goblin 2nd-level warrior/10th-level expert, NE. Master of his own forgehold and ruler of all Monvas, Sovereign Brassknuckle is a ruthless tyrant whose eye is always on the bottom line and profit margin rather than his people's well-being. It was Nrunst's forefathers who first drafted the alliances with the kav and orcs who now buy so many of their simpler weapons, and the sovereign fully intends to exploit these parties to his own ends.

Fanged Legion

Monvas' elite troops, these remorseless and surprisingly capable soldiers carry fang guns and a variety of other vicious gadgets. Even the Sentinels of the Homeguard have a healthy respect for these diminutive warriors.

The Witch Hill Navy

The goblin fleet consists of 1 battleship-sized ironclad and 4 cruiser-class ironclads, 25 patrol- or gunship-class ironclads, 10 submersibles, along with 2 galleons, 4 frigates, and 14 schooners of wooden design. The navy is broken down into small flotillas, most of which usually patrol Drome Lok or escort sanctioned smugglers.

Navodys

Sheriff Neeton

Symbol: A vine entwining a leaf centered within an orange starburst.

Population: 850 (14% Faedian, 10% Rilgoth, 52% other human, 12% halfling, 6% kav-broed, 6% other).

Special Population: 24 Sentinels of the Homeguard, 1 SpirosBlaakian cavalry maniple, 60 Archers of Navodys, 100 militiamen, mostly woodsmen

Religions: Arkanocles, Gamia, and Eaovata.

Imports: Fine goods, and tools.

Exports: Wood, charcoal, fur, coak, wood goods, furniture, and arrows.

Languages: Common, Faedian, and Rilgoth.

Alignment: Neutral.

Although technically SpirosBlaak's holding, Navodys' authorities carry out their responsibilities as they see fit. The main village consists of about 20 homes, an inn, armory, barracks, blacksmith, postal outpost, and two general stores. A wooden palisade and shallow ditch surround the village. Farms, ranches, and logging camps lie outside the village proper and contain most of the village's population.

A SpirosBlaak-appointed sheriff mediates disputes, commands the militia and soldiers, and governs Navodys. The Sentinels have their own officers and don't answer to the sheriff except when local laws are concerned. All Navodys' factions view the current sheriff, Sheriff Neeton, as fair and generous.

This rustic village began as a simple logging camp, but it developed into the most prosperous community of its kind. Not only has steam-powered Arkanocian machinery enhanced the lumber industry, but also secondary trades like carpentry, woodcarving, and furniture manufacturing thrive. Navodys produces the best lumber and wooden goods in the nation, by far.

Relations

Living on the edge of the Pharran Vode has its share of dangers. Rilgoth raiders from the north and Faedian wildmen who don't like having the serenity of the woods disturbed are constant problems for Navodys, although the current sheriff's heritage keeps the latter reasonably quiet. Navodys also found itself as a pawn in the rare



conflicts between Kirvos and SpirosBlaak. Otherwise, Navodys's relationships with other communities are all fairly uninteresting.

People of Note

The following are people of note in Navodys.

Sheriff Neeton of the Wild Vode

Male Faedian 5th-level ranger, N.

A Faedian that left his people as a youth, Sheriff Neeton's small stature belies the strength and skill he exercises so well to keep the peace.

Although he dresses in Spiran garb, many Faedians recognize Neeton's heritage, and for this reason, they discontinued many of their activities against some of Navodys' less scrupulous logging activities.

Cree Bowerbright

Male elf 2nd-level warrior/8th-level expert, NG.

Cree, one of the few elves found this far into the Archduchy, is a famous woodcarver. Many craftsmen seek apprenticeships with him, but he accommodates few. Cree's work is famous across all of Dracos.

Archers of Navodys

Living as close as they do to Pharran Vode and the foul Vasantae, the people of Navodys learned to tackle the dangers of the woods from a distance, and many of Navodys' citizens developed a legendary affinity with the bow, making them perhaps the best archers in the land.

Nolmedron, the Dwarf Hold

*His Divinely Appointed Highness Bordren
Dragonscale XXIII*

Symbol: A scarlet heraldic shield bearing a crossed axe and smith's hammer topped with a gem-filled crown.

Population: 76,000 (80% Arkanoclian dwarves, 15% other dwarves, 3% humans, 2% other), not including the fluctuating transient population of Uptown.

Special Population: 2 Nolmedronian infantry legions, 1 Nolmedronian musketeer legion, 3 Nolmedronian artillery legions, 4 Nolmedronian siege legions, 1 Archducal infantry century, 2,000 militia, 200 city guardsmen.

Duchy Population: 100,000 (78% Arkanoclian dwarves, 17% other dwarves, 2% humans, 3% other)

Duchy Boundaries: The Duchy of Nolmedron is fairly contained, spreading into the nearest of the Warder Hills where some of its satellite mines are found. Nolmedron only patrols a few miles of the plains to the east. The Dwarf Hold asserts ownership of Drome Lok, a claim Monvas most certainly disputes from the barrel of its ships' guns.

Religion: Arkanocles.

Imports: Foodstuffs, cloth, wool, and wood (much of which is used for charcoal).

Exports: Weapons (especially firearms and cannons), armor, ironclads, gems, gold and other precious metals, steel, iron, metal goods, and coal.

Language: Dwarven.

Alignments: Lawful good, neutral good, and neutral.

Founded as the new home of the Arkanoclian dwarves following the doom of Mundaes, Nolmedron is unique among the dwarven cities of Dracos. Erected at the base of the foothills of Syycleese's Tears rather than within the mountains themselves, Nolmedron sits on a stretch of plain with access to both the River of Fire and Drome Lok.



A tall shield wall contains the Dwarf Hold, rising above the city's tallest buildings and stretching into the shallow waters of the Drome Lok. Plumes of smoke from the city's many subterranean workshops overshadow the aboveground parts of the city. Known as Uptown, the surface city consists of the port and dockyard, warehouses, the seaside and landside citadels (each of which is located at the indicated sides of the city), the gun towers, naval and garrison barracks, the marketplace and trade square, and accommodations, services and shops for non-dwarven citizens and visitors.

Beneath Uptown is the home of the Arkanoclian dwarves, along with their many smithies and foundries. This undercity, or the Spindle, as it's called, arrays around a 180-foot diameter shaft reaching down 500 feet. The shaft contains six large steam-powered lifts for carrying cargo between levels and to Uptown above, along with 20 smaller lifts for personnel. The Spindle's ten component levels, each comprised of a network of layered chambers and tunnels, branch out from this center.

The topmost layer, nearly 60 feet below the surface, contains the city's armories and constabulary and is effectively one big fortress. If need be, the lifts can be dropped and the shaft collapsed from this level as a last resort in defense of the Spindle. Layers two and three contain the metal shops, smithies, and foundries; levels four, six, and seven, which intermingle at several points, contain housing and agriculture; level five houses the priesthood and temples; level eight contains the laboratories and alchemical workshops; and levels nine and ten hold the mines.

The mines at the Spindle's bottommost layers, though, do not sustain the city on their own. Veins of gold, iron, copper, coal, and other useful resources have all been found directly beneath Nolmedron or within a mile of it, with tunnels extending to the latter, yet more resources are required to maintain the city. To meet their needs, Nolmedron has long-established walled mining camps in the mountains to the north. Many of the city's enemies, chiefly the Witch Hill goblins and the orcs of the Roaming Plains, would like to wrest these resources from them, but the dwarves have thus far proven too well entrenched and armed to oust.

The dwarves rarely allow outsiders into the Spindle—only the most trusted of “dwarf friends” or odd circumstances allow for such instances, and even then, they are never without escorted, their access extremely restricted. Visitors and merchants usually spend the duration of their stay among the limited and unexciting provisions of Uptown's inns and taverns while awaiting the conclusion of their business.

Relations

For the most part, Nolmedron is on good terms with the other duchies, although there have been, and still are, grudges and points of contention between the kingdom of dwarves and some of its neighbors. Meleatan, for instance, hungers for the carefully guarded secrets of dwarven ironclads and attempted to steal them on many occasions. Relations are also strained with Vas, the seat of power for the Church of Spiros, thanks to the Holy See's stance on arcane magic and dislike for most non-human races.

Also of note is Nolmedron's relationship with Monvas. Timeless racial hatreds and the goblins' participation in the destruction of the dwarven kingdom at Fire Eye Mountain made Witch Hill a mortal enemy. Although the treaties of the Archduchy's founding prevent Nolmedron from openly assaulting their smaller neighbor, espionage, assassinations, and sabotage are common in both directions. Sharing Drome Lok only complicates the issue.

Locations of Note

The following are locations of note in Nolmedron.

The Dockyards

The dockyards have two dry docks sized for galleons, battleships, and similarly large craft of wood and iron; there are eight dry docks for smaller vessels. This is one of only two shipbuilding facilities in the Archduchy properly outfitted and skilled for creating ironclads.

The Port

With 22 public piers, Nolmedron's port is large enough to handle most traffic and does so for a reasonable fee. Allocated its own private section of the wharf, protected by heavy security, the city's naval yards have twelve piers, at least half of which are always filled with ironclads and wooden patrol craft and warships.

The Shield Wall

This nigh impregnable barrier, with its evenly spaced, cannon-armed towers, is 100 feet thick at its base and rises 110 feet into the sky. There is only one land entrance, which seems more like a tunnel than a typical city gate, while access to the port is gained through an immense pair of stone doors in the waterside shield wall. These doors, which are 150 feet across combined, are opened and closed by an ingenious series of hydraulics, great chains, and gears. The landside and seaside citadels are both located outside the wall (the latter split to either side of the port doors), of which they are a part.

People of Note

The following are people of note in Nolmedron.

King (Duke) Bordren Dragonscale XXIII of Clan Goldheart

Male Arkanoclian dwarf 9th-level fighter, LG

The wizened and still formidable ruler of Nolmedron, Borden Dragonscale is revered as king by his own people, but is only recognized as a duke by the rest of the Archduchy. Although ruthless towards Nolmedron's enemies, King Dragonscale is a lover of peace and has rarely regretted or second-guessed his grandfather's decision to join the Archduchy.

Master Smith Rickus Earthpiper

12th-level LG Arkanoclian dwarf expert

Much renowned across the Archduchy, Rickus Earthpiper has elevated gunsmithing to a new level. His skill unmatched by anyone else, he can charge what he wants for his firearms. His guns cost +50% more than normal, but are less likely to misfire with disastrous consequences (-25% to misfire result rolls).

The Arkanoclian Navy

Currently comprised of 6 cruiser- and 2 battleship-sized ironclads, 18 patrol- or gunship-class ironclads, and 4 submersibles, along with 4 galleons, 6 frigates, and 18 schooners of wooden design, Nolmedron's personal navy is second only to that of the Archduchy (to which the city also contributes.) The entire navy is rarely in the city at any given time as most of it patrols against pirates, guarding shipping lanes, and ensuring Drome Lok remains a neutral waterway.

Nonum, the Village of Doom

Lord Dewinder Felenkopidis

Symbol: A shining sword hanging above a sun rising between an upwardly curving arc

Population: 620 (99% human, 1% other).

Special Population: 5 Archducal infantry phalanxes, 2 Hiltanosian cavalry maniples, 3 Hiltanosian infantry maniples, 20 Sentinels of the Homeguard.

Religions: Gamia, Eaovata, Phaetos, and Spiros.



Imports: Textiles, tools, and weapons.

Exports: Horses, foodstuffs, animal feed, knitted wear, sheep, and wool.

Language: Common.

Alignments: Neutral, neutral evil, and lawful evil.

Located midway along the Path of Faith, Nonum was founded as a place for pilgrims to refresh during the Era of Colonization and as a waystation for Sentinel patrols. As such, the village has a well-constructed fort and a large garrison. Historically, even these provisions couldn't prevent Nonum's recurring doom.

Of all the Archduchy's cities, towns, and villages, none have suffered ransack, marauders, or burning as much or often as Nonum. During the Clan Wars, kav raids were common and the village was entirely wiped out several times, including during the devastating assault of the warlord Slayfang, but necessity always demands the village be rebuilt. It is not surprising then that a burning prejudice against kav has festered within Nonum's citizens, birthing the Dark Riders (see page 40).

A short wooden wall surrounds the village in a square.

Watchtowers sit at each of the four corners. The village contains a taxidermist and furrier, general store, postal outpost, three inns, a hostel, a pair of windmills, a horse trader, a blacksmith, a few homes for the wealthy, and the small stone fort with the attached lord's manor. The village also houses temples to Gamia, Eaovata, Phaetos, and Spiros. Most of Nonum's citizens live on their own farms and grazing lands located within a few miles of the village.

Relations

Even the citizens that don't agree with the Dark Riders' methods and goals have little like or use for kav and most other nonhumans. The villagers tend to run humanoids out of the village or at least give them the cold shoulder, but they openly seek to kill any known kav entering their community.

Nonum maintains good relations with Hiltanos and SpirosBlaak, both of which vie for the ear of the ruling lord in order to serve their own interests. As odd as it may sound, a mutually beneficial equilibrium has always existed within this system.

Of note are the Faedians, who sometimes come to Nonum from the Wild Vode, seeking trade or other business. This small village is one of the few places in the Archduchy the Faedians feel almost at home. Maybe this has something to do with their mutual hatred for the kav.

Locations of Note

The following are locations of note in Nonum.

Madvydas Ranch

The best horses and ponies in all the Archduchy are born and trained on this massive ranch about a mile east of the village. All Animal Handling check DCs involving these well-trained beasts are lowered by -3, and the horses each have +1 HD, raising their price by +100% to +300%.

People of Note

The following are people of note in Nonum.

Lord Dewinder Felenkopidis

Male Spiran 14th-level warrior, CN.

An aging man who pretends senility, Nonum's lord truthfully retains all of his sharp faculties. He has assumed this pretense to shake suspicions that he is the secret head of the Dark Riders—which he is. Lord Dewinder often invites suspicious characters to his manor for an evening's entertainment, to show "we aren't all country lumps out here." These meetings are, in fact, staged to allow

him to determine whether his guests are of the Shining Brigade or other agency of the law.

Constable Eliara Triavovas

Female Spiran 5th-level ranger, NG.

Paid to keep the peace, Constable Triavovas is the chief agent of Lord Felenkopidis' order. She is also his daughter-in-law. Eliara is one of the few people in Nonum who retains a somewhat open mind towards non-humans (although not kav, whom she despises), and so she tries to warn newcomers about what manner of treatment they can expect. She also believes law is more important than the prejudices of the past and so she does all she can to bring the Dark Riders to justice. Lord Dewinder does not interfere with her duties or quest.

Pleardys, Garden of Tranquility

Baroness Sephys Vodvydynne

Symbol: A circlet of intertwining leaves with a golden sunburst within.

Population: 2,500 (68% human, 3% Faedian human, 5% Rilgoth human, 24% other).

Special Population: 1 Archducal infantry century, 48 Sentinels of the Homeguard, 50 witchfinders, 30 priests of Spiros, 50 Motith Farr healers, 35 Gavrin Farr warriors, 30 constables.

Religions: Sycleese, Eaovata, Logothos, and Spiros

Imports: Livestock and tools.

Exports: Mineral water, healing bags, salves, unguents, artwork, and philosophy.

Language: Common.

Alignments: Neutral good, chaotic good, and neutral.

Found nearly halfway between the Crown of Keeps and the extensive fortress of Kannis, Pleardys began as a stronghold and waystation for settlers during humanity's initial immigration to the Wildlands. Since then, goblin raiders demolished the original fortress and wandering monks claimed the outpost, later developing it into the small monasteries of the Motith and Gavrin Farr (see **Chapter Nine: Prestige Classes**).

The monks' peaceful nature and philosophies shaped the town's development, leaving Pleardys' serene streets without walls or need for a heavy garrison. The closest thing to a fort remaining in or even near town are the twinned barracks of the Sentinels and ducal legionnaires, both of which lie within an enclosed palisade where the old fortress once stood. The citizens accept the legionnaires' presence with polite acquiescence.

Small when compared to the Archduchy's other communities, Pleardys houses less than one-third of its citizens within its boundaries. The remainder dwells either in the outlying farms and ranches or in the nearby monasteries. Temples to just about every benevolent or uncommitted deity exist here, but the favorites remain those who bless the people's crops and give aid to their daily health.

Pleardys benefits from a well-deserved reputation as a sanctuary for philosophers, writers, artists, and poets. Many such freethinkers come to the town seeking likeminded people, and some may even be talented enough to gain the baronesses' attention and patronage. It is perhaps this dedication to introspective exploration of all aspects of mental discipline that causes such an otherwise unexplainably high number of psions to develop among the town's citizens.

Pleardys has few places for placating vices, and most of those are very secretive about their operations, as the baroness has little patience for the trouble accompanying such business ventures. A few inns and taverns serve travelers, but otherwise the townspeople

look for sustenance from within their own spirits rather than from the body or the grape.

Relations

The citizens of Pleardys are some of the most gentle, amicable people in the land, and few outsiders can find cause to take issue with their peaceful ways. Only Vas, in its zealous pursuit of heresy, sees this town in an unfavorable light. They blame the populace's lack of faith in Spiros and exploration of philosophy rather than dogma for the demons sometimes filtering down from the southern woods to besiege the town, hence their contribution of witchfinders and priests to "save" the infidels and hopefully bring them back to the true path of righteousness.

Locations of Note

The following are locations of note in Pleardys.

The Mineral Springs

Several bathhouses surround these warm springs east of town, near the southern tip of Barbas Vode, allowing visitors and locals alike to enjoy their soothing (and some say healing) properties in pampered peace. The wealthy and commoners alike travel hundreds of miles just to soak in the water for a few hours, or they buy a few barrels or bottles to take back home.

Logothos' Seat

Near the center of town rests a stone theater where philosophers gather from across the Archduchy to speak their thoughts and, if wise enough, to teach others. Some of the most famous works of literature and introspection sourced from the conversations around the Seat.

The Demon Bole

Several miles past the tree line, well into the darkness of Barbas Vode, sits a knotted, sickly tree stretching out for nearly a hundred feet in all directions. Its size, and some say malevolence, destroys all other life with its light-stealing, intertwined branches, and choking roots. Sound does not travel within a mile of the tree, and animals keep far away.

It is said that in the early days following Gods' Fall, Spiros fought a demon lord who was too powerful to kill, and so the Shining Cavalier imprisoned the creature in a sapling. Locals believe the Demon Bole is that very tree, and the fact demons and worse creatures sometimes appear in the forest nearby certainly supports this legend.

People of Note

The following are locations of note in Pleardys.

Baroness Sephys Vodvydynne

Female Spiran 8th-level noble, NG.

A matronly, passionate woman of middle years and an unfaltering follower of Sycleese, the Baroness treats her people like family, and they love her for it. She aids them when they are needy, even paying for the education of several destitute, although promising, young townspeople. Still, there dwells a great sadness behind her eyes, although no one can even speculate why.

The Motith Farr

During the Era of Colonization, a band of healers came to Pleardys to found the Motith Farr (Messengers of Wellness in Old Rilgothian), which lies west of town. The monks blend potent herbs and psychic channeling to perform miraculous feats of mental healing. Although pacifism is not necessary to join the order, most of the monks disdain violence, and evil or violent actions are not permitted while within the monastery.



The Gavrinn Farr

Like their Motith Farr brethren, the members of this monastery descended from devoted monks seeking to aid passing pilgrims. However, instead of healing their minds, the Gavrinn Farr (Old Rilgoth for "Defenders of Wellness") directed their odd psychic abilities into the warrior arts, especially with regards to mastery of the odd blades, the mord'oi. Although the Gavrinn Farr follow a philosophy of non-violence and a devotion to the health of one's fellows, they recognize a time will come when they will need to utilize the powers of mind and their physical might to defend others.

SpirosBlaak, Spiros' Tribute

Archduchess Ailea Baedabin I

Symbol: A heraldic shield bearing the shining sword of Spiros, held high by two bare hands gripping its blade.

Population: 325,000 (52% human, 2% kavraen, 22% kavbroed, 4% dwarven, 20% other).

Special Population: 20 Tuskadeen Protectors, 100 Sentinels of the Homeguard, 2 Archdual infantry legions, 1 Archdual cavalry legion, 1 Archdual artillery legion, 1 Archdual siege legion, 4 SpirosBlaakian infantry legions, 2 SpirosBlaakian cavalry legions, 3 SpirosBlaakian artillery legions, 2 SpirosBlaakian siege legions, 400 city guardsmen, 3,000 navy sailors, 500 marines, 8,000 house slaves.

Duchy Population: 610,000 (58% human, 12% kavraen, 8% kavbroed, 6% halfling, 16% other).

Duchy Boundaries: SpirosBlaak controls the land north to Navody's, west along the Path of Faith to the Swamp of Woe, and south down the Coastal Road to match the southern tip of Laervas Island. SpirosBlaak also has a disputed claim on a great deal of the eastern portion of the Fristian Grasslands, a claim this region's large kav population violently contests.

Religions: Spiros is dominant, but just about all other religions may be found in moderation.

Imports: Technology, steel, and iron.

Exports: Art, grain, foodstuffs, weapons, and armor.

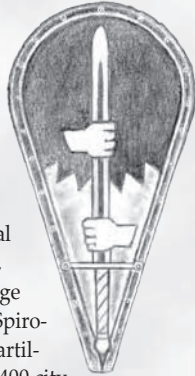
Languages: Common and Lyncanthus.

Alignments: Lawful good, neutral good, neutral, lawful neutral, and neutral evil.

The largest of all the Archduchy's metropolises, the capitol city extends outwards from the Whistling Cliffs, along the Coast of Songs. As the city is sectioned haphazardly into districts by the remains of old walls once circling the city before its growth required new fortifications, visitors can easily get lost in the maze of streets. Currently the city's outermost boundary is a 50-foot (wide and tall) curtain wall, with evenly spaced, cannon-equipped towers and a moat guarding against trouble. Three heavily protected gates, one facing west, north and south, allow entrance through this impressive barrier into the city's corridors.

SpirosBlaak is a contradiction of cultures. Some of its districts appear more opulent than are any in the kingdom, while others are simply common or downright dilapidated and rotting. Dwarven shops nestle between human taverns and stores, and half-orc weaponsmithies and kavbroed social clubs sit between halfling bakeries. In SpirosBlaak everyone is appreciated, although not all are accepted.

Whitewashed wooden buildings, their one or two upper stories jutting out above the cobbled, gas-lit streets, are the norm, and only the oldest or most expensive buildings are made of stone or brick. The wealthy live within the Gilded District, a restricted area atop the expansive hill at the city's center. Overlooking the city are the ducal



palace and Citadel of Claws, home to SpirosBlaak's military officers and city guard. Two smaller keep complexes, one to the north and another to the south of the docks also serve to defend the capital.

The city teems with guilds, merchants, tradesmen, seers, soldiers, charlatans, mercenaries, tourists, seekers of truth, gangs, adventurers, cutthroats, commoners, con men, sailors, humanoids, and more. All coexist within the symbiosis of necessity, proving SpirosBlaak truly is the heart and soul of the Archduchy bearing its name.

Relations

As the capital, SpirosBlaak has been forced into many concessions and political maneuverings it would not have otherwise made as a free city. Affairs with Vas have been strained since before the Archduchy's founding, and they were worsened when the holy city was overlooked as the newly formed nation's capital. Vas and Hiltaios have also taken issue with the Duchy of SpirosBlaak's escalated number of legions and their subsequent deployment since Archduchess Ailea rose to power. The two duchies claim that SpirosBlaak's own legions, when combined with the mixed legions levied for the Archduchy as a whole, make for a troubling amount of power at the capital's command.

Kirvos, on the other hand, remains a surprisingly good ally, despite the kav-controlled duchy's poor dealings with just about every other community in the realm. Even so, SpirosBlaak is a favorite target for kavraen insurgents and orc raiders who gather every few years in incredible numbers and burn their way through the outlying farms and hamlets to the grand city itself, although they've been unsuccessful in doing so in over a century.

Locations of Note

The following are locations of note in SpirosBlaak.

Public Docks

Able to support up to 20 large merchant vessels and a variety of smaller craft, the public docks are contained by two towered and walled breakwaters, between which hangs an immense iron chain that can be lowered and raised to control the flow of vessels. A sturdy wall separates the warehouses and other dock amenities from the rest of the city, and a keep to the south overlooks them.

Javondis' Cathedral

Second only to the See of Spiros in its majestic testimony to the Shining Cavalier's influence throughout the Archduchy, the cathedral is named for the very first Pontiff of Spiros to enter the Wildlands during the Era of Colonization. During this time, before the elevation of Vas, Javondis' Cathedral acted as the seat of the Church's power in the Wildlands. As such, some traditionalists within the Church secretly (and heretically) hold this temple to be more holy than the See of Spiros.

The Navy Yards

The navy yards sit in their own inlet north of the public docks, protected by another pair of chain-equipped, heavily defended breakwaters, with two armored towers resting upon islands within the cove. The yards can hold six large ships and roughly 10 smaller vessels. On shore rests the naval academy, barracks, and armory. Landside, the yards are protected by the northern keep complex and several batteries of cannon.

The Coliseum of Devotion

Located in the west end of the city, this massive, 10-tiered stadium is made of white marble and dark basalt. Workmen and architects of Vas erected this wondrous structure shortly before the crusade against Kirvos in recognition of the important role SpirosBlaak plays

in the faith of the Shining Cavalier. Games and sports (although very rarely those of the gladiatorial variety) are held here on a monthly basis. No other arena in the Archduchy can compare with the Coliseum of Devotion's splendor.

Conundrum Hall

SpirosBlaak's thieves are notorious for their love of puzzles, and so their large guildhall is like a maze. Traps, most of which can be bypassed by solving a puzzle, pepper these corridors, protecting the guild's secrets. Rumor has it that all applicants to the guild of Conundrum Hall must find their way through a harrowing, multi-leveled labyrinth in the building's depths to gain membership. Failure, of course, means death.

People of Note

The following are people of note in SpirosBlaak.

Archduchess Ailea Baedabin I

Female rakshasa 12 HD, AL appears as LG.

The only child of the late duke, Ailea assumed her father's title at age 23. Almost a decade later, following years of masterful political maneuvering, Ailea is the youngest and one of its more competent leaders the Archduchy has ever known. She rules fairly, and she's shown a great deal of care for her people by taking a direct involvement in their lives, more so than any other ruler in living memory. She initiated sweeping social reforms that have unfortunately failed thus far to affect the nation's many hardships...or so the public believes.

Truthfully, a power-mad rakshasa, less than a month after the true Ailea's elevation to Archduchess, killed and replaced the archduchess. The rakshasa, Lulust Miregrim, uses powerful magic and artifacts to hide her secret, especially from her suspicious aid, Lord Blackwater. "Archduchess Ailea" uses her innovative ideas in conjunction with the momentous events she contrives as a smokescreen to cover her true, selfish goals, most of which actually work to oppose the pretense of her good deeds. Chief among her current designs is unseating the Pontiff of Spiros and usurping the church's power and wealth to serve her needs.

Uik Diffdek

Male bakad 12th-level expert, CE.

Head of the largest bakad house in the city, and therefore probably the most powerful of SpirosBlaak's hagglers, Uik is a capable merchant specializing in cloth and foodstuffs. This is a front. In truth, the head of House Diffdek maintains his wealth by being a notorious cheapskate, liar, and smuggler. If you need something (or someone) in or out of the city unnoticed, or if you're looking for someone or something that doesn't want to (or can't) be found, then Uik is the goblin to see—if you can afford his services.

Lord Deacon Blackwater, Court Thaumaturgist

Male Spiran 19th-level wizard, N.

A wizened human who lived several centuries and survived many adventures before settling down into his current position, Lord Blackwater served the rulers of SpirosBlaak for over five decades. He was a former student of Rector Arphas, so Blackwater is no fool. He suspects there is something awry with his charge, the Archduchess. He has thus far been wise enough to keep his suspicions to himself until he can act with certainty, but it is likely only a matter of time before circumstance forces his hand.

Tuskadeen Protectors

Fearing assassination at the hands of fanatics during Vas' crusade against Kirvos, the duke of that time formed the Tuskadeen Protectors. Consisting of Rilgoth barbarians of the Tuskadeen clan,

these mercenaries are surprisingly loyal, and they viciously defend their charge, the current duke or duchess of the city, gladly giving their lives in his or her defense.

The Moon Claws and Predators

These two rival kav gangs dominate aspects of crime in the city too minor for the thieves' guild to take notice of or care about. The Moon Claws, a gang of rough kavbroed, claim the east side as their turf, whereas the Predators, a slick and underhanded band of kavraen, hold a smaller territory encompassing the docks and a few nearby blocks. Other gangs, kav and otherwise, exist, but these two are by far the largest and most dangerous.

Taervas

Sheriff Obron Uktonikis

Symbol: A gauntlet holding aloft a rose on a violet circular field.

Population: 300 (15% human, 45% half-orc, 20% half-ogre, 7% orc, 13% other).

Special Population: 100 to 500 Archducal legionnaires and/or mercenaries, 20 constables, 20 to 200 student warriors.

Religions: Any is welcome but Shivanos and Sri Senn Sindh are both very common.

Imports: Steel and firearms.

Exports: Mercenaries, cattle, leather, weapons, and armor.

Languages: Orc, Giant, Common, and Goblin.

Alignments: Neutral, neutral evil, and chaotic evil.

Located upon the road between Monvas and Vas, this small village was founded during the Era of Blood and has since often been the victim of both orcs and humans alike. One would think such a history would tear apart Taervas' citizenry, each person siding with its own race, but instead the opposite has occurred.

Taervas is a community of ruthless acceptance and unforgiving compromise. The villagers that all individuals are responsible for their own survival and should be either accepted or denied based on their ability to maintain that goal. In short, it doesn't matter who or what you are, so long as you are strong enough to keep yourself alive. Such a philosophy acts as a bridge between the contrary societies of mankind and the Roaming Plains, allowing the various peoples calling Taervas home to coexist without the usual racial boundaries.

The village itself is sparse, with blacksmithing, weaponsmithing, and armorsmithing being the more common trades, and other military fringe trades, such as teamsters and tanners, coming in second. Taervas also includes an inn, six taverns, a crude sporting arena, a pavilion-style marketplace, a meeting lodge, a jail, a postal outpost, and housing enough to accommodate roughly a third of the village's citizens, with the remainder living on outlying farms.

Relations

Most of the Archduchy would like to forget Taervas and its warrior code of racial equality exists, but even the purists of Vas hire Taervas-trained soldiers from time to time. The other duchies also look towards Taervas' soldiers to train and complement their own forces.

Locations of Note

The following are locations of note in Taervas.

Taervas School of Arms

Although not as big and not nearly as refined as most of the other militant academies of the Archduchy, the school of Taervas is one of the best, and its graduates are some of the most capable officers and mercenaries to be found. All manner of arms, including black powder firearms and siege weaponry, are taught here, as are tactics,



strategy, and logistics, along with troop morale and psychology, and any number of other skills valuable to a warrior.

Noble birth doesn't matter so far as the instructors are concerned, nor does one's ancestry. All that counts is the shine of your coin. For the right amount of silver or gold, anyone can register for as many lessons as desired, although the full treatment takes about eight years and usually begins at as early an age as possible.

Mound of Shivanos

Beneath a wide, lone hill just outside the village is a guarded temple dedicated to the crazed god of war, Shivanos. This subterranean complex, protected by a cadre of battle priests, warrior monks, and pet guardians, is probably the heart of the Hafted Doom's faith in the Archduchy. It is even rumored the god himself resides here when he isn't stirring up trouble. Many of the duchies have tried to bring legal and/or military action against the mound for its suspected complicity in the orc rebellions of the Roaming Plains, but a lack of evidence, coupled with the sanctity of a holy place, even one devoted to blood, has thus far thwarted all such efforts.

People of Note

The following are people of note in Taervas.

Sheriff Obron Uktonikis

Male half-ogre 7th-level fighter, LN.

A gigantic, homely warrior with a fair share of common sense and brains (especially for a half-ogre), Sheriff Obron "Ob" Uktonikis is charged with keeping the peace and does so with a surprising lack of violence. He is reasonably fair, regardless of race or politics, and his great strength combined with the skills he learned as a graduate of Taervas make him ideal for his position.

Vas, City of the Righteous

Nominally Duke Killian Zapodys XII, actually His Divine Voice Rafael XIII

Symbol: A winged heraldic shield bearing the sword and helm of Spiros with a silver crown above.

Population: 170,000 (80% human, 5% dwarf, 8% halfling, 7% other).

Special Population: 3,500 priests of Spiros, 200 Crimson Company guardsmen, 2 Archducal infantry legions, 1 Archducal cavalry cohort, 1 Archducal artillery cohort, 2 Vasian infantry legions, 1 Vasian cavalry legions, 1 Vasian artillery cohort, 1 Vasian siege legion, 2 Anointed of Vas Holy legions, 300 Sentinels of the Homeguard, 500 city guardsmen, 10,000 house slaves.

Duchy Population: 375,000 (84% human, 1% dwarf, 6% halfling, 9% other).

Duchy Boundaries: With lands stretching as far east as the lowest of the Crypt Hills, into the north towards Taervas, and east to the Roaming Plains' periphery, the Duchy of Vas has more land—most of it lush and fertile—than it can adequately populate.

Religions: Spiros. Other religions are allowed, but are openly discouraged—sometimes with zealous outrage. Only the Church of Spiros is permitted to operate places of worship within the city's walls.

Imports: Textiles, luxury goods, and grain.

Exports: Religious texts, icons and implements, fruit, wine, and fish.

Language: Common and Old Rilgoth.

Alignment: Lawful good, lawful neutral, and lawful evil.



Known almost as well for its architecture as it is for being the seat of the Church of Spiros, Vas is a thriving seaside metropolis whose columned designs and marble edifices inspired similar designs all over Dracos.

The protective walls once encircling the city were never repaired after the Witch Lords' invasion, leaving the white marbled beauty of this great city bare to the farms and renowned vineyards of the surrounding countryside. Instead, strategically placed strongholds within the city's limits defend the citizenry and their whitewashed homes and businesses.

At first glance, a stranger to Vas sees only the stately columns, arches, statues, and tiled mosaics that are as elegantly decorative as they are functional. The flagged streets strike out from the city's heart, the See of Spiros, like spokes on an immense wheel, and lined with cheerful merchants, sympathetic clergy, and helpful locals. The streets are clean, free of beggars, and virtually without crime. The buildings are scoured to their purest white, and the blessings of Spiros are upon all.

To everyone else, the City of Righteousness wears a different face. Vas presses the unemployed into the military or sends them to state farms or work crews to clear any debts, and criminals are punished by mutilation or worse cruelties. All visitors are meticulously (although discreetly) scrutinized by church agents, arcane spellcasters or those who flaunt magic are detained and exiled (or worse), non-humans (especially kav, elves, and goblins) are regarded with disdain, and those who don't follow Spiros are seen as being just one step shy of evil.

What's more, the Church of Spiros, as it exists in Vas, is more concerned with worldly power and dominating the human spirit by means of its doctrine than adhering to the Shining Cavalier's true principals. The See of Spiros is now as much a symbol of oppression and human supremacy as it ever was an icon of justice and benevolence. In fact, the dukes of Vas have been little more than feeble figureheads for the Pontiffs, the true rulers of the city, for centuries.

Relations

Although the seat of the nation's largest religion, Vas has very fragile associations with almost all the other duchies, especially SpirosBlaak. Even the most rudimentary and necessary of relations with the capital are stressed due to SpirosBlaak's election as the Archduchy's hub of power, a concession of the nation's founding that has vexed every Pontiff since. The other duchies recognize this tension and either avoid it entirely or manipulate it to their own ends, whatever the current political atmosphere requires. Only Hiltanos remains on good terms with the holy city.

Vas also has no love of outsiders, including followers of other faiths. At best, such "non-believers" can expect a cool reception in most shops and taverns; worse results, however, are not uncommon. The city's long history of invasion and attacks from the Roaming Plains has also made Vas' occupants very introverted and untrusting towards non-humans. The local constabulary or, more likely, agents of the Inquisition of Swords (see page 41), constantly watch large groups of non-humans—even hagglers or those beings recognized as allies of the Archduchy—from the shadows to ensure they do nothing to interfere with Vas or the Church's affairs. A city of brotherly love, Vas is not.

Locations of Note

The following are locations of note in Vas.

The See of Spiros

A grand testament to the wealth and authority of the Church of Spiros, the See is a small city unto itself. Filled with many buildings of worship from vaulted cathedrals to simple shrines, the most magnificent of all is the soaring Cathedral of the Gilded Sword, the

seat of the Church's power. The See of Spiros is the second largest concentration of political might in the Archduchy, following the ducal palace in SpirosBlaak. The Pontiff's private army, the Crimson Company, guards the See.

The Monument of Leodus

Erected in the central plaza so this lofty statue of Vas' greatest hero could forever watch the city he loved, the monument marks the final resting place of Leodus of Hiltanen. The monument, which bravely holds aloft a likeness of Leodus' famous blade, is a favorite destination for pilgrims, who come seeking guidance within the tomb's shadow.

The Vale of Exiles

Located about a mile northeast of the city, this valley is encircled by 40 enchanted towers fueling and maintaining a permanent *anti-magic field* encompassing the area. A garrison of 100 soldiers and a cohort of priests and witchfinders attend the vale, ensuring the spellcasters banished here never leave. The valley contains a small, ramshackle village with enough fields and livestock to keep the spellcasting prisoners alive, so long as they work these resources to exhaustion.

People of Note

The following are locations of note in Vas.

Duke Killian Zapodys XII

Male Spiran 1st-level fighter/4th-level noble, LE.

The latest in a long line of puppet rulers, Duke Killian Zapodys

seems as craven and subdued as his ancestors. A tall, spindly man of intermediate years, Zapodys has the aura of a bored child who understands the role written for him and knows it to be nothing more than a show for the masses.

Beneath the veneer of a jaded, broken noble at the disposal of his puppeteers is a razor-sharp mind and a burning desire for a return of true ducal power. Zapodys clandestinely chairs a secret brotherhood of similarly minded nobles who wish a return to the ways of pre-papal rule. So far, the brotherhood has done little more than hold ineffectual meetings and spread heretical propaganda, but things may change in the future.

Rafael XIII, Pontiff of Spiros

Male Spiran 3rd-level expert/16th-level cleric of Spiros, LN.

One of the most powerful men in the nation, Pope Rafael XIII leads the Church of Spiros with a zealous ruthlessness certainly a perversion of the true faith if anyone dared stand up to him and his devoted retinue of cardinals. To make matters worse, this aging, portly priest truly believes his actions have been for the benefit of all.

The Sacred Kith of Witchfinders

The witchfinders are a secretive order within the Church of Spiros specializing in hunting and "dealing with" arcane spellcasters and mystical creatures. Feared throughout Vas, they commonly conduct covert actions against wizards and sorcerers in other duchies, despite having no authority or official sanction to do so.

Geography of the Archduchy

Corrupted Lands

Since Gods' Fall, darkness and evil plague the land, twisting the wildlife and flora, like faint shades of their former selves. Creatures not already aligned with the forces of evil may become so if subjected to the area's taint for too long. This evil has spread since it first appeared, as those creatures succumbing to its influence carry the corruption wherever they go. Several scholars, including the learned men and women of Askalan, believe this corruption is responsible for some of the more malevolent races, such as the drow, who are perverse shadows of their kin.

Barbas Vode

Serving as a wall for the Archduchy's northwest borders, danger haunts this forest. Not only do countless hidden trails allow Rilgoth raiders to assault the northern duchies several times a year, but there are also an uncomfortably high number of dragons to keep the northern garrisons busy. Centuries of adventuring in this forest uncovered dozens of ruins, some of which seem to be the remnants of lost outposts, temples, and even cities. Although most of these ruins are corpses of the fallen Rilgoth Empire, several revealed themselves to be of Merithian origin. To a one, however, each ruin holds terrible danger and lurking death.

Creatures commonly found in the Barbas Vode include: treants, satyrs, chaos beasts, fairies (normal and corrupted), demons, Rilgoth northmen, kobolds, kavraen, and corrupted beings.

Coast of Songs

This cliff-riddled coastline stretches from well north into the length of the Pharran Vode to just south of Meleatan. The coast takes its name from the many caves penetrating its cliff faces. When winds flow into the caves, the caves sing with a strange whistling

resembling a ghostly, tormented choir, the pitch of which varies with the tide. Legend has it the voices of the singing caves are actually the damned spirits of sailors lost at sea.

Creatures commonly found around the Coast of Songs include: voesti, sahaugin, sea lions, sharks, water naga, and any sea race.

Crypt Hills

Located west of Vas between the two southern-most branches of the River of Fire, the Crypt Hills are home to many mysteries. Burrows and crypts of metal and stone dedicated to an unknown civilization riddle the area, serving as routes to the surface for undead plagues and evils of the under realms.

Warring clans of giants and their tribes of humanoid slaves rule the surface, accosting merchants seeking a shorter path to the east and adventurers wishing to penetrate the secrets of the hills' gravesites. The Monks of Eskelyn, who reside at their order's hidden temple within the hills, try to keep the giants in check but the monks are too few to be anything more than an annoyance to the giants.

Creatures commonly found in the Crypt Hills include: drow, giants, goblins, undead, hobgoblins, griffons, gnolls, troglodytes, and formians.

Darkmire River

In contrast to the clarity of Ghost Lake, the Darkmire River, south of the lake, is corrupted by the filth emanating from the Swamp of Woe. Silt fills the Darkmire's wide, ruddy-brown waters, rendering it undrinkable. The grainy surface also provides a perfect cover for the many aquatic predators that feed upon animals or humanoids approaching its shores.

Creatures commonly found in or near the Darkmire River include: corrupted nymphs, corrupted dryads, and hags.

Drome Lok

Translated as “Lake of Dreams,” Drome Lok is extensively sailed by the navies of Witch Hill and Nolmedron. Two powerful currents cut

through the entire length of its otherwise still waters, revealing a pair of mysterious extensions of the River of Fire stretching to the lake’s southern shore. Each then forms into several rivers that continue southwards. Myths proclaim a bottomless shaft leads to the plane of dreams exists at the center of the lake, some 1,000 feet down—hence the lake’s name. None of the voesti explorers or dwarven or goblin submersibles investigating this place has ever returned.

Creatures commonly found

in or near Drome Lok include: skum, nixies, dwarves, Witch Hill goblins, and fresh-water races.

Lok Finwane’s Healing Properties

Drinking the lake’s waters cures 1 point of damage per cup consumed. If the subject bathes in it, the water cures 2 hit points of damage per hour of immersion. Additionally, soaking for 8 hours can cure disease as per a *remove disease* spell. Furthermore, any holy water made from the lake’s contents is deals an additional 2 points of damage against creatures vulnerable to holy water.

Creatures commonly found in or near Lok Finwane include: nymphs, dryads, corrupted fairies, centaurs, kav, demons, drow, ettercaps, and fresh-water races.

Fristian Grasslands

A pastoral expanse, the grasslands are almost unbroken and flat, making it almost impossible for anyone to sneak up on others unless they hide, unmoving, within the tall grass. The tactical difficulties of stealth and combat inherent to such a flat region mean the grasslands are usually calm, other than the occasional open battle where subtlety is not necessary.

Nonetheless, this fertile land does have a history of spawning kav and humanoid rebels who sally forth from time to time to cause trouble. The flats are also home to several halfling burrow communities, protected by palisades and defended by wary lion-riding outriders and skilled snipers.

Creatures commonly found in the Fristian Grasslands include: kav, orcs, hobgoblins, wild goblins, Faedian wildmen, and halflings.

Kraephos Island

Gifted with wide, green expanses, much of Kraephos’ northern end is a penal colony, where criminals can reduce their sentence by serving set periods at the island’s farms. Enough of the bounties grown here, including a large selection of fruits, remain to feed the colony, with the rest shipping back to SpirosBlaak. During the winter months, convicts cut stone at the coastal quarries to sell throughout the Archduchy. The colony has no wall but is under heavy guard and watched by a massive fort and a regular patrol of ships.

The other half of the island is off limits and those few convicts that tried to escape in that direction vanish. Large cave networks in the cliffs at the southernmost tip have been sighted by passing ships and believed to be home to a sea-dwelling evil also likely responsible for this portion of the island remaining a forbidden zone.

Creatures commonly found on or near Kraephos Island include: sahuagin, sharks, and sea-faring races.

Laervas Island

A craggy, desolate island of almost unbroken browns and grays, a network of crumbling walls, ruined keeps, dilapidated castles, and other decaying structures predating the fall of the Rilgoth Empire covers it. All of the ruins seem to share the same antiquated origin and fatal result for the curious. Most avoid this island, for it is thought to be haunted, and indeed unexplained lights appear in the

towers, raging bright enough to be seen across the channel in Dreij. Many people, the Archduchy’s admiralty among them, speculate Midwyn pirates have taken to using the island’s hidden bays and ruins as a supply and raiding base, explaining the lights and disappearances, but no Midwyn pirate vessels have ever actually been sighted doing so.

Creatures commonly found on or near Laervas Island include: locathah, dire sharks, sahuagin, undead, Midwyn pirates, and other seafaring races.

Lok Finwane (Ghost Lake)

This lake, nearly 15 feet at the deepest, is clear enough to see the sandy bottom. Local legend claims one of the gods, likely Gamia or Sycleese, fell to the mortal plane within it, instilling its clear waters with healing properties. Oddly, the rivers and streams running to and from the lake are not as clean, although a brave person could attempt to bottle or barrel the lake’s water for storage and/or sale elsewhere. Because of the lake’s healing qualities (see **Lok Finwane’s Healing Properties** sidebar), several of the area’s more powerful (and greedy) creatures claim the lake as their own and guard it fervently. This makes pilgrimages to the area extremely rare and dangerous.

Pharran Vode

Like the Barbas Vode to the west, Pharran Vode shelters the Rilgoth raiders that filter down through it, although most use only the coastal and western paths. Far larger than the neighboring forest, Pharran Vode stretches north along the coast and into the heart of the northmen’s territory by almost 100 miles. The woods’ dark depths shelter all manner of fell creatures haunting the treetops and forest floor alike.

Even worse are the rumors of a dark, despairing sickness at the forest’s heart. Whatever it is that lies at the center of Pharran Vode—feeding off the living and unstoppably spreading its influence further with each year—predates Gods’ Fall and has been known to give even them pause.

Creatures commonly found in the Pharran Vode include: ettercaps, giant spiders, Rilgothian northmen, centaurs, kanershee, stirges, girallon, harpies, medusae, shambling mounds, and winter wolves.

River of Fire

The north end of this river stinks of sulfur and is hot enough to scald flesh, due to subterranean tributaries passing beneath Fire Eye Mountain. It isn’t until a few miles or so away that the waters return fully to normal temperatures, but the smell lingers all the way to Drome Lok. This fast-flowing, wide river is home to many aquatic monstrosities, and they plague those who travel it.

Inexplicably, once the river reaches the lake’s shore, it splits into two primary tributaries that continue through the lake as powerful, diverging currents that then branch further and revert into rivers upon reaching the southern shore. The cause of this phenomenon has never been explained, but the currents are used extensively by the navies of Nolmedron and Witch Hill to travel at enhanced speeds to and from their respective homeports.

Creatures commonly found in or near the River of Fire include: salamanders, azer, magmin, and hell hounds.

Roaming Plains

Buttes, struggling creeks, sparse waterholes, sudden ravines, and ruins of dead cities and crumbling statues of soaring proportions dot this mostly arid plain. Nomadic tribes of kav and humanoids call the Roaming Plains home, making it a dangerous place for travelers. Even large groups of merchants and military units are

often ambushed on the roads hemming in this dry flatland or are beset upon by packs of wild worgs. The Sentinels of the Homeguard and the armies of Vas, Askalan, and Meleatan regularly send patrols and probes into the plains to dissuade such attacks, but their efforts are never sufficient for long.

Sentinel agents uncovered suspicious activity in the last decade or so, including a shocking increase in the number of firearms among the plains' kav and orc tribes. Most human governments of the area believe the goblins of Monvas supply these weapons, and so Sentinel agents sent warnings to the Mad Smiths despite there being no proof of any collaboration.

Creatures commonly found in the Roaming Plains include: orcs, goblins, gnolls, kanershee, worgs, dire wolves, kavbroed, kavraen, and wild dogs.

Sea of Wyrms

Named after the many sea dragons plaguing these waters several millennia ago, the Sea of Wyrms wraps around the eastern and southern edges of the Archduchy. Many merchants sail this sea to trade with distant nations, and the Archduchy's navy constantly patrols the coastal waters to keep these same traders safe from the beasts and pirates that would prey upon them. Beyond the numerous coastlines shaping the Sea of Wyrms, the wide ocean is yet far more dangerous.

Creatures commonly found in or near the Sea of Wyrms include: dragons, dragon turtles, dire sharks, sahuagin, merfolk, pirates, tritons, and voesti.

Swamp of Woe

Home to the dread Magus of Bones and his reawakened undead masses, this dreary, pestilential mire is one of the most dangerous locations on the continent. A mixture of forested black bogs and iguanalon-inhabited, humid wetlands rest outside the swamp's perimeter, while at the swamp's heart rests spacious, deep everglades belonging wholly to Sallous Yar. Furthermore, a full eighth of the swamp is corrupt, making an already dreary and dangerous place yet even more foreboding. It is believed, from tales centuries old, at the heart of the Swamp of Woe is a city of bones, teeming with undead.

Creatures commonly found in the Swamp of Woe include: lizardfolk, iguanalons, chuul, undead, will-o'-wisps, hydras, and corrupted creatures.

Sycleese's Tears

This range of cragged mountains and rising foothills acts as the western boundary to the Archduchy, protecting it from intrusion from the lands beyond. Said to have been formed by the falling tears of the goddess Sycleese upon learning her first-born son had accidentally been killed after sneaking into Sri Senn Sindh's smithy, the mountains' dangerous reputation and continuing geological activity are attributed to the undying sorrow of the Radiant Mother of All.

Sycleese's Tears has two currently active volcanoes: Fire Eye Mountain, home to the secluded lavayne and believed source of the River of Fire, and the Finger of Phaetos, a portal to the Elemental Plane of Fire and to several devilish and demonic realms. The Grand Weaver reputedly made the Finger of Phaetos after he lost a bet to an unnamed lord of Hell. Regardless of its origins, all manners of malicious outsiders and creatures of flame

inhabit the area surrounding the volcano. Sycleese's Tears are home to a variety of dangerous creatures, for these mountains are riddled with mysterious and long-abandoned tunnel networks, most of which are many thousands of years old. A few, though, bear evidence to having been hollowed out in just the past few centuries or even decades.

Creatures commonly found in Sycleese's Tears include: orcs, dwarves, bugbears, salamanders, goblins, hobgoblins, dragons, giants, griffons, dire bats, mind flayers, troglodytes, and harpies.

Vastanae River

The Vastanae originates in the steppes north of Pharran Vode and winds through the forest. The river flows close enough to the Pharran Vode's foul heart, creatures in the water often become corrupted. Almost the entire length of the river is filled with dangerous rapids.

Creatures commonly found in or near the Vastanae River include: chuul, hags, purple worms, and trolls.

Warder Hills

At the foot of the Sycleese's Tears range, these rough hills are home to monsters aplenty, but none are more numerous than kobolds. These small reptilian humanoids flock to this area for reasons unknown, and defend their territory with surprising ferocity. The hills acquired their name from the dozen or so ancient and enormous iron golems that wander the area's many ravines and rises, supposedly still carrying out the final orders of some long dead master. All natives of the area know to stay away from the metal warders when they appear, as their last instructions seem to have included a command to kill anyone or anything that they see.

Creatures commonly found in the Warder Hills include: trolls, kobolds, orcs, kavraen, and troglodytes.

Wild Vode

An untamed forest near the Archduchy's center, the Wild Vode has always resisted the encroachment of outsiders. These feral woods are home to faeries, spirits, long-forgotten races, and the occasional band of Faedians. Although nothing too nasty has ever come out of the Wild Vode (so far as people know), it is still unanimously considered a place to stay away from, even by the kav and orc tribes of the Roaming Plains, as few people having gone into the forest with evil intentions have ever been seen (alive) again.

Creatures commonly found in the Wild Vode include: Faedian wildmen, centaurs, wild goblins, and halflings.

Witch Hill

A large tor with steep, jagged eastern slopes and a gentle rise towards Drome Lok to its west, Witch Hill is a spot of great power. Once dominated by the wizard settlement of Monvas, the Witch Lord invasions saw all humans driven from this supposed nexus of arcane energy, supplanted by the goblin army now occupying it and has since covering its rocky top with mines, smithies, foundries, and choking smog. No one can say for sure if the hill does indeed have some sort of mystical significance; animals seem to shy from the tor and countless wizards have claimed to feel invigorated while atop it, while others have said that they felt nothing at all.

Creatures commonly found in Witch Hill include: Witch Hill goblins, wild goblins, orcs, and kobolds.

Chapter Five: Organizations & Secret Societies

This chapter contains a few of the Archduchy's more notable organizations. GMs may use them as key elements in their campaign or merely as background plot elements.

Barbas Fusiliers

First marshaled at Kannis during a summer of protracted wood elf raids nearly four centuries earlier, the Barbas Fusiliers were formed from expert marksmen with forest skills matching those of the elven invaders', individuals capable of using the elves' own tricks against them. Since, the Barbas Fusiliers served as scouts for the citadel, patrolling the lands for miles and keeping a lookout for raiders, bandits, and other threats. Several times since their founding, they marched to war with the legions, serving as spies, scouts, and skirmishers, but they are most effective when in their native woods. The Fusiliers limit their membership to natives of the region who can prove their loyalty, bravery, and knowledge of the local area and woods; additionally, their members must meet the Fusiliers stringent marksmanship requirements.

Crimson Company

Members of the Crimson Company wear white robes with crimson striping and sashes over their armor. With a tradition reaching back to the reign of the first pontiff, they steadfastly guard the See of Vas, filling both practical and ceremonial roles. A full platoon always guards the Pontiff himself, even if not always visible to those in holy ruler's presence.

Nobody except the Pontiff and members of the Crimson Company know how new members are selected or where they are trained. All company members are without family and have no ties to the community outside of their glorious position with the See. They are stalwart bastions of faith who are steadfastly loyal to the Pontiff.

Dark Riders

Formed in Nonum soon after the kav inflicted horrors upon the village during the Clan Wars and strengthened after the Shiftblight troubles, the Dark Riders are a secret society of humans that expanded their hate to include all races other than their own. Marked by a tattoo of three black, tapering thorns spiraling toward the right on the same axis, these twisted men and women plot to make the Archduchy safe for humanity. Not all such plans involve killing, but the Dark Riders make no secret that genocide is the preferred method of victory.

New members are recruited, and a sponsor brings the candidate into the organization. The reason for all the secrecy is because membership is illegal in the Archduchy. The Dark Riders survive due to their limitless wealth and well-placed contacts that ensure officials look the other way when needed.

The Ducal Legions

The ducal legions consist of 1,000 common, self-sufficient legionnaires and their command staff. Each legion is divided into two cohorts of

five maniples each, with each maniple containing two centuries of 10 phalanxes of 10 men each. The legion is designed so every soldier can carry his own weapons, personal gear, and share of camp equipment, thereby foregoing the need for a heavy support staff, except on long campaigns. A junior centurion—who follows the commands of his century's centurion, reporting directly to the maniple's senior-centurion—leads each phalanx. Each of the five senior centurions serves the legion's commander, the tribune, who are in turn directed by the region's prelates and the generals above them.

Specialized legions, such as artillery, cavalry, and musketeers, typically consist of only 400 men divided into two cohorts of four maniples (for a total of eight maniples). Cavalry and musketeer maniples contain five cadres of 10 men each, while siege or artillery maniples separate into cadres of one to three siege engines or field pieces, respectively, depending upon their type.

The individual duchies maintain and pay for their own legions, which fall under their command unless summoned to duty by the capital, along with fulfilling their usual annual requirement of levies to the Archduchy's legions. All legionnaires are well-trained fighters and they bear the colors of their home upon their sleeves and cloaks with pride. Most ducal legions split between outlying patrols and garrison duties. The duchies maintain their legions at the best possible strength their coffers and populations allow, as no duchy wants its neighbor to have greater military power than they have.

Each duchy arms its legions slightly differently. For instance, Vas outfits its fighting men in polished breastplates with longswords, shortspears, and large metal shields to match, whereas SpirosBlaak prefers chainmail, longswords, halberds, and no shields. Variations are as follows.

Archducal

Volunteers and conscripts fill the individual ducal legions. Each duchy is responsible for meeting its tithe of trained soldiers, resulting in units trained in a dozen different ways with a dozen different (and often uncomplimentary) weapons. Because of their motley nature, Archducal legionnaires rarely ever come to work properly together as a unit before their term of service ends and the soldiers are returned to their home forces. In truth, they are effectively little better than irregulars. As such, the ducal legions often fill their tithes with troublesome men, conscripted for various criminal infractions. These units get the worst assignments and are treated badly by the regular ducal forces.

Askalan

Askalan's infantry legion uses long spears and wears studded leather armor, allowing them to perform complex maneuvers known to baffle opponents. The city's siege legions employ odd mechanisms capable of tearing down, blasting through, or detonating the steadiest of fortifications—when they function, that is.

Dreij

Dreij's infantry legions use longswords, scale mail, and steel shields for close work. Sure-riding cavalry legions cover their flanks. One cavalry unit is a light, carbine-wielding unit employing hit-and-fade

tactics, while the other units consist of heavy knights for smashing enemies. Rounding out the city's forces is a full legion of cannon, bombards, and siege mortars, along with twin legions of musketeers.

Hiltaenos

Without surprise, Hiltaenos' legions are among the best in the Archduchy. Four of the infantry legions carry halberds, short swords, and chain, while the light legion is outfitted with pikes, leather armor, daggers, and slings. There are also the two legions of heavy knights mounted on heavy horses and a light legion of harriers armed with shortbows and axes for harassing enemies from near and far. The siege and artillery units are also among the best, although they use worn and old (if well cared for) gear, as supporting so many units is incredibly expensive.

If the Archduchy's legions can be considered a single body, then Hiltaenos' legions are its backbone.

Kirvos

The kav city's independent infantry legions consist of one legion of light skirmishers with chain, short spears, and axes and a heavy legion with plate mail, steel shields, and longswords. Kirvos' most notable unit is the Storm Legion. Armed with black powder weapons and blade, the Storm Legion accepts only the best and bravest kav warriors.

Meleatan

The City of Sail's infantry is poorly armed and poorly trained. The infantry takes second seat to two legions of marines who are armed in the best leather armor, cutlasses, and pistols available. Meleatan's artillery and siege legions carry light gear and weapons that may be fired as easily aboard a ship as upon land, allowing them a dual role as army and navy. Both of Meleatan's cavalry maniples lack the skill of most other duchies' horsemen, but their horses are incredibly comfortable with seaborne transport, making these horsemen the most mobile around.

Monvas

Although "officially" assigned to protect Witch Hill, the Archducal legion is garrisoned there more to keep an eye on things than anything else. As such, Monvas relies upon its own infantry legions: one light unit armed with spears, scale mail, and pistols, and one heavy unit with breastplates, battleaxes, and heavy pistols or shotguns. They supply minimal training to three legions of slaves, who draw fire while the city's elite units, such as the Fanged Legion, wreak havoc during the diversion. Besides the latter, Monvas' pride is its two legions of giant wolf-mounted cavalry, twin units known for their ferocity and bestial lust for battle.

Nolmedron

"Heavy" would be an appropriate classification for both infantry legions if they were soldiered by anyone other than dwarves, but Nolmedron's dwarves are so at ease with their immense waraxes and plate armor they can fill just about any role on the battlefield. Their musketeer legion is one of the best in the Archduchy (certainly the best armed), as are two of their artillery legions. The third artillery legion is a galloper unit, meaning it fields light pieces hauled by quick-moving horses, allowing it to fire and move. And what can be said of the four siege units? Nobody knows stone and fortifications like the dwarves, making those of Nolmedron the best siege engineers and sappers around.

SpirosBlaak

Although the legions of SpirosBlaak fail to excel in any one area, as do those of most other duchies, they are stable, well trained,

and reliable across the board. The capital fields two light infantry legions in studded leather with short swords, bucklers, and various polearms, while the remaining two are heavy legions in breastplates with bastard swords, and short spears. The cavalry legion consists of heavy knights and one maniple of scout cavalry mounted upon Nonum steeds. The three artillery legions field weapons from Nolmedron, all of which are easily turned towards defending the city or fitting aboard naval vessels. Likewise, the siege legions are fitted with reliable dwarven gear and their commanders have even spent time amongst the stout folk, learning the ways of stone and earth as it relates to warfare.

Vas

Emblazoned with the holy symbols and script of Spiros and his See, both infantry legions consist of heavy footmen in gilded half-plate and armed with longswords and javelins. The cavalry legion is filled with light horsemen, while both Anointed Legions consist of crusading knights—roughly half of whom also carry their god's blessings in the form of a gift of divine heritage—in scripted half-plate and steel shields, wielding longswords.

Flames of Black Hope

An organization of many hidden hands and eyes, the Black Flames is an evil result of the Horde's arrival in the Wildlands. Originally comprised solely of Faedian converts to the ways of Grijj, the Flames of Black Hope later expanded to include members of just about every race, although renegade Faedians remain at the core of the guild's power.

The Black Flames are easily the most feared and deadliest assassins in the whole Archduchy, possessing a reputation for completing contracts considered impossible. The only difficulty in hiring these masters of disguise is finding one of their agents to negotiate and arrange the contract.

The Gavrinn Farr

True to their name ("Defenders of Wellness"), this order of warrior monks turned its mental and physical energies toward protecting others. They previously protected only pilgrims seeking enlightenment, but have since come to use their mental disciplines and mord'oi blades to defend those who cannot defend themselves. Becoming a Gavrinn Farr requires great mental and physical discipline. Although the Gavrinn Farr believe peace and coexistence are noble goals, they see violence as an unavoidable aspect of the mortal world, and so they prepared their order to keep peace by force when necessary.

Gilded Company

Notorious heroes (or villains, depending upon the storyteller), this band of adventurers gained its name from the universal gold trim of their armor and clothing. Led by an enigmatic human warrior named Esteel Lytokees, a man "rumored" to be the only mortal offspring of Sallous Yar, the Gilded Company wanders the Archduchy, liberating artifacts from tombs and ruins, unraveling plots, and generally getting into trouble.

The Inquisition of Swords

Currently headed by the Cardinal of Hiltaenos, the Inquisition of Swords is an order of blindly devoted priests who worm out heretics and pagans throughout the Archduchy of SpirosBlaak. Although the Inquisition's authority officially extends across the entire land, those

duchies not revering deities other than Spiros often subvert the Inquisition's efforts within their realm, as they resent the Church's interference in state matters.

Zealots all, the inquisitors are trained spies, expert interrogators, and ruthless warriors who willingly die for their cause. Inquisitors brazenly wear the badges of Spiros' symbol encircled by the slogan *Defedious Mar Na Rightenomous* (Old Rilgoth for "The Righteous Need Not Fear") embroidered on their black robes and uniforms of office.

Kith of Witchfinders

Granted an unfettered license to seek out arcane spellcasters and outlawed supernatural, the power wielded by these predators is unrivaled throughout Vas by all save the uppermost echelons of the See itself. The Kith even possess the authority to bring priests of Spiros under scrutiny, and they have access to the most secret and forbidden of archives, all to help them pursue magic wielders. Because of their overwhelming authority, the common man fears the Kith as much as the witchfinders' spellcasting prey do.

Hate of all things arcane is not necessary to join the Kith of Witchfinders, but absolute loyalty to the See and Spiros (in that order) is required. The witchfinder must understand the laws of the See—specifically its policies on magic—which often require the breaking of man's laws, especially those of other duchies who accept or even encourage use of arcane magic. These other duchies, of course, do not allow the Kith the free reign they enjoy in Vas.

The Kith's training process is long and concealed in mystery, and those who emerge as witchfinders from the hidden depths of the See are much changed by what they've seen and learned.

Monks of Eskelyn

This order consists of four separate sects, each representing one of the four spirits of creation from which all things, including the gods, are derived. Each sect, be it of air, earth, fire, or water, studies the nature of their devoted spirit with such depth and intensity they come to see their particular spirit as the driving force behind existence. This has caused a great deal of friction between the four sects and with the See of Spiros in Vas — Vas holds the monks' views of creation to be blasphemous.

Whenever members of opposite sects encounter one another, they feel compelled by the surety of their beliefs to contest the other's understanding of the four spirits. Such meetings usually prove no more violent than a relaxed discussion or a shouted debate, although some debates have sparked combat, though never fatal.

All the sects have monasteries scattered throughout SpirosBlaak. In addition, the followers of the four spirits share a large temple hidden somewhere in the Crypt Hills.

Motith Farr

Formed during the Wildlands' taming, this order of monks concerns itself with healing and aiding others. The monks now work their goodwill from a stone monastery west of Pleardys. They preach the path of pacifism, a mindset that has seen more than a few former warriors renounce the way of the sword join their ranks with the hope of finding peace.

Anyone willing to accept the time and devotion required to learn the mental disciplines and outlook of the Messengers of Wellness may join the order, and sanctuary is available to anyone seeking respite from the dangers of the outside world. This history of sheltering people, including fugitives, irks many of the region's

lawmakers, like the Sentinels of the Homeguard, but the monastery is considered sacrosanct even if it isn't devoted to any one god, and so the people of Pleardys defend its autonomy and right of shelter.

Saviors of the Twisted Fang

The Saviors of the Twisted Fang are a highly organized group of kav who refuse to accept the Archduchy's rule. They conduct savage terrorist strikes and covert subversion against the government and the Church of Spiros, all in the name of revolution. The Saviors' fanatical quest for an independent kav state is driven by a fervent desire to avenge the wrongs perpetrated against their kind since the coming of man to the Wildlands—and out of love for the Horde. Needless to say, the duchies would very much like to see this movement brought to an end.

As proof of their loyalty to the cause and to the Horde, initiates ritualistically mutilate their bodies through scarring.

Sentinels of the Homeguard

This dutiful militant order of the Church of Spiros is the Archduchy's first line of defense against its enemies, both foreign and domestic. They patrol the borders, command garrisons, train militias, and sometimes act as spies in foreign nations. All Sentinels are extremely well regarded as heroes throughout most of the Archduchy, and many youths aspire to join their ranks. Only the best receive patronage and eventual membership, however.

Within the Sentinels is a special branch called the Shining Brigade. They covertly seek out enemies of the government and the Church (although not always in that order), be they a cardinal of Spiros, a duke, or even a lowly commoner. Such enemies include, but are not limited to, foreign insurgents, traitors, rebels, priests of evil gods, and corrupt officials.

A silver shield embossed with a leaping hart and a sprig of holly is the order's crest, and all warriors must wear it upon their armor, shield, cloak, and saddle. It is considered a serious trespass for non-Sentinels to use the emblem.

Tuskadeen Protectors

During the crusade against Kirvos, the Pontiff of Spiros secretly declared the duke of SpirosBlaak's life forfeit for failing to bring Spiros' city in line with the Pontiff's plans. After the first assassin failed, SpirosBlaak's duke realized some of his most trusted aides had been turned, else the would-be killer would not have infiltrated as far as he did. Seeking bodyguards with no local political interest, the duke sent an envoy north to Rilgoth and struck a deal with the brave and stalwart Tuskadeen clan. Since that day, the Tuskadeen send their best warriors south to serve as the personal guards to the duchy's ruler. Only the duke or duchess and the Tuskadeen themselves know the particulars of the arrangement, but whatever they are, SpirosBlaak's duke won absolute loyalty from these barbarians.

Noted for their size and might, the people of the city recognize these noble mercenaries on sight, revering the northmen as heroes for their honor. Naturally, only members of clan Tuskadeen join the Protectors, so even if a Spiran otherwise proved his loyalty to be absolute to his ruler, he could not join their ranks. And even among the worthy Tuskadeen, only the twenty best warriors and most courageous clansmen go south to take up arms for SpirosBlaak's ruler. The Rilgoth Tuskadeens performed this duty for nearly eight centuries, and in that time, not a one of the Protectors failed in their duty.

Chapter Six: Monsters of the Archduchy

The continent of Dracos is home to a myriad number of creatures, some dangerous, others deadly. Among the many lands, the Archduchy of SpirosBlaak holds some of the most twisted varieties. This chapter presents a sample of this world's creatures.

The Corrupted

Since Gods' Fall, areas all over Dracos (including underground and even underwater) have become suffused with the essence of evil, as though the gods' presence in Gallentros had been the only thing keeping foulness from defacing the world. Such corruption can twist the souls of creatures in the area, making them malicious followers of evil.

A corrupted creature's exterior matches the blackness of its spirit: treants appear rotting with bark curling from their trunks and reddish sap leaking from the rents. A nymph's skin becomes dark and scaly, her eyes empty pools of darkness, or a satyr's eyes may assume a menacing red. Behavior and personality warp as joy turns to anger, generosity to greed, and hope to violent despair. Corruption has a way of insidiously changing people, causing ordinarily virtuous races to mutate, becoming twisted parodies of their former selves.

Once the taint spoils the creature, nothing can redeem it, but hope remains for the land itself.

Sample Corrupted

This sample corrupted uses a centaur as the base creature.

Corrupted Centaur

Large Aberration

Hit Dice: 4d8+16 (34 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armor Class: 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+15

Attack: Longsword +11 melee (2d6+10/19-20) or bite +11 melee

(1d8+7) or composite [+4] longbow +6 ranged (2d6+4/x3)

Full Attack: Longsword +11 melee (2d6+10/19-20), 2 hooves +6 melee

(1d6+3), bite +5 melee (1d8+3) or bite +11 melee (1d8+7), 2 hooves

+6 melee (1d6+3), and 2 claws +5 melee (1d6+3) or composite [+4]

longbow +6 ranged (2d6+4/x3)

Space/Reach: 10 ft./ 5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Corrupt environment, darkvision 120 ft., +4 bonus to poison saves, resistance to acid 5, cold 5, electricity 5, and fire 5, spell resistance 9

Saves: Fort +5, Ref +7, Will +7

Abilities: Str 24, Dex 16, Con 19, Int 8, Wis 13, Cha 9

Skills: Listen +3, Hide +1, Move Silently +7, Spot +3, Survival +2

Feats: Dodge, Iron Will^B, Stealthy^B, Weapon Focus (hoof)

Environment: Temperate forests and underground

Organization: Solitary, company (2-4), troop (4-8 plus 1 leader of 2nd-5th level), or tribe (10-80 plus 5 3rd-level sergeants, 2 5th-level lieutenants, and 1 leader 5th-9th)

Challenge Rating: 4

Divine Heritage and Monsters

Most of the monstrous races have a chance of benefiting from divine heritage, but there are obvious exceptions — dragons, for example. When incorporating divine heritage into such a creature, use common sense and imagination, linking the affected creature to the appropriate deity.

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +5

This creature blends the form of horse and man, just like a centaur, but somehow different. Suppurating sores mar its former magnificent coat, its skin is dusky and pale, its hair an unnatural white, and yellowed fangs fill its mouth. When it notices you, its eyes flash red as it charges.

These centaurs roam the dark places, at the fringes of civilization, emerging only to slaughter and destroy, spreading their taint as they travel.

Combat

Corrupted centaurs are vicious combatants, striking against interlopers into their territory with terrible ferocity. They like to take at least one prisoner, torturing him for months until he succumbs to their corruption, at which point they release him.

Spell-Like Abilities: 3/day—doom (DC 12), inflict moderate wounds (DC 13). Caster level 4th. The save DCs are Wisdom-based.

Creating a Corrupted Creature

Corrupted is an acquired template that can be added to any aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or undead with an Intelligence score (referred to hereafter as the base creature). The template uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Aberrations, dragons, and undead do not change type. Animals, fey, giants, humanoids, magical beasts, monstrous humanoids, and plants become aberrations. Size is unchanged. Do not recalculate base attack bonus or saves or hit points.

Armor Class: The base creature's skin toughens, assuming a leathery or scaly appearance, increasing its natural armor bonus by +4.

Attack: A corrupted creature has two claw attacks and a bite attack. Its claws are the corrupted creature's primary natural weapon. If the base creature can use weapons, the corrupted creature retains this ability. A corrupted creature fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A corrupted creature fighting without weapons uses both claws and bit when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Corrupted creatures have bite and claw attacks. If the base creature does not have these attack forms, use the following

damage values. Otherwise, use the following values or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A corrupted creature retains all the special attacks of the base creature.

Spell-Like Abilities: If the creature has a Wisdom or Charisma score of 8 or higher, it gains 1d3 random spell-like abilities from the following list. All of these abilities are usable three times per day. Caster level equals the creature's HD, and the save DC is Wisdom- or Charisma-based (whichever is higher).

1d20 Roll	Ability
1-2	<i>Contagion</i>
3-4	<i>Deeper darkness</i>
5-6	<i>Enthrall</i>
7-8	<i>Cause fear</i>
9-10	<i>Doom</i>
11-12	<i>Giant vermin</i>
13-14	<i>Bestow curse</i>
15-16	<i>Animate dead</i>
17-18	<i>Poison</i>
19-20	<i>Inflict moderate wounds</i>

Special Qualities: A corrupted creature has all the special qualities of the base creature, plus the following special qualities.

- Darkvision out to 120 feet.
- +4 racial bonus to saves against poison.
- Resistance to acid 5, cold 5, electricity 5, and fire 5.
- Spell resistance equal to the base creature's HD + 5 (maximum 35).
- *Corrupt Environment (Su):* If a corrupted creature remains in the same general area for a month or longer, it taints an

amount of territory equal its HD x 1,000 sq. ft. This land functions as if under the effect of an *unhallow* spell, and remains so long as the corrupted creature remains in the area and for six months per HD after it leaves. The corruption is so strong, creatures can sense a palpable (strong) evil, as though they had cast the *detect evil* spell. Furthermore, a good creature who remains in a corrupted environment must attempt a Will save every month he stays (DC 10 + the number of months in the area) or gain the corrupted template. Such an individual can leave the corrupted area, but he must remain away from the area for the same amount of time as he spent there, or he's treated as if he never left.

Multiple castings (as many as needed to cover the area of corruption) of the *hallow* spell can cleanse the entire area. However, casting *hallow* is not easy in these lands, requiring the caster to make a special caster-level check (DC 10 + the corrupting creature's HD or level +1 per additional corrupted creature). If the caster fails, the spell is wasted. If the caster succeeds, the spell functions normally. Casters must roll each time they would cast this spell.

All spells with the "good" descriptor cast in corrupted areas are impeded, requiring the caster to succeed on a Spellcraft check (DC 20 + the level of the spell) to cast.

Abilities: Modify the base creature as follows: Str +6, Dex +2, Con +4, Cha -2.

Skills: A corrupted creature gains skill points as an aberration and has skill points equal to (2 + Int modifier) x (HD x3). Do not include Hit Dice from class levels in this calculation—the corrupted creature gains skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Feats: Corrupted creatures gain Iron Will and Stealthy as bonus feats.

Environment: As base creature, plus underground.

Organization: Solitary or as half of the base creature's numbers.

Challenge Rating: HD 4 or less, as the base creature +1; HD 5 or more, as the base creature +2.

Alignment: Always evil.

Level Adjustment: +3.

Dire Animal

Dire animals are larger, tougher, versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

Dire Fox

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11

Base Attack/Grapple: +2/+7

Attacks: Bite +7 melee (1d6+5)

Full Attack: Bite +7 melee (1d6+5)

Face/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +5

Abilities: Str 20, Dex 18, Con 15, Int 2, Wis 14, Cha 12

Skills: Hide +8, Listen +6, Move Silently +6, Spot +5, Survival +2*, Swim +6

Feats: Alertness, Stealthy, Track^B

Environment: Any forest or plains

Organization: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: —

An enormous red fox emerges from the undergrowth, and a deep throaty growl emanates from its throat.

Dire foxes are large gray or red foxes, about 5 feet long and weighing up to 300 pounds.

Combat

Skills: *Dire foxes receive a +6 racial bonus to Survival when tracking by scent.

Dire Hawk

Small Animal
Hit Dice: 3d8+3 (16 hp)
Initiative: +4
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15
Base Attack/Grapple: +2/+0
Attack: Claw +7 melee (1d6+2)
Full Attack: 2 claws +7 melee (1d6+2), bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +7, Will +5
Abilities: Str 14, Dex 19, Con 12, Int 2, Wis 14, Cha 6
Skills: Listen +5, Spot +13
Feats: Flyby Attack, Weapon Finesse
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Small), 7-9 HD (Medium)
Level Adjustment: —

Descending from the sky is an enormous hawk, its wingspan twice as wide as a human is tall. Its brown feathers are striped at the tail, and its beak is a ruddy crimson color.

Dire hawks wheel and soar in the sky, their keen eyes ever watchful for a lone sheep, horse, or even child. When the dire hawk does strike, it is fast, plummeting from above to tear into its prey with razor-sharp talons.

Dire hawks grow to be over 4 feet long, with a 12-foot wingspan, and weighing over 50 pounds.

Combat

Dire hawks attack by swooping at unsuspecting prey from above, using their claw attacks to tear their foes apart.

Skills: A dire hawk has a +8 racial bonus on Spot checks.

Dire Raven

Small Animal
Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple: +1/-4
Attack: Claws +5 melee (1d3-1)
Full Attack: 2 claws +5 melee (1d3-1), bite +0 melee (1d4-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +6, Will +5
Abilities: Str 9, Dex 17, Con 12, Int 2, Wis 14, Cha 6
Skills: Listen +4, Spot +6
Feats: Weapon Finesse
Environment: Temperate Forests
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Small), 5-6 HD (Medium)
Level Adjustment: —

This glossy black bird feeds on the organs of a corpse.

Terrible carrion birds, the dire raven follows the path of armies, feeding on the dead when they fall. Unlike their smaller kin, these birds are not frightened of humans at all, and if one threatens to disturb its meal, the dire raven attacks.

Dire ravens are, on average, about 4 feet long, with an 8-foot wingspan, and weighing about 40 pounds.

Combat

Dire ravens typically don't initiate combat; instead they feast on the dead. If threatened however, they viciously attack with their claws and beaks.

Dizwosina (Enthraller)

Medium Undead (Shapechanger)
Hit Dice: 2d12 (13 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1)
Full Attack: 2 claws +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Allure, compulsion
Special Qualities: *Conceal*, darkvision 60 ft., undead traits, unsettling aura
Saves: Fort +0, Ref +2, Will +4
Abilities: Str 12, Dex 15, Con —, Int 10, Wis 13, Cha 20
Skills: Bluff +15, Diplomacy +7, Disguise +18 (+20 acting), Hide +4, Intimidate +7, Listen +2, Move Silently +3, Search +1, Spot +2
Feats: Skill Focus (Disguise)
Environment: Any community
Organization: Solitary
Challenge Rating: 1
Treasure: 50% coins, 50% goods, 50% items

Alignment: Always neutral evil
Advancement: 3-6 HD (Medium)
Level Adjustment: —

A beautiful woman walks down the street, and every man's head turns as she passes. Oddly, children react in a strange way, suddenly crying at her appearance, hiding behind their mothers' skirts, or even fleeing. Still, she a beauty, and her glance sends your heart racing.

Tragically, some plain and homely women are victims of violence. Whether denounced as witches, butchered by loveless husbands lusting after young maidens, or abandoned to starvation or exposure because they grow old, the result is the same. In some cases, the horror and cause of their deaths force the victims to return as dizwosinas: deranged undead who seek vengeance for the injustices done to them.

When a dizwosina rises from the dead, she first hunts for those males directly responsible for her death, for example an abusive husband. She then turns her hate on those indirectly responsible, such as a male relative who knew about the abuse she suffered at her husband's hands but did nothing to stop it. Finally, as madness swallows the last vestiges of her former humanity, she kills males indiscriminately.

Even with the host of immunities granted her by her undead nature, a dizwosina is not an able fighter in death even if she was in life. Instead, she takes vengeance poetically, punishing men in undeath much the same way they treated her in life. Although quite possibly unattractive in life, a dizwosina is always ravishingly beautiful in the eyes of individuals normally attracted to her gender, noting but then disregarding the fact her hair hangs limp and unwashed from her head. All others see through her

guise and see, instead, a freshly rotting corpse.

Her illusion and compulsion powers have no effect on children, so a dizwosina sometimes removes unwanted watchers before seducing a male, either killing the child, or at the very least, blinding him. Villages where a dizwosina hunts are tragic places indeed.

Combat

When the enthraller, as she's known, sets her sights on a male, she uses her beauty to ensnare him. Once she gains his interest, she attempts physical contact, usually a kiss (some preferring an intimate embrace), enabling

her to magically ensnare her victim. She lays a magical compulsion in him to find her, follow her, to be with her forever. Once she's ensnared a man, she then abandons him, leaving him to waste away pining for her return, letting the compulsion do her work.

Allure (Su): The enthraller uses her allure to ensnare a potential lover. At will and as a standard action, the dizwosina may target any living male humanoid within 30 feet with her allure power, forcing the subject to succeed on a DC 16 Will save, or his attitude improves by two-steps to a maximum of Fanatic, an effect lasting for six days (see **Fanatic** sidebar for details). The save DC is Charisma-based.

Compulsion (Su): Whenever the dizwosina makes physical contact with a victim ordinarily attracted to her gender, the victim must succeed a Will save against a variable DC depending the intensity of contact.

Intimacy	DC	Example
Not intimate	10	Touching the skin, a successful hit in combat
Mild	15	Kiss
Moderate	20	Kiss and caress
Intense	25	Sexual embrace

If the subject fails this save, he is enthralled by his vision of her beauty, to the point he feels compelled to be with her at all times. The dizwosina, then, abandons her "lover," to make him suffer from her absence the way he made her hurt. If he is apart from his "lover" he sickens, taking a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. Every day he is away from her, he must succeed a DC 16 Will or take 2 points of Constitution damage. If he succeeds three Will saves in a row, he breaks free from the compulsion.

If he can find the dizwosina and again make contact with her, the effects of the sickening disappear after one day, although he's still under her compulsion and must start all over again to fight off the sickness, regardless of previous successes. Some dizwosinas intentionally meet with their victims and then abandon them anew (sometimes more than once), but most dizwosina are too impatient to play with their prey in this manner.

The sickness effect ends if the dizwosina is destroyed. In addition, the *remove curse*, *limited wish*, *miracle*, or *wish* spells remove the magical compulsion.

A dizwosina can only hold one man under her compulsion at a time.

Conceal (Su): The dizwosina disguises herself with supernatural illusions. By sensing the thoughts and desires of her prey (not an action as it is an unconscious effect), her form alters to meet her victim's ideal woman. This gives her a +20 insight bonus to Disguise checks. Individuals not normally attracted to the dizwosina's gender, see her as she appeared in life. The dizwosina cannot conceal her true form from children, and so she rarely appears in their presence.

Unsettling Aura (Su): The dizwosina's presence is unsettling to animals. This aura affects all creatures of the animal type within a 30-foot radius. An animal must succeed a DC 16 Will save or become shaken. If it fails the save by 10 or more, the animal becomes panicked. The save DC is Charisma-based.

Skills: Enthrallers have a +8 racial bonus to Bluff and Disguise checks.

Fanatic

The attitude of fanatic is added here. In addition to the obvious effects, any NPC whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC whenever fighting for the character or his cause. This attitude remains for one day plus one day per point of the character's Charisma bonus, at which point the NPC's attitude reverts to its original attitude (or indifferent, if no attitude was specified).

Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Since it is nonmagical, it can't be dispelled; however, any effect suppressing or countering mind-affecting effects affect it normally. A fanatic NPC's attitude can't be further adjusted by the use of skills.

Fox

Small Animal

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 15 (+1 size, +4 Dex), touch 15, flat-footed 11

Base Attack/Grapple: +0/-4

Attack: Bite +1 melee (1d3)

Full Attack: Bite +1 melee (1d3)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 11, Dex 18, Con 13, Int 2 Wis 14, Cha 8

Skills: Hide +5, Listen +3, Spot +3, Swim +1, Survival +0*

Feats: Alertness, Track^B

Environment: Any forests or plains

Organization: Solitary or pair

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 1HD (Small)

Level Adjustment: —

Foxes come in gray and red varieties, typically weighing 10 to 20 pounds.

Combat

Skills: *Foxes receive a +6 racial bonus to Survival when tracking by scent.

Kanershee

Medium Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +9

Speed: 40 ft. (8 squares)

Armor Class: 19 (+5 Dex, +4 natural), touch 15, flat-footed 14

Base Attack/Grapple: +5/+7

Attack: Bite +10 melee (1d8+2)

Full Attack: Bite +10 melee (1d8+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: *Blink*, damage reduction 5/magic, darkvision 60 ft., *detect evil*, *detect lycanthrope*, low-light vision, revealing howl, scent

Saves: Fort +6, Ref +9, Will +1

Abilities: Str 15, Dex 21, Con 14, Int 12, Wis 10, Cha 13

Skills: Hide +10*, Listen +10*, Move Silently +12*, Spot +10*, Survival +6

Feats: Alertness, Improved Initiative, Weapon Finesse^B

Environment: Any forest, hills, or plains

Organization: Solitary, pair, or pack (7–16)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral good

Advancement: 6–10 HD (Medium-size), 11–15 HD (Large)

Level Adjustment: —

A large tan dog suddenly appears in front of you, letting loose a playful bark before it vanishes again.

The kanershee is special breed of blink dog, carefully bred to guard against evil, particularly lycanthropes. To the untrained eyes, these creatures look like blink dogs, but they are actually more muscular

and have heavier frames. Their muzzles are broader, with longer teeth, and greater potential to tear the throat from their enemy.

Kanershee speak the language of other blink dogs, and share their animosities, social tendencies, and their sense of playfulness.

Combat

Kanershee hunt in packs. They use their teleportation abilities to move around the battlefield in a seemingly random fashion. However, their complex language of barking and yips allows them to coordinate their movements until they surround their prey. Once in position, they take advantage of flanking to bring their foes down with ease. For the purpose of overcoming damage reduction, a kanershee's natural attacks count as magical.

Blink (Su): A kanershee can *blink* at will, as per the spell (caster level 8th), and can evoke or end the effect as a free action.

Detect Evil (Sp): A kanershee can detect evil at will. This ability functions as the spell.

Detect Lycanthrope (Sp): A kanershee can detect the presence or absence of lycanthropes. This ability functions exactly like the *detect undead* spell except that it reveals lycanthropes, and if the kanershee concentrates for 4 rounds, it can determine the type of lycanthrope as well. This ability is the equivalent of a 1st-level spell.

Revealing Howl (Su): Once per day, a kanershee can let loose a terrific howl forcing all lycanthropes within a 100-foot radius to succeed a DC 13 Will save or transform into their animal or hybrid forms (50% chance of either form). The save DC is Charisma-based.

Skills: Kanershee receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks.

Kav/Lycanthrope (Template)

Along with the standard lycanthrope types found in the *MM* (werebear, wereboar, and the rest; see **Chapter Seven: Races** for details on applying those templates to kav), both born and afflicted kav can be found in three other varieties: the werefox, dire werehawk, and dire wereraven. The following are examples of these new lycanthrope types, using 1st-level human warriors with the base ability scores Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8 as the base creature, except in the case of the werefox lord, which uses a 10th-level human rogue with the base ability scores Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8 as the base creature. For kavbroed (as opposed to kavraen) versions of these were- types, see the general kavbroed traits in **Chapter Seven: Races**.

For more details on creating lycanthropes, consult the *MM* **Lycanthrope** entry.

Werefox

This slender and short humanoid is covered in short red fur. It has sharp claws and a canine muzzle.

Werefoxes in humanoid form are slender and wiry, with sharp features.

Combat

Werefoxes can assume a hybrid form as well as an animal form. In fox form, they attack with their bite, but rarely engage an opponent clearly more powerful than are they. In hybrid form, they combine a weapon with their bite attack, but can fall back on using their claws if disarmed.



New Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Preferred Alignment	CR
Werefox	Fox	+8 Dex, +2 Con, +2 Wis (all forms)	Neutral evil	+1
Dire Werehawk	Dire Hawk	+4 Str, +8 Dex, +2 Con, +2 Wis (all forms)	Neutral good	+1
Dire Wereraven	Dire Raven	-2 Str, +6 Dex, +2 Con, +2 Wis (all forms)	Neutral evil	+1

Alternate Form (Su): A werefox can assume a bipedal hybrid form or the form of a fox.

Curse of Lycanthropy (Su): Any humanoid or giant hit by an afflicted werefox's bite attack in animal or hybrid form must succeed a DC 15 Fortitude save or contract lycanthropy.

Fox Empathy (Ex): A werefox can communicate with foxes and dire foxes, and has a +4 racial bonus on Charisma-based checks against foxes and dire foxes.

Kav Recognition (Ex): All kavraen and kavbroed can recognize other kav in their base form as a free action with a successful Intelligence check using the target's Charisma as the DC. A second check against the same DC + 10 allows a kav to identify the target's type (e.g., werewolf).

Skills: * A werefox in hybrid or fox form gains a +6 racial bonus to Survival checks when tracking by scent.

Dire Werefox Lord

This humanoid is covered in short reddish and black fur, and its features are those of a fox. Intelligent, almost human eyes, filled with cunning, watch you over its canine muzzle.

Canny, powerful, and far more dangerous than the standard werefoxes, the dire werefox lord is a conniving creature, capable of any atrocity to slake its thirst for treachery.

Combat

A dire werefox lord can assume a hybrid form as well as an animal form. In dire fox form, it attacks with its bite, having little to fear from enemies. In hybrid form, it combines a weapon with its bite attack, but can fall back to using its claws if disarmed.

Alternate Form (Su): A dire werefox lord can assume a bipedal hybrid form or the form of a fox.

	Werefox, Human Form	Werefox, Fox Form	Werefox, Hybrid Form
	Medium Humanoid (Shapechanger)	Small Humanoid (Shapechanger)	Small Humanoid (Shapechanger)
Hit Dice:	1d8+1 plus 1d8+2 (12 hp)	1d8+2 plus 1d8+4 (15 hp)	1d8+2 plus 1d8+4 (15 hp)
Initiative:	+4	+8	+8
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	17 (+2 natural, +4 chain shirt, +1 light shield), touch 10, flat-footed 17	17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13	17 (+1 size, +4 Dex, +2 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+1/+2	+1/-2	+1/-2
Attack:	Longsword +2 melee (1d8+1/19-20), light crossbow +1 ranged (1d8/19-20)	Bite +2 melee (1d3+1)	Longsword +2 melee (1d8+1/19-20); or Claw +2 melee (1d3+1)
Full Attack:	Longsword +2 melee (1d8+1/19-20), light crossbow +1 ranged (1d8/19-20)	Bite +2 melee (1d3+1)	Longsword +2 melee (1d8+1/19-20) and bite -3 melee (1d3+1); or 2 claws +2 melee (1d3+1), bite -3melee (1d4)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, fox empathy, low-light vision, scent	Alternate form, fox empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, fox empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +5, Ref +2, Will +2	Fort +6, Ref +6, Will +2	Fort +6, Ref +6, Will +2
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 19, Con 14, Int 10, Wis 11, Cha 8	Str 13, Dex 19, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb -1, Hide +0, Listen +3, Move Silently +0, Spot +3, Survival +1	Climb +3, Hide +12, Listen +1, Move Silently +8, Spot +1, Survival +1*	Climb +3, Hide +12, Listen +1, Move Silently +8, Spot +1, Survival +1*
Feats:	Alertness ^B , Improved Initiative, Iron Will ^B , Stealthy, Track ^B	Alertness ^B , Improved Initiative, Iron Will ^B , Stealthy, Track ^B	Alertness ^B , Improved Initiative, Iron Will ^B , Stealthy, Track ^B
Environment:	Any forest or plain	Any forest or plain	Any forest or plain
Organization:	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Curse of Lycanthropy (Su): Any humanoid or giant hit by an afflicted dire werefox lord's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Fox Empathy (Ex): A dire werefox lord can communicate with foxes and dire foxes, and has a +4 racial bonus on Charisma-based checks against foxes and dire foxes.

Kav Recognition (Ex): All kavraen and kavbroed can recognize other kav in their base form as a free action with a successful Intelligence check using the target's Charisma as the DC. A second check against the same DC + 10 allows a kav to identify the target's type (e.g., werewolf).

Skills: * A dire werefox in hybrid or fox form gains a +6 racial bonus to Survival checks when tracking by scent.

Possessions: +1 mithral shirt, +1 buckler, +2 rapier, masterwork composite [+2] shortbow with 20 arrows, gloves of Dexterity +2, cloak of resistance +2.

Dire Werehawk

This predatory humanoid blends the features of a hawk with a man, with long striped feathers covering its body.

A dire werehawk is a noble creature, a defender of the forests, and capable hunter.

Combat

Dire werehawks can assume a hybrid form as well as an animal form. In dire hawk form, they can fly at the listed speed, and often rely on flyby attacks to sow confusion in their enemies. In hybrid form, they can wield weapons or fight with their claws.

Alternate Form (Su): A werehawk can assume a bipedal hybrid form or the form of a hawk.

Curse of Lycanthropy (Su): Any humanoid or giant hit by an afflicted werehawk's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

	Dire Werefox Lord, Human Form	Dire Werefox Lord, Dire Fox Form	Dire Werefox Lord, Hybrid Form
	Medium Humanoid (Shapechanger)	Medium Humanoid (Shapechanger)	Medium Humanoid (Shapechanger)
Hit Dice:	10d6+20 plus 3d8+6 (74 hp)	10d6+40 plus 3d8+12 (100 hp)	10d6+40 plus 3d8+12 (100 hp)
Initiative:	+4	+5	+5
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	24 (+4 Dex, +3 natural, +5 +1 mithral shirt, +2 +1 buckler), touch 14, flat-footed 23	18 (+5 Dex, +3 natural), touch 15, flat-footed 18	18 (+5 Dex, +3 natural), touch 15, flat-footed 18
Base Attack/Grapple:	+9/+11	+9/+16	+9/+16
Attack:	+2 rapier +14 melee (1d6+4/18-20) or masterwork composite [+2] shortbow +14 ranged (1d6+2/x3)	Bite +16 melee (1d6+7)	Claws +16 melee (1d4+7); or +2 rapier +19 melee (1d6+9/18-20); or masterwork composite [+2] shortbow +15 ranged (1d6+2/x3)
Full Attack:	+2 rapier +14/+9 melee (1d6+4/18-20) or masterwork composite [+2] shortbow +14/+9 ranged (1d6+2/x3)	Bite +16 melee (1d6+7)	2 claws +16 melee (1d4+7), bite +11 melee (1d6+3); or +2 rapier +19/+14 melee (1d6+9/18-20) and bite +11 melee (1d6+3); or masterwork composite [+2] shortbow +15/+10 ranged (1d6+2/x3)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Opportunist, sneak attack +5d6	Curse of lycanthropy, opportunist, sneak attack +5d6	Curse of lycanthropy, opportunist, sneak attack +5d6
Special Qualities:	Evasion, fox empathy, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge	Alternate form, damage reduction 10/silver, evasion, fox empathy, improved uncanny dodge, low-light vision, scent, trapfinding, trap sense +3, uncanny dodge	Alternate form, damage reduction 10/silver, evasion, fox empathy, improved uncanny dodge, low-light vision, scent, trapfinding, trap sense +3, uncanny dodge
Saves:	Fort +10, Ref +16, Will +12	Fort +12, Ref +17, Will +12	Fort +12, Ref +17, Will +12
Abilities:	Str 14, Dex 18, Con 14, Int 10, Wis 14, Cha 8	Str 24, Dex 20, Con 18, Int 10, Wis 14, Cha 8	Str 24, Dex 20, Con 18, Int 10, Wis 14, Cha 8
Skills:	Bluff +12, Control Shape +15, Diplomacy +1, Disguise +12 (+14 acting), Hide +22, Intimidate +1, Listen +17, Move Silently +22, Search +13, Spot +17, Survival +2 (+4 following tracks)*	Bluff +12, Control Shape +15, Diplomacy +1, Disguise +12 (+14 acting), Hide +23, Intimidate +1, Listen +17, Move Silently +23, Search +13, Spot +17, Survival +2 (+4 following tracks)*	Bluff +12, Control Shape +15, Diplomacy +1, Disguise +12 (+14 acting), Hide +23, Intimidate +1, Listen +17, Move Silently +23, Search +13, Spot +17, Survival +2 (+4 following tracks)*
Feats:	Alertness ^B , Combat Reflexes, Dodge, Iron Will ^B , Mobility, Spring Attack, Stealthy, Weapon Focus (rapier)	Alertness ^B , Combat Reflexes, Dodge, Iron Will ^B , Mobility, Spring Attack, Stealthy, Weapon Focus (rapier)	Alertness ^B , Combat Reflexes, Dodge, Iron Will ^B , Mobility, Spring Attack, Stealthy, Weapon Focus (rapier)
Environment:	Any forest or plains	Any forest or plains	Any forest or plains
Organization:	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	13	13	13
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

	Dire Werehawk, Human Form	Dire Werehawk, Dire Hawk Form	Dire Werehawk, Hybrid Form
	Medium Humanoid (Shapechanger)	Small Humanoid (Shapechanger)	Medium Humanoid (Shapechanger)
Hit Dice:	1d8+1 plus 3d8+3 (22 hp)	1d8+2 plus 3d8+6 (26 hp)	1d8+2 plus 3d8+6 (26 hp)
Initiative:	+0	+4	+4
Speed:	30 ft. (6 squares)	10 ft. (2 squares), fly 60 ft. (average)	30 ft. (6 squares)
Armor Class:	15 (+2 leather, +1 buckler, +2 natural), touch 10, flat-footed 15	22 (+1 size, +4 Dex, +7 natural), touch 15, flat-footed 18	22 (+1 size, +4 Dex, +7 natural), touch 15, flat-footed 18
Base Attack/Grapple:	+3/+4	+3/+2	+3/+6
Attack:	Longsword +4 melee (1d8+1/19-20) or shortbow +4 ranged (1d6/x3)	Claw +6 melee (1d6+3)	Claw +6 melee (1d4+3); or longsword +6 melee (1d8+3/19-20); or shortbow +8 ranged (1d6/x3)
Full Attack:	Longsword +4 melee (1d8+1/19-20) or shortbow +4 ranged (1d6/x3)	2 claws +6 melee (1d6+3), bite +1 melee (1d4+1)	2 claws +6 melee (1d4+3), bite +1 melee (1d6+1); or longsword +6 melee (1d8+3/19-20), bite +1 melee (1d6+1); or shortbow +8 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, hawk empathy, low-light vision, scent	Alternate form, damage reduction 10/silver, hawk empathy, low-light vision, scent	Alternate form, damage reduction 10/silver, hawk empathy, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +5	Fort +7, Ref +7, Will +5	Fort +7, Ref +7, Will +5
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 17, Dex 19, Con 14, Int 10, Wis 11, Cha 8	Str 17, Dex 19, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +3, Handle Animal +1, Listen +4, Spot +12	Climb +5, Handle Animal +1, Listen +4, Spot +12	Climb +5, Handle Animal +1, Listen +4, Spot +12
Feats:	Flyby Attack ^B , Iron Will ^B , Power Attack, Weapon Finesse, Weapon Focus (shortbow)	Flyby Attack ^B , Iron Will ^B , Power Attack, Weapon Finesse, Weapon Focus (shortbow)	Flyby Attack ^B , Iron Will ^B , Power Attack, Weapon Finesse, Weapon Focus (shortbow)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary or pair	Solitary or pair	Solitary or pair
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral good	Always neutral good	Always neutral good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Hawk Empathy (Ex): A dire werehawk can communicate with hawks and dire hawks, and has a +4 racial bonus on Charisma-based checks against hawks and dire hawks.

Kav Recognition (Ex): All kavraen and kavbroed can recognize other kav in their base form as a free action with a successful Intelligence check using the target's Charisma as the DC. A second check against the same DC + 10 allows a kav to identify the target's type (e.g., werewolf).

Skills: In any form, werehawks have a +8 racial bonus on Spot checks.

Dire Wereraven

Thin and dark, this humanoid is covered in a rich dark feathers. Its face is distinctly birdlike.

A dire wereraven in humanoid form seems to be surrounded by an aura of darkness, with fine features, distinctly avian in appearance. He prefers flesh, and usually raw, exhibiting a disturbing tolerance for spoiled flesh.

Combat

Dire wereravens can assume a hybrid form as well as an animal form. In dire raven form, they use their natural attacks to repel attackers. In hybrid form, they rely on their skills with weaponry to compensate for their weaker fighting skills -- weaker when compared to other lycanthropes.

Alternate Form (Su): A wereraven can assume a bipedal hybrid form or the form of a dire raven.

Curse of Lycanthropy (Su): Any humanoid or giant hit by an

afflicted wereraven's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Kav Recognition (Ex): All kavraen and kavbroed can recognize other kav in their base form as a free action with a successful Intelligence check using the target's Charisma as the DC. A second check against the same DC + 10 allows a kav to identify the target's type (e.g., werewolf).

Raven Empathy (Ex): A dire raven communicate with ravens, and has a +4 racial bonus on Charisma-based checks against ravens.



	Wereraven, Human Form Medium Humanoid (Shapechanger)	Wereraven, Dire Raven Form Small Humanoid (Shapechanger)	Wereraven, Hybrid Form Medium Humanoid (Shapechanger)
Hit Dice:	1d8+1 plus 2d8+2 (16 hp)	1d8+2 plus 2d8+4 (19 hp)	1d8+2 plus 2d8+4 (19 hp)
Initiative:	+0	+3	+3
Speed:	30 ft. (6 squares)	10 ft. (2 squares), fly 40 ft.	30 ft. (6 squares)
Armor Class:	15 (+2 leather, +1 buckler, +2 natural), touch 10, flat-footed 15	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+2/+3	+2/-2	+2/+2
Attack:	Shortsword +3 melee (1d6+1/19-20) or shortbow +3 ranged (1d6/x3)	Claw +5 melee (1d3)	Claw +5 melee (1d3); or shortsword +5 melee (1d6/19-20); or shortbow +5 ranged (1d6/x3)
Full Attack:	Shortsword +3 melee (1d6+1/19-20) or shortbow +3 ranged (1d6/x3)	2 claws +5 melee (1d3), bite +0 melee (1d4)	2 claws +5 melee (1d4), bite +0 melee (1d6); or shortsword +5 melee (1d6/19-20), bite +0 melee (1d6); or shortbow +5 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, low-light vision, raven empathy, scent	Alternate form, damage reduction 10/silver, low-light vision, raven empathy, scent	Alternate form, damage reduction 10/silver, low-light vision, raven empathy, scent
Saves:	Fort +6, Ref +3, Will +5	Fort +7, Ref +6, Will +5	Fort +7, Ref +6, Will +5
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 11, Dex 17, Con 14, Int 10, Wis 11, Cha 8	Str 11, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +3, Handle Animal +1, Listen +3, Spot +3	Climb +2, Handle Animal +1, Listen +3, Spot +3	Climb +2, Handle Animal +1, Listen +3, Spot +3
Feats:	Iron Will ^B , Weapon Finesse, Weapon Focus (shortbow)	Iron Will ^B , Weapon Finesse, Weapon Focus (shortbow)	Iron Will ^B , Weapon Finesse, Weapon Focus (shortbow)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Necrozen

Following the failure of his Witch Lords to help him conquer the burgeoning Wildlands, Sallous Yar set about developing alternative agents of his depravity. One of the reasons for the failure of the Witch Lords, the dread god believed, was that he had allowed himself to put his faith in mortals, a mistake he would not repeat. Instead, he would create the Necrozen, his Death Bringers, to do his bidding.

The Necrozen are Sallous Yar's champions and are looked upon with disdain, loathing, and envy by the Witch Lords, even those who have themselves died. Once masters of the Magus of Bones' undying horde, the Witch Lords resent being relegated to the role of aides and lieutenants to the Necrozen, but they are (usually) too smart to plot against Sallous Yar's new chosen.

Instilled with the dark light of undeath, the Necrozen are selected from those mortal warriors who fervently pursued Sallous Yar's goals in life and sought nothing but the cold waiting beyond the grave as their reward. The Necrozen seek only to please the Magus of Bones by raising him high upon a pile of the skulls of every living creature in all the world.

There are currently only six known Necrozen: Bringer Hefton the White, a powerful human wizard and alchemist; Bringer Mazstirod, once a paladin of evil; Bringer Clepton Hellwater, previously an orcish black cardinal of Sallous Yar's priesthood; Bringer Kazagar Stonefrost, a mighty stone giant monk; Bringer Dreg Dellpelt, a dire werefox barbarian-priest convert from the faithful of Dooned; and Bringer Agathbin Stormcrest, a Rilgoth seductress and psion-sorceress of great ability. It is believed that Sallous Yar created so few of these evil servants because doing so drains him greatly.

Sample Necrozen

Bringer Mazstirod, Right Hand of the Magus of Bones.

This towering humanoid wears flanged and burnished armor suggesting something of a fiendish design. Through the visor, you can see pinpricks of cold light, suggesting the wickedness of the armor penetrates into the being inside.

Having always feared death, Mazstirod entered the Magus of Bones' service as a living champion of the evil god with the ultimate goal of catching his lord's eye and earning eternal unlife as a reward. His wish was granted when Mazstirod was transformed into the first of Sallous Yar's Necrozen. Despite having served the god of necromancy for almost a millennia, few scholars have been able to learn much else about Mazstirod's mortal life.

Bringer Mazstirod

Male Necrozen 15th-Level Human Paladin

Medium Undead (Augmented Humanoid)

Hit Dice: 15d12 (128 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 28 (+3 Dex, +12 *demon armor*, +3 natural armor), touch 13, flat-footed 25

Base Attack/Grapple: +15/+21

Attack: *Demon claw* +22 melee (1d10+7 and *contagion*); or +3 *unholy flaming burst longsword* +24 melee (1d8+9/17-20/x3 plus 2d10 fire on a critical)

Full Attack: *Demon claw* +22/+17/+12 melee (1d10+7 and *contagion*); or +3 *unholy flaming burst longsword* +24/+19/+14 melee (1d8+9/17-20/x3 plus 2d10 fire on a critical)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Aura of cold, aura of fear, *contagion*, fearful presence, harmful touch, smite good, special mount, wrathful death

Special Qualities: Aura of death, aura of evil, damage reduction 10/good, darkvision 60 ft., *detect good*, divine grace, divine health, immune to cold, electricity, fear effects, polymorph, and mind-affecting effects, rebuke undead, spell resistance 22, turn undead +4, undead healing, undead traits

Saves: Fort +16, Ref +15, Will +16

Abilities: Str 23, Dex 17, Con –, Int 14, Wis 18, Cha 20

Skills: Concentration +15, Diplomacy +12, Handle Animal +11, Heal +8, Hide +9 (+14), Intimidate +11, Knowledge (religion) +7, Knowledge (monsters) +9, Knowledge (war strategy) +12, Listen +8, Move Silently +8, Ride +18, Spot +8

Feats: Combat Reflexes, Great Fortitude^B, Improved Initiative, Improved Critical (longsword), Iron Will^B, Lightning Reflexes^B, Mounted Combat, Pious Link, Ride-By-Attack, Sprinter

Environment: Any land

Organization: Solitary (unique)

Challenge Rating: 18

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +3

This necrozen is based on a 15th-level human paladin with the following ability scores: Str 17, Dex 15, Con 14, Int 14, Wis 18, Cha 16. *Languages:* Common, Old Rilgoth, Orc

Combat

Aura of Cold (Su): All living creatures adjacent to Mazstirod must succeed on a DC 22 Fortitude save each round or the aura deals 1d4 points of cold damage. The aura deals 2d4 points of cold damage to plants and plant creatures with no saving throw allowed. The save DC is Charisma-based.

Aura of Fear (Su): All enemies within 10 feet must succeed on a DC 22 Will save or take a –4 penalty to all saving throws made while in the area.

Contagion (Sp): Mazstirod can cause *contagion* as the spell, four times per week. Use of this ability requires a DC 12 Concentration check.

Fearful Presence (Su): All living creatures within 100 feet of Mazstirod must succeed on a DC 22 Will save or become panicked for 15 rounds. The save DC is Charisma based.

Harmful Touch (Su): As a standard action, Mazstirod may make a touch attack to deal any amount of damage, up to 75 per points. Using harmful touch doesn't provoke an attack of opportunity. Mazstirod decides how many of his daily allotment of points to use as damage after successfully touching an opponent. Alternatively, he can use this ability to heal damage done to negative energy creatures such as undead. Use of this ability requires a DC 10 Concentration check.

Smite Good (Su): Four times per day, Mazstirod may make a special attack, adding a +5 bonus to his attack roll against any good-aligned opponent and dealing +15 points of damage on a successful hit.

Wrathful Death (Su): If Mazstirod is destroyed, all corpses within 100 feet are instantly animated as zombies or skeletons, with the benefit of an embolden undead (see below) for the first 2d4 rounds. These animated dead remain until destroyed. All living creatures within the same area take 6d10 points of cold damage. A DC 22 Fortitude save halves this damage.



Aura of Death (Su): As a standard action, Mazstirod can animate any corpse within 30 feet as a skeleton or zombie. He can control 60 HD of these animated dead.

Embolden Undead (Su): Mazstirod can embolden up to 30 HD of undead at any given time.

Rebuke Undead (Su): He can rebuke undead up to eight times per day as a 12th-level cleric.

Undead Healing (Su): Mazstirod can drain up to 8 HD from targeted undead with a 30-foot radius. The undead can resist with a DC 22 Will save. Each Hit Die drained repairs 1d4 points of damage.

Paladin Spells Prepared (3/2/2/2; save DC 14 + spell level; Concentration check DC 10 + spell level): 1st — *bless weapon, command, protection from good*; 2nd — *ghoul touch, resist energy*; 3rd — *blindness/deafness, dispel magic*; 4th — *dispel good, freedom of movement*.

Possessions: demon armor, *Dreadsun* (*unholy flaming burst longsword* +3), *cloak of the bat*.

Paladin's Mount (Heavy Warhorse): CR 7; Magical beast; HD 12d8+36; hp 102; Init +1; Spd 60 ft. (12 squares); AC 24, touch 10, flat-footed 23; Atk +14 melee (1d8+6, hoof); Full Atk +14/+14 melee (1d8+6, 2 hooves) and +9 melee (1d6+3, bite); Space/Reach 10 ft./5 ft.; SA command, share spells; SQ empathic link, improved evasion, low-light vision, scent, share saving throws, spell resistance 20; AL LE; SV Fort +12, Ref +9, Will +6; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6
Skills & Feats: Balance +5, Jump +12, Listen +5, Move Silently +5, Spot +4; Endurance, Improved Natural Attack (bite), Improved Natural Attack (hooves), Multiattack, Run.

Command (Sp): Seven times per day the mount can use this ability to command any normal horse, pony, donkey, or mule if it has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a DC 22 Will save to negate the effect.

Creating a Necrozen

"Necrozen" is a template that can be added to any giant, humanoid, or monstrous humanoid with an Intelligence score of 10 or more (referred to hereafter as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase all current and future hit dice to d12s.

Speed: A Medium or larger necrozen increases its base land speed by +20 feet. Smaller necrozen increase base land speed by +10 feet.

Armor Class: Natural armor improves by +3.

Attack: A necrozen has two claw attacks. If the base creature can use weapons, the necrozen retains this ability. A necrozen fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A necrozen fighting without weapons uses both claws when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Necrozen have claw attacks. If the base creature does not have these attack forms, use the damage value listed on the following table. Otherwise, use the following values or the base creature's damage values, whichever is greater.

Size	Claw Damage
Fine	—
Diminutive	—
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Special Attacks: The necrozen retains all the special attacks of the base creature and gains the following:

Aura of Cold (Su): All living creatures within 20 feet of a necrozen must succeed on a Fortitude save (DC 10 + one-half the necrozen's HD + the necrozen's Charisma modifier) each round or take 1d4 points of cold damage. Plants and plant creatures receive no saving throw and take 2d4 points of damage per round as the cold causes them to rapidly wither, blacken, and die.

Fearful Presence (Su): Dread surrounds the necrozen, causing living beings within a 100-foot radius to succeed on a Will save (DC 10 + one-half the necrozen's HD + the necrozen's Charisma modifier) or become panicked for 1 round/Hit Die of the Necrozen.

Wrathful Death (Su): When a necrozen is reduced to 0 hit points, its carcass explodes in a blast of necromantic energy. All corpses within 100 feet of this blast are instantly animated as zombies or skeletons with the benefit of an embolden undead (see following) for the first 2d4 rounds of their existence. These animated dead remain until destroyed. In addition, all living creatures within the blast radius take 6d10 points of cold damage. A successful Fortitude save (DC 10 + one-half the necrozen's HD + the necrozen's Charisma modifier) halves this damage.

Special Qualities: The necrozen retains all the base creature's special qualities and gains the following:

Aura of Death (Su): The necrozen emits an aura of necromantic energy in a 30-foot-radius. As a standard action, the necrozen can animate one corpse within the radius of the aura, as per the *animate dead* spell. A necrozen can only control a number of animated dead equal to 4HD per necrozen Hit Die. The animate dead remain with the necrozen until turned or destroyed.

Darkvision (Ex): The base creature gains darkvision out to 60 feet.

Damage Reduction (Ex): The base creature gains damage reduction 5/good (if HD 11 or less) or 10/good (if 12 HD or more).

Immunities (Ex): The base creature gains immunity to cold, electricity, polymorph, and mind-affecting effects.

Spell Resistance (Ex): The base creature gains spell resistance equal to its HD + 10 (maximum of 30).

Turn Resistance (Ex): The base creature gains turn resistance +4.

Embolden Undead (Sp): A necrozen can enhance the abilities of other undead (except for their fellow Death Bringers). Emboldening an undead has the following effects:

- Undead gain +2 hit points per Hit Die.
- Undead's turn resistance increases by +2.
- All turn undead attempts have a -2 profane penalty.

Most necrozen usually have one or two emboldened intelligent undead around as bodyguards. An emboldened undead remains affected for as long as the necrozen wishes, or until either it or the necrozen is destroyed. The necrozen can embolden a total number of undead hit dice equal to twice its own.

Undead Healing (Su): By draining the sustaining necromantic energy from other undead beings within their aura of death, necrozen can repair damage. They may use undead healing as a standard action and the target is allowed a Will save (DC 10 + one-half the necrozen's HD + the necrozen's Charisma modifier) to resist. On a failed save, the necrozen drains a number of Hit Dice equal to half his own HD from the surrounding undead; any undead drained completely crumble to dust. Each Hit Die drained removes 1d4 points of damage from the necrozen. This ability does not work on other necrozen or on undead immune to being turned.

Saves: Unchanged from the base creature.

Abilities: Increase from the base creature as follows: +6 Str, +2 Dex, +4 Cha. As undead, a necrozen has no Constitution score.

Skills: Do not recalculate skill points. Necrozen gain a +4 racial bonus to Intimidate, Listen, Move Silently, and Spot checks.

Feats: Necrozen gain Great Fortitude, Iron Will, and Lightning Reflexes as bonus feats.

Environment: Any land and underground.

Organization: Solitary or in pairs; the necrozen rarely muster in one place.

Challenge Rating: Same as the character +4 (minimum 4).

Alignment: Always lawful evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +7.

Orc, Son of Shivanos

In each new generation of orcs, there are those who carry the blessings of their dark patron. Known as the Sons of Shivanos, they are different from other orcs, with changes becoming evident at puberty, and made manifest as they age. These orcs grow larger, stronger, faster, and far more bloodthirsty than their lesser kin.

Sons of Shivanos are easily identifiable. They develop a bony carapace over much of their body. Serving as a natural armor, it protects their limbs, faces, and their extremities. These mutations serve to make these creatures all the more terrifying, and when

combined with their sharp canines and tusks, and the thick patches of hair sprouting out from their plates, they hardly resemble the orcs of which most are familiar.

They do not only change physically; such transformations affect their personality and psyche. Sons of Shivanos are brutal villains, burdened with an insatiable bloodlust. They never pass up the opportunity to butcher a commoner, soldier, or human child. With their penchant for violence, and the developing martial skills, Sons of Shivanos always advance quickly in orc culture, attaining positions as sergeants, lieutenants, even chiefs.

Sample Son of Shivanos

Adult Son of Shivanos 4th-Level Orc Barbarian
Medium Monstrous Humanoid (Augmented Humanoid)
Hit Dice: 4d12+12 plus 1d10+3 (46 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 17 (+2 Dex, +3 Hide armor, +2 natural), touch 12, flat-footed 17
Base Attack/Grapple: +5/+10
Attack: +1 *greataxe* +12 melee (1d12+10/x3)
Full Attack: +1 *greataxe* +12 melee (1d12+10/x3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Divine heritage, rage (3/day)
Special Qualities: Beast command, darkvision 120 ft., fast movement, trap sense +1, uncanny dodge
Saves: Fort +7, Ref +5, Will +3
Abilities: Str 22, Dex 15, Con 16, Int 10, Wis 10, Cha 4
Skills: Intimidate +5, Listen +8, Spot +7
Feats: Cleave^B, Great Cleave, Power Attack
Environment: Temperate hills
Organization: Solitary (plus one worg ally) or leader among orcs
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By age and character class
Level Adjustment: +1

A horrific orc with a mouthful of brown and twisted fangs, white gleaming eyes, and organic plates covering much of his body shouts a command, and legions of orcs rush forward.

This Son of Shivanos is based on a 4th-level orc barbarian with the following ability scores: Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Combat

Sons of Shivanos are relentless combatants, bent on destroying their enemies and savoring the thrills of combat. They never take or offer quarter, and always fight to the death, even continuing on to butcher corpses that have long since fallen.

Rage (Ex): This Son of Shivanos can enter a rage lasting 8 rounds. When he does so, use the following statistics: HD 4d12+20 plus 1d10+5; 56 hp; AC 15, touch 10, flat-footed 15; Grap +12; Atk +4



greataxe +12 melee (1d12+13/x3); Full Atk +1 *greataxe* +12 melee (1d12+13/x3); SV Fort +9, Will +5; Str 26, Con 20.

Possessions: Masterwork hide armor, +1 *greataxe*

Creating a Son of Shivanos

“Son of Shivanos” is an inherited template that can be added to any creature with the Orc Blood racial feature (referred to hereafter as the base creature). A Son of Shivanos uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to monstrous humanoid. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Change all current and future racial Hit Dice to d10s. Do not increase class Hit Dice. As the Son of Shivanos ages, he gains racial Hit Dice according to his age category. Racial Hit Dice grant a base attack bonus and base saving throws as follows.

Age Category	Years	Average Height	Average Weight
Young	10–12	5 ft. 10 in.	200 lb.
Juvenile	13–16	6 ft. 1 in.	210 lb.
Young Adult	17–25	6 ft. 3 in.	220 lb.
Adult	26–35	6 ft. 4 in.	230 lb.
Mature Adult	36–45	6 ft. 5 in.	240 lb.
Elder	46–55	6 ft. 6 in.	250 lb.
Ancient	56 or more	6 ft. 7 in.	260 lb.

Age Category	Base				
	Racial Hit Dice	Attack Bonus	Fort Save	Ref Save	Will Save
Young	—	—	—	—	—
Juvenile	—	—	—	—	—
Young Adult	—	—	—	—	—
Adult	1d10	+1	+0	+2	+2
Mature Adult	2d10	+2	+0	+3	+3
Elder	3d10	+3	+1	+3	+3
Ancient	4d10	+4	+1	+4	+4

Armor Class: Natural armor improves with age, as follows.

Age Category	Increase to Natural Armor Bonus
Young	+1
Juvenile	+1
Young Adult	+2
Adult	+2
Mature Adult	+3
Elder	+3
Ancient	+3

Special Attacks: A Son of Shivanos retains all the special attacks of the base creature and gains the following special attacks based on age category.

Age Category	Special Attacks
Young	Divine heritage
Juvenile	Divine heritage
Young Adult	Beast command, divine heritage
Adult	Beast command, divine heritage, rage (1/day)
Mature Adult	Beast command, divine heritage, rage (1/day)
Elder	Beast command, divine heritage, rage (1/day)
Ancient	Beast command, divine heritage, rage (1/day), war frenzy

Divine Heritage (Ex): As the Sons are of Shivanos’s blood, they have a natural skill with melee weapons. All Sons of Shivanos have a +1 bonus to all attack rolls made with melee weapons.

Beast Command (Ex): A young adult Son of Shivanos develops a rapport with worgs. This ability functions just like a Diplomacy check to improve the attitude of a person. The Son of Shivanos rolls 1d20 and adds his Hit Dice and levels and his Charisma bonus (if any) to determine the check result. Worgs automatically begin as unfriendly.

To use beast command, the Son of Shivanos and the worg must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing a worg in this way takes one minute, but, as with influencing people, it might take more or less time.

If the Son of Shivanos improves the worgs attitude to friendly or better, the worg becomes a loyal companion. A Son of Shivanos can have one worg ally for every 4 Hit Dice he has.

Rage (Ex): The Son of Shivanos may go into a ferocious rage. This ability works exactly like the barbarian class feature as described in the *PHB*. If the Son of Shivanos can already rage, such as having levels in the barbarian class, this feature allows the Son to rage one additional time per day.

War Frenzy (Su): The Son may channel the genocidal madness of Shivanos into his troops, forcing all allied orcs within 15 feet to attempt a Will save (DC 10 + one-half the Son's HD or character levels). Failure indicates that the subject succumbs to the frenzy and rages as per a barbarian of a level equal to the orc's Hit Dice.

Special Qualities: A Son of Shivanos retains all the special qualities of the base creature and gains the following special qualities based on age category.

Age Category	Special Attacks
Young	Divine heritage
Juvenile	Divine heritage
Young Adult	Beast command, divine heritage
Adult	Beast command, divine heritage, rage (1/day)
Mature Adult	Beast command, divine heritage, rage (1/day)
Elder	Beast command, divine heritage, rage (1/day)
Ancient	Beast command, divine heritage, rage (1/day), war frenzy

Age Category	Special Qualities
Young	—
Juvenile	Darkvision 120 ft.
Young Adult	Darkvision 120 ft.
Adult	Darkvision 120 ft.
Mature Adult	Darkvision 120 ft.
Elder	Damage reduction 5/magic, darkvision 120 ft.
Ancient	Damage reduction 5/magic, darkvision 120 ft.

Abilities: Increase from the base creature as follows, according to the age category.

Age Category	Ability Score Increases
Young	+4 Str, -2 Int, -4 Wis, -2 Cha
Juvenile	+4 Str, -2 Int, -2 Wis, -2 Cha
Young Adult	+6 Str, +2 Con, -2 Wis, -2 Cha
Adult	+6 Str, +2 Dex, +2 Con, -2 Wis, -4 Cha
Mature Adult	+8 Str, +2 Dex, +4 Con, -2 Wis, -4 Cha
Elder	+8 Str, +2 Dex, +4 Con, -2 Wis, -4 Cha
Ancient	+10 Str, +4 Dex, +6 Con, -2 Wis, -4 Cha

Skills: A Son of Shivanos gains skill points as a monstrous humanoid and has skill points equal to (2 + Int modifier) x HD. The skill points are based on the bonus Hit Die earned as the Son of Shivanos ages, as described on page 54.

Feats: As the Son of Shivanos ages, his racial Hit Dice increase, and he may be eligible for additional feats. Adult Sons of Shivanos gain Cleave as a bonus feat.

Environment: Same as base creature.

Organization: Sons of Shivanos typically take the role of leader such as sergeant, lieutenant, or chief, as described in the base creature's entry.

Challenge Rating: Young +0, Juvenile +0, Young Adult +0, Adult +1, Mature Adult +1, Elder +2, Ancient +3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class and age category

Level Adjustment: Young +1, Juvenile +1, Young Adult +2, Adult +2, Mature Adult +3, Elder +3, Ancient +4

Shelzeen

Medium Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +6/+10

Attack: Claw +10 melee (1d4+4) or tail +8 melee (1d4+2)

Full Attack: 2 claws +10 melee (1d4+4), tail +8 melee (1d4+2), and bite +8 melee (1d8+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Silvered natural weapons, tail trip

Special Qualities: Limited telepathy, track arcane

Saves: Fort +8, Ref +8, Will +4

Abilities: Str 18, Dex 16, Con 16, Int 6, Wis 14, Cha 8

Skills: Jump +5, Spot +4, Survival +8 (+14 magical prey)

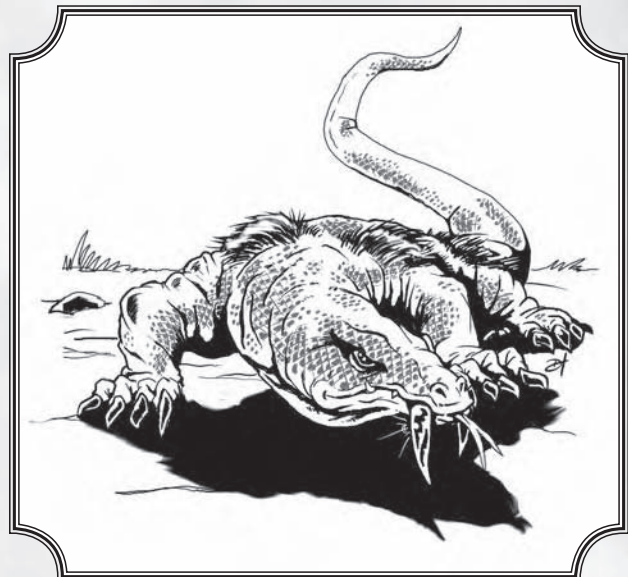
Feats: Improved Initiative, Multiattack, Track

Environment: Any temperate land

Organization: Solitary, pair, or brood (2–5)

Challenge Rating: 4

Treasure: 1/10 coins; 50% goods; 50% items



Alignment: Usually neutral
Advancement: 7–9 HD (Medium); 10–12 HD (Large)
Level Adjustment: +3 (cohort)

A strange green creature emerges, something of a cross between a great cat and a ferocious lizard. Its body is covered in scales except for small tufts of hair around its shoulders and hindquarters. Its claws and fangs shine with a silver hue.

Believed to have been mystically created and bred by the Church of Spiros shortly after Vas' near destruction by the Witch Lords, shelzeen are hunters of kav and arcane spellcasters. They are highly sought, with buyers willing to pay exorbitant amounts to acquire these beasts. The Dark Riders and witchfinders of Vas are both known to keep large kennels of shelzeen to aid in their hunts.

Combat

A shelzeen uses its tail to trip its foe before leaping upon it to tear with fangs and claws.

Silvered Natural Weapons (Ex): A shelzeen's claws and fangs are made of solid, durable silver. For the purpose of overcoming damage reduction, the shelzeen's natural attacks count as silver.

Tail Trip (Ex): Instead of using its tail to make a damaging attack, a shelzeen can opt to trip its foe with a +2 competence bonus to the trip attempt. If the attempt fails, the target doesn't then get to try tripping the shelzeen if the latter has all four of its paws on the ground. If the trip succeeds, the shelzeen may make an immediate attack of opportunity with its bite attack.

Limited Telepathy (Su): Shelzeen may communicate with telepathy, but only among themselves, allowing them to coordinate their attacks with deadly precision.

Track Arcane (Su): Shelzeen have the benefit of an uncanny magical sense, allowing them to track by sensing the magical residue left by spellcasters or creatures with spell-like and supernatural abilities. When using the Track feat to follow one of these types of creatures, a shelzeen can move at half its normal speed without penalty, or up to twice its normal speed with only a –10 penalty. In addition, it gains a +6 racial bonus to Survival checks made to track these kinds of prey.

War Golem

Huge Construct

Hit Dice: 20d10+30 (140 hp)

Initiative: –2

Speed: 20 ft. (4 squares; can't run)

Armor Class: 29 (–2 size, –2 Dex, +23 natural) touch 6, flat-footed 31

Base Attack/Grapple: +14/+32

Attack: Large greataxe +24 melee (3d6+13/19-20/x3), or slam +23 melee (2d8+9); or sphere hurler +12 ranged (6d6)

Full Attack: Large greataxe +24/+19/+14 melee (3d6+13/19-20/x3), or 2 slams +23 melee (2d8+9); or 2 sphere hurlers +12 ranged (6d6)

Space/Reach: 15 ft./15 ft.

Special Attacks: Breath weapon, sphere hurlers

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., limited regeneration, magic immunity, soul crystal

Saves: Fort +7, Ref +4, Will +6

Abilities: Str 28, Dex 7, Con –, Int 10*, Wis 8*, Cha 10*

Skills: Listen +2, Spot +4, Speak Language (Ancient Dwarven)

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe)

Environment: Any land

Organization: Solitary or small company (2–5)

Challenge Rating: 14

Treasure: None

Alignment: As the empowering dwarf soul

Advancement: –

Level Adjustment: –

This 15-foot-tall metal construct has clunky gears working at its joints, protected by bulbous plates. The armored visor of the war golem's head can rise up, revealing a mouth-like tube from which billowing flames spill forth.

Built with the proportions of a dwarf, a war golem is about as broad in the shoulders as it is tall. Perhaps the most noticeable characteristic of the war golem, aside from its immense greataxe, is the large, multi-faceted, pulsating green crystal resting squarely in its torso, its foreboding green light echoed in the glow of its eyes.

The enchanted crystal is the construct's fuel source and its controlling intelligence, the gem containing the soul of a dwarf who dies during the golem's construction. The ritual to infuse the crystal with a dwarven soul instills the best aspects of the volunteer's

personality into the machine: his loyalty, courage, and devotion to his people. Thus those chosen to animate war golems are often heroic warriors in their twilight years, although in times of great peril dwarves who are still in the prime of their lives have also been selected.

Unfortunately, the ritual strips away the dwarf's memories, leaving the controlling intelligence of the war golem with a base personality capable of doing as it is told for the defense of its people but not much else. There are, however, unconfirmed tales of war golems who regained their lost memories and personality, in part, or entirely.

When not needed for the defense of their race, these powerful machines are often sequestered, inert, in vaulted armories or other hiding places until needed. Sometimes great tragedies wipe out entire cities and strongholds before the war golems can be awakened and called to arms, leaving them in their unknowing slumber until someone unwittingly wakes them.

Combat

A war golem fights intelligently, surging forward to engage in melee, pretending to be an unthinking machine. When its opponents are suitably fooled, it unleashes its breath weapon, and against those who survive, it chops with its enormous weapon or pummels with its sphere hurlers.

Breath Weapon (Su): A war golem can breathe a 25-foot cone of fire, up to three times per day, dealing 10d10 points of fire damage. Reflex DC 20 halves. The save DC is Constitution-based.

Sphere Hurlers (Su): On each side of the golem's chest, mounted on the large shoulder plates, are 3-inch diameter iron spheres half buried in the construct's armor. Every four rounds the golem can fire one or both spheres with a thunderous, smoking boom. The spheres have a 10-foot range increment, and count as magical and adamantine weapons for the purposes of overcoming damage reduction.

If a sphere reduces a target to 0 or lower hit points, the sphere continues on its path to attack any targets in a line from the war golem, beyond the initial victim. The sphere continues until it misses or does not reduce a target to 0 hit points. Each attack after the first takes a –5 penalty to the attack roll, in addition to any range penalties.

Limited Regeneration (Su): A *mending* spell repairs 1 point of damage to either the metal form or soul crystal for every three levels of its caster. A *make whole* spell repairs 2d6 points of damage.

Neither spell can restore a golem or its crystal if they have been utterly destroyed.

Magic Immunity (Su): A war golem is immune to all spells except for those with the acid descriptor, those that directly affect metal like the *rusting grasp* spell, or those that are water-based in nature. Such spells can play havoc with the war golem's clockwork mechanisms and metal body, allowing them to have their full affect upon the construct.

Soul Crystal: All war golems have a soul crystal. This gemstone houses the spirit of a deceased dwarf, which provides the essential skills and abilities to the construct. The soul crystal may be targeted with spells, attacks, and so on. It has the following statistics: HD 8d10 (44 hp); AC 47 (+2 size, +0 Dex, +35 natural), touch 12, flat-footed 47. It cannot attack or take any kind of action whatsoever.

If the golem's enchanted soul crystal is ever destroyed, the soul contained within is released and the war golem rendered inert until a new crystal and soul are placed within it. Similarly, a soul crystal whose metal body has been destroyed may be recovered until it can be placed within a new war golem.

*The soul crystal bestows the mental attributes of the dwarf on the golem. A soul crystal confers the dwarf's full Intelligence score, its Wisdom score -2, and its Charisma score +2. The numbers listed in the stat-block are for a typical dwarf.

Special Construct: Because there is a soul in command of the war golem it is different from standard constructs in some ways. It is subject to mind-affecting spells and effects (except where otherwise noted), but it has a +10 racial bonus on saves against such spells (+15 if failure would bring direct and obvious harm to the dwarven race). The golem isn't subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

Spells specifically attacking the target's soul may also work against the soul crystal if it is directly targeted, requiring a successful ranged touch or touch attack (as appropriate), even if the spell would otherwise normally succeed automatically.

Construction

A war golem is built from an assembly of gears, piping, cables, and metal plates, weighing nearly 7 tons. The key component of the golem is a green emerald worth at least 15,000 gp, which must be permanently enlarged and placed in the open cavity at the center of the golem's torso. Proper assembly requires a successful DC 25 Craft (armorsmithing or weaponsmithing) check.

CL 20th; ability to cast both arcane and divine spells, *animate objects*, *geas/quest*, *limited wish*, *polymorph any object*, *soul bind*; Price 300,000 gp; Cost 165,000 gp + 3,000 XP.

War Golem, Fallen

Sometimes the careful process of creating a war golem doesn't go as planned. Some souls, despite outward heroic appearances, harbor a concealed or even subconscious dark secret that lingers like a corrupting disease. When transferred into a war golem's soul crystal, such a spirit empowers the metal guardian with the worst traits of its personality instead of the best.

These fallen war golems seek to bring about the antithesis of everything for which they were created. Unlike a regular war golem, which is fed by the magic of its creation and knowledge of its benevolent purpose, a fallen war golem requires the life force and souls of living creatures to fuel its hatred-filled violence.

Altered Statistics

A fallen war golem uses the following statistics.

Saves: Fort +7, Ref +4, Will +7

Organization: Solitary

Challenge Rating: 15

Alignment: Chaotic dwarves becomes chaotic evil, lawful dwarves become lawful evil, neutral good and true neutral dwarves become neutral evil.

New and Altered Special Abilities

Limited Regeneration (Su): Fallen may not be repaired by use of *mending* or *make whole* spells. Instead, spending 2 soul points (see following) allows 1 hp of damage to be restored, up to a maximum of 5 hp in a round.

Soul Feeding (Su): In order to remain active, a fallen war golem must slay living creatures, gripping the victim with its hands at the moment of death to siphon its life force into the golem's soul crystal. Plants, the undead, soulless creatures, and those granted artificial life, such as other constructs (excluding the soul crystals of other war golems), are immune to having their life force drained in this manner.

For every HD or character level of its victim, the war golem gains 5 soul points (up to a maximum of 200). The fallen war golem's activities use up accumulated soul points as follows:

- Per round of strenuous activity (e.g., combat): 5
- Per hour of light activity (e.g., walking): 1
- Per sphere hurler fired: 2
- Per use of breath weapon: 3

If a fallen war golem ever allows its reserve of soul points to reach 0 it is forced into a slumber that can only be ended by someone sacrificing a creature of at least 10 HD or character levels directly upon its unlit soul crystal.



Chapter Seven: Races

This chapter defines all of the unique races of Dracos, while also highlighting the adjustments to the core races to adapt them to this world.

Character Races

Dwarves

Dwarves remain essentially unchanged as a race in *SpirosBlaak*. They dwell in underground kingdoms and generally coexist in reclusive harmony with their fellow neighbors. They may wander

the Archduchy, carrying out their business or seeking adventure. Most dwarves have a high degree of respect for the lavayne, whom they regard as Arkanocles' greatest creations.

Dwarven Racial Traits

Dwarves have all the dwarven racial traits as described in the *PHB* except as follows.

- +2 racial bonus to Craft (gunsmithing) and Craft (artillery-making) checks.
- Allowable Divine Heritage: Arkanocles.

SpirosBlaak and Character Levels

As many of *SpirosBlaak's* races, especially the kav (lycanthropes), have higher than usual level adjustments, GMs may want to start new player characters at 3rd level. Another very workable option for lycanthrope characters is to allow them advancement in their lycanthrope type as per a class/prestige class. Paradigm Concepts' *Slaves of the Moon* details this option.

Dwarves, Arkanoclian (Crafter Dwarves)

Arkanocles' chosen people before the creation of the lavayne, these dwarves are master inventors and builders, perhaps the best in all of Dracos. The wars that surrounded their people since Gods' Fall made them very reclusive, although not xenophobic. They still possess a great deal of pride, and they find it extremely difficult to accept, let alone ask for, help from outsiders; losing their homeland and being forced to resettle, coupled with centuries of fighting other races' wars, have made the Arkanoclian dwarves untrusting of



others. It is a rare and demented Arkanoclian, or so these dwarves believe, who would be caught among outsiders without a ready suit of armor and a fully loaded musket at his side.

Table 7-1: Racial Ability Adjustments for New Races

Race	Ability Adjustments	Level Adjustment	Favored Class
Dwarf, Arkanoclian	+2 Str, +2 Con, -2 Wis, -4 Cha	+0	Fighter
Goblin, Bakad	-2 Str, -2 Con, +2 Int, +2 Cha	+0	Rogue
Goblin, Voesti	-2 Cha; On water: +2 Str, +2 Dex; On land: -2 Str, -2 Con	+0	Druid
Goblin, Witch Hill	-2 Str, +2 Dex, +2 Int, -2 Cha	+0	Technologist
Half-ogre	+4 Str, +2 Con, -2 Int, -4 Cha	+1	Barbarian
Human, Faedian	+2 Con, -2 Int	+0	Ranger
Human, Midwyn	+2 Dex, -2 Wis, -2 Cha	+0	Pirate
Human, Rilgoth	+2 Str, +2 Con, -2 Int, -2 Wis, -2 Cha	+0	Barbarian
Human, Spiran	—	+0	Any
Iguanalon	+4 Dex, -2 Int, -2 Cha	+2	Druid
Kavbroed	Special, see entry	+3	Varies
Lavayne (Blood-Kin)	+2 Str or Con, -2 Int or Wis, -2 Cha	+1	Paladin
Mentor	-2 Str, +2 Int, +2 Wis, -2 Cha	+1	Psion

Arkanoclian Lands

Arkanoclian dwarves may be found in their homeland of Nolmedron and in smaller communities throughout Sycleese's Tears. Few Arkanoclian dwarves live beyond the gates of Nolmedron.

Crafter Dwarf Racial Traits

- +2 Strength, +2 Constitution, -2 Wisdom, -4 Charisma: Crafter dwarves are as sturdy, if not more so, than their common cousins, though their isolationistic, dour (even for dwarves) attitude makes them difficult to get along with.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to size.
- Dwarf base speed is 20 feet. However, dwarves can move this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Crafter dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Dwarves can function fine with no light at all.
- Weapon Familiarity: Crafter dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: Crafter dwarves are exceptionally stable on their feet. A crafter dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +1 racial bonus to attack rolls against orcs and goblinoids.
- +4 dodge bonus against giants.
- Mechanical Aptitude: Crafter dwarves gain a +2 racial bonus to skill checks made when working with technological artifacts and mechanisms. This bonus applies to just about every aspect of the device, from figuring out what it does, to repairing it, or disarming it if it is a trap. This bonus does not apply to attack or damage rolls, however. The Crafter dwarf may also use his Search skill to detect mechanical traps, as per a rogue. This does not apply to Craft checks for designing/building items; that is handled by the Innate Craftsman ability.
- Innate Craftsman: Crafter dwarves gain a +2 racial bonus to all Craft skill checks. They may work with improvised tools without penalty, and when they use masterwork artisan tools, they gain a +4 bonus instead of the standard +2. When making a craft check to determine progress, they may roll twice, taking the better result of the two dice.
- Automatic Languages: Dwarven and Common. Bonus Languages: Giant, Goblin, Lavayne, Orc, Terran, Undercommon.
- Favored Class: Fighter. A multiclass crafter dwarf's fighter class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Arkanocles, Logothos.

Elves

Elves, although more common in other regions of the continent, have been a rare sight in the Wildlands since they renounced the deity Spiros during the early days of colonization. Because of the renunciation, which the humans of SpirosBlaak saw as an abandonment of humanity during its time of troubles, elves are not welcome in the Archduchy, and those traveling the realm are treated unkindly. The reclusive, paranoid policies of several distant elven kingdoms, such as Verthage, have only worsened the general views of elves in this region. Those elves who do travel to the Wildlands

are typically merchants or other transients who have to overcome racial hostility.

The elves admire the lavayne as magic given form, but they are jealous of the chosen race. They are on somewhat friendly terms with them, however, although they have difficulty bearing the lavaynes' haughtiness. It is believed the western elven nations maintain relations with whatever lavayne kingdom (if any) remains beneath Fire Eye Mountain, although no one in living memory has ever seen the two races joined in conference.

Elven Racial Traits

Elves have all the elven racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: Akrasia, Cinnoldis, Deledos, Eaovata, Gamia, Logothos, Phaetos, Spiros, and Sycleese.

Gnomes

Gnomes do not exist on the continent of Dracos. At the GM's option, gnome player characters may be allowed, using the statistics presented in the *PHB*. Such gnomes could be planar travelers, lost offshoots of dwarves, or the result of dwarf and human unions.

Goblins, Bakad (Hagglers)

Bakad, or hagglers as many know them, are the dark extreme of the capitalist ideal and the bane of honorable merchants everywhere. When it comes to buying from or selling to the bakad, a customer would do well to count all of his fingers, toes, and children afterwards, just to be safe.

Bakad always try to swing a deal, no matter the product, and push their luck and wits to the limits to make a profit, fairly or otherwise. They are not foolhardy or stupid, though, and only the promise of a big payoff makes them risk their necks by pushing a deal (or a customer) too far. Similarly, it is very rare for hagglers to resort to violence to make a sale: They view violence as the recourse of "lesser races." For them, the art of negotiating a price and conning a customer is almost worth as much as the money itself.

Personality

Cowardly to be sure, bakad are a mixture of meek sycophant and pushy swindler. They are very fidgety and over expressive, having a tendency to talk with their hands and with contained, twitchy body movements in addition to their words.

Physical Description

Although possessing larger ears and paler skin, the bakad otherwise look like typical goblins. They wear finer raiment than so-called "wild" goblins, seeing fine clothing as a sign of their status.

Relations

Although most other races—even other goblins—despise hagglers, the bakad maintain close relationships with just about every community of the Archduchy. Bakad trading houses make up many

Optional Rule: Divine Heritage

In the *SpirosBlaak* setting, the gods have fallen from grace and now interact with mortals, sometimes fathering or mothering children with them. This book includes two Divine Heritage feats to indicate that a character has a god-touched bloodline, however distantly.

A character may choose the Lesser Gift of Divine Heritage feat at 1st level (and only at 1st level), allowing the character to later (at 6th level or higher) choose the Greater Gift of Divine Heritage feat. Each deity has only touched certain racial bloodlines, so allowable divine touches are detailed in each race's racial traits section; more information may be found under the Lesser Gift of Divine Heritage and Greater Gift of Divine Heritage feats as described in **Chapter Ten: Skills & Feats** and descriptions of the deities appear in **Chapter Two: Religion**. GMs may alter these lists to suit their campaigns.

GMs who prefer that their deities remain in the heavens should disallow these feats.

of the Archduchy's more powerful merchants, money lenders, and well-informed information brokers; everyone does business with the hagglers eventually—whether they want to or not.

Alignment

There is morally very little difference between the bakad and their primitive cousins. A haggler's primary interest is his own well-being, and he does whatever necessary to come out ahead. Most bakad are neutral evil, although player characters can be of any alignment.

Bakad Lands

The bakad do have not communities of their own. Instead, they live in prosperous cities where money abounds, such as Dreij. The bakad live almost anywhere, but the city of Nolmedron forbids access to hagglers without good cause.

Religion

Gamia is the primary deity of the hagglers. The bakad believe

Gamia redirected them from their wild kin's path, setting them upon the path of the purer pursuit of gold and goods. Because of this, all hagglers complete their bargains with a short blessing to their patron goddess. To a lesser extent, the bakad pay tribute to other goblin deities, more out of a sense of tradition than anything else. Some bakad consider Akrasia to be a manifestation of Gamia, and so worship her as well.

Bakad Blessings

The following are example blessings the bakad use when completing deals.

"May Gamia's wheel turn your way."

"May your purse overflow and your shadow not fall across nimble fingers."

"By Gamia's will, let all your coppers be tarnished silver."

"Go with gold, blessed of Gamia."

"May your house be blessed and showered with gold coin."

Divine Heritage

The bakad may have divine heritage from the following gods: Akrasia, Biddethomia, Dooned, Gamia, Griij, Jestale, Mikret, Podenmol, Shivanos, Tennefron, and Zackria.

Language

Bakad speak Goblin among themselves or Bakad (Haggler), a secret racial language of twitches and facial gestures, and Common. Common, of course, is the language of trade in many lands.



Names

The most important aspect of a bakad's name is his merchant house, which supplants the position occupied by the tribe among other goblins, and thus it is placed before their given names. Given names retain the guttural harshness of their ancestors.

Male Names

Bikn, Fizz, Gizlor, Nek, Quin, Tanke, and Xyn are common male names.

Female Names

Biik, Cidina, Kkaa, Liddia, Nittis, and Yeene are common female names.

House Names

Ardorn ("Clothweaver"), Diffdek ("Soulseller"), Garlnne'mom ("Taker of Dead Man's Teeth"), Kiclod Boke Zyxxen ("Seller of Water to Fish"), and Uklenbore ("Sweet Claimer") are all typical house names.

Adventurers

Bakad adventurers are practically unknown; most hagglers desperately avoid anything more exciting than the pursuit of the all-mighty gold piece. Those few who do end up embroiled in adventure tend to be rogues or bards, careers that take good advantage of their skills and deviousness. Haggler warriors are extremely rare, with most such bakad being fighters, whereas paladins and clerics are almost unheard of. Bakad sorcerers and wizards are even less common, thanks to their innate ineptitude with arcane magic.

Bakad (Haggler) Racial Traits

- -2 Strength, -2 Constitution, $+2$ Intelligence, $+2$ Charisma. Physically unimpressive, the hagglers are as quick with their charm as they are with their considerable guile.
- Small: As small creatures, hagglers gain a $+1$ size bonus to Armor Class, a $+1$ size bonus on attack rolls, and a $+4$ size bonus on Hide checks. Bakad use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Haggler base speed is 30 feet; they are very quick for Small creatures.
- Low-Light Vision: Hagglers can see twice as far as a human in poor illumination. They retain the ability to distinguish color and detail under these conditions.
- $+2$ racial bonus to Diplomacy and Gather Information checks.
- $+4$ racial bonus to any ability or skill check involving the buying or selling of goods.
- $+2$ to Will saving throws against any kind of mind-affecting magic.
- Magical Ineptitude: Hagglers have a natural (although unexplained) handicap when it comes to arcane magic. Any spell a haggler casts has a 10% chance of failure. This stacks with the chance of arcane spell failure from armor. In addition, they take a -2 racial penalty to Concentration and Use Magic Device checks.
- Automatic Languages: Bakad, Common, and Goblin. Bonus Languages: Any (other than secret languages).
- Favored Class: Rogue. A multiclass haggler's rogue class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Akrasia, Biddethomia, Dooned, Gamia, Griij, Jestale, Mikret, Podenmol, Shivanos, Tennefron, and Zackria.

Goblins, Voesti (Wave Mites)

The voesti were originally coastal-dwelling goblins who adoringly worshipped the non-committal god of waves, Demedreas. As devotion to him became their lives' focus, they left behind the violent ways of their inland kin, choosing instead a life of peaceful piety. Their unshakeable faith served them well when an unnamed disaster claimed their homes. As a reward for their loyalty, their patron deity took pity upon them and offered them the sanctuary of the sea as their new home, bestowing upon them the ability to breathe water in addition to air. They have remained beneath the waves ever since.

Voesti shape their small communities from giant shells, reefs, and coral, or nestle together within sea caves. Each community includes several pods (clan-like familial groups) that work together to survive in peace.

To inlanders, the voesti are largely believed to be nothing more than coastland folklore. To those working the seas, however, wave mites are a somewhat common sight and rare benefactors in times of trouble.

Personality

Calm and slow to make decisions, the voesti are a devout people who look to their faith in almost every aspect of their lives. They are peaceful and shy, although they defend themselves and their homes vigorously if left no alternative.

Physical Description

Slightly taller than the common goblin race and far more trim and toned of form, a voesti's skin varies from the common cobalt blue to the rare shade of aquamarine. Their eyes, on the other hand, are uniformly a deep, unbroken blue. Their fingers and toes are webbed, making it difficult for them to walk on land at a respectable pace, but giving them the necessary mobility to survive predators in the seas.

Relations

Wave mites keep mainly to themselves, although they do have amicable (or, at the very least, neutral) relations with other peaceful waterborne peoples. Land dwellers are largely left alone, but the voesti occasionally work with Midwyn fishermen. The more adventurous members of the voesti sometimes join Midwyn pirate crews.

Alignment

Having been ruled by their beloved god, Demedreas, since the latter's exile, the voesti have, morally speaking, a very uncommitted approach to life. They rarely take sides in the constant struggle between moral or ethical poles, choosing instead to help all equally or (more typically) none at all.

Voesti Lands

Many wave mites choose a nomadic existence, traveling in schools from one place to the next, as the currents lead them, although just as many live in permanent communities. Other than the odd raid from sahuagin or other aquatic evils, these cities are placidly peaceful.

Religion

Demedreas is the only orthodox god worshipped by the voesti. Any wave mite who would dare follow any deity other than the Stormherald is cast out as a renegade. Their faith in Demedreas is central to the voesti people, who are extremely spiritual and pious, and insulting or otherwise degrading their divine savior is one of the few things that can drive them to violence.

Divine Heritage

Voesti may have divine heritage from Demedreas or Shivanos.



Language

Voesti goblins speak Goblin and Aquan. The voesti who interact with the Midwyn usually learn Common.

Names

Voesti names are melodious and tranquil, taking on an almost musical quality in their native Aquan. This lyrical aspect of voesti names is greatly improved by the natural sounds of the sea and by the qualities taken on by the very words themselves as they travel through the water. Aside from their given names, each wave mite also has the familial title of its pod.

Male Names

Aaou, Eewquio, Quiwa, Soassoe, Ueiow, and Yeeyou are common male names.

Female Names

Adwooe, Beeza, Liea'ia, Soosoo, and Zizee are common female names.

Pod Names

Adeleopol ("Aegiscoral"), Beelaegoel ("Pearllight"), Qyeizoo ("Reefsong"), and Wie'aeowol ("Wavedancer") are typical pod names.

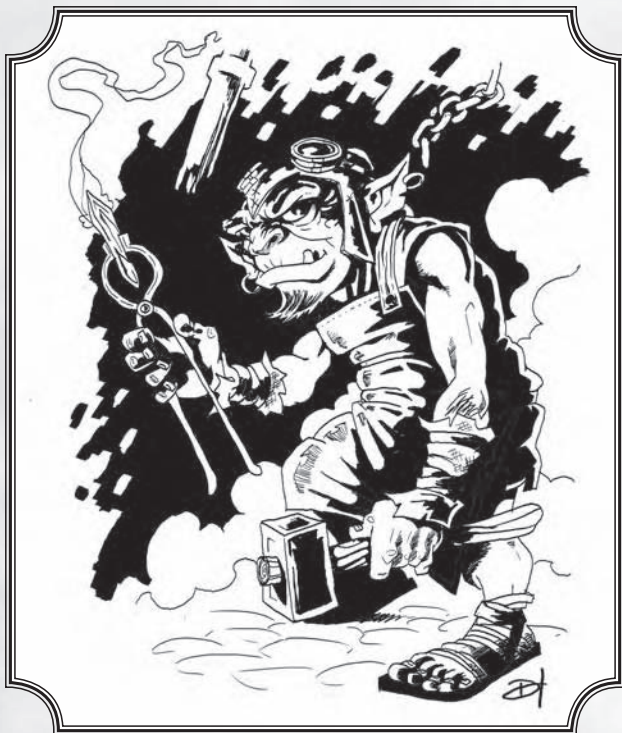
Adventurers

Almost to a one, what few voesti adventurers may be found are pariahs or outcasts; they have, in some fashion, set themselves apart from the peaceful, non-committal commune to which they were born and now find themselves forced to travel the world, above the waves as often as not. Missionaries and diplomatic and economic envoys are typically the only other voesti to leave their communities for any significant length of time.

Voesti (Wave Mite) Racial Traits

- -2 Charisma. When on land, they take a -2 penalty to their Strength and Constitution scores. When in aquatic environments, their Strength and Dexterity both increase by $+2$.

- **Small:** As small creatures, voesti gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. Voesti use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- **Base speed** is 20 feet. Swim speed is 60 feet; the voesti are very fast in water.
- **Darkvision:** Wave mites can see in the dark up to 120 feet. Darkvision is black and white only, but is otherwise like normal sight. Voesti can function in no light at all.
- **Wave mites** are amphibious, able to survive on land or in water.
- **Water Freedom:** Wave mites take no penalties to movement, attacks, or melee or unarmed damage while underwater.
- While underwater, wave mites receive a +4 racial bonus to Survival checks.
- Wave mites have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.
- **Automatic Class Skills:** Survival and Swim are always class skills for wave mites.
- **Waterborn:** Wave mites are most comfortable when their skin is moist, hence they are vulnerable to dehydration and heat. They take +50% damage from fire or heat-based attacks on a failed saving throw. Furthermore, when making Survival checks to resist the effects of extreme heat and dehydration, they take a –5 racial penalty to the check.
- +2 racial bonus on Concentration checks when casting divine spells; water mites are attuned to their deity.
- **Automatic Languages:** Aquan and Goblin. Bonus Languages: Common, Draconic, Giant, Old Tongue, and Orc.
- **Favored Class:** Druid. A multiclass wave mite's druid class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- **Allowable Divine Heritage:** Demedreas and Shivanos.



Goblins, Witch Hill (Mad Smiths)

Witch Hill goblins' inquisitiveness always set them apart from their goblin kin, and it was this curiosity that the Witch Lord Sasha Drakonik cultivated and refined into an aptitude for all things technological. Although these so-called "mad smiths" explore all known aspects of the mysterious science of technology, weaponsmithing is the field they most enjoy and excel in.

Their forgeholds supplanted the tribal social structure Witch Hill goblins once followed. Forgeholds are extended, clan-like groupings centered on a particular craft to which the entire assembly devotes its time and effort.

Personality

Although not nearly as crass as their uncivilized goblin cousins, mad smiths are rude and blunt, especially when machines and black powder are involved. Among themselves, the Witch Hill goblins rarely socialize, for idle distractions can lead to accidents and miscalculations. Because they bury themselves in their work, other races view them as aloof and anti-social.

Physical Description

Witch Hill goblins are virtually indistinguishable from their primitive cousins. The only thing setting mad smiths apart, other than the smoke and grease usually covering them from head to toe, is the unexpected glint of keen intelligence in their eyes.

Relations

Most inhabitants of the Archduchy have not forgotten the mad smiths' sordid past. Still, so long as the goblins continue to provide weapons to the Archduchy of SpirosBlaak and not to its enemies, the contracts of peace between the cities of man and the mad smiths shall remain intact. It is suspected, however, that Witch Hill has been selling weapons to the orcs and goblins of the Roaming Plains, but no proof has yet been found. As a provision of the Concord of Founding, the dwarves of Nolmedron are likewise restricted from taking violent action against the mad smiths, although covert skirmishes between the two races are not uncommon.

Alignment

This race treads a steady line between the chaos of inventiveness and the directed logic required to command the mysteries of technology. And although the Witch Hill goblins are no longer officially considered a threat by the Archduchy, they generally retain a cruel streak and penchant for violence showing itself in the vile genius of their creations and the hideous designs with which they decorate them.

Witch Hill Lands

Witch Hill, including the town of Monvas, is the sole province of the mad smiths. Few other races care to coexist with them, mostly out of fear of the mad smiths' creations.

Religion

Most Witch Hill goblins worship the creator of their craft, Sri Senn Sindh. Witch Hill goblins believe a blissful life of toil in the Great Smithy with their god awaits them upon death. Holy symbols of the Sibilant Moloch adorn all weapons, especially cannons, festooned endlessly with dragon imagery. Followers of other gods do exist among this race—reminders of a lost time—but such faiths are frowned upon, and their faithful are relegated to the status of second-class citizens, often facing harsh prejudice from their own people.

Divine Heritage

The Witch Hill goblins may have divine heritage from the following gods: Biddethomia, Dooned, Grijj, Jestale, Mikret, Poden-mol, Shivanos, Sri Senn Sindh, Tennefron, and Zackria.

Language

Draconic, the tongue of Sri Senn Sindh, is the chosen language of the Witch Hill goblins. They also speak Common and Goblin.

Names

Little has changed from the given names of their ancestors' time other than the odd accenting their switch to the Draconic language has bred. Just as the forgehold is central to their people, however, so too is his forgehold's name fundamental to a mad smith's sense of personal identity.

Male Names

Bik'nn, Fizez, Gizlowr, Nekh, Quin'ee, Tanke, and Xine are common male names.

Female Names

Biike, Cideena, Kka'agh, Lyddee'a, Nittis, and Yawne are common female names.

Forgehold Names

Kraeghdaed ("Anvil-Rider"), Distaen ("Sparkeater"), Logdoek'ai'kel ("Hammershine"), Szy'Pak ("Soultemperer"), and Zykzoky ("Flamebreather") are typical forgehold names.

Adventurers

Most Witch Hill goblin wanderers do so out of a curiosity concerning the technologies of other lands. While technologist is the most common Witch Hill goblin adventuring class, rogues, experts, and fighters are extremely common, as training in those classes requires little time away from their first love: technology. Such wandering mad smiths make their living by selling what technological odds and ends they can spare, all the while trying to acquire new ones to study.

Witch Hill Goblin (Mad Smith) Racial Traits

- -2 Strength, +2 Dexterity, +2 Intelligence, -2 Charisma. Deft and cunning, Witch Hill goblins learned to compensate for their lack of physical power by cultivating their minds and agility.
- Small: As small creatures, mad smiths gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. Witch Hill goblins use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- Witch Hill goblin base speed is 30 feet; they are quick for Small creatures.
- Darkvision: Mad smiths can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Witch Hill goblins can function in no light at all.
- +4 racial bonus to any one Craft skill other than gunsmithing or artillery-making.
- Innate Gunsmith: +4 racial bonus to Craft (gunsmithing) and +2 to Craft (artillery-making) checks. When making a Craft check, it represents three days of work instead of a week. In addition, a check failed by 10 or less indicates the mad smith made no progress, and only checks failed by 11 or more result in ruining half of the materials.
- +1 racial bonus to all attack rolls with flintlock firearms.
- Automatic Languages: Draconic and Goblin. Bonus Languages: Dwarven, Giant, Infernal, Old Tongue, and Orc.

- Favored Class: Technologist. A multiclass mad smith's technologist class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Biddethomia, Dooned, Grijj, Jestale, Mikret, Poden-mol, Shivanos, Sri Senn Sindh, Tennefron, and Zackria.

Half-Elves

Much like elves, half-elves are rare in the Archduchy, and what few exist are of the typical sort. Half-elves tend to have a similar view of the lavayne as do full-blooded elves. Those half-elves who integrate into the Archduchy find prejudice and suspicion everywhere, and only the most charismatic overcome the animosity shown elves.

Half-Elven Racial Traits

Half-elves have all the half-elven racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: As elf or human.

Halflings

The halflings of the Archduchy reside in small communities comprised exclusively of their own kind, on the edges of the Roaming Plains and Fristian Grasslands. Although not an uncommon sight in the cities of man, members of this race remain a distinct minority. They have little interest in the machinations of SpirosBlaak's religious and secular politics.

Halfling Racial Traits

Halflings have all the halfling racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: Akrasia, Deledos, Eaovata, Gamia, Panathon, Phaetos, and Sycleese.

Half-Ogres

Beyond the securities of civilization is a world where the strong rule, doing as they please. They take for lovers the females or males of lesser races, using them until they grow weary of them, then discarding them to whatever fates await them in the barbaric wilderness. Occasionally from these unions a half-breed is born. And when ogres, the common brutes who engage in such sordid sport, take human or half-elf lovers, half-ogres are the result.

Half-ogres have a hard life, accepted by neither culture, forcing to strike out on their own. At heart, they feel a powerful desire to find their place in a world hostile to them, to prove their worth through great deeds of valor or make up for years of abuse by conquering the weak. In the end, half-ogres suffer for the acts of their wicked kin, being driven farther and farther away from the comforts of civilization.

Personality

Half-ogres are insensitive to social customs, doing what they please and giving no thought to the repercussions of their actions. For most, life teaches them combat is the best problem-solver. Much like their ogre parents, half-ogres revel in simple, barbaric pastimes, such as fighting, drinking, and gambling, all of which are usually done to excess.

Physical Description

Half-ogres tower over humans but are not as tall as ogres. They have bulky, muscular builds, suggesting an over-sized mockery of humanity and yet retaining the brown, gray, black, or dull yellow skin color of their ogre heritage. Their hair is almost always coarse

and bushy with dark coloring. Still, if not for their size, slightly protruding teeth and long, angular jaw, half-ogres might be able to walk among humans without drawing too much attention.

Relations

Dwarves, elves, and lavayne meet half-ogres with violence, repulsing them before asking questions. Other races are suspicious, seeing half-ogres as contemptible beings, unsuited to civilization. Even the most tolerant patronize half-ogres with a passive prejudice, unable to overcome their suspicions and animosity, ingrained as they are in their culture and attitudes.

Alignment

Their ogre blood grants these hybrids a leaning towards chaos, but their human heritage thins this hot blood, leaving them with no particular innate leanings towards either evil or good.

Half-Ogre Lands

These pariahs have no homeland of their own.

Religion

Shivanos appeals to the baser instincts inherent to their ogre blood, whereas Gasperos offers them an alternative to mindless slaughter, while still offering their violent urges an outlet. Tennefron is also worshipped. Overall, half-ogres are not very devout, and priests among their kind are very rare.

Divine Heritage

Half-ogres may have divine heritage from the following gods: Gasperos, Shivanos, and Tennefron.

Language

Half-ogres typically speak Giant or Common.

Names

Most half-ogre names are short and harsh, much like most of their conversations.

Male Names

Harg, Gullbor, Fed, Thads, and Arnle are common male names.

Female Names

Zana, Hamen, Olla, and Teedov are common female names.

Adventurers

The fact that a strong sword arm can win grudging or even open respect among adventurers goes a long way to explaining why many half-ogres seek their livelihood along the paths of danger. Barbarians, fighters, and rangers are by far the most common half-ogre classes, although druids and monks (the latter especially among Gasperos' faithful) crop up periodically. Half-ogre wizards and paladins have never been seen in the Archducy.

Half-Ogre Racial Traits

- +4 Strength, +2 Constitution, -2 Intelligence, -4 Charisma. Few half-ogres can match wits or learning with most other races but nature has compensated by giving them imposing physiques.
- Medium: As Medium creatures, half-ogres have no special bonuses or penalties due to their size.
- A half-ogre's base speed is 30 feet.
- Powerful Build: The physical stature of half-ogres lets them function in many ways as if they were one size category larger.

Whenever a half-ogre is subject to a size modifier or special size modifier for an opposed check (such as during grapple

checks, bull rush attempts, and trip attempts), he is treated as one size larger if doing so is advantageous to him.

A half-ogre is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-ogre can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

- Darkvision: Half-ogres can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight. Half-ogres can function in no light at all.
- Racial Hit Dice: A half-ogre begins with two levels of giant, which provides 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A half-ogre's giant levels give him skill points equal to 5 x (Int modifier [minimum 1] + 2). His class skills are Climb, Intimidate, Listen, and Spot.
- Racial Feats: A half-ogre's giant levels give him one feat.
- Weapon and Armor Proficiency: A half-ogre is automatically proficient with all simple and martial weapons, light and medium armors, and all shields (except tower shields).
- +2 natural AC bonus due to tough skin.
- Automatic Languages: Giant or Common (choose one). Bonus Languages: Common, Giant, Orc, Gnome, and Goblin.
- Favored Class: Barbarian. A multiclass half-ogre's barbarian class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Level Adjustment +1. Half-ogres are more powerful than the standard races. See **Chapter Six: Characters** in the *DMG* for details on playing level-adjusted characters.
- Allowable Divine Heritage: Gasperos, Shivanos, and Tennefron.

Half-Orcs

Orcs are common in the Wildlands, having proliferated since before the time of colonization. And when orcs and humans share borders, half-orcs inevitably arise. Although they endure the same prejudices as half-ogres, they have an easier time concealing their heritage.

Half-Orc Racial Traits

Half-orcs have all the half-orc racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: As human or Biddethomia, Gasperos, and Shivanos.

Humans, Faedian (Wildmen)

The first known humans to occupy the Wildlands, the Faedians are a feral, nomadic people who are at peace with nature. Far more primitive than even the orc and goblin tribes sharing many of the same territories, these humans live by a set of rigid traditions and taboos extending far back before the time of the great Rilgoth Empire.

Personality

Faedians live in the moment, as they have very little concept of tomorrow. To them, there is only the past and the now. This makes these humans very whimsical and unpredictable.

Physical Description

Wildmen paint or tattoo their honey-brown skin to better conceal their features and to unsettle their enemies. Their hair and eyes both

tend towards fair colors, and Faedians only wear little clothing. They have no sense of modesty concerning nudity.

Relations

Faedians are total isolationists: They want as little to do with the outside world as possible. Some few have developed minor trade relations with several of the Archduchy's smaller communities, and they have occasionally bred with outsiders, but the truest relationship that the Faedians have with anything not of the people is the bond shared with the beasts of their homelands.

Alignment

Faedians have very little in the way of anything resembling "civilized" morals. They exist according to their own archaic laws, most of which find roots in superstitious taboos and traditions. Abstract concepts like good, evil, law, and chaos are often beyond their comprehension; only those Faedians who live among outsiders for a long time understand such things.

Faedian Lands

Bands of Faedian wildmen travel the Coast of Songs and Frisian Grasslands as the seasons demand. They also frequent the Wild Vode and the southern tip of the Pharran Vode.

Religion

A superstitious and primeval people, the Faedians do not realize they pray to the same gods as the rest of SpirosBlaak. Instead, they worship the gods as aspects of existence rather than as divine individuals. Sometimes this worship extends beyond the various aspects to a mere reverence of Nature in the form of the Wild, a real and powerful divine that finds its expression in raw and unblemished nature (for more information on the Wild, see the sidebar and *Touched by the Gods* by Atlas Games).

Divine Heritage

The Faedians may have divine heritage from the following gods: Biddethomia, Deledos, Eaovata, Gasperos, Panathon, Phaetos, Shivanos, Spiros, and Sycleese.

Language

Faedians have their own ancient tongue, Faedic. Faedic has no written alphabet, although the Faedians have certain pictographic symbols they use to communicate things (Faedic symbols).

Names

Faedian identifiers are limited to a name granted at birth and a long litany of one's heritage, such as "Garbud, son of Netwin who slew the purple wurm, who was son of Zestus who lived by the river," and so on.

Male Names

Baklical, Dadoa, Kimlik, Pitte, and Zestus are common male names.

Female Names

Baeow, Caen, Kimmlie, Meeshae, Raezas, and Uewana are common female names.

Adventurers

Faedians rarely leave their people. Those who do are often outcasts or emissaries. Rare is the Faedian who leaves for the sake of wealth, fame, or adventure; such concepts are alien to their culture. These humans have a long-standing hatred of kav and are experts at tracking and killing them, making them valuable mercenaries if they have a mind for it.

Faedian (Wildmen) Racial Traits

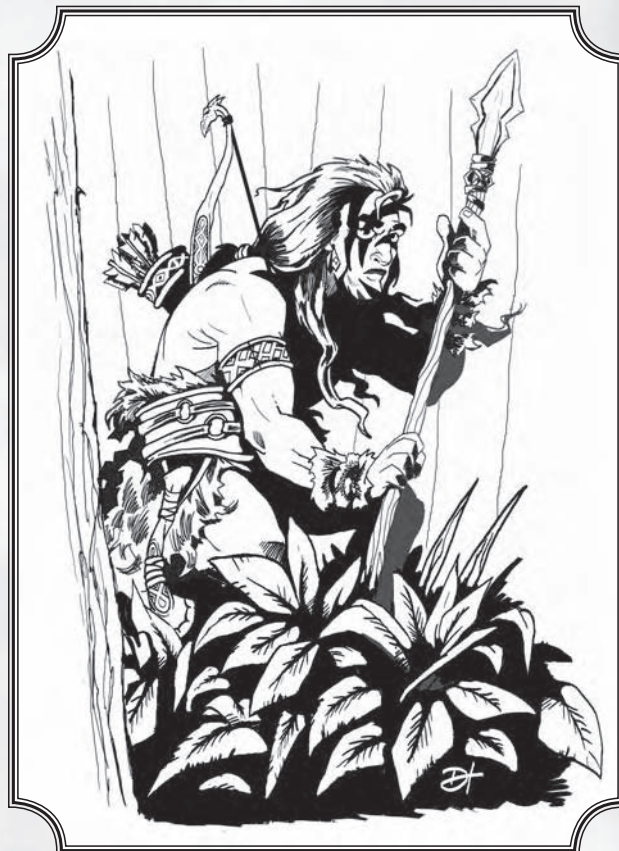
- +2 Constitution, -2 Intelligence. A hardy, vigorous people, Faedians lack any form of education beyond their oral traditions.
- Medium: As Medium creatures, the Faedian have no special bonuses or penalties due to their size.
- Faedian base land speed is 30 feet.
- +2 racial bonus to Move Silently, Handle Animal, Hide, and Survival checks. These are always class skills for the Faedian. (This replaces the bonus feat humans ordinarily receive.)
- Wildmen receive wild empathy, as per the druid ability, automatically. If they gain this ability as a class feature, such as by taking levels in the druid or ranger class, they gain a +4 racial bonus to these checks.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level
- Technology Taboo: Wildmen see technology as something "dark and wrong," and, therefore, something to be avoided. They take a -4 morale penalty to all attack rolls and skill checks involving technology, such as black powder weapons and advanced items involving steam engines, clockwork mechanics, and the like.
- Oral Tradition: Writing is almost entirely alien to the Wildmen, so they learn everything by rote, a tradition as ancient as it is revered. A Faedian must spend 2 skill points to gain the ability to read and write the languages he speaks.
- Automatic Language: Faedic. Bonus Languages: Common, Draconic, Goblin, Lycanthus, Old Rilgoth, Orc, Sylva, and Terran. *Note:* This does not include the written language.

The Wild

The Wild is not an anthropomorphic deity; rather, it is a primal force expressed throughout nature. Its worshippers believe that the Wild flows through them, and that they are charged to act as its hands to maintain the balance between nature and civilization. The symbol of the Wild is a circle of thorns, and priests use a collar or bracelet of thorns as their divine focus.

Alignment: Neutral.

Domains: Animal, Earth, and Plant.





- **Favored Class:** Ranger. A multiclass Faedian's ranger class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- **Allowable Divine Heritage:** Biddethomia, Deledos, Eaovata, Gasperos, Panathon, Phaetos, Shivanos, Spiros, and Sycleese.

Humans, Midwyn (Raiders)

The people of the Midwyn Isles make their living by raiding shipping lanes and occasionally sacking seaside towns and cities en masse. On the sea, few can match the skill and the ferocity of the Midwyn or equal the strength and durability of their well built ships.

Outside their cities, the Midwyn are organized into extended family groups called bands. Depending on a band's wealth and size, its members can crew entire ships or even fleets. A patriarch, who is responsible for the settlements, ships, and deeds of his people, leads each clan; all notoriety and glory alike fall upon the patriarch's shoulders. In Midwyn history, many women led clans as matriarchs.

Inside their cities, the Midwyn bands become important houses and opportunities for advancement for individuals who don't necessarily have strong family ties. In fact, succeeding in their largest city, Freeport, allows one to build a name, something almost impossible in the Midwyn's smaller communities, where pecking order can be decided before a person's birth.

Personality

Most Midwyn are loud and rambunctious, enjoying life to its fullest, and rarely pondering life's tribulations. They are also fatalistic about their own lives, believing that what is meant to be shall be and nothing is gained by worrying. They are persistent and ambitious, but they do not seek to change the past, rarely, if ever practicing magic that restores life to the dead, for example.

Physical Description

A life on the sea tans a Midwyn's skin. Their hair and eyes are dark, and their dress leans towards colorful pantaloons or breeches and loose-fitting shirts that let the sea air in. The women dress much like the men but adorn themselves with jewelry and other ornaments. The Midwyn often have tattoos heralding their bravery or indicating their family band.

Relations

Most races view the Midwyns as parasites and vagabonds with few, if any, redeeming qualities. Nevertheless, this hasn't stopped some people of all races from employing these seafaring criminals in their schemes. The Midwyn have few friends. They see the Spirans as prey, dislike elves, and despise the Rilgoth barbarians with whom they've had many sea battles. Of all the races, the Midwyn only respect the voesti, remaining on friendly terms with them.

Alignment

Despite what one might expect, the Midwyn are not necessarily evil. They are rarely cruel without reason, but their criminal activities often necessitate killing and torture. And while they have no respect for the laws of any society other than their own, the Midwyn do live by an orderly code preventing them from preying upon each other, except in times of inter-band conflict.

Midwyn Lands

These pirates call no part of the Archduchy home. The Midwyn come from an island chain in the depths of the Sea of Wyrms, an area so dangerous only these pirates would be brash enough to live there. Although most live in small enclaves no bigger than small towns, the Midwyn have built some cities, Freeport being the largest.

Religion

Not surprisingly, the Midwyn worship Demedreas (a chaotic aspect of him), whom they call Harrimast (see page 15), almost exclusively. They give lip service to a few other gods, mainly those showing favor upon criminal activity and risky ventures, and ask them for aid in times of need, but few are actually worshipped.

Divine Heritage

The Midwyn may have divine heritage from the following gods: Akrasia, Antigonos, Biddethomia, Cinnoldis, Deledos, Demedreas, Eaovata, Gamia, Gasperos, Logothos, Kutsutema, Panathon, Phaetos, Shivanos, Spiros, and Sycleese.

Language

The Midwyn speak a heavily accented, bastardized form of Common. Their speech is overflowing with seafaring idioms and slang, most of which are not suitable for polite conversations.

Names

The Midwyn regard names as simple marks of identification and not much else. Some Midwyn honor the names of their bands and view them as marks of fame (or notoriety), but not to the extent most other cultures do. However, many infamous pirates adopt a blood-chilling nickname to impress the landlubbers.

Male Names

Drexor, Fenwyn, Hectol, Jordane, and Robern are common male names.

Female Names

Aeria, Deidra, Evylane, Maramina, and Tiaree are common female names.

Band Names

Bowsprite, Drac, Godshope, Rainfire, Stormrider, and Swiftwind are typical band names.

Adventurers

Being great lovers of danger, the Midwyn commonly gallivant about the sea in search of adventure; they do not enjoy traveling inland any farther than necessary. Landlubbers most commonly encounter Midwyn pirates, rogues, and fighters selling their services as crewmen, mercenaries, and warm bodies to fill the gaps in depleted groups of heroes and villains alike.

Midwyn (Raider) Racial Traits

- +2 Dexterity, -2 Wisdom, and -2 Charisma. Midwyn children learn to nimbly climb and run through the rigging of a ship before they can walk, making them extremely spry. Their ne'er-do-well culture and attitude is jarring to outsiders, and their firm adherence to their fatalistic outlook prevents them from taking full advantage of resources at their disposal.
- Medium: As Medium creatures, Midwyn have no special bonuses or penalties due to their size.
- Midwyn base land speed is 30 feet.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- +4 competence bonus to Balance, Climb, and Swim checks. These are always class skills. (This replaces the bonus feat humans ordinarily receive.)
- Intolerant: Midwyn take a -4 penalty to their Charisma when dealing with races other than the voesti wave mites, as their reputation for thievery precedes them.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages).
- Favored Class: Pirate. A multiclass raider's pirate class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Akrasia, Antigonos, Biddethomia, Cinnoldis, Deledos, Demedreas, Eaovata, Gamia, Gasperos, Logothos, Kutsutema, Panathon, Phaetos, Shivanos, Spiros, and Sycleese.

Humans, Rilgoth (Barbarians)

All that remains of the once mighty people of the Rilgoth Empire are the barbarian clans north of the Archduchy. Each clan lives a semi-nomadic existence on its lands, living in relative peace (for them, anyway) with neighboring clans, but waging war when necessary.

To survive, and prove their right to be named men of honor, Rilgoth make a common practice of raiding the Archduchy of SpirosBlaak to the south. Rilgoth warriors sometimes hire themselves out as mercenaries, with an allegiance only extending so far as whomever can pay the most (except in the case of the Tuskadeen Protectors of SpirosBlaak, see page 42).

Personality

Courage is the basis for the code of honor central to a Rilgoth's behavior. The central tenets of the code are universal throughout the clans, although variations exist from one to another. Beyond their rabid devotion to courage, the Rilgoth are a powerful, proud people who rarely let emotions like compassion and mercy interfere with their decisions.

Physical Description

Rilgoth are tall and husky. They dress simply in furs and leather, opting for sensibility in their gear rather than fashion, and their

choice of weaponry tends to be just as practical and brutish, favoring heavy axes and bastard swords above other types of arms. The Rilgoth tend to be fair, despite the tanned skin years of outdoor living bestowed upon them. Red and blond hair, which the men prefer to wear long and braided, often into their equally long and latticed beards, is the norm. These barbarians are also very proud of their battle wounds, often adding carved tattoos to their scars, creating intricate designs in their flesh.

Relations

The Rilgoth clans have very few amicable relationships with outsiders. Most dealings with other races consist of raiding them or seeking mercenary employment in their lands. A society of proud warriors, the Rilgoth have little need for non-humans and never trust them wholly.

Alignment

Taboos, clan laws, and ancient superstitions prescribe a Rilgoth's acceptable behavior. Survival of the clan is the most important thing in Rilgoth society, so all sense of good and evil is bound to that goal.

Rilgoth Lands

Each clan lays claim to a stretch of land within the region once spanning the long-dead Rilgoth Empire, located to the north of the Barbas Vode and the Pharran Vode. The size and power of a clan defines the size of its territory, but even the smallest clans claim ownership to lands much larger than those controlled by the Archduchy.

Religion

Shivanos best suits the warlike Rilgoth, although his goals and perceptions on existence are not always theirs. Rilgoth sometimes



worship other gods, but those who do are soft and weak in the eyes of their peers. The cult of the Legion of Ten Thousand Heroes (see sidebar and *Touched By The Gods* by Atlas Games) also has a very strong following among these warriors. Alternately, the GM may wish to use the deities of Norse mythology as their gods; in which

The Legion of Ten Thousand Heroes

The Legion of Ten Thousand Heroes is a large pantheon of heroes and warriors worshipped as a whole by berserkers and conquering barbarian tribes who place great value on skill at arms and heroism in the face of the enemy. The Ten Thousand's followers seek out battle and throw themselves into it with little regard for their own safety, seeking solely to smash the enemy and overwhelm it with the sheer force of a brutal assault. The Ten Thousand prefer the excitement and thrill of combat to the relatively boring life of peace and contentment. Their favored weapon is the great axe. Clerics who follow the Ten Thousand may choose any alignment.

Alignment: Chaotic Neutral.

Domains: Rage*, Strength, War.

case, their gods, who occupy a different heaven, have not fallen, so the Rilgoth would have no access to Divine Heritage feats.

Divine Heritage

The Rilgoth may have divine heritage from the following gods: Antigonos, Biddethomia, Cinnoldis, Deledos, Demedreas, Eaovata, Gamia, Gasperos, Kutsutema, Logothos, Panathon, Phaetos, Shivanos, and Sycleese.

Language

The Rilgoth speak Rilgoth, the bastardized descendant of the tongue now called Old Rilgoth (Old Tongue). Old Rilgoth remains

a sacred part of their culture, but it is the tongue of the chiefs and shamans, and not meant for the average warrior.

Names

Lineage is extremely important to a Rilgoth. As a point of honor, all sons can recite the full names and great deeds of their forefathers for at least eight generations. It is also worth noting that dishonoring one's name or that of another Rilgoth typically results in a death challenge.

Male Names

Awkwim, Borkim, Colin, Kradmar, Martik, and Umpkar are common male names.

Female Names

Ayen, Deelaila, Kadila, Nestrin, Palltara, and Teena are common female names.

Clan Names

Adwakar ("Plainswind"), Inklabane ("Seaswords"), Kardual ("Horsrunner"), Tuskadeen ("Sword Bear"), and Warkwin ("Battledirge") are typical clan names.

Adventurers

The Rilgoth barbarians are born adventurers; they seek danger and risk to obtain glory, wealth, and, most importantly, honor. The virile young most commonly choose to cut their paths to glory through mercenary work and raiding. As a rule, the Rilgoth are wary and fearful of magic, as magical disasters led to their empire's downfall. For this reason, they rarely travel with sorcerers, wizards, or even druids, although clerics are still revered as the gods' earthly voices. Their faith in the ability of strength to conquer all problems leads adventuring Rilgoth to favor the fighter, ranger, and barbarian classes.

Rilgoth (Barbarian) Racial Traits

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma. Although brutish and crude compared to humans of the Archduchy, the severity of a life of raiding, combined with their homeland's stark harshness, sometimes makes the Rilgoth appear more like bears than men.

- Rilgoth base land speed is 30 feet.
- Medium: As Medium creatures, Rilgoth have no special bonuses or penalties due to their size.
- Superstitious: Rilgoth harbor a deep-seated fear of magic, sorcery, and technology. Whenever targeted by a spell or effect or taking damage from a technological item, they must succeed on a special Will save against the spell's save DC (or DC 10 + spell level + governing ability for spells that do not have saving throws) or become shaken for 1d4 rounds. Their misgivings about magic do not extend to magic weapons and armor, unless the device has some sort of outwardly magical effect, such as flaming swords. Rilgoth will not use such "blatant witchery."
- Rilgoth receive a +4 competence bonus to Will saves against any effect bestowing the panicked or frightened condition.
- Weapon Familiarity: Rilgoth may treat bastard swords as martial weapons rather than exotic weapons.
- +3 racial bonus to Intimidate checks. An enraged Rilgoth is frightening to behold.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages).
- Favored Class: Barbarian. A multiclass Rilgoth's barbarian class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Antigonos, Biddethomia, Cinnoldis, Deledos, Demedreas, Eaovata, Gamia, Gasperos, Kutsutema, Logothos, Panathon, Phaetos, Shivanos, and Sycleese.

Humans, Spiran

The humans of the Archduchy of SpirosBlaak, called Spirans, are unchanged from the standard human presented in the *PHB*. The Spirans are by far the most populous human race within the Archduchy.

Spiran Racial Traits

Spirans have all the human racial traits as described in the *PHB* except as follows.

- Allowable Divine Heritage: Akrasia, Antigonos, Biddethomia, Cinnoldis, Deledos, Demedreas, Eaovata, Gamia, Gasperos, Kutsutema, Logothos, Panathon, Phaetos, Shivanos, Spiros, and Sycleese.

Iguanalons

This lizardfolk offshoot bears very little resemblance to its "monster" cousins. Each nest of iguanalons dwells in its own territory, ruled by a queen (usually the oldest surviving female), as females are considered the superior gender.

Personality

Iguanalons are peaceful, almost timid, and enjoy their privacy when not seeing to the needs of the nest. They are typically soft-spoken, reserved, and very much in control of their animalistic urges. Still, if backed into a corner, or if their friends or families are threatened, iguanalons can be surprisingly aggressive and fierce.

Physical Description

Iguanalons look like a cross between a human and an iguana. At rest, the scales around their mouths, down their chests, and to the bottom of their tails are a mix of pale yellows, light grays, and white, contrasting with the greens and light violets that color the scales over the rest of their bodies. When necessary, an iguanalon can alter its skin pigmentation to match its mood or for camouflage. They

rarely wear clothes or armor, even in human cities, except for what they need to carry equipment and weapons; Iguanalons have no outwardly visible genitalia to embarrass others with.

Relations

Iguanalons are far less aggressive than their lizardfolk cousins, and are content to live in peace with their neighbors. Alliances of sorts, based on mutual respect and understanding, exist between the iguanalons and the Faedians, as well as several nearby duchies. Otherwise, the iguanalons have very little interest in the world beyond the mired edges of their territories. However, the iguanalons accept no compromise when it comes to the undead infesting their beloved swamp; they destroy Sallous Yar's creations whenever they encounter them.

Alignment

Iguanalons are generally peaceful and have no concept of order or anarchy. They have difficulty understanding the concepts of good and evil, and it is fruitless to attempt to enlighten them about such matters: They do only what feels instinctively right and proper in their souls.

Iguanalon Lands

Very few iguanalons ever leave the Swamp of Woe, their homeland. The iguanalons aggressively defend their territory against intruders, especially undead.

Religion

Iguanalons do not worship gods; they worship Nature. They have a deep respect and love of Nature, as it is the lifeblood of all living things. It is this comparatively simple perception of divinity that makes the iguanalons so opposed to Sallous Yar and his undead abominations.

Divine Heritage

The iguanalons have only the divine heritage of Sri Senn Sindh.

Language

Iguanalons speak Draconic, but are usually illiterate.

Names

An iguanalon has but one name, and that is not granted until the age of maturity. The queen bestows this name, and she bases it on an obvious physical or behavioral trait, although sometimes she bases the name on a notable event in the iguanalon's life. Before this, all iguanalon youths are referred to as "youngling," even amongst themselves. This might seem confusing, but iguanalons recognize each other by scent.

Male Names

Typical male names include: Assisstak ("Red Ring On Neck"), Nasspose ("Tough Scales"), Sidstris ("Leaf Biter"), and Zyzwis ("Hunter of Bone Ones").

Female Names

Typical female names include: Attikt ("Leaf Walker"), Giddigial ("Water Taster"), Trandipal Tet ("Keeper of Suns Gone"), and Ulldenoneie ("Heart of Home").

Adventurers

Although not forbidden from doing so, iguanalons seeking a life beyond the reach of their nest are perceived as oddities. Most such adventurers are driven by an abnormal curiosity or by a desire to teach the iguanalons' understanding of Nature to other races.



Iguanalon Racial Traits

- +4 Dexterity, -2 Intelligence, -2 Charisma. Years of harsh living in the Swamp of Woe made the iguanalons one of the more agile races around, although their remoteness has also reduced their capacity to socialize and assimilate new information.
- Medium: Iguanalons have no special bonus or penalty due to their size.
- Iguanalon base speed is 30 feet. They can swim at a rate of 40 feet.
- Iguanalon can hold their breath 10 times longer than normal.
- +4 natural AC bonus due to scaly skin.
- +1 racial bonus to attack rolls against undead.
- Scent: An iguanalon's large nostrils provide her with an excellent sense of smell, as per the Scent special ability described in **Chapter Seven: Glossary** in the *MM*.
- Camouflage: Lizardfolk can alter their skin color to reflect their environment as part of any standard action. This grants a +8 racial bonus to Hide checks if not moving, a +4 bonus if moving no more than their base speed, or +2 if moving any faster. A further change of background must be compensated for by altering one's camouflage, otherwise the lizardfolk may stand out (-2 to -8 penalty to Hide, depending on the degree of contrast).
- Illiterate: An Iguanalon must spend 2 skill points to gain the ability to read and write the languages she speaks.
- Natural Weapons: 2 claw attacks for 1d4 damage and a bite for 1d4 damage.
- Multiattack. Iguanalons gain Multiattack (see **Chapter Six: Monster Skills and Feats** in the *MM*) as a bonus feat.
- +2 racial bonus to Balance and Jump checks. Iguanalons use their tails to aid them in balance and moving around quickly.
- Iguanalons have a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.
- Automatic Languages: Draconic. Bonus Languages: Common, Aquan, Elven, Orc, and Goblin.

- **Favored Class:** Druid. A multiclass iguanalon's druid class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- **Level Adjustment +2.** Iguanalons are more powerful than the standard races. See **Chapter Six: Characters** in the *DMG* for details on playing a level-adjusted character.
- **Allowable Divine Heritage:** Sri Senn Sindh only.

Kavbroed (Born Lycanthropes)

Lycanthropes, also called kav, are perhaps the oldest residents of Dracos. Those born to lycanthropy, a separate race of

shapechangers near enough to humanity to be confused for humans by untrained eyes, are called the kavbroed. Those who carry the disease of lycanthropy are the kavraen (see **Chapter Six: Monsters of the Archduchy and Lycanthropy As An Affliction** in the *MM*), enemies of all, evil and corrupt by their very nature, condemned to destruction by humanity. The kavbroed, when not in hybrid or animal form, are all uniformly human in appearance, while the kavraen can be of any race, from water mite to half-ogre.

As kavraen and kavbroed are virtually indistinguishable by outsiders, both are equally persecuted. All kav have something primal in their features, some animalistic trait that associates them with their animal form. By and large, this is the primary means for uncovering kav, and anyone who has such animal traits is detained until the truth of their heritage can be revealed. Many businesses take this paranoia a step further, refusing service to all kav. In fact, some require customers to show the blood, by demanding they prick their skin with iron to see if they bleed; a practice of dubious utility, because while it reveals *born* lycanthropes, who have resistance to non-silver weapons at all times (and thus do not bleed from mere iron pinpricks), it does nothing to protect one from *afflicted* lycanthropes, who have no special resistance to iron weapons when in human form.

Kavraen and kavbroed alike are organized in a rigid clan structure (see *Paradigm Concepts' Slaves*

of the Moon for sample clans), with the more powerful families dominating. Whether this dominance is exerted and maintained through brute force, political pressure, or by some other means varies from one clan to the next. The various types of kav get along, seeing themselves as united in bloodline rather than as different races, divided according to their animal types.

Kavbroed are detailed here. For information on playing kavraen, see **Chapter Six: Monsters of the Archduchy**.

Kav Offspring

When kavbroed of the same type (e.g., two werewolves) mate, their offspring are also kavbroed of that type. If a kavbroed mates with a kavraen (an afflicted lycanthrope) or a member of the kavbroed's base race (human, orc, elf, goblin, etc.) or of another race with which it can breed normally (producing half-breeds, like half-elves and half-orcs), then there is a 10% chance the offspring created are kavbroed, as well. Kavraen mating with other afflicted lycanthropes or with a base creature have an even lower chance (5%) of birthing shape-gifted children, although those so gifted are kavbroed, not kavraen. Kav (kavbroed or kavraen) of different types (werewolves and dire wereravens, for example) cannot produce offspring.

The Divine Wolf

The Divine Wolf is the embodiment of lupine nature, both physically and spiritually. His worshippers idealize the prowess of the wolf's form — its strength and speed. At the same time that the corporeal is idealized, however, it is balanced with the temperance of the wolf's mind — the strength of the pack, the tenets of rightful pride and honor. The Divine Wolf has been known to walk the north, particularly during the hours of the full moon, but he doesn't often intervene in the affairs of his followers. He prefers, instead, to let his mere presence provoke action. When raised to act, however, he is said to strike with the fury of a thousand wolf packs.

Alignment: Neutral.

Domains: Animal, Strength, Trickery.

Personality

Kavbroed are very much creatures of their animal instincts, although those living within human communities control their animalistic natures to survive. Luckily, the kavbroed have long since learned to control their shapechanging, or survival in the cities for them would be even more difficult. Those kavbroed in the wild or in Kirvos freely show their feral sides and are generally more hotheaded and violent.

Physical Description

Kavbroed bear a strong resemblance to their species' particular animal, regardless of what it may be. Animal-like eyes, large canines or fangs, and an abundance of body hair are all common characteristics for most kav.

Relations

Primary among the kavbroed's enemies are the kavraen. There has been a longstanding feud between them, mainly over who has a rightful claim to the Wildlands once the humans are gone.

Humans, who have been victims of kav raids for centuries, generally hate all kav. They treat them with prejudice, disdain and, all too often, violence.

Alignment

Kavbroed walk all moral paths of life, although they are predisposed to follow the same ethical inclination as their afflicted counterparts: werewolf kavbroed generally have cruel tendencies, werebear kavbroed are typically benevolent and honorable, and so on.

Kavbroed Lands

Most kavbroed, like the kavraen, dwell within the Wild Vode, the Roaming Plains, and the Fristian Grasslands. There is only one kav city in all the Wildlands: Kirvos. Only in Kirvos can the kav truly find sanctuary against persecution and prejudice.

Religion

Many kavbroed, especially those considered rebels, follow the ways of the Horde. Conversely, those joining the humans as citizens of the Archduchy are far more likely to follow the common gods of their adopted culture. Werewolves of non-evil alignment prefer worshipping the alien deity, the Divine Wolf (see sidebar and *Touched By The Gods* by Atlas Games) rather than the evil represented by the Horde.

Divine Heritage

See individual kavbroed listings.

Language

Kavbroed speak Lycanthus, a difficult tongue mixed with animal-like sounds and accents. Kavraen do not automatically know this language; they must spend skill points to learn it. Kavbroed additionally know the language of their base creature.

Names

The kavbroed are named in a similar fashion as their base creatures.

Adventurers

Kavbroed are adventurous by nature, and they are commonly found as members of more open-minded adventuring groups or as fodder in military or mercenary bands.

Kavbroed Shared Racial Traits

All kavbroed regardless of animal type, have the following racial traits.

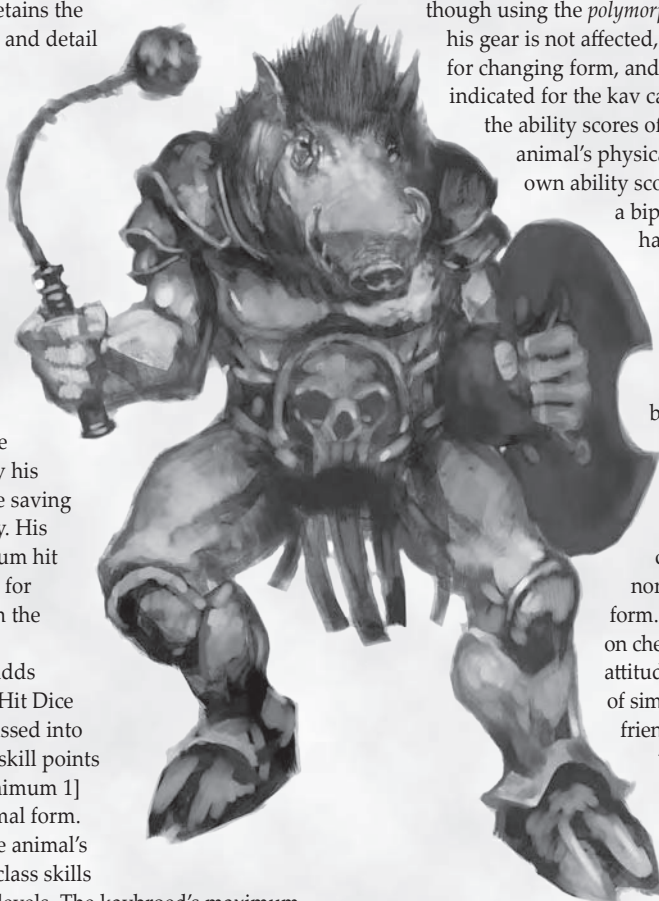
Kavbroed Racial Traits by Type

Type	Animal and Hybrid Ability Modifiers	Animal Form	Hybrid Size	HD	ECL	Favored	Hybrid Claw	Hybrid Bite
Werebear	+16 Str, +2 Dex, +8 Con	Brown bear	Large	6d8	+9	Barbarian	1d6	1d8
Wereboar	+4 Str, +6 Con	Boar	Medium	3d8	+6	Fighter	1d4	1d6
Werefox	+8 Dex, +2 Con	Fox*	Small	1d8	+4	Sorcerer	1d3	1d4
Dire Werehawk	+4 Str, +8 Dex, +2 Con	Dire hawk*	Small	3d8	+6	Ranger	1d3	1d4
Wererat	+6 Dex, +2 Con	Dire rat	Small	1d8	+4	Rogue	1d3	1d4
Dire Wereraven	-2 Str, +6 Dex, +2 Con	Dire raven*	Small	2d8	+5	Rogue	1d3	1d4
Weretiger	+12 Str, +4 Dex, +4 Con	Tiger	Large	6d8	+9	Ranger	1d8**	2d6**
Werewolf	+2 Str, +4 Dex, +4 Con	Wolf	Medium	2d8	+5	Fighter	1d4	1d6

*See **Chapter Six: Monsters of the Archduchy** for statistics.

**From Improved Natural Attack feat.

- +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.
- Medium: As Medium creatures, kavbroed have no special bonuses or penalties due to size.
- Kavbroed base land speed is 30 feet.
- Low-Light Vision. A kavbroed can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Scent. Kavbroed can detect approaching enemies, sniff out hidden foes, and track by sense of smell, as per the Scent special ability described in **Chapter Seven: Glossary** in the *MM*.
- Racial Hit Dice: A kavbroed adds the Hit Dice of his animal form to his base Hit Dice for race, level, and class. These additional Hit Dice modify his base attack bonus and base saving throw bonuses accordingly. His first class level has maximum hit points, and rolls hit points for those Hit Dice gained from the animal.
- Racial Skills: A kavbroed adds skill points for his animal Hit Dice much as if he had multiclassed into the animal type. He gains skill points equal to (Int modifier [minimum 1] + 2) per Hit Die of the animal form. Any skills appearing in the animal's description are treated as class skills for the kavbroed's animal levels. The kavbroed's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and his animal form (but not conditional adjustments) are added to his skill modifiers in any form.
- Racial Feats: Add the kavbroed's animal Hit Dice to his own Hit Dice to determine how many feats he has. All lycanthropes gain Iron Will as a bonus feat. In addition, kav gain all the animal's feats. This may give the kavbroed more



feats than a character of his total Hit Dice would normally be entitled to; if this occurs, any excess feats are considered bonus feats. It's possible that a kavbroed cannot meet the prerequisites for all his feats when in humanoid form. If this occurs, the kavbroed still has the feats, but cannot use them when in humanoid form.

- +2 natural armor bonus in any form.
- Alternate Form. A kavbroed can shift into animal form as though using the *polymorph* spell on himself, although his gear is not affected, he does not regain hit points for changing form, and only the specific animal form indicated for the kav can be assumed. He doesn't assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to his own ability scores. A kavbroed also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain kavbroed reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

- Damage Reduction 10/silver.
- Shapechanger subtype.
- In any form, kavbroed can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."
- Base Save Bonuses: A kavbroed adds the base save of the animal type to his base saves from class selection.
- Favored Class: As per type (see following).
- Level Adjustment: +3. Kavbroed

have an effective character level of 3 plus their animal Hit Dice plus their character level. See **Chapter Six: Characters** in the *DMG* for details on playing a level-adjusted character.

- Automatic Languages: Lycanthus. Bonus Languages: Any (other than secret languages).
- Allowable Divine Heritage: See individual kavbroed listings.

Kavbroed Racial Traits by Type

Werebear Racial Traits

In addition to the racial traits available to all kavbroed, werebears have the following racial features.

- Improved Grab (Ex): To use this ability, the werebear must be in bear form and hit with a claw attack. It can then start a grapple as a free action without provoking an attack of opportunity.
- +4 racial bonus on Swim checks, regardless of form.
- Animal Feats: Werebears begin play with Endurance, Run, and Track as bonus feats.
- Racial Skills: Listen, Spot, and Swim are class skills for the werebear's animal levels.
- Allowable Divine Heritage: Poden-mol, Tennefron, and Zackria.

Wereboar Racial Traits

In addition to the racial traits available to all kavbroed, wereboars have the following racial features.

- Ferocity (Ex): A wereboar can continue to fight without penalty even while disabled or dying.
- Animal Feats: Wereboars begin play with Alertness and Toughness as bonus feats.
- Racial Skills: Listen and Spot are class skills for the wereboar's animal levels.
- Allowable Divine Heritage: Poden-mol, Tennefron, and Zackria.



Werefox Racial Traits

In addition to the racial traits available to all kavbroed, werefoxes have the following racial features.

- Animal Feats: Werefoxes begin play with Alertness and Track as bonus feats.
- Racial Skills: Hide, Listen, Spot, Swim, and Survival are class skills for the werefox's animal levels.
- Allowable Divine Heritage: Dooned, Poden-mol, Tennefron, and Zackria.

Dire Werehawk Racial Traits

In addition to the racial traits available to all kavbroed, dire werehawks have the following racial features.

- Animal Feats: Dire werehawks begin play with Flyby Attack and Weapon Finesse as bonus feats.
- Racial Skills: Listen and Spot are class skills for the dire werehawk's animal levels.
- +8 racial to Spot checks in any form.
- Allowable Divine Heritage: Poden-mol, and Zackria.

Dire Wererat Racial Traits

In addition to the racial traits available to all kavbroed, dire wererats have the following racial features.

- Animal Feats: Dire wererats begin play with Alertness and Track as bonus feats.
- Racial Skills: Climb, Hide, Listen, Move Silently, Spot, and Swim are class skills for the dire wererat's animal levels.
- Disease (Ex). Filth fever; bite; Fortitude DC (10 + one-half the wererat's Con modifier); incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.
- In rat or hybrid form, a wererat uses his Dexterity modifier for Climb or Swim checks. He has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.
- Weapon Finesse as a bonus feat
- Allowable Divine Heritage: Grijj, Jestale, Poden-mol, Tennefron, and Zackria.

Dire Wereraven Racial Traits

In addition to the racial traits available to all kavbroed, dire wereravens have the following racial features.

- Animal Feats: Dire wereravens begin play with Weapon Finesse as a bonus feat.
- Racial Skills: Listen and Spot are class skills for the wereraven's animal levels.
- Allowable Divine Heritage: Mikret, Poden-mol, and Zackria.

Weretiger Racial Traits

In addition to the racial traits available to all kavbroed, weretigers have the following racial features.

- Animal Feats: Weretigers begin play with Alertness, Improved Natural Attack (bite), and Improved Natural Attack (claw) as bonus feats.
- Racial Skills: Balance, Hide, Listen, Move Silently, Spot, and Swim are class skills for the weretiger's animal levels.
- Ferocity (Ex): A weretiger can continue to fight without penalty even while disabled or dying.
- Improved Grab (Ex). To use this ability, the weretiger must be in tiger form and hit with a claw or bite attack. He can then start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple, he establishes a hold and can rake.

- Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.
- Rake (Ex). Attack bonus +9, damage 1d8+3.
- In any form, weretigers have a +4 bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improved to +8 in tiger form only.
- Allowable Divine Heritage: Poden-mol, Tennefron, and Zackria.

Werewolf Racial Traits

In addition to the racial traits available to all kavbroed, werewolves have the following racial features.

- Animal Feats: Werewolves begin play with Track and Weapon Focus (bite) as bonus feats.
- Racial Skills: Hide, Listen, Move Silently, Spot, and Survival are class skills for the werewolf's animal levels.
- Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip his opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.
- A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.
- Allowable Divine Heritage: Poden-mol, Tennefron, and Zackria.

Lavayne (Blood-Kin)

Arkanocles and Spiros combined the qualities of humans, dwarves, and elves to create a new race, the lavayne, sometimes called the blood-kin. Since their creation, they, as a race, committed themselves to service to the gods, residing in Fire Eye Mountain to guard whatever secrets are there hidden. Mysterious and dedicated, serving some unknown purpose to this day, they have only rarely ventured forth from their lands. Outsiders believe many of the most trusted lavayne guard something of great magical power. Some believe it the font of divinity, an artifact so powerful it can grant godhood, although only the innermost circles of the lavayne know for certain.

Personality

The lavayne are honest, courageous, and valorous. Tempering their heroism, though, is their arrogance. Many see themselves as a greater race, the chosen children of the gods. They take their responsibilities seriously, and have little room for frivolity or humor. Serious-minded, they are people who tackle their problems head-on. There is a common saying in SpirosBlaak, "More rare than a lavayne's laughter," which is easily understood by people who have met one of the blood-kin.

Physical Description

Lavayne have characteristics of all of their racial forbears. Although as tall as any human, they have a blocky appearance. Upswept pointed ears and almond-shaped eyes give testimony to their elven heritage. However, they also have an appearance all their own, with deep crimson eyes, coppery to black skin with red highlights and contrasting hair colors, such that a lavayne with coal black skin has copper-colored hair, while a coppery-skinned lavayne had black hair.

Relations

Given the lavayne's inflated egos, they do not interact well with other species. Many are put off by lavayne arrogance and superiority, especially elves. In fact, the only reasons why anyone treats with lavayne are the mystique of their backgrounds and their sheer scarcity. Most, at first at least, react with awe and fear, such that it is nearly impossible for lavayne to accomplish anything clandestinely.

Alignment

As an innately lawful race, the lavayne value order and honor above all things. While their heritage impels them towards the good, a few follow a more moderate path, and fewer still turn towards evil.

Lavayne Lands

The lavayne live exclusively beneath Fire Eye Mountain in the ruined halls and caverns of the fallen city Mundaes. They rigorously patrol the borders of their subterranean kingdom, Arkanmedia, vigilantly watching out for interlopers. Those who have entered the lavayne homeland report with wonder about the exquisite lavayne architectural craftsmanship, blending natural forms with refined beauty.

Religion

Although individual lavayne may worship whichever gods they wish, almost all worship either Spiros or Arkanocles—for obvious reasons. Both religions carry a great deal of influence in lavayne society, while all other religions have almost no power.

Divine Heritage

If the Divine Heritage feats are used in the campaign, all lavayne have divine heritage from either Arkanocles or Spiros.



Language

As a people forged from three races, the lavayne don't have their own language. Instead, they use Common, Dwarven, and Elven, with each serving a specific function. Common is the tongue used when interacting with outsiders; that is non-lavayne. Dwarven is the language used in everyday speech, while Elven is the speech of the nobility, the intelligentsia, and arcane and religious scholars.

Names

All lavayne have three names: a clan title, followed by a personal name and, lastly, a secret honorific shared only with close family, community leaders, and anyone whom the individual considers worthy. The secret name is usually tied into some great deed (or inescapable shame), and lengthens as the lavayne's praiseworthy (or infamous) exploits multiply.

Male Names

Shyrak, Fillzyn, Myrmallin, Tenwyn, and Xyx are common male names.

Female Names

Symona, Millystra, Nedwyne, Ullevyle, and Xyzza are common female names.

Clan Names

Gatewarder, Magmaheart, Cavemoor, Flamederge, and Slaykin are typical clan names.

Secret Names

Bringer of Hope, Slayer of the Dark Wyrn, Singer of Tears, and Forger of the Liquid Fortress are typical secret names.

Adventurers

As befitting a race created by the Shining Cavalier, most lavayne become paladins. Most of these holy warriors forever remain in Arkanmedia, fulfilling their duties as guardians, but several of these champions leave their homeland to wander the outside world, helping others and spreading the word of their faith before eventually returning home. Clerics rarely leave Arkanmedia, as they see such an action as abandoning their people's cause, and only leave if the reason for the trip is of incredible importance to that cause. There are no known druids among the lavayne.

Those lavayne who leave Arkanmedia pursue other classes, from rangers to rogues, wizards to sorcerers. Among these uncommon individuals, many of them believe themselves not suited to the life of safeguarding what lays beneath Fire Eye Mountain, drawn by some inner desire to be free and explore. These lavayne are despised by their fellows, seen as miscreants, traitors, or worse.

Lavayne (Blood-Kin) Racial Traits

- Lavayne characters may select a +2 bonus to Strength or Constitution and a -2 penalty to Intelligence or Wisdom. All lavayne have a -2 penalty to Charisma.
- Medium. Lavayne have no special bonus or penalty due to their size.
- Lavayne base speed is 30 feet.
- Darkvision: Blood-kin can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and blood-kin can function with no light at all.
- Lavayne have a +2 racial bonus to Listen, Search, Sense Motive, and Spot checks.
- +1 racial bonus to saving throws against poison

- +1 racial bonus to saving throws against fear spells and effects.
- Blood-kin are immune to magic sleep spells and effects. In addition, lavayne have a +1 racial bonus to saving throws against enchantment spells and spell-like effects.
- Lavayne gain Weapon Focus as a bonus feat.
- Mixed Blood. For all effects related to race, a lavayne is considered a human, an elf, *and* a dwarf.
- Fire Subtype. Blood-kin are immune to fire. However, they are vulnerable to cold, taking half again as much damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- Automatic Languages: Common, Elven, and Dwarven. Bonus Languages: Celestial, Draconic, Giant, Goblin, Ignan, Orc, Terran, and Undercommon.
- Level Adjustment +1. See **Chapter Six: Characters** in the *DMG* for details on playing a level-adjusted character.
- Favored Class: Paladin. A multiclass lavayne's paladin class does not count when determining whether he takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*). In addition, lavayne paladins may multiclass and later continue advancing in the paladin class so long as they continue to meet all of the alignment and code of conduct requirements.
- Allowable Divine Heritage: All lavayne receive the Lesser Gift of Divine Heritage from Arkanocles or Spiros as a bonus starting feat.

Mentors (Grays)

The mentors are a people who work to educate other races, and guide them towards enlightenment, hence the name given their race. However, the mentors of the present are far different from those of the past. Once, these gray humanoid wanted little else but to destroy and conquer. Boiling up from their subterranean



world, armed with powerful and daunting psychic powers, they could level entire nations, bringing entire races to heel under their might.

However, eventually they learned. They learned conquest could bring them nothing but instability, more wars, more deaths. In time, they abandoned their belligerent ways in favor of the Truth. They left their tunnels of eternal darkness, entering the world of the surface to live alongside those on whom they once had preyed.

Personality

Mentors are aloof and stoic, seeing little need of frivolity and banter. Having lived alongside humans and other surface races for thousands of years has done little to soften their distant and hardened personality. On the other hand, they are infinitely patient, tackling any task set before them with remarkable clarity of thought and determination, making them ideal teachers and students.

Physical Description

Mentors are thin, small, genderless figures who cloak themselves in loose-fitting, cascading cloaks, robes, and similar garments. The skin concealed beneath their flowing clothing is light gray interspersed with black patches. Easily the most noticeable distinguishing feature of a mentor is its head. A mentor's skull broadens from its gaunt, shallow face into an over-sized, bulbous cranium molded by the large brain it conceals. Perched beneath its sloping brow, astride a negligible nose of two slits, are the mentors' solid black, pupil-less eyes. Its little-used mouth, situated unusually low on its receding chin, is also essentially just a slit.

Relations

Given the mentors' unusual physiology and dietary habits (they don't eat flesh) they have difficulty associating with other races. Memories of the former wars, although faint, color others' perceptions. Still, most people refrain from outright violence, although ignoring or shunning them are common in most lands.

Table 7-2: Random Starting Age

Race	Adulthood	1	2	3
Dwarf, Crafter	50	+3d6	+5d6	+7d6
Goblin	20	+2d4	+3d6	+4d6
Goblin, Voesti	25	+2d6	+2d10	+3d10
Half-ogre	18	+1d4	+1d6	+2d6
Human, all	15	+1d4	+1d6	+2d6
Iguanalon	14	+1d4	+1d6	+2d6
Kavbroed	18	+1d4	+1d6	+2d6
Lavayne	80	+4d6	+5d6	+10d6
Mentor	26	+2d4	+3d4	+3d6

1—Barbarian, pirate, rogue, soulknife, sorcerer, and wilder.

2—Bard, fighter, noble, paladin, prophet, psychic warrior, ranger.

3—Cleric, druid, monk, psion, technologist, wizard.

If the campaign uses other base classes from Green Ronin Publishing, add the following:

2—Assassin (from the *Assassin's Handbook*), cavalier (from the *Cavalier's Handbook*), psychic (from the *Psychic's Handbook*).

3—Avatar (from the *Avatar's Handbook*), necromancer (from *Secret College of Necromancy*), shaman (from the *Shaman's Handbook*), witch (from the *Witch's Handbook*).

Table 7-3: Aging Effects

Race	Middle			Maximum Age
	Age	Old	Venerable	
Dwarf, Crafter	150	225	300	+2d%
Goblin	50	75	100	+4d20
Goblin, Voesti	60	90	120	+4d20
Half-ogre	45	68	90	+4d10
Human, all	35	53	70	+2d20
Iguanalon	35	53	70	+4d6
Kavbroed	45	68	90	+3d20
Lavayne	150	225	300	+3d%
Mentor	50	75	100	+4d20

Table 7-4: Random Height and Weight

Race/Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf, Crafter, male	4 ft.	+2d6 in.	140 lb.	x (2d6) lb.
Dwarf, Crafter, female	3 ft. 8 in.	+2d6 in.	110 lb.	x (2d6) lb.
Goblin, Bakad, male	2 ft. 8 in.	+2d4 in.	30 lb.	x 1 lb.
Goblin, Bakad, female	2 ft. 6 in.	+2d4 in.	25 lb.	x 1 lb.
Goblin, Witch Hill, male	2 ft. 9 in.	+2d4 in.	35 lb.	x 1 lb.
Goblin, Witch Hill, female	2 ft. 7 in.	+2d4 in.	30 lb.	x 1 lb.
Goblin, Voesti, male	3 ft. 1 in.	+2d4 in.	30 lb.	x 1 lb.
Goblin, Voesti, female	3 ft.	+2d4 in.	30 lb.	x 1 lb.
Half-ogre, male	6 ft. 5 in.	+4d6 in.	280 lb.	x (2d4) lb.
Half-ogre, female	6 ft. 2 in.	+4d6 in.	220 lb.	x (2d4) lb.
Human, Faedian, male	4 ft. 5 in.	+2d10 in.	110 lb.	x (2d4) lb.
Human, Faedian, female	4 ft.	+2d10 in.	75 lb.	x (2d4) lb.
Human, Midwyn, male	4 ft. 10 in.	+2d8 in.	115 lb.	x (2d4) lb.
Human, Midwyn, female	4 ft. 5 in.	+2d8 in.	80 lb.	x (2d4) lb.
Human, Rilgoth, male	5 ft. 8 in.	+2d10 in.	140 lb.	x (2d6) lb.
Human, Rilgoth, female	5 ft. 1 in.	+2d10 in.	95 lb.	x (2d6) lb.
Iguanalon, male	5 ft.	+2d10 in.	120 lb.	x (2d4) lb.
Iguanalon, female	4 ft. 10 in.	+2d8 in.	100 lb.	x (2d4) lb.
Kavbroed, male	4 ft. 10 in.	+2d10 in.	120 lb.	x (2d4) lb.
Kavbroed, female	4 ft. 5 in.	+2d10 in.	85 lb.	x (2d4) lb.
Lavayne, male	4 ft. 10 in.	+2d10 in.	140 lb.	x (2d6) lb.
Lavayne, female	4 ft. 6 in.	+2d10 in.	110 lb.	x (2d6) lb.
Mentor	5 ft. 7 in.	+2d4 in.	110 lb.	x (1d6) lb.

Alignment

Mentors are generally neutral, leaving matters of morality for others. Still, they have a deep respect for the laws of the land, acquiescing to the dictates of the local governments. In fact, they are extremely careful not to overstep the bounds of legality.

Mentor Lands

Although not exactly welcomed in most instances, mentors may be found in most cities, save Nolmedron where their presence is forbidden. Mentors have no land to call their own beyond the legendary crystal city of Nyrskrill, nestled somewhere within a foreign mountain range far west of SpirosBlaak's borders.

Religion

Mentors rarely worship any gods. Which isn't to say they don't believe in them, but they tend to be more logical than they are pious, leaving little inclination for paying homage to divine powers. Those pious mentors embrace the path of Logothos.

Divine Heritage

The mentors have no divine heritage.

Language

Grays rarely communicate openly with one another, as they are telepathic. When they do speak among their own kind it is in Undercommon, a language virtually unknown on the surface. Most mentors know Common as well.

Names

Mentors have two names, one chosen by the parent, while the other the community prescribes during a coming-of-age ceremony. The latter is most often a descriptive title, such as "Thoughtwind" or "Mindstorm," whereas the given name is a flowing series of hard and soft syllables that almost sound musical when verbalized.

Common Names

Zwyyvarkeeds, Naddedwnook, and Anweezkown.

Adventurers

Mentor adventurers are uncommon but not unknown. Their scholarly ways mean most mentors stay at home in their laboratories and libraries. However, most at some point do some "field work" with a party of adventurers. Wizards, psions, and monks are by far the most common mentor classes, with rogues, barbarians, and clerics being the least common. If the campaign uses Green Ronin's *Psionic's Handbook*, adventuring mentors also take up the psychic class.

Mentor (Gray) Racial Traits

- -2 Strength, +2 Intelligence, +2 Wisdom, -2 Charisma. A mentor's body and social skills both tend to suffer from its scholastic ways.
- Medium: Mentors have no special bonus or penalty due to their size.
- Mentor base speed is 30 feet.
- +2 racial bonus to Concentration and to three Knowledge skills of choice.
- +1 racial bonus to attack rolls against aboleth and drow. Mentors have a standing hatred for these creatures, going so far as to develop combat tactics with which to combat them.
- Naturally Psionic: Mentors gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psionic Resistance 5 + character level.
- Telepathy (Su): Although they can speak, mentors prefer to communicate telepathically. Their telepathy's range is 100 feet.
- Automatic Languages: Undercommon and Common. Bonus Languages: Draconic, Dwarven, Goblin, Orc, and Terran.
- Level Adjustment +1. See **Chapter Six: Characters** in the *DMG* for details on playing a level-adjusted character.
- Favored Class: Psion. A multiclass mentor's psion class does not count when determining whether it takes an XP penalty for multiclassing (for details, see rules for multiclassing in the *PHB*).
- Allowable Divine Heritage: Mentors may not take either of the Divine Heritage feats.



Chapter Eight: Character Classes

The *SpirosBlaak* setting features all of the standard character classes as presented in the *PHB*. As well, if psionics are used, the psion, psychic warrior, soulknife, and wilder are also available. Finally, *SpirosBlaak* utilizes all of the base classes from Green Ronin's Master Class series, from the shaman to the cavalier. While these additional classes are recommended to fully realize this setting's scope, they are not necessary to enjoy this Mythic Vistas product.

Adapting Character Classes

The following classes are present in the *SpirosBlaak* setting but have special rules or recommendations for use in this world.

Clerics

The Archduchy's official religion is fealty to Spiros, the lost god of Justice. Other religions also enjoy favor within the duchies, although none has the authority or congregation of the Shining Cavalier.

Clerics and Worship

All clerics must select a deity in order to cast spells or utilize their class features.

Divine Spellcasting

Because the gods have fallen, cleric's have a more difficult time casting spells than they do in other settings. To cast a divine spell, a cleric must first succeed on a Concentration check (DC 10 + spell level). On a failed check, the cleric cannot cast the spell in that round (although this does not waste the spell), but may try again on the next round.

Magic Domain

Clerics with this domain gain a +2 competence bonus to Concentration checks to cast divine spells.

Spells To Cheat Death

With the realm of the gods closed to them, clerics have a harder time restoring the dead to life. Spells calling a soul back to the body to restore life require the caster to succeed on a caster level check (DC 30 – subject's level + subject's Charisma modifier). On a failed caster level check, the body is permanently dead and may never be restored to life.

Druids

Before the Time of Madness and the rise of the duchies, there were many priest of the Wildlands who worshipped nature directly. Since the manifestation of the gods, their numbers have dwindled. Still, a few remain. Fewer still leave their groves to seek adventure in the world. Unlike clerics who directly serve a god, druids do not make Concentration checks to cast spells.

Armor and Firearms

With the rise in popularity and penetrating power of firearms, heavy armor has become less common in both military and adventuring circles, although older veterans and some militant orders continue to employ it when expecting prolonged or intense combat. Therefore, character in classes that receive Armor Proficiency (heavy) as a class feature (cleric, dwarven defender, fighter, paladin, warrior and so on) may opt to exchange it (at the level when Armor Proficiency (heavy) is first gained, usually 1st level) for Firearms Proficiency.

Paladins

All deities in the *SpirosBlaak* setting have holy champions to promote and advance their divine will.

As these deities have a variety of different alignments, there are some changes to the paladin base class to facilitate paladins of different alignments. The following statistics replace those presented in the *PHB*.

Alignment: As patron deity.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are features of the *SpirosBlaak* paladin class.

Weapon and Armor Proficiency

Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura (Ex)

The paladin emits an aura depending on her alignment; *e.g.*, an aura of law and good if lawful good, evil if neutral evil, or none if true neutral. The power of a paladin's aura (see the *detect chaos/evil/good/lawful* spell) is equal to her paladin level.

Classes in *SpirosBlaak*

Core Classes

PHB—barbarian, bard, cleric*, druid*, fighter, monk, paladin*, ranger*, rogue, sorcerer*, wizard*.

New Classes—noble, pirate, prophet, technologist.

Optional Classes

Psionics Handbook—psion*, psychic warrior*, soulknife*, wilder*.

Green Ronin's Master Class Series—assassin*, avatar*, cavalier, psychic*, shaman*, witch*.

Other Sources—necromancer (from Green Ronin's *Secret College of Necromancy*).

*See individual entries in this chapter for guidelines on adapting these classes to the *SpirosBlaak* setting.

Table 8-1: The SpirosBlaak Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	-Spells per Day-			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura, <i>detect</i> , smite 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, divine touch	—	—	—	—
3rd	+3	+3	+1	+1	Divine health, greater aura	—	—	—	—
4th	+4	+4	+1	+1	Turn or rebuke undead	0	—	—	—
5th	+5	+4	+1	+1	Smite 2/day, special mount	0	—	—	—
6th	+6/+1	+5	+2	+2	Spell-like ability 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2	—	1	—	—	—
8th	+8/+3	+6	+2	+2	—	1	0	—	—
9th	+9/+4	+6	+3	+3	Spell-like ability 2/week	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3	—	1	1	0	—
12th	+12/+7/+2	+8	+4	+4	Spell-like ability 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4	—	1	1	1	—
14th	+14/+9/+4	+9	+4	+4	—	2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Smite 4/day, spell-like ability 4/week	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5	—	2	1	1	1
17th	+17/+12/+7/+2	+10	+5	+5	—	2	2	1	1
18th	+18/+13/+8/+3	+11	+6	+6	Spell-like ability 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6	—	3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite 5/day	3	3	3	3

Detect (Sp)

Depending on the paladin's alignment, she may cast any one of the detect spells choosing from the following list. Because this is a spell-like ability, a paladin must succeed on a DC 11 Concentration check to successfully use this ability.

Paladin's Alignment	Detect Options
Lawful good	<i>Detect chaos or detect evil</i>
Lawful neutral	<i>Detect chaos, detect good, or detect evil</i>
Lawful evil	<i>Detect chaos or detect good</i>
Neutral good	<i>Detect chaos, detect evil, or detect law</i>
Neutral	<i>Detect chaos, detect evil, detect good, or detect law</i>
Neutral evil	<i>Detect chaos, detect good, or detect law</i>
Chaotic good	<i>Detect evil or detect law</i>
Chaotic neutral	<i>Detect evil, detect good, or detect law</i>
Chaotic evil	<i>Detect good or detect law</i>

Smite (Su)

Once per day, a paladin may attempt to smite with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. The type of creature she can smite depends on her alignment.

Paladin's Alignment	Smite Targets
Lawful good	Smite chaos or smite evil
Lawful neutral	Smite chaos, smite evil, or smite good
Lawful evil	Smite chaos or smite good
Neutral good	Smite chaos, smite evil, or smite law
Neutral	Smite chaos, smite evil, smite good, or smite law
Neutral evil	Smite chaos, smite good, or smite law
Chaotic good	Smite evil or smite law
Chaotic neutral	Smite evil, smite good, or smite law
Chaotic evil	Smite good or smite law

If the paladin accidentally smites a creature of a type that does not qualify for her smite attack, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite one additional time per day, as indicated on Table 8-1: The

SpirosBlaak Paladin, to a maximum of five times per day at 20th level. Each time she gains an additional smite, she may choose a new type of alignment to smite from her available targets. However, she cannot smite targets of opposite alignments. For example, a true neutral paladin could choose smite chaos at 1st level. At 5th level, he could choose smite chaos again (thereby gaining two smite attacks against chaotic creatures), or he could choose good or evil. He cannot choose Law, for he chose chaos already.

Divine Grace (Su)

At 2nd level, the SpirosBlaak paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Divine Touch (Su)

Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) or deal damage by touch. Each day she can heal or inflict a total number of hit points of damage equal to her paladin level x her Charisma bonus. A paladin may choose to divide her healing or damage among multiple recipients, and she doesn't have to use it all at once. Using divine touch is a standard action.

A good paladin heals, an evil paladin injures, while a neutral paladin may select one or the other (but not both). An evil paladin may use his divine touch to heal his own injuries, but no others. An evil paladin who uses divine touch to inflict damage must make a successful touch attack (which doesn't provoke an attack of opportunity). The paladin decides how many of her daily allotment of points to use as damage after successfully touching a creature.

A good paladin can use any or all of this healing power to deal damage to undead creatures. Using divine touch in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Divine Health (Su)

At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Greater Aura (Su)

At 3rd level, a paladin constantly emits an aura. Good paladins emit an aura of courage, while evil paladins emit an aura of despair. Neutral paladins may choose one or the other, but not both. In addition, all paladins of this level or higher are immune to fear (magical or otherwise).

Aura of Courage: Each ally within 10 feet of the paladin gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Aura of Despair: All enemies within 10 feet of the paladin take a –2 penalty on all saving throws. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Turn Undead (Su)

When a paladin reaches 4th level, she gains the supernatural ability to turn (or rebuke if evil) undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns (or rebukes) undead as a cleric of three levels lower would. Neutral paladins who heal with their divine touch turn undead. Neutral paladins who injure with their touch rebuke undead.

Spells

Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Wisdom modifier.

A paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 8-1: The SpirosBlaak Paladin**. In addition, she receives bonus spells each day if she has a high Wisdom score. When **Table 8-1: The SpirosBlaak Paladin** indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. A paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, although she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Special Mount (Sp)

Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade. This mount is usually a heavy warhorse (for a Medium or Large paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the outer plane in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. Calling a mount is a conjuration (calling) effect. Because this is a spell-like ability, a paladin must succeed on a DC 15 Concentration check to call her special mount.

When called, the mount immediately appears adjacent to the paladin and remains for two hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, although the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed.

Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for 30 days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

The called steed has the celestial template if a good paladin, the fiendish template if an evil paladin, or one or the other if neutral.

A special mount has all the benefits of a normal special mount available to paladins as described in **Chapter Three: Classes** in the *PHB*.

Spell-Like Ability (Sp)

At 6th level, the paladin gains the ability to cast a spell as a spell-like ability one per week. She can use this ability an additional time per week for every three levels after 6th (twice at 9th, three times at 12th, and so on). The spell she can cast depends on her alignment, as follows.

Alignment	Spell-like ability
Lawful good	<i>Remove disease</i>
Lawful neutral	<i>Dispel magic</i>
Lawful evil	<i>Contagion</i>
Neutral good	<i>Remove curse</i>
Neutral	<i>Voice of the balance*</i>
Neutral evil	<i>Bestow curse</i>
Chaotic good	<i>Neutralize poison</i>
Chaotic neutral	<i>Confusion</i>
Chaotic evil	<i>Poison</i>

**Voice of the Balance (Sp):* At 6th level, a true neutral paladin selects one of the following spells to use once per week: *bestow curse*, *contagion*, *neutralize poison*, *poison*, *remove curse*, or *remove disease*.

Because this is a spell-like ability, a paladin must succeed on a DC 13 Concentration check to use her spell-like ability.

Codes of Conduct

Each god may have specific rules regarding the approved demeanor of his champions, most of which will approximate the core tenets of the god's particular alignment. Some alignments may be more difficult than others for paladins to adhere to in the strict fashion that their role demands, as some codes of conduct are not as clear-cut as that of the traditional lawful good paladin. A paladin must be the same alignment as his deity.

Changing Alignment and/or Religion

Divine champions of all alignments gain abilities through extraordinary devotion to their patron deities and the tenets of their alignments. A paladin who changes alignments doesn't necessarily acquire the paladin abilities of the new alignment.

For a paladin to switch to being a divine champion of an alternate god and/or alignment, he must go beyond the usual steps of *atonement*, taking extraordinary steps to prove his loyalty to his new faith (he has just betrayed his previous devotions, after all) to gain that new alignment's abilities. Until this exceptional atonement is completed, the character is treated as a typical ex-paladin.

Paladin Spells

A paladin's spell list depends on her alignment.

Lawful Good, Neutral Good, and Chaotic Good

Paladin's Spell List

1st level: *bless, bless water, bless weapon, create water, cure light wounds, detect poison, detect undead, divine favor, endure elements, lesser restoration, magic weapon, protection from chaos (if not chaotic), protection from evil, protection from law (if not lawful), read magic, virtue*

2nd level: *bull's strength, delay poison, eagle's splendor, owl's wisdom, remove paralysis, resist energy, shield other, undetectable alignment, zone of truth*

3rd level: *cure moderate wounds, daylight, discern lies, dispel magic, greater magic weapon, heal mount, magic circle against chaos (if lawful), magic circle against evil, magic circle against law (if chaotic), prayer, remove blindness/deafness, remove curse*

4th level: *break enchantment, cure serious wounds, death ward, dispel chaos (if lawful), dispel evil, dispel law (if chaotic), holy sword, mark of justice, neutralize poison, restoration*

Lawful Neutral, Neutral, and Chaotic Neutral

Paladin's Spell List

1st level: *create water, cure light wounds, divine favor, endure elements, entropic shield, inflict light wounds, magic weapon, protection from chaos (if not chaotic), protection from law (if not lawful), read magic, resistance, sanctuary*

2nd level: *aid, bear's endurance, bull's strength, delay poison, eagle's splendor, owl's wisdom, remove paralysis, resist energy, undetectable alignment*

3rd level: *cure moderate wounds, dispel magic, greater magic weapon, heal mount, inflict moderate wounds, magic circle against chaos (if not chaotic), magic circle against law (if not lawful), prayer, remove blindness/deafness, remove curse*

4th level: *cure serious wounds, death ward, dispel chaos (if not chaotic), dispel law (if not lawful), freedom of movement, imbue with spell ability, inflict serious wounds, restoration*

Lawful Evil, Neutral Evil, and Chaotic Evil

Paladin's Spell List

1st level: *bane, command, doom, detect poison, detect undead, endure elements, inflict light wounds, magic weapon, protection from chaos (if not chaotic), protection from good, protection from law (if not lawful), read magic, resistance*

2nd level: *bull's strength, darkness, darkvision, death knell, eagle's splendor, ghoul touch, resist energy, scare, shatter, summon monster I, undetectable alignment*

3rd level: *bestow curse, blindness/deafness, dispel magic, greater magic weapon, heal mount, inflict moderate wounds, magic circle against chaos (if not chaotic), magic circle against good, magic circle against law (if not lawful), obscure object, summon monster II*

4th level: *death ward, dispel chaos (if not chaotic), dispel good, dispel law (if not lawful), freedom of movement, giant vermin, inflict serious wounds, neutralize poison, unholy blight, summon monster III*

Psions, Psychic Warriors, Soulnives, and Wilders

The power to wield the mind as an extension of the body is uncommon in the Archduchy among all but the mentors. Most perceive psions and their cousins as servants of demons, due largely to the teachings of the See of Spiros. As such, psionic characters are wise to conceal their preternatural abilities or try to pass them off as magic.

Rangers

In addition to the standard creature types a ranger may select as his favored enemy, he may also select humanoid (shapechanger). Rangers do not make Concentration checks to cast spells.

Sorcerers and Wizards

While arcane spellcasters continue to play an important role in the Archduchy's destiny, they have been outlawed from the city of Vas.

Other Classes

If you use classes from the Green Ronin's Master Class series, the following adjustments apply.

Assassin

The assassin class from Green Ronin's *Assassin's Handbook* is unchanged except for its class skills. Use the following class skills for this class.

Class Skills

The assassin's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

Avatar

The avatar class from Green Ronin's *Avatar's Handbook* is basically unchanged. However, because the gods have fallen, avatar's have a more difficult time casting spells than they do in other settings. To cast a divine spell, an avatar must first succeed on a Concentration check (DC 10 + spell level). On a failed check, the avatar cannot cast the spell in that round (although this does not waste the spell), but he may try again on the next round.

Noble

The SpirosBlaak setting uses a slightly modified version of the noble class presented in Green Ronin's *Noble's Handbook* (see below). For more information of feats, prestige classes, and other abilities, consult that book.

Psychics

Psychics (from Green Ronin's *Psychic's Handbook*) have a presence in the *SpirosBlaak* setting, albeit somewhat smaller than even the rare psion. Psychics suffer the same kinds of persecution as psionic characters, although because their style of power is far different than any kind of magic, psychics do better at concealing their abilities. Psychics are virtually unknown outside of the human race.

Shamans and Witches

Shamans are generally only found among the Faedian people, and witches are almost always Faedian or Rilgothian.

New Classes

Noble

The noble is the social elite, the commander of troops, the master of information, and handler of political power all rolled into one. Usually wealthy, politically and socially well-connected, a noble has the freedom to travel, train, and live life in the way he sees fit, deferring only to those still higher than him in the social strata.

Adventures

As the noble adventures, he expands his knowledge, influence, and wealth by traveling to different lands, sampling different cultures, and establishing foreign contacts. A noble who hasn't yet made his mark may adventure to find (in equal measure) fame and fortune. A noble brought up in a martial tradition might be part of an adventuring party in order to perform his duty as a leader. Some use their powers and talents for just causes, while others do so for selfish and vile purposes.

Characteristics

The noble is an exceptional leader, blessed with natural social abilities. Whether manipulating others into doing his bidding or steeling the resolve of outnumbered troops, the noble is always in control of himself and his followers.

Alignment

Lawful is the norm for most nobles, for they prefer to take charge, give orders, and supervise the performance of others. Still, neutral and even chaotic nobles exist. Ethically, nobles come in all types, from good to evil.

Religion

While some nobles consider themselves representatives of the common folk, many see themselves as a hair's breadth beneath the gods. Through money and social connections, some nobles hold powerful sway over religious institutions. Those nobles who actively practice religion revere gods of the highest prestige, as is fitting of their rank. Pious nobles anticipate great rewards in the afterlife for their service to the people and their execution of the will of the gods.

Background

Most nobles are members of the hereditary ruling class tasked from birth with governing the commoners under their influence. These "old nobles" have family names extending back for centuries, often as far as the Era of Colonization. Other nobles come to power or a position of leadership through training (usually military) or happenstance, but this is rare, and is not as prestigious as being born to high position; even a noble whose title has a couple centuries of lineage is considered a "new noble" by those whose position can be over a millennia old.

Despite rivalries, nobles of all stripes tend to support each other when threatened by those outside the social order.

Races

Spirans are the most common race to choose the noble class. Their political power structures lend themselves best to the leadership-by-birthright philosophy prevalent among the upper classes. Elves and dwarves are the second most likely races to be nobles, as each race has its share of commanders and leaders who depend upon their ability to interact with others. Less common are half-elf and half-orc nobles, since, as outcasts from both their parents' societies, they have an uphill battle when trying to exert their influence in a social setting, although of the two, half-elves have an easier time. However, members of these species could easily become mercenary leaders and military commanders, justifying their entry into the noble class. Halfling nobles are more likely to be mayors and community leaders than born-aristocrats.

Other Classes

Nobles pride themselves on their leadership and social abilities, and their ability to work with many other classes without difficulty.

The Noble's Handbook

The noble class presented here is an adaptation of the one found in Green Ronin's *The Noble's Handbook*. The key difference between the two classes is the reduced emphasis on the noble house. In exchange, many of the noble's class features are slightly augmented to make up for the loss of this feature. GMs interested in a campaign where the nobility takes a central role will find noble house rules and example noble houses (as well as prestige classes, dueling rules, and more) in *The Noble's Handbook*.

Table 8-2: The Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Breeding, linguist
2nd	+1	+0	+3	+3	Inspire 1/day, material aid
3rd	+2	+1	+3	+3	Influence +1, retinue
4th	+3	+1	+4	+4	Connection, inspire 2/day
5th	+3	+1	+4	+4	Organize +1
6th	+4	+2	+5	+5	Inspire 3/day, Leadership
7th	+5	+2	+5	+5	Linguist
8th	+6/+1	+2	+6	+6	Influence +2, inspire 4/day
9th	+6/+1	+3	+6	+6	Breeding, connection
10th	+7/+2	+3	+7	+7	Inspire 5/day, organize +2
11th	+8/+3	+3	+7	+7	—
12th	+9/+4	+4	+8	+8	Inspire 6/day
13th	+9/+4	+4	+8	+8	Influence +3, linguist
14th	+10/+5	+4	+9	+9	Connection, inspire 7/day
15th	+11/+6/+1	+5	+9	+9	Organize +3
16th	+12/+7/+2	+5	+10	+10	Inspire 8/day
17th	+12/+7/+2	+5	+10	+10	Breeding
18th	+13/+8/+3	+6	+11	+11	Influence +4, inspire 9/day
19th	+14/+9/+4	+6	+11	+11	Connection, linguist
20th	+15/+10/+5	+6	+12	+12	Inspire 10/day, organize +4

Those nobles upholding religion get along especially well with paladins and clerics, whose service to the church gives them an understanding of social hierarchies and the subtle workings of civilization. Nobles also appreciate bards for their information-gathering talents.

Rejecting the authority of noble lineages, barbarians and druids rarely work well with nobles. And the unpredictability of prophets makes nobles wary of relying on them in the same way they do other court wizards.

Game Rule Information

Nobles have the following game statistics.

Abilities: Charisma is the most important ability for the noble, as almost all leadership and social interaction depends on it. Intelligence and Wisdom can both be of great benefit to a noble as well. Dexterity, Constitution, and Strength are more important for those nobles who come to their titles through martial means, than to those who are born to the class.

Alignment: Any.

Hit Die: d8.

Starting Gold: 8d4 x 10.

Class Skills

The noble's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Speak Language (n/a). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

Class Features

All of the following are class features of the noble.

Weapon and Armor Proficiency

A noble is proficient with all simple and martial weapons, light and medium armor, and all shields (except tower shields).

Breeding

Nobles receive special training and tutoring to give them advantages over uneducated and less fortunate commoners. Considered to be noble breeding, this extra education often manifests itself as useful knowledge gleaned from endless hours of classes and training. The noble gains breeding at 1st level, and again at 9th and 17th level. Each time, he may select one ability from the following.

Arcane Training (Sp): The noble was trained by wizards in his youth, learning the rudiments of magic. Upon selecting this ability, the noble may select any three 0-level spells (cantrips) from the Sorcerer/Wizard list. He may cast these spells each once/day. The noble's caster level equals his class level. The save DC equals 10 + the noble's Charisma modifier.

The noble may take this ability multiple times. Each time he may select three new 0-level spells.

Education (Ex): Many nobles spend years of their lives taking classes and undergoing tutoring by the most advanced scholars of their region. Upon selecting this ability, the noble gains a +2 bonus on all Knowledge skill checks in skills in which he has ranks. The noble can take this ability multiple times; the effects stack.

Diplomat (Ex): An integral part of many nobles' lives is learning the intricacies of dealing with outsiders and rivals. When this ability is selected, the noble gains a +2 bonus on Bluff, Diplomacy, Gather Information, and Sense Motive skill checks. This ability may be selected multiple times; the effects stack.



Martial Training (Ex): Some nobles specialize in enhancing their martial skills, training under some of the best warriors in the Archduchy. Upon selecting this ability, the noble gains a bonus feat. The feat must be drawn from the following list: Armor Proficiency (heavy), Exotic Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Finesse, or Weapon Focus. A noble must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. See **Chapter Five: Feats** in the *PHB* for feat descriptions. You may select this ability multiple times. Each time you select a different feat.

Linguist (Ex)

The noble is adept at picking up languages. At 1st level, the noble has an open language "slot." When he first encounters a language he does not know, if he makes a DC 20 Concentration check, he automatically gains this language. At first, he has difficulty in using this new-found knowledge, taking a -4 penalty to all Charisma-based skill checks when using this language. After a number of days (10 - the noble's Intelligence modifier), he gains total mastery of this language and may use it without penalty.

At 7th level, and again at 13th and 16th level, the noble gains an additional open language slot.

Inspire (Ex)

A noble's facility at interacting with others allows him to evoke various emotional responses in both friends and enemies.

Using any inspire ability requires a standard action. Additionally, the target of the inspire ability must be able to observe and hear the noble and must be within 60 feet. The noble may target a number of enemies or allies equal to half his noble class level, and the effect lasts for a number of rounds equal to his class level. The noble may not target himself with this ability. When used against enemies (or friends who don't want to be affected), the targets are allowed a Will save (DC 10 + 1/2 the noble's class level + the noble's Charisma

modifier) to negate an inspire effect. All inspire abilities are language-dependant, mind-affecting abilities. At 2nd level, the noble may use this ability once per day. He gains an additional use of this ability at 4th level and every two levels thereafter.

Each time the noble uses the inspire ability he may select one of the following effects:

Inspire Awe: The noble awes those around him, distracting them by the power of his presence. Subjects of inspire awe take a –2 morale penalty to all Reflex saves and a –1 morale penalty to AC.

Inspire Complacency: A character targeted by the inspire complacency ability is convinced by the noble to relax his vigilance or let down his guard. Subjects of inspire complacency take a –4 circumstance penalty to Listen and Spot checks.

Inspire Confidence: The noble firms the resolve of those around him by his mere words. Subjects of inspire confidence gain a +1 morale bonus to all attack rolls and saving throws.

Inspire Fear: The noble's can elicit nigh-paralyzing fear in his enemies. Subjects of inspire fear become shaken, taking a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Inspire Valor: The noble inspires other to reach the heights of his valor. Subjects of inspire valor gain a +2 morale bonus to Will saves and a further +1 bonus to all saves against fear spells and effects.

Inspire Zeal: A character targeted by the inspire zeal ability is compelled by the noble's rhetoric to throw the full weight of his righteous fury or bone-deep hatred behind any attack he makes. Subjects of inspire zeal gain a +2 bonus to all damage rolls.

Material Aid (Ex)

At 2nd level, a noble is able to exploit the standing obligations of hospitality owed to nobles and other rulers. As long as he travels in his home country, the noble can provide himself and a small party (e.g., his retinue plus members of an adventuring party) with basic lodging and food at no cost.

Influence (Ex)

Through bullying, calling in favors, or even blackmail, nobles of 3rd level or higher influence others to perform tasks to aid themselves and their allies. To do so, a noble makes a special influence check (1d20 + the noble's influence bonus + the noble's Charisma modifier). The DC depends on the desired outcome, as follows.

DC	Task
10	Borrow another noble's coach and horse team, get a private dining room at an inn, get a random commoner to carry baggage.
15	Gain entrance to an exclusive dinner, convince an innkeeper to move commoners out of a room and give it to the noble instead, book passage on a smuggling ship.
20	Get an ally out of jail, have an enemy thrown in jail, encourage a blacksmith to craft a special weapon at a reduced price.
25	Gain entrance into a fortified city during wartime, bypass customs and security when entering a port by ship, gain an audience with a higher-ranking noble.
30	Gain an audience with a highest-ranking official in the land, have an enemy assassinated.
35	Gain an audience with the highest-ranking official in the land on the spur of the moment.

A noble cannot take 10 or 20 on this roll, and can't retry the same influence check until he's gained another level in this class. Failure indicates that the noble doesn't have enough influence on the people around him to get what he needs, or that the person performing the act was captured, killed, or otherwise prevented from completing the task.

A noble may use the influence ability a number of times per month equal to half his character level, rounded down.

At 3rd level, the noble has a +1 bonus to influence checks. This bonus increases by +1 every five levels thereafter (+2 at 8th level, +3 at 13th level, and +4 at 18th level).

The GM should be careful with the influence ability. Nobles shouldn't be allowed to bypass major encounters and key plot points or affect the entire outcome of an adventure with this ability. Influence is typically used to achieve finite, short-term goals, smoothing the noble's progress toward his long-term goals instead of achieving them outright. Also, the GM may disallow certain uses of this ability if she feels it would be disruptive or illogical in the context of the game.

Retinue (Ex)

Beginning at 3rd level, the noble gains the ability to have a group of followers similar to those provided by the Leadership feat. The noble may attract a number of followers whose total levels equal his noble class level, and who have levels only in NPC classes. Any given member of the retinue may be no higher than 5th level and no higher than half the noble's level rounded down. For example, a 4th-level noble could have four 1st-level warriors, or a 3rd-level expert and a 1st-level commoner, but no member of his retinue could be 3rd or 4th level (more than half his class level); and a 12th-level noble might have six 2nd-level warriors, or two 5th-level warriors, a 1st-level expert, and a 1st-level commoner, but no member of his retinue could be 6th level or higher (over 5th level).

The members of the retinue can fulfill a number of roles: a commoner might be a handmaiden, squire, or manservant to the noble, while an expert might be a teacher or a trainer. Warriors might be bodyguards, while aristocrats may be officials or aides. The player chooses these followers with help from the GM as befits the setting and character. If you use Green Ronin's *Cavalier's Handbook*, you can expand the options of the noble's retinue with apprentice characters.

Each time the noble gains a level, he may increase the level of one of his retinue, or he may discard any or all members of his retinue for a new combination of followers.

These followers do not count toward the noble's normal allotment of followers as gained by the Leadership feat.

Connection (Ex)

In the course of his travels, a noble makes many allies. In times of need, the noble can call upon these friends to assist him. Starting at 4th level, and every five levels thereafter, the noble gains a connection. The GM should develop this NPC (or designate an existing NPC) to fill this role. A connection can be wide and varied in personalities and talents, although most fall into one of three categories: informants, professionals, and resources. Informants provide information about people, places, and objects. Professionals perform certain tasks and jobs. Resources provide physical items and money. Although the noble might be able to perform all these duties himself through Gather Information and other skills, using his connections ensures success with no skill rolls required, and makes the job easier, as it is the connection who has to spend a night in the bar asking questions or meet with black marketers to procure contraband items.

Connections have an attitude of friendly (see **Diplomacy** in the *PHB*) toward the noble at all times, but they typically won't go on adventures with the noble, nor will they risk their lives or the lives of their friends and family for the noble. A connection typically has access to a wider variety of resources and knowledge than an ally gained through other means.

Although the noble can make use of a connection several times, he must be careful not to abuse his friendship. If the noble calls upon the connection too many times, the GM may end the connection. Furthermore, the noble may be required to help out the connection if the NPC is in trouble — a fantastic plot hook for many adventures.

Organize (Ex)

At 5th level, the noble develops his organizational skills. As a leader, the noble ensures all those working on a particular task contribute in a positive way. Likewise, he learns to give directions, laying out a plan of action for any task, making the group he commands more efficient.

Whenever a group of characters uses the aid another action to enhance a skill check, the noble makes his own aid another check

SpirosBlaak and Skull & Bones

For more information on running pirate campaigns, GMs are encouraged to reference Green Ronin's *Skull & Bones*. While that Mythic Vistas sourcebook specializes in historical fantasy, there are classes and other rules suitable for a *SpirosBlaak* campaign. The bokor and hogan as presented in that work are not suited for this campaign, although all other classes are.

(adding +2 to the skill check of the primary character he's helping) and then targets a number of characters equal to or less than half his class level. If successful, the noble confers a bonus (+1 at 5th level, +2 at 10th level, +3 at 15th level, and +4 at 20th level) to the targeted characters' aid another results if they are also successful in their checks. For example, if he's successful with his

own aid another check, a 5th-level noble can use the organize ability on two characters, conferring a +1 bonus on their successful aid another results (taking them from the normal +2 to +3).

This ability can only be used for skill checks that can benefit from the aid another action.

Leadership

At 6th level, the noble gains the Leadership feat as a bonus feat.

Pirate

Leaving behind the quiet life of hauling cargo and passengers from one port to the next, pirates sail to find excitement, intrigue, and adventure at or beyond the limits of the law. Sadistic buccaneers, patriotic privateers, and romantic swashbucklers are only a few of the possible pirate character archetypes.

Adventures

Many things drive a pirate to adventure. Whether because of greed, glory, or excitement, pirates invariably find themselves in exciting times. Many pirates give in easily to their feelings, often to

extravagant excess, so love, revenge, and other emotions can also lead to adventure.

Characteristics

The pirate lifestyle requires adequate combat ability, but the restrictions of naval combat also demand a great deal of agility and craftiness. Skill in a wide range of areas, from slitting an enemy's throat and taking the coins from his hold to any number of skills designed to surprise an opponent with an unexpected ability, are all almost prerequisites for success.

Alignment

Most pirates are neutral or evil, but not all. Some are freebooters seeking fulfillment of their private agendas, or government-sanctioned privateers. Lawful pirates run tight ships, with all crew members knowing their roles, while ships manned by chaotic crews are more concerned with achieving the goals at hand with the only authority maintained being that which the captain can enforce by force of will or strength of arms. Although these brigands are typically as dishonest and vile as they come, they do operate under a code of conduct (of sorts) made necessary when so many cutthroats remain on board the same ship for extended periods.

Religion

Sailors tend to be a superstitious lot, and are reluctant to set sail without placating certain gods. Those seeking a safe, quiet journey usually pray to Gamia or Demedreas for calm waters. Some also pay homage to Sallous Yar or Shivanos, praying that their harvest of lives proves bountiful.

Background

Most pirates start their careers as honest (at least to a point) sailors whose lives take a turn for the worse. Others are driven into the lifestyle because of their greed – they want gold (and lots of it) and aren't squeamish about how they go about getting it. Such individuals sign aboard a pirate vessel in one of the more seedy ports where the law is willing to turn a blind eye, while others, like the Midwyn, are born to the calling.

Table 8–3: The Pirate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Laugh at the gods, reputation
2nd	+1	+0	+3	+0	Bonus feat
3rd	+2	+1	+3	+1	—
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Reckless abandon
6th	+4	+2	+5	+2	Bonus feat
7th	+5	+2	+5	+2	Special ability
8th	+6/+1	+2	+6	+2	Bonus feat
9th	+6/+1	+3	+6	+3	—
10th	+7/+2	+3	+7	+3	Bonus feat
11th	+8/+3	+3	+7	+3	Special ability
12th	+9/+4	+4	+8	+4	Bonus feat
13th	+9/+4	+4	+8	+4	—
14th	+10/+5	+4	+9	+4	Bonus feat
15th	+11/+6/+1	+5	+9	+5	Special ability
16th	+12/+7/+2	+5	+10	+5	Bonus feat
17th	+12/+7/+2	+5	+10	+5	—
18th	+13/+8/+3	+6	+11	+6	Bonus feat
19th	+14/+9/+4	+6	+11	+6	Special ability
20th	+15/+10/+5	+6	+12	+6	Bonus feat

Some pirates head to the sea to escape the tedium of their lives, while others are patriots looking to bring the fight to their homeland's enemies. Not as quick to kill as their greedy brethren, a glory hound or adventurous pirate tempers his bloodlust with a cause, even if this cause is nothing more than seeing the world beyond the horizon.

Races

Humans, especially the Midwyn, are the most commonly encountered pirates. Goblinoid and orc pirates are also common, especially where there are ripe human-dominated sea-lanes to pluck. Unruly Witch Hill goblin ironclads and submersibles unfortunately remain a common sight upon Drome Lok and along the coastline bordering Vas and the Crypt Hills.

The number of Kav pirates reflects an increase in the lycanthrope population's general discontent and disobedience. Such vessels typically (but not exclusively) target duchies that have been especially unfair and prejudiced towards their kind. Kav pirates are among the more savage cutthroats plying the coasts, sometimes traveling as far as a dozen miles inland to take slaves or sate their lust for violence.

Although elven sailors are plentiful, there are few elven pirates. The tightly knit societies of dwarves, halflings, and mentors seem to somehow prevent most from embarking on such disreputable and base careers.

Other Classes

Pirates prefer people who are as rough-and-tumble as themselves, meaning they are more likely to carouse with boisterous fighters, rowdy barbarians, and rakish rogues than with snooty wizards, lordly paladins, or foppish bards. In a mixed party, pirates tend to rush about where needed, while still managing to avoid the thick of things.

Game Rule Information

Pirates have the following game statistics.

Abilities: Dexterity is vital to survival upon any ship making up for the lack of heavy armor. A respectable Constitution allows the pirate to go about strenuous work, including swimming, for long periods. The utility of other abilities depends on the skills the pirate learns.

Alignment: Any.

Hit Die: d8.

Starting Gold: 5d4 x 10 gp.

Class Skills

The pirate's class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Perform (Cha), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

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

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

Class Features

All of the following are class features of the pirate.

Weapons and Armor Proficiency

Pirates are proficient with all simple weapons and light armor, but not with shields.

Laugh at the Gods (Ex)

Being a pirate means accepting great risks every time you set sail. At 1st level, a pirate can stare death straight in the eye without blinking.

Pirates may add half their class level to all saving throws against spells and effects with the fear descriptor.

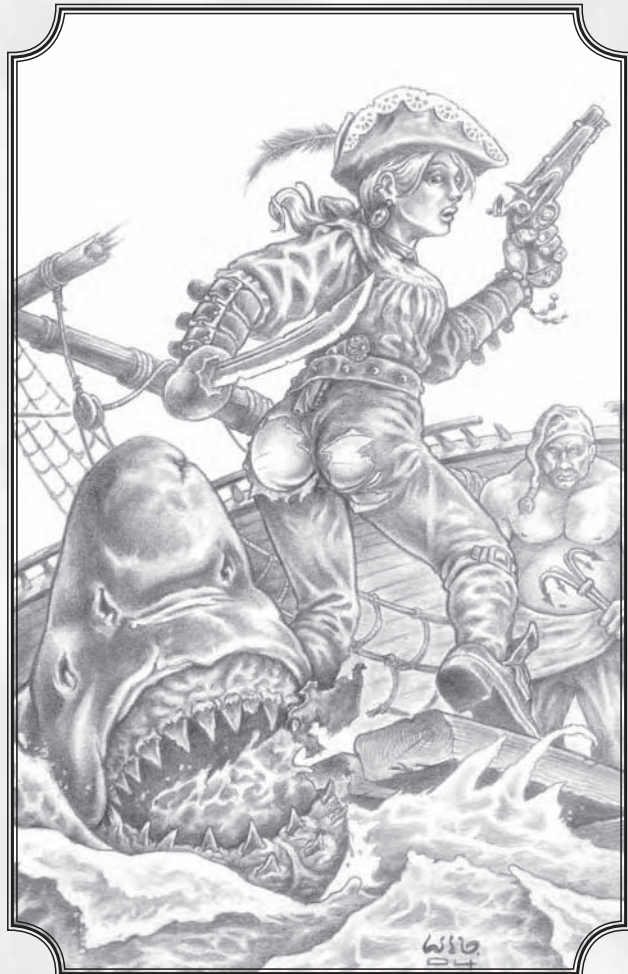
Reputation (Ex)

A pirate relies on his notoriety as much as his skill at swordplay to overcome his enemy. A ship's crew might surrender without firing a shot when faced with a famous (or infamous) pirate, or they may realize that everything is hopeless and fight to the death, all based just on the pirate's reputation.

Starting at 1st level, a pirate character selects a reputation type from the following list.

Bloodthirsty: The pirate is a notorious, cold-blooded killer who doesn't leave loose ends. As a standard action, the pirate can demoralize foes as described under Intimidate in the *PHB*. However, if the pirate's Intimidate check beats the target's modified level check, the target is panicked instead of shaken.

Lady Killer/Vamp: The pirate is extremely attractive, luring individuals normally attracted to his gender like moths to the flame. When making a Charisma-based skill check against an individual normally attracted to his gender, the pirate may add half his class levels to the check. The DC for particular subjects may be higher depending on their station, thus seducing the mayor's wife is likely more difficult than seducing a common barmaid. If the pirate improves the NPCs attitude to Friendly, that NPC is always considered Friendly, even though circumstances may change. However, at the GMs discretion, the NPCs attitude may worsen if neglected, attacked, or otherwise harmed emotionally or physically.



Rakish Hero: Despite the authorities labeling this pirate as a criminal and menace to the sea-lanes, most common folk (lubbers and sailors alike) see he as a champion of the people. At will, the pirate can inspire others to newfound heights of heroism. The pirate must spend 1d4 rounds building up their confidence with stirring words and such. Thereafter, one target per point of the pirate's Charisma bonus (minimum 1) gains a +1 morale bonus to initiative checks and all saving throws for a number of rounds equal to the pirate's class level.

Sea Snake: This pirate is known for her silver tongue and nimble wits. By spending 1d4 rounds in conversation and succeeding on a Bluff check opposed by the subject's Sense Motive check, the pirate can con someone. If the pirate wins the opposed roll, she can suggest a course of activity: no more than a few sentences, and it must be worded so that it sounds reasonable. The subject will do his best to perform as instructed.

Bonus Feat

At 2nd level, and every two pirate levels thereafter, the pirate gets a bonus feat drawn from the following: Amphibious Endurance*, Combat Expertise, Combat Reflexes, Dodge, Eagle Eyes*, Endurance, Endurance Swimmer*, Great Lungs*, Improved Feint, Improved Initiative, Leadership, Lookout*, Master Pilot*, Mobility, Naval Heritage*, Port Savvy* Pressure Survival*, Rope Climber*, Sea Brother*, Sea Dog*, Skill Focus (Craft: shipmaking), Skill Focus (Profession: sailor), Skill Focus (Swim), Steady Captain*, Steady Legs*, Storm Sense*, Superior Pilot*, Swing-By Attack*, Toughness, Two-Weapon Fighting, or Weapon Finesse.

See **Chapter Ten: Skills & Feats** for details on these new feats.

A pirate must meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. A pirate is not limited to the list of pirate bonus feats when choosing his normal feats.

Reckless Abandon (Ex)

Due to his fearlessness and swashbuckling bravado, starting at 5th level, a pirate adds his Charisma bonus to his Armor Class. He loses this ability if he wears medium or heavy armor or uses a shield.

Special Abilities

On attaining 7th level, and at every four levels thereafter (11th, 15th, and 19th), a pirates gains a special ability of her choice from among the following options.

Close-Quarters Combat (Ex): This ability allows the pirate to derive a benefit from fighting in cramped conditions. For every adjacent square to the one the pirate occupies that is filled by a solid object (such as a wall), the pirate gains a +2 dodge bonus to his AC. Furthermore, the pirate automatically flanks any target who has a solid object in a position relative to him that would normally cause flanking were the object an ally of the pirate.

Daring Luck (Ex): Fate favors the bold. Three times per day, the pirate can make two die rolls instead of one and take the better result. This can be on any die roll, including damage, miss chance, or attack roll.

Lucky Breaks (Ex): Pirates are quick to take advantage of lucky breaks when they present themselves. The pirate can feint in combat as a move action. If the pirate already has Improved Feint, he may feint as a free action instead. In addition, pirates with this ability gain a +1 competence bonus to attack rolls when making attacks of opportunity.

Evasion (Ex): A pirate can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the pirate is wearing light armor or no armor. A helpless

pirate does not gain the benefit of evasion. If the pirate already has evasion from another class, he gains improved evasion instead. See the **Rogue** in the *PHB* for details.

Born to the Sea (Ex): This pirate is a skilled swimmer. When wearing light armor, he ignores all armor check penalties. In addition, he can hold his breath for a number of rounds equal to three times his Constitution score (or five times if he also has the Great Lungs feat). Finally, he gains a +4 competence bonus to all Swim checks, and may take the run action while swimming provided he swims in a straight line.

Handy (Ex): Life aboard a crowded ship teaches pirates to work together in near-perfect harmony. Whenever the pirate performs an Aid Another action on a skill check, he adds half his class level to the check instead of the normal +2.

Improved Lucky Breaks (Ex): To select this ability, the pirate must have previously selected Dirty Fighter. When making an attack of opportunity, the pirate gains the benefit of the Improved Critical feat. In addition, he deals +1d6 points of damage on a confirmed critical. This benefit does not stack with the Improved Critical feat or other spells or effects modifying a weapon's threat range.

Improved Evasion (Ex): This ability works like evasion, except that while the pirate still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless pirate does not gain the benefit of improved evasion. To select this ability, a pirate must already have evasion. If the pirate already has improved evasion, she derives no additional benefit from this ability.

Skilled (Ex): The pirate may select three skills in which he has ranks. He gains a +3 competence bonus to all checks made with these skills. This ability may be selected more than once. Each time, the pirate must select three more skills.

Prophet

Prophets, sometimes called seers, are attuned to the universe and the divine energy suffusing all things. Their spiritual awareness grants them uncanny insight into the world around them, sometimes offering visions of the future. These flashes of understanding help guide prophets to a deeper spiritual understanding of the cosmic interrelations of reality.

Adventures

Prophets approach adventures as opportunities to follow their destiny. Their visions guide them when they make long treks, journeys they willingly take, expecting to learn a valuable lesson from the experience. Evil prophets also enjoy the monetary gains from such adventures, using the proceeds to fuel their cult's expansion.

Characteristics

Prophets cast spells through innate power rather than by prayer. They have access to fewer spells than clerics and druids, but they may cast spells more often. Prophets need not select or prepare spells ahead of time.

Alignment

Prophets may be of any alignment, although most tend towards neutrality.

Religion

Most prophets refrain from devoting themselves to a particular deity, instead venerating the divine will as a whole and its role in the universe. As they do not rely on a deity to grant their spells, Gods' Fall has had no effect on their abilities. A few prophets do indeed follow a particular deity, but these often multiclass as clerics.

Table 8-4: The Prophet

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Diviner, portents	4	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Aura of calm	5	4	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Enthrall 1/day	6	5	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Revelation	7	6	3	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Divine grace	7	7	4	—	—	—	—	—	—	—
6th	+4	+2	+2	+5	Divine fortitude	7	7	5	3	—	—	—	—	—	—
7th	+5	+2	+2	+5	Enthrall 2/day	7	7	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6	Scrying 1/day	7	7	7	5	3	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Granted power	7	7	7	6	4	—	—	—	—	—
10th	+7/+2	+3	+3	+7	Greater lore	7	7	7	4	5	3	—	—	—	—
11th	+8/+3	+3	+3	+7	Enthrall 3/day	7	7	7	7	6	4	—	—	—	—
12th	+9/+4	+4	+4	+8	—	7	7	7	7	7	5	3	—	—	—
13th	+9/+4	+4	+4	+8	Granted power	7	7	7	7	6	6	4	—	—	—
14th	+10/+5	+4	+4	+9	Scrying 2/day	7	7	7	7	7	7	5	3	—	—
15th	+11/+6/+1	+5	+5	+9	Enthrall 4/day	7	7	7	7	7	7	6	4	—	—
16th	+12/+7/+2	+5	+5	+10	—	7	7	7	7	7	7	7	4	3	—
17th	+12/+7/+2	+5	+5	+10	Granted power	7	7	7	7	7	7	7	5	4	—
18th	+13/+8/+3	+6	+6	+11	—	7	7	7	7	7	7	7	5	4	3
19th	+14/+9/+4	+6	+6	+11	Enthrall 5/day	7	7	7	7	7	7	7	6	5	4
20th	+15/+10/+5	+6	+6	+12	Scrying 3/day	8	7	7	7	7	7	7	6	6	6

Background

Most prophets wander the land, lending a hand to those in need. A few settle into communities, serving as spiritual guardians and protectors. Evil prophets, on the other hand, use their powers to steal and to stir up trouble.

Races

By far, humans and half-elves account for the majority of prophets. Mentors also exhibit some ability to manipulate divine magic in this way. Still, prophets may be found among any race.

Other Classes

Prophets have no qualms about who they work with. Many in the Archduchy fear prophets because of the devastation wrought when the prophecies of Arizekones came to pass (although most overlook the fact that those who correctly interpreted and heeded the prophets words could take precautions to save and even benefit themselves). Moreover, clerics harbor doubts and reservations about prophets, wondering how it is they channel the same kinds of magic, with such uncanny powers of soothsaying, while serving no deity.

Game Rule Information

Prophets have the following game statistics.

Abilities: Charisma determines how powerful a spell a prophet can cast, how many spells the prophet can cast per day, and how hard these spells are to resist. Like a sorcerer or wizard, a prophet benefits from a high Dexterity and Constitution.

Alignment: Any.

Starting Gold: 5d4 × 10 gp.

Class Skills

The prophet's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) × 4.

Table 8-5: Prophet Spells Known

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

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the prophet.

Weapon and Armor Proficiency

Prophets are proficient with all simple weapons, but not with any type of armor or shield.

Diviner (Su)

Prophets cast all divination spells at +1 caster level.

Portents (Su)

At will, as a standard action, a 1st-level or higher prophet can see clearly a living humanoid's aura, sensing minor, often cryptic, knowledge of the subject's nature. The longer the prophet concentrates, the more information she learns. The subject of her scrutiny receives a Will save (DC 10 + ½ the prophet's class level + the prophet's Wisdom modifier). If the subject succeeds the saving throw, the prophet cannot use this ability against him for 24 hours. If the subject fails its save, the prophet learns the following information for each round of study. She must Concentrate (DC 15 + 1 per additional round) each round after the first. The prophet learns:

Round	Information
1	Subject's attitude towards the prophet
2	Subject's race, type, and relevant subtypes (if concealed by magic such as <i>disguise self</i> , <i>polymorph</i> , or a similar spell, the prophet learns nothing)
3	Subject's class
4	Subject's most basic goal
5	Location of the subject's home
6	Person the subject values most
7	Subject's alignment
8	Subject's name

Spells

A prophet casts divine spells drawn primarily from the prophet spell list (see **Chapter Twelve: Magic**). She can cast any spell she knows without preparing it ahead of time, the way a wizard or a cleric must.

To learn or cast a spell, a prophet must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a prophet's spell is 10 + the spell level + the prophet's Charisma modifier.

A prophet can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 8-4: The Prophet**. In addition, she receives bonus spells each day if she has a high Charisma score.



A prophet's selection of spells is extremely limited. A prophet begins play knowing four 0-level spells and two 1st-level spells of the player's choice. At each new prophet level, she gains one or more new spells, as indicated on **Table 8-5 Prophet Spells Known**. (Unlike spells per day, the number of spells a prophet knows is not affected by her Charisma score; the numbers on **Table 8-5: Prophet Spells Known** are fixed.) These new spells can be common spells chosen from the prophet spell list, or they can be unusual spells that the prophet has gained some understanding of by study.

Upon reaching 4th level, and at every even-numbered prophet level after that, a prophet can choose to learn a new spell in place of one she already knows; in effect, the prophet loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level prophet spell the prophet can cast. A prophet may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

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

Prophets do not have to make Concentration checks to cast their spells.

Aura of Calm (Su)

At will, as a standard action, a 2nd-level or higher prophet can create an aura of calm in a 20-foot-radius emanation centered on her. The effect lasts as long as she concentrates. All creatures in the area must succeed on a Will save (DC 10 + 1/2 the prophet's class level + the prophet's Charisma modifier) or be affected as if by a *calm emotions* spell.

Enthrall (Sp)

Starting at 3rd level, a prophet may cast *enthrall* as a spell-like ability once per day. Subjects in the area are entitled to a Will save (DC 12 + the prophet's Charisma modifier). This ability functions exactly as the spell.

At 7th level, and every four levels thereafter, the prophet gains an additional use of this ability (2/day at 7th level, 3/day at 11th level, 4/day at 15th level, and 5/day at 19th level).

Revelation (Su)

Starting at 3rd level, the prophet gains a sudden insight into future or past events somehow affecting something or someone close to her. The results of this ability are similar to the *divination* spell, except the prophet has no control over the subject matter of the query. Furthermore, the revelation occurs at random, usually at critical points or dangers. The revelation may be clear or cryptic as the GM decides.

Divine Grace (Su)

At 4th level and higher, a prophet gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Divine Fortitude (Su)

At 5th level and higher, a prophet gains immunity to all diseases, including supernatural and magical diseases.

Scrying (Sp)

Starting at 8th level, a prophet may cast *scrying* as a spell-like ability once per day. Subjects of this ability are entitled to a Will save (DC 14 + the prophet's Charisma modifier). This ability functions exactly as the spell.

At 14th level, and every six levels thereafter, the prophet gains an additional use of this ability (2/day at 14th level and 3/day at 20th level).

Granted Power (Su)

At 9th level, the prophet may select any one domain, gaining that domain's granted power. She does not, however, gain domain spells. At 13th and 17th levels, the prophet may select an additional domain.

Greater Lore (Su)

At 10th level, a prophet gains the ability to comprehend an object's significance. Whenever a prophet touches a magic item, she automatically learns all of the item's magical properties as though she had cast the *identify* spell. As with the spell, the prophet learns nothing when touching artifacts or items of similar power.

Technologist

Among the Witch Hill goblins, there are groups of craftsmen who are peerless in their ability to manufacture technology and quasi-technology. Armed with the ability to generate finished products at a remarkable rate, they are the masters of their craft. However, in recent years, their secrets have escaped the confines of Witch Hill, and evidence of their unique skills have begun to appear all across the Archduchy. Calling themselves technologists, these craftsmen embrace technology in all its forms, creating a variety of unique and unusual machines. Witch Hill sports the greatest concentration of these savants, and they look down on those who steal their secrets.

Adventures

While most Witch Hill goblins are content to work in their workshops, technologists of other races embrace adventuring as means to further their craft. By exploring other lands, technologists can uncover ancient technology, new raw resources, and in some instances expand their reputations. For a Witch Hill goblin to leave his city he must be something of odd sort, with warped views or untraditional methods, causing his peers to shun him.

Characteristics

The technologist is something of an extension of the expert NPC class. They have a broad assortment of abilities that allow them to create a variety of devices, some benign, and others harmful. They can affect constructs like no others can, either quickly repairing them or deconstructing them with unbelievable speed and accuracy. Furthermore, technologists can mimic magical effects through their craft, although they have no magical abilities whatsoever. With the ability to construct fireball projectors, machines capable of levitating (by pulley-driven fans, of course), or a host of other effects, they can sometimes be as formidable as spellcasters.

Alignment

From chaos is born creativity, consequently many technologists are chaotic. On the other hand, from order come the ability to replicate results, thus there are an equal amount of lawful technologist. Above all, though, most of these characters are neutral. Technologists may be good, neutral, or evil.

Religion

Like the Witch Hill goblins, technologists venerate Sri Senn Sindh. They rarely embrace other gods, although a rare few uphold Spiros or the Horde.

Background

For a Witch Hill goblin to adventure, he must be an outsider among his people, cast out for his maverick approach to craftsmanship. Other technologists learn the trade by stealing secrets from the goblins, or being taught by one who did. As a result, many technologists wander about, shiftless, rootless, without any connection to their homelands, for fear of ostracism by their people. Naturally, non-adventuresome technologists are valued members of their communities, encouraged to aid the war-effort and to never leave.

Races

Witch Hill goblins are the most likely race to advance in this class as they are the people from which the theories and philosophies of

Table 8–6: The Technologist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Gadgets					
						0	1st	2nd	3rd	4th	5th
1st	+0	+0	+2	+2	Expert crafter	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Natural alchemist	2	—	—	—	—	—
3rd	+1	+1	+3	+3	Dismantling strike +1d6	2	1	—	—	—	—
4th	+2	+1	+4	+4	—	3	2	—	—	—	—
5th	+2	+1	+4	+4	Jury rig	3	2	1	—	—	—
6th	+3	+2	+5	+5	Control firearm misfire	4	3	2	—	—	—
7th	+3	+2	+5	+5	Dismantling strike +2d6	4	3	2	1	—	—
8th	+4	+2	+6	+6	Greater crafter	4	4	3	2	—	—
9th	+4	+3	+6	+6	Control artillery misfire	4	4	3	2	1	—
10th	+5	+3	+7	+7	—	4	4	4	3	2	—
11th	+5	+3	+7	+7	Dismantling strike +3d6	4	4	4	3	2	1
12th	+6/+1	+4	+8	+8	Rapid craftsman	4	4	4	4	3	2
13th	+6/+1	+4	+8	+8	Sometimes it takes a hammer	4	4	4	4	3	2
14th	+7/+2	+4	+9	+9	—	4	4	4	4	4	3
15th	+7/+2	+5	+9	+9	Dismantling strike +4d6, master crafter	4	4	4	4	4	3
16th	+8/+3	+5	+10	+10	Efficient craftsman	5	4	4	4	4	4
17th	+8/+3	+5	+10	+10	—	5	5	4	4	4	4
18th	+9/+4	+6	+11	+11	—	5	5	5	4	4	4
19th	+9/+4	+6	+11	+11	Dismantling strike +5d6	5	5	5	5	4	4
20th	+10/+5	+6	+12	+12	—	5	5	5	5	5	4

technology originate. Spirans and dwarves are the next most likely races, as both co-opted the knowledge from the despicable goblins. Few other races find this class appealing.

Other Classes

Technologists have little use for the superstitions of prophets, wizards, clerics, and other spellcasters. They believe the divine will manifests in their superior craft. Their derision generally extends to any who rely on spells to augment their natural talents. Fighters, barbarians, and other martial classes have their uses, although usually as guards or servants. No technologist, though, is above relying on a rogue to acquire the necessary components for their next project, whether attained legitimately or criminally.

Game Rule Information

Technologists have the following game statistics.

Abilities: Technologists need a high Intelligence score for nearly all of their class features. Dexterity is also useful to supplement the fact that they don't often wear armor. Like arcane spellcasters, a technologist also benefits from a high Constitution

Alignment: Any.

Hit Die: d6.

Class Skills

The technologist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (architecture and engineering) (Int), Knowledge (technology) (Int)*, Open Lock (Dex), Profession (Wis), Search (Int), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions. *See **Chapter Ten: Skills & Feats** in this book for a description of this new class skill.

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

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

Class Features

All of the following are class features of the technologist.

Weapon and Armor Proficiency

The technologist is proficient with all simple weapons and light armor, but not with shields.

Expert Crafter (Ex)

Technologists are skilled in taking things apart and putting them back together again. At 1st level, technologists gain a +2 insight bonus to all Craft and Disable Device checks.

Gadgets (Ex)

The hallmark of the technologist's skill is his ability to construct interesting, useful, and sometimes strange devices. Gadgets are similar to spells in that they allow the technologist to create amazing effects. What differentiates these effects from spells, however, is that they are technologically developed. In short, the technologist builds a device (this is up to the player) that occupies a normal magic item space (cloak, helmet, *etc.*) and generates a quasi-magical effect.

The technologist begins play with one 0-level gadget (see **Chapter Twelve: Magic** for a complete list of gadget effects). The technologist can use any gadget three times per day. The Difficulty Class for a saving throw against a technologist's gadget is 10 + the gadget level + the technologist's Intelligence modifier. The technologist's caster level for these effects equals his class level. The technologist does not get bonus gadgets for a high Intelligence modifier, and the numbers of gadgets on **Table 8-6: The Technologist** are fixed.

As the technologist gains levels, he can expand the number of his gadgets as indicated on **Table 8-6: The Technologist**. The technologist does not automatically gain the gadget; he must construct it. The slots on the table reflect the minimum level at which the technologist may build a new device.

To construct a gadget, the technologist must Craft it using a relevant Craft (technology). The gadget has a price in gp equal to the level of the gadget × 400 (0-level gadgets count as 1/2 level), and the technologist must pay *half* (not a third) this price in raw materials before making Craft checks. The Craft DC to make the gadget equals 20 + the gadget level. See **Chapter Ten: Skills & Feats** in this book and **Chapter Four: Skills** in the *PHB* for details on the Craft skill.

The constructed gadget can look like anything the technologist desires, but its appearance should reflect its nature. For example, a gadget replicating the effects of *bull's strength* may be a pair of hydraulic-powered gloves, or another offering *levitation* may be a set of pulley-driven fans, pushing the technologist into the air. Regardless of the gadget and its effects, each gadget can have just one function.

A gadget has a hardness equal to 1d6 + the technologist's Intelligence modifier, and a number of hit points equal to 5 times the gadget level (with 0-level equal to 1/2 level).

For example, Megriz, a Witch Hill goblin, advances to 2nd level. He gains the capacity to build an additional 0-level gadget. The gadget costs 200 gp (1/2 times 400 gp = 200 gp). He wants to work on his device while adventuring, so he tracks his progress by the day. He follows the steps as outlined in the Craft skill (as described in the *PHB*).

1. The gadget costs 2,000 sp.
2. The gadget has a DC of 20.
3. He pays 1,000 sp in raw materials (half of the price).
4. He makes a Craft (technology) check representing one week's work. If the check succeeds, he multiplies his check result by the DC. If the result × the DC equals the price of the item in sp, then he completes the item. (If the result × the DC equals double or triple the price of the item in silver pieces, then he completes the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result × the DC doesn't equal the price, then it represents the progress he's made this week. The result is recorded and he makes a new Craft check for the next week. Each week, he makes more progress until his total reaches the price of the item in silver pieces. If he fails the check by 4 or less, he makes no progress in the week. If he fails by 5 or more, he ruins half the raw materials and has to pay half the original raw material cost again. A technologist may take 10 on these rolls.

Natural Alchemist (Ex)

In general, technologists disdain magic, seeing it as a crutch for the mind. Given their distaste for sorcery, technologists look to other means to create alchemical items. Through innovative chemical compounds and solutions, technologists learn to replicate the alchemical items normally reserved for spellcasters. Technologists of 2nd level or higher may manufacture alchemical items without having to have a level in a spellcasting class.

Dismantling Strike (Ex)

A 3rd-level technologist knows just where to strike to break an object or animated object. If a technologist studies a construct or object for 1 round and then makes an attack with a melee weapon that successfully deals damage, his attack deals an additional +1d6 points of damage. While studying his target, the technologist can take no other action, fixed as he is by his scrutiny. This bonus damage increases by +1d6 at 7th level, and every four levels

thereafter (a total of +1d6 at 3rd, +2d6 at 7th, +3d6 at 11th, +4d6 at 15th, and +5d6 at 19th level).

Jury Rig (Ex)

Technologists can make do with improvised components. Better still, when faced with a problem, they can usually come up with the right tool for the job out of odd bits of junk or trash. As a full-round action, a 5th-level or higher technologist can make an aid another attempt by making a Craft (technology) check in place of the skill he would ordinarily use. This does not apply to all skills, only to: Climb, Craft, Disable Device, Escape Artist, Forgery, Open Lock, Search, Use Magic Device, or Use Rope.

Control Firearm Misfire (Ex)

At 6th level, a technologist can reduce the negative effects of unreliable firearms. In the event the technologist misfires a firearm, he may roll two misfire results and take the better of the two.

Greater Crafter (Ex)

Having spent countless hours in her trade, a technologist hones her skills through advance study. At 8th level, the technologist's bonus to Craft and Disable Device checks increases to +4.

Control Artillery Misfire (Ex)

By 9th level, a technologist can reduce the negative effects of unreliable artillery weapons. In the event the technologist misfires an artillery piece, he may roll two misfire results and take the better of the two.

Rapid Craftsman (Ex)

At 12th level, the technologist can work faster than can other craftsmen. When making an item with the Craft skill, the technologist determines progress by week in gold pieces and progress by day in argentum pieces (instead of the argentum and copper of other craftsmen). For information on the Craft skill, see **Chapter Four: Skills** in the *PHB*.

Sometimes it Takes a Hammer (Ex)

A 13th-level technologist can make just about anything he gets his hands on work. If the technologist fails a Use Magic Device check, he may make a Craft (technology) check on the following round as a standard action against the same DC required by the Use Magic Device check. If the technologist succeeds on the Craft check, the item functions as if he had succeeded on the Use Magic Device check, however with unpredictable results. Roll on the following:

Roll	Result
10-10	The item functions normally.
30-30	The item functions normally, but is damaged. If it is a charged item, the remaining charges are reduced by half. Otherwise, the item functions only half the time.
50-50	The magical effect functions as if cast with the Enlarge Spell metamagic feat. If the magic item had charges, reduce its remaining charges by half. If the spell could not normally be affected by the Enlarge Spell feat, treat this result as a roll of 11-30.
60-60	The magical effect functions as if cast with the Widen Spell metamagic feat. If the magic item had charges, reduce its remaining charges by half. If the spell could not normally be affected by the Widen Spell feat, treat this result as a roll of 31-50.
70-70	The magical effect functions as if cast with the Extend Spell metamagic feat. If the magic item had charges, reduce its remaining charges by half. If the spell could not normally be affected by the Extended Spell feat, treat this result as a roll of 51-60.
80-80	The magical effect functions as if cast with the Maximize Spell metamagic feat. If the magic item had charges, reduce its remaining charges by half. If the spell could not normally be affected by the Maximize Spell feat, treat this result as a roll of 61-70.
90-90	The magical effect functions as if cast with the Empower Spell metamagic feat. If the magic item had charges, reduce its remaining charges by half. If the spell could not normally be affected by the Empower Spell feat, treat this result as a roll of 71-80.
95-95	The magical effect functions as if cast with the Enlarge Spell, Empower Spell, and Maximize Spell metamagic feats. In addition, the magic item is destroyed in the process. If the spell could not normally be affected by the Enlarge Spell, Empower Spell, or Maximize Spell feats, treat this result as a roll of 11-30.
98-98	The magic item explodes, dealing 1d6 per caster level to all within 30 feet of the technologist
99	Roll twice more, ignoring future results of 99 or 100.
100	Roll three times more, ignoring future results of 99 or 100

Master Crafter (Ex)

Virtually without peer, these technologists have an uncanny insight into technology. At 15th level, the technologist's bonus to Craft and Disable Device checks increases to +8.

Efficient Craftsman (Ex)

When building a gadget, a 16th-level or higher technologist reduces the gp cost by 25%. Technologists can make do with less, achieving the same results as their less-skilled brethren.



Chapter Nine: Prestige Classes

Most of the standard prestige classes in the *DMG* are open to characters in the *SpirosBlaak* setting. In addition, nine new prestige classes are presented here. This chapter presents an overview of all the prestige classes that appear in the *DMG* and new ones designed specifically for this setting. For a complete list, see the *SpirosBlaak Prestige Classes* sidebar.

SpirosBlaak Prestige Classes

Arcane Archer
 Arcane Trickster
 Archmage
 Askalanian Academician*
 Assassin
 Dragon Disciple
 Duelist
 Dwarven Defender
 Eldritch Knight
 Gavrinn Farr, the Defenders of Wellness*
 Hierophant
 Horizon Walker
 Kavslayer*
 Loremaster
 Marksman*
 Motith Farr, the Messengers of Wellness*
 Mystic Theurge
 Pistoleer*
 Sentinel of the Homeguard*
 Shadowdancer
 Thaumaturgist
 Witchfinder*
 Wraez'kav*

*New prestige class described in this chapter.

the prejudicial laws against wizardry and smuggle out “witches” from beneath the watchful eyes of the Inquisition of Swords. Others throughout the Archduchy hold varied positions in society, ranging from trusted advisor, to master smith of enchanted weaponry, or even teacher at the Basilica of Cinnoldis.

Assassin

Assassin players are free to use either the assassin prestige class from the *DMG* or the assassin base class from Green Ronin's *Assassin's Handbook*. If the latter, see page 80 for details on adapting the assassin class to this setting.

Askalanian Academician

In Askalan, a brotherhood of scholars dedicated to the pursuit of magical knowledge exists; a group so devoted to their studies most people believe them to be clerics of Logothos. The academicians, who may or may not have spellcasting backgrounds, study the documents of both arcane and divine spellcasters, learning how to read them, copy them, and release their magic.

The academicians of Askalan rarely travel further than a few blocks from the Grand Library, and fewer still choose to take their quest for erudition to the world beyond the city's walls.

Hit Die: d4.

Arcane Archer

As elves themselves are quite rare in the Archduchy, arcane archers are even scarcer. Foreign military colleges beyond the boundaries of SpirosBlaak, and a few within the Archduchy itself, use the arcane archers as a lofty example of unequalled bowmanship when trying to turn raw trainees into marksmen.

Archmage

Archmagi are a thorn in the side of the See of Spiros. Several operate in Vas as leaders in the arcane underground working to overturn

Requirements

To qualify to become an Askalanian Academician, a character must fulfill all the following criteria.

Alignment: Any non-chaotic.

Skills: Knowledge (any four) 8 ranks, Profession (scribe) 3 ranks.

Feats: Savant* and either Skill Focus (any Knowledge) or Skill Focus (Profession [scribe]).

*This new feat is described in **Chapter Ten: Skills & Feats**.

Special: The character must have studied in the Grand Library of Zoetha in Askalan as an apprentice for at least five years. To retain his abilities, the academician must return to the library for a total of two months out of every year for intense study and research.

Class Skills

The Askalanian academician's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), all Knowledge skills (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the Askalanian academician prestige class.

Weapon and Armor Proficiency

Askalanian academicians gain no proficiency in weapons or armor.

Read Magic (Sp)

Starting at 1st level, an Askalanian academician can always read magic as the spell. This ability may be dispelled, but the Askalanian academician can activate it as a free action on her next turn.

Sage lore (Ex)

A 1st-level Askalanian academician is intimately familiar with the Grand Library of Zoetha. Whenever an academician is called upon to

Table 9-1: The Askalanian Academician

Level	Base Attack	Fort	Ref	Will	Special
	Bonus	Save	Save	Save	
1st	+0	+0	+0	+2	<i>Read magic</i> , sage lore
2nd	+1	+0	+0	+3	Bonus feat
3rd	+1	+1	+1	+3	Copy scroll
4th	+2	+1	+1	+4	Sage lore +1
5th	+2	+1	+1	+4	<i>Identify</i>
6th	+3	+2	+2	+5	Bonus feat
7th	+3	+2	+2	+5	Sage lore +2
8th	+4	+2	+2	+6	Cast written spells
9th	+4	+3	+3	+6	—
10th	+5	+3	+3	+7	Bonus feat, sage lore +3



make a check for any Knowledge skill he does not possess, he may do so untrained using his Wisdom modifier, rather than his Intelligence modifier. He may only take 10 or 20 on this roll if provided with a reasonable amount of resources and reference material (such as the resources found in the Grand Library) and takes a few hours to do the research.

At 4th level and every three levels thereafter, an academician gains an additional +1 bonus (+1 at 4th level, +2 at 7th level, and +3 at 10th level). Whenever an academician makes a Knowledge check in a skill with which he has ranks, he doubles the sage lore bonus for that check.

Bonus Feats (Ex)

Starting at 2nd level, and every four levels thereafter, the academician gains a bonus feat from the following list: Alertness, Iron Will, Odd Man Out*, Polyglot*, Run, Scribe Scroll, Skill Focus, Smooth Talker*, Speedy Recovery*, or any metamagic feat. An academician must meet all prerequisites for a bonus feat.

Feats marked with an "*" are described in **Chapter Ten: Skills & Feats** in this book.

Copy Scroll (Su)

At 3rd-level, the academician may copy arcane and divine spell scrolls without triggering the spell from the original in the process. To do so requires a successful Knowledge (arcana) or Knowledge (religion) check (DC 20 + twice the spell's level), along with a Concentration check (DC 15 + twice the spell's level). Failure on either check destroys the original scroll and ruins the materials for the copy.

Copying a scroll entails paying half the scroll's normal XP cost, although none of the spell's unusual components are necessary. The gp cost is the same as outlined in the Scribe Scroll feat. The time required is one day per 250 gp of the scroll's market price.

Identify (Sp)

At 5th-level, the academician can attempt to identify a magical item, as if she had cast the *identify* spell. She must study the object for one hour. She can use this spell-like ability a number of times per day equal to her Intelligence modifier.

Cast Written Spells (Su)

Starting at 8th-level, the academician can cast a spell directly from a wizard's spellbook, a scroll (arcane or divine), or a similar written

source of magic. Casting the spell requires a successful Knowledge (arcana) check (DC 20 + twice the spell's level). In addition, the academician must spend twice as long in the spell's casting (e.g., if the spell has a casting time of one standard action, the academician must spend a full-round action to cast it). Furthermore, the academician must pay 50 XP per spell level cast (25 XP for 0-level spells), plus any normal XP costs for casting the spell.

If the attempt fails, roll again against the same DC: success means nothing adverse happens and the magic's power remains unleashed; a failure results in wild mystical energy being unleashed, dealing damage equal to the amount by which he failed the initial roll times the spell level. A successful Will save (DC 10 + the spell's level + amount the initial spellcasting roll was failed by) halves damage.

For example, failing to meet the Knowledge (arcana) DC by 4 while casting a 3rd-level spell means that the academician suffers 12 points of damage. If he makes a Will save (DC 17 [10 + 3 + 4]), then only 6 points of damage are taken.

Dragon Disciple

Rarer than dragons themselves, these hybrids are considered more fantasy than fact. The masses believe some manner of nigh-omniscient wisdom is inherent to the disciples, and so they grant them respect and reverence that the dragon disciples may not have earned. Viewing them as tainted by magic, the See and Inquisition of Swords never pause when confronting a dragon disciple.

Duelist

Meleatan with its raucous port life, Dreij with its bored and wealthy youth, and the capital itself with its bounty of pompous nobility, are all well known for producing skilled (if not always particularly smart) duelists. In fact, many cities contain dueling clubs where fencers hone their art. Most duchies prohibit dueling for anything but sport, but illegal dueling pits, where death is the loser's reward, exist in nearly all cities.

Dwarven Defender

Paragons of dwarven ideals and order, these stalwart warriors are common around Nolmedron and the surrounding hills and mountains, but rarer the farther one travels from the Dwarf Hold. With times as perilous and volatile as they are, most of these devoted soldiers stay close to home or tied to important dwarf interests abroad.

Eldritch Knight

Among the witchfinders' greatest foes, many of these warrior-wizards work to usurp the See's hold on Vas. Many a witchfinder died at the hands of what he thought was nothing more than a "mere spellcaster" robbed of his magic until wandering within a sword's length of his "helpless prey." Throughout the rest of the Archduchy, eldritch knights are treated in much the same manner as are wizards and sorcerers, although the rising number attending the Daelian War College in recent years improves their image with those outside of the holy city.

Gavrinn Farr, the Defenders of Wellness

Existing in symbiotic brotherhood with the nearby monastery of the Motith Farr (see page 98), the monks of the Gavrinn Farr began as

defenders of pilgrims traveling to the Pleardys area. Since those times, they expanded their purpose to wandering the land protecting the innocent and oppressed wherever they may be found. Despite their noble cause, many people fear the monks' odd abilities so the Gavrinn Farr conceal their powers and disguise their faces.

Like the Motith Farr, the Defenders of Wellness subscribe to a philosophy of non-violence, but realize one must occasionally resort to physical might to preserve the health of the spirit or body. To this end, the Gavrinn Farr train to be proficient warriors, although they hope never to use their martial knowledge.

Hit Die: d8.

Requirements

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

Alignment: Any non-evil.

Base Attack Bonus: +4.

Skills: Autohypnosis 4 ranks, Concentration 6 ranks, Disguise 1 rank, Knowledge (psionics) 6 ranks, Psicraft 3 ranks.

Feats: Combat Manifestation, Exotic Weapon Proficiency (mord'oi), Improved Unarmed Strike.

Powers: Must be able to manifest *empty mind* and *mental barrier*.

Class Skills

The Gavrinn Farr's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Move Silently (Dex), Psicraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions, and **Chapter Three: Skills & Feats** in the *Psionics Handbook* for psionic skills.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Gavrinn Farr prestige class.

Weapon and Armor Proficiency

Gavrinn Farr are proficient with simple weapons.

Monk Abilities

A Gavrinn Farr's class levels stack with his monk levels for the purpose of determining unarmed damage, bonuses to Armor Class, and flurry of blows. His class levels do not apply to any other monk abilities.

Mord'oi Mastery (Ex)

At 1st level, the Gavrinn Farr gains a +1 insight bonus to his attack rolls when using a mord'oi, the favored weapon of the Defenders of Wellness. While wielding a mord'oi, the Gavrinn Farr adds his Wisdom bonus (if any) to his initiative checks.



Unarmed Attack Mastery (Ex)

Starting at 2nd level, the Defender of Wellness hones his unarmed fighting skills, gaining a +1 insight bonus to his attack rolls when making an unarmed strike.

Bonus Feat

Starting at 2nd level, and every two levels thereafter, a Gavrinn Farr gains a feat from the following list: Body Fuel†, Brawler*, Cleave, Combat Expertise, Craft Psionic Arms and Armor†, Deep Impact†, Great Fortitude, Improved Critical, Improved Disarm, Improved Initiative, Improved Sunder, Improved Two-Weapon Fighting, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mental Leapt, Mobility, Power Attack, Psionic Fist†, Psionic Weapon†, Quick Draw, Spring Attack, Stunning Fist, Two-Weapon Fighting, Weapon Focus (mord'oi), Weapon Focus (unarmed strike), Weapon Finesse, Weapon Specialization (mord'oi), Weapon Specialization (unarmed strike), Unavoidable Strike†, and Up The Wall†. A Gavrinn Farr must meet all prerequisites for a bonus feat.

†See the *Psionics Handbook* for details on this psionic feat.

*See **Chapter Ten: Skills & Feats** for details on this new feat.

Table 9-2: The Gavrinn Farr

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Monk abilities, mord'oi mastery	0	0	—
2nd	+1	+0	+0	+3	Bonus feat, unarmed attack mastery	0	0	—
3rd	+1	+1	+1	+3	Mord'oi throwing	1	1	1st
4th	+2	+1	+1	+4	Bonus feat	3	2	1st
5th	+2	+1	+1	+4	Mord'oi channeling	6	3	2nd
6th	+3	+2	+2	+5	Bonus feat	10	4	2nd
7th	+3	+2	+2	+5	Mighty blow	15	5	3rd
8th	+4	+2	+2	+6	Bonus feat	23	6	3rd
9th	+4	+3	+3	+6	—	31	7	4th
10th	+5	+3	+3	+7	Warrior mind	43	8	4th

Power Points/Day

A 3rd-level Gavrinn Farr can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on **Table 9–2:**

The Gavrinn Farr. In addition, he receives bonus power points per day if he has a high Wisdom score (see the **Ability Modifiers and Bonus Power Points** table in the *Psionics Handbook*). His race may also provide bonus power points each day, as may certain feats and items. If a Gavrinn Farr has power points from a different class, his points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known

A Gavrinn Farr chooses his powers from the psychic warrior power list. At 3rd level, a Gavrinn Farr knows one psychic warrior power of your choice. Each time he attains a new level, he learns one new power. A Gavrinn Farr can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a Gavrinn Farr can manifest per day is limited only by his daily power points.

A Gavrinn Farr simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), although he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against Gavrinn Farr powers is 10 + the power's level + the Gavrinn Farr's Wisdom modifier.

Maximum Power Level Known

A Gavrinn Farr gains the ability to learn one 1st-level power when he takes his 3rd level in the prestige class. As he attains each new odd-numbered class level, a Gavrinn Farr is able to master a power of a higher level: a 2nd-level power at 5th level, a 3rd-level power at 7th level, and a 4th-level power at 9th level. To learn or manifest a power, a Gavrinn Farr must have a Wisdom score of at least 10 + the power's level.

Mord'oi Throwing (Su)

At 3rd-level, a Gavrinn Farr may throw his mord'oi at multiple targets as a full-round action. He may make a ranged attack at as many separate targets as he has Gavrinn Farr levels by using his mind to direct the weapon from one target to the next, spending 1 power point per target. Each target requires a separate attack roll (with each additional target at a –2 penalty) with all the relevant bonuses and penalties (including range). The mord'oi may not travel a total distance greater than its usual range limitation. A Gavrinn Farr may expend an additional power point to attempt a DC 15 Dexterity check to return the weapon to his hand.

Mord'oi Channeling (Su)

At 5th level and higher, a Gavrinn Farr may expend his psionic focus to draw latent psionic energy from his mord'oi, gain enough power points for a free augmentation for any power he knows (he need not spend the additional power point cost to augment a particular power once; other augmentations above the free one carry the normal power point cost). This ability only functions on powers with augmentations. For example, a Gavrinn Farr with *compression* could expend his psionic focus to augment any of the following: decrease his size by two categories, manifest the power as a swift action, or extend the duration to 1 minute per level. For details on the psionic focus, see **Concentration** in **Chapter Three: Skills & Feats** in the *Psionics Handbook*.

Mighty Blow (Su)

At 7th level, a Gavrinn Farr may expend his psionic focus and spend 2 power points to double the damage from his mord'oi attack. He must declare use of this ability prior to the attack roll. If the attack fails, the psionic focus and power points are still spent. On a critical hit, the Gavrinn Farr's attack deals triple damage instead.

Warrior Mind (Su)

At 10th-level, a Gavrinn Farr unarmed or wielding a mord'oi may expend his psionic focus to enter a combat state of united mind, soul, and body. While in this state, the Gavrinn Farr is immune to fear, charm, and compulsion effects, he may not be caught flat-footed, and he gains power resistance equal to 10 + his class levels + his Wisdom bonus (if any). While in the trance, he must spend 1 power point each round to maintain it.

Hierophant

The most influential hierophants are those representing Spiros. Possessing both great divine and political power, Spiros' hierophants can climb high in the See's hierarchy. Hierophants of other faiths also have clout dwarfing lesser priests of their following, although even they don't rival the servants of Spiros.

Druidic hierophants are rare by comparison and stay away from the cities where their beliefs and abilities draw scorn and persecution.

Horizon Walker

There are a number of archivist and explorer societies throughout the Archduchy employing and counting horizon walkers amongst their number. Horizon walkers' gifts make these wanderers ideally suited for scouring wilderness, especially to locate and plumb ruins for lost lore. These same talents also make horizon walkers exceptional scouts and trailblazers, and they are much sought after by the legions and Sentinels of the Homeguard.

Kavslayer

In areas infested with lycanthropes, the kavslayer defends civilization. He learns to detect lycanthropes in disguise, and by studying the different wererecreature species he can take advantage of their weaknesses and turn their talents into combat liabilities.

Although powerful, as an option for player characters this class may be too limited in scope. Even in the *SpirosBlaak* setting, unless the GM's campaign features lycanthropes as a major, continuing menace, chances are a player won't find much use for its abilities. Perhaps the best way to use this class is as a recurring villain or rival for any lycanthrope PCs within the party. A werewolf druid may have to face the villain who destroyed his lodge, while a weretiger might hunt down the treacherous spy that killed one of his siblings. Evil organizations in the campaign will recruit kavslayers as bodyguards or assassins if the party is known to include a shapeshifter.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Skills: Survival 8 ranks.

Favored Enemy: Humanoid (shapechanger).

Special: The character must have stalked and killed a lycanthrope without aid from any other person.

Class Skills

The kavslayer class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

Kavslayers gain no proficiency with weapons or armor.

Discerning Sight (Ex)

Kavslayers study creatures in their natural habitats to the point that they can discern the adopted mannerisms and motions of a shapechanger or a person wearing a disguise. At 1st level, they can notice a shapechanger, regardless of its form, or a creature whose shape has been changed by magic with a successful DC 20 Spot check. In addition, kavslayers gain a +4 competence bonus on all Spot checks opposed by Disguise checks.

Favored Enemy (Ex)

Starting at 2nd level, the kavslayer's experience with lycanthropes increases. She gains the favored enemy ability, applicable to shapechangers only, adding the additional +2 to all relevant skill checks and weapon damage rolls against these creatures. Every three levels thereafter, she gains an additional +2 bonus. For full details describing the favored enemy class feature, consult the **Ranger** in **Chapter Three: Classes** in the *PHB*.

Lycanthropy Immunity (Ex)

A 3rd or higher-level kavslayer is immune to lycanthropy.

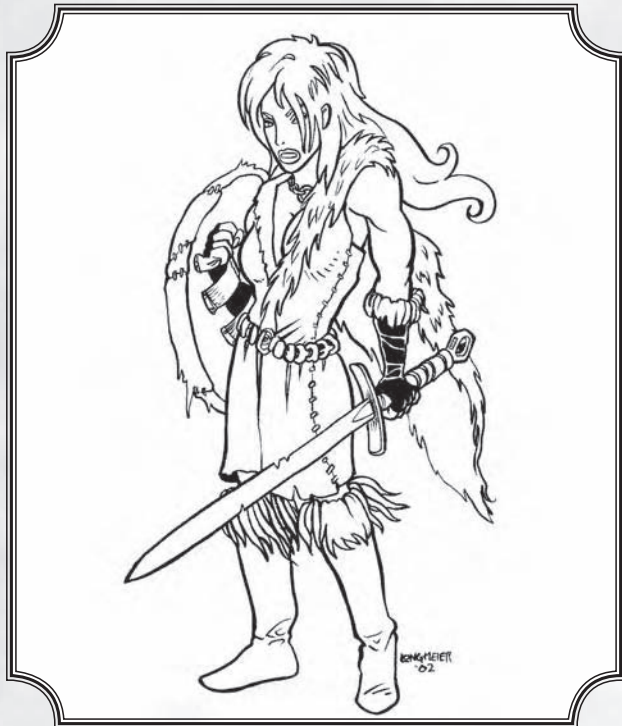


Table 9-3: Kavslayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Discerning sight
2nd	+2	+3	+0	+0	1st favored enemy
3rd	+3	+3	+1	+1	Lycanthropy immunity
4th	+4	+4	+1	+1	Vulnerable strike
5th	+5	+4	+1	+1	2nd favored enemy
6th	+6	+5	+2	+2	Scent of the beast
7th	+7	+5	+2	+2	Canny wrestler
8th	+8	+6	+2	+2	3rd favored enemy
9th	+9	+6	+3	+3	Precision strike
10th	+10	+7	+3	+3	Hindering strike

Vulnerable Strike (Ex)

After many battles against wercreatures, a kavslayer knows how to take advantage of their weaknesses. When a wercreature changes forms, but before its next action, a 4th-level kavslayer deals +1d6 damage on his attack. Treat this damage as a sneak attack for determining how it functions with respect to critical hits, magical items, and all other effects.

Scent of the Beast (Ex)

At 6th level, a kavslayer can detect wercreatures by smell, regardless of their current form. The kavslayer can detect all weres within 30 feet. If the lycanthrope is upwind, the range is 60 feet. If it is downwind, the range is 15 feet.

The slayer detects the lycanthrope's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the kavslayer can pinpoint that source.

A slayer with the Track feat and the scent of the beast ability can follow lycanthrope tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of weres, and the age of the trail. For each hour the trail is cold, the DC increases by +2. The ability otherwise follows the rules governing the Track feat. Kavslayers tracking by scent ignore the effects of surface conditions and poor visibility, but water (particularly running water) ruins a trail.

As a kavslayer can only detect lycanthropes, other powerful odors have no effect on its tracking ability.

Canny Wrestler (Ex)

A 7th-level kavslayer hones his skills at fighting creatures larger than him. By using misdirection, throws, and limb locks, the kavslayer gains a +4 competence bonus to all grapple and Escape Artist checks against creatures one size larger than him, so a human kavslayer gains this bonus against Large creatures, but not Huge creatures.

Precision Strike (Ex)

Starting at 9th level, the kavslayer can make a special attack that bypasses her enemy's defenses. If she studies her victim for 1 round and then makes an attack, she ignores the target's armor and natural armor bonuses to AC. If a precision strike is attempted and she misses or if the kavslayer does not launch the attack within 3 rounds of completing the study, 1 new rounds of study is required before she can attempt another precision strike.

Hindering Strike (Ex)

At 10th level, a kavslayer perfects the tactics necessary to negate the lycanthrope's greatest weapon. She can take a full-round action to make a single strike against a lycanthrope. If she successfully hits

the shapechanger, it must succeed on a Fortitude save (DC 20 + the kavslayer's Strength modifier) or automatically and involuntarily transform into humanoid shape.

Loremaster

Although found throughout the region, most loremasters dwell in Askalan to maintain easy access to the Grand Library of Zoetha and its many universities. They avoid Vas because many of the holy city's zealous citizens view those who seek enlightenment through learning to be a danger to the wisdom within the inherent proofs of Spiros' faith.

Those with a desire for advanced learning but no magical abilities are more likely to become Askalanian academicians (see page 92) than they are loremasters.

Marksman

No one can match the marksman's grace with a firearm; his weapon is an extension of him. Marksmen have no trouble finding work among mercenary bands or the legions: Everyone is always looking for snipers who can kill their opponent's officers with impunity and far-reaching accuracy.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +7.

Skills: Concentration 3 ranks, Spot 6 ranks.

Feats: Alertness, Far Shot, Hawkeye*, Firearms Proficiency.*

*See **Chapter Ten: Skills & Fears** for details on this new feat.

Special: The character must have solely defeated five or more enemies of at least CR 3 using nothing but black powder firearms.

Class Skills

The marksman's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

Marksmen are proficient with all simple weapons and with bucklers.

Firearm Attack Bonus

Any time the marksman makes a ranged attack with a firearm, he uses his firearm attack bonus instead of his base attack bonus.

Calm Aim (Ex)

Starting at 1st level, the marksman can focus his aim to make extraordinary shots. For every full round (up to a maximum number of rounds equal to his class level) the marksman spends doing nothing but aiming a firearm at a single target, he gains a +1 competence bonus to his attack. Each round of aiming requires a successful Concentration check (DC 10 + the number of rounds beyond the first spent aiming + any damage suffered by the marksman in the previous round of aiming). If he fails a Concentration check or if the target leaves his sight or the range of his weapon during the aiming period, the accumulated bonus is lost; he may begin aiming again on his next turn.

Combining a calm aim shot with the maiming shot, disarming shot, and/or deadly aim abilities requires an additional round of preparation and Concentration check each, still limited to one round total per marksman level.

Deadeye (Ex)

At 2nd level, a marksman is so skilled, targets lose their size bonus to AC when targeted by his firearm ranged attack.

Difficult Shot (Ex)

At 3rd level, when firing from an awkward position (*e.g.*, while hanging from a tree branch, swinging from a rope, or riding a galloping horse), the marksman takes only half the usual penalties to attack with a firearm.

Disarming Shot (Ex)

At 5th level, a marksman may use a firearm in an attempt to disarm an opponent at range. This is resolved as a normal disarm attempt except there is an additional –4 penalty to the marksman's roll, along with any penalties incurred from range.

Maiming Shot (Ex)

Starting at 6th level, the marksman may shoot his firearm to maim his foes. To do so, he must make a special full-round action to make a single attack against the target. He takes a –4 penalty to his attack roll. If he succeeds, the target must succeed on a Fortitude save (DC 10 + damage dealt) or take 1d6 points of Strength or Dexterity damage (marksman's choice) in addition to the normal damage dealt. A marksman may make a maiming shot once per day per point of his Wisdom modifier (minimum 1). On a critical hit, this damage is doubled. Creatures immune to critical hits and creatures with damage reduction are immune to maiming shots.

Table 9-4: The Marksman

Level	Base Attack Bonus	Firearm Attack				Special
		Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+1	+0	+0	+2	Calm aim
2nd	+1	+2	+0	+0	+3	Deadeye
3rd	+1	+3	+1	+1	+3	Difficult shot
4th	+2	+4	+1	+1	+4	—
5th	+2	+5	+1	+1	+4	Disarming shot
6th	+3	+6	+2	+2	+5	Maiming shot
7th	+3	+7	+2	+2	+5	—
8th	+4	+8	+2	+2	+6	Deadly aim
9th	+4	+9	+3	+3	+6	—
10th	+5	+10	+3	+3	+7	One shot, one kill

Deadly Aim (Ex)

At 8th level, the marksman is highly skilled at hitting the vital areas of a target. By accepting a –4 attack penalty, he may add an additional 1d6 to a firearm's damage roll. On a critical hit, this damage bonus doubles. Creatures immune to critical hits and creatures with damage reduction are immune to deadly aim.

One Shot, One Kill (Ex)

At 10th level, a marksman may take a special full-round action to deliver a coup de grace attack to any stationary (the target cannot have made a move action on its last turn) target within firearm range. The marksman must succeed on a Concentration check (DC 10 + the target's AC). If the marksman has rogue levels, he may add his sneak attack damage to the attack. The marksman may not use this ability against any target with concealment. Creatures immune to critical hits and creatures with damage reduction are immune to this ability.

Motith Farr, the Messengers of Wellness

The Messengers of Wellness reside in a simple wooden monastery just beyond the limits of Pleardys, where they offer aid to those in need of it. Their healing methods involve a combination of unguents, herbs, and psychic channeling. Most Motith Farr are content to remain at their monastery healing travelers or pilgrims, but some choose to take their talents out into the world. The Motith Farr are peaceful, only resorting to violence when all other options fail.

Hit Die: d4.

Requirements

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

Alignment: Any non-evil.

Skills: Craft (alchemy) 3 ranks, Concentration 5 ranks, Heal 5 ranks, Knowledge (psionics) 4 ranks.

Feats: Body Fuel, Psionic Body, Skill Focus (heal).

Power Points: 5.

Powers: Must be able to manifest any three of the following: *biofeedback*, *body adjustment*, *empathic transfer*, *sustenance*.

Class Skills

The Motith Farr's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Heal (Wis), Knowledge (psionics) (Int), Psicraft (Int), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill

descriptions, and **Chapter Three: Skills & Feats** in the *Psionics Handbook* for psionic skills.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Motith Farr prestige class.

Weapon and Armor Proficiency

Motith Farr gain no proficiency with any weapons or armor.

Channel Healing (Ps)

At 1st level, as a standard action, a Motith Farr may expend his psionic focus and heal 1d6 points of damage per class level per day. This ability costs 1 power point per die. Targets receiving this healing must be touched. Channeled healing cannot be used to harm undead creatures. This ability is the equivalent of a 3rd-level power. For details on psionic foci, see **Concentration** in **Chapter Three: Skills & Feats** in the *Psionics Handbook*.

Bonus Feat

Starting at 2nd level, and every three levels thereafter, a Motith Farr gains a feat from the following list: Alertness, Craft Dorjet, Endurance, Expanded Knowledge†, Iron Will, Lightning Reflexes, Mobility, Rapid Metabolism†, Skill Focus, and Toughness. A Motith Farr must meet all prerequisites for a bonus feat.

†See the *Psionics Handbook* for details on this psionic feat.

Power Points/Day

A 3rd-level Motith Farr can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on **Table 9–5: The Motith Farr**. In addition, he receives bonus power points per day if he has a high Wisdom score (see **the Ability Modifiers and Bonus Power Points** table in the *Psionics Handbook*). His race may also provide bonus power points each day, as may certain feats and items. If a Motith Farr has power points from a different class, his points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known

A Motith Farr chooses his powers from the psychic warrior power list. At 3rd level, a Motith Farr knows one psychic warrior power of the player's choice. Each time he attains a new level, he learns one new power. A Motith Farr can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a Motith Farr can manifest per day is limited only by his daily power points.

Table 9–5: The Motith Farr

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Channel healing	0	0	—
2nd	+1	+0	+0	+3	Bonus feat	0	0	—
3rd	+1	+1	+1	+3	Cleansing	1	1	1st
4th	+2	+1	+1	+4	Purge impurity	3	2	1st
5th	+2	+1	+1	+4	Bonus feat	6	3	2nd
6th	+3	+2	+2	+5	Heal affliction	10	4	2nd
7th	+3	+2	+2	+5	—	15	5	3rd
8th	+4	+2	+2	+6	Bonus feat	23	6	3rd
9th	+4	+3	+3	+6	—	31	7	4th
10th	+5	+3	+3	+7	Regeneration	43	8	4th

A Motith Farr simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), although he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against Motith Farr powers is 10 + the power's level + the Motith Farr's Wisdom modifier.

Maximum Power Level Known

A Motith Farr gains the ability to learn one 1st-level power when he takes his 3rd level in the prestige class. As he attains each new odd-numbered class level, a Motith Farr is able to master a power of a higher level: a 2nd-level power at 5th level, a 3rd-level power at 7th level, and a 4th-level power at 9th level. To learn or manifest a power, a Motith Farr must have a Wisdom score of at least 10 + the power's level.

Cleansing (Ps)

Starting at 3rd level, a Motith Farr can *remove disease* and *neutralize poison* by touch. To do so, the Motith Farr must expend his psionic focus and spend 3 power points. This ability is the equivalent of a 4th-level power.

Purge Impurity (Ps)

At 4th level, a Messenger of Wellness may combine his psionic energy with his understanding of alchemy to cleanse a liquid, object, or food item of impurities, including disease or poison. Spending 3 power points and his psionic focus, the Motith Farr purifies one quart of liquid or one pound of food per class level. This ability affects mystical diseases, such as mummy rot or shiftblight (see page 11). The Motith Farr can purge a number of impurities per day equal to his class levels, or until he runs out of power points. This ability is the equivalent of a 2nd-level power.

Heal Affliction (Su)

At 6th level, the Motith Farr may cure a target afflicted by a spell, spell-like ability, curse, or psionic power that causes blindness, deafness, or feeble-mindedness, or that similarly impairs the target's physical or mental faculties. To do so, he must succeed on a Heal check (DC equal to the affliction's original DC) and spend 11 power points. The Motith Farr can use this supernatural ability a number of times per day equal to his Wisdom modifier (minimum once/day).

Regeneration (Ps)

At 10th level, a Motith Farr can spend 13 power points and his psionic focus to replicate the effects of the *regeneration* spell. His caster level equals his class level. A Motith Farr can use this ability a number of times per day equal to his Wisdom modifier (minimum once/day). This ability is the equivalent of a 7th-level power.

Mystic Theurge

Of the See's many enemies, the priesthood holds a special hatred for the corruptors of what is pure and innocent: the mystic theurges. The Inquisition of Swords views any act of adding arcane power to gifts granted by the gods as the darkest insult imaginable and so does whatever is necessary to bring these spellcasters to justice, those of Spiros suffering the worst. By contrast, mystic theurges are a welcome sight at the Daelian War College because their combination of divine and arcane spells makes them well suited for the battlefield.

Pistoleer

Pistoleers are part showmen and part sharpshooter, using black powder pistols to perform feats of amazing skill and deadly accuracy. Many pistoleers are as arrogant as they are skilled, their egos inflated by their mastery of a weapon most warriors still consider strange. But while most other warriors see pistoleers as loud-mouthed blowhards, few would challenge one so long as he has his pistol at hand.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Skills: Concentration 5 ranks, Sense Motive 4 ranks, Tumble 2 ranks.

Feats: Lightning Reflexes, Quick Draw, Firearms Proficiency*, Speed Loader*.

*See **Chapter Ten: Skills & Feats** for details on this new feat.

Special: The character must have solely defeated three or more enemies of at least CR 3 using only pistols.

Class Skills

The pistoleer's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

Pistoleers gain proficiency with all simple weapons and with bucklers.

Table 9–6: The Pistoleer

Level	Base Attack Bonus	Pistol Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+2	+0	Intuitive shot, trick shot
2nd	+1	+2	+0	+3	+0	Brawling gunplay
3rd	+1	+3	+1	+3	+1	Trick shot
4th	+2	+4	+1	+4	+1	—
5th	+2	+5	+1	+4	+1	Trick shot
6th	+3	+6	+2	+5	+2	Acrobatic gunplay
7th	+3	+7	+2	+5	+2	Trick shot
8th	+4	+8	+2	+6	+2	Precise aim
9th	+4	+9	+3	+6	+3	Trick shot
10th	+5	+10	+3	+7	+3	Luck of Phaetos

Pistol Attack Bonus

Any time the pistoleer makes a ranged attack with a pistol, he uses his pistol attack bonus instead of his base attack bonus.

Intuitive Shot (Ex)

If a pistoleer has a loaded pistol in his hand (or in both hands), he may fire it as a swift action (see **Swift Actions** sidebar). As the shot is made on pure instinct, the shot is made at a –5 penalty. This maneuver may only be used once per encounter. If the pistoleer has the instinctive shooter trick (see Trick Shot), he may make an intuitive shot even if caught flat-footed.

Trick Shot

Starting at 1st, and every two levels thereafter, the pistoleer may choose one of the following trick shots to master. He may also exchange gained feat slots for trick shot maneuvers if desired, although not vice versa.

Deadeye (Ex): The pistoleer is so skilled, targets lose their size bonus to AC when targeted by the pistoleer's pistol attack.

Difficult Positioning (Ex): When firing from an awkward position (e.g., while hanging from a tree branch, swinging from a rope, or riding a galloping horse), the pistoleer takes only half the usual penalties to attack with a firearm.

Disarming Shot (Ex): A pistoleer may use a firearm in an attempt to disarm an opponent at range. This is resolved as a normal disarm attempt except there is an additional –4 penalty to the pistoleer's roll, along with any penalties incurred from range.

Fast Hands (Ex): The pistoleer gains a +4 competence bonus to his initiative checks when wielding his pistols in combat.

Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting a spell with a casting time of 1 swift action does not provoke attacks of opportunity.

Instinctive Shooter (Ex): If caught flat-footed with a loaded pistol in his hand, the pistoleer may still perform a single intuitive shot in that round.

Lightning Loader (Ex): The pistoleer may load any pistol in half the normal time (minimum of one swift action), but he increases the misfire range of the weapon by +4 for that attack.

Reflective Aim (Ex): The pistoleer may use any reflective surface to aim his shots rather than looking directly at the target, but at a –4 penalty. If he possesses both this and the ricochet trick shots, he may shoot at targets hidden from direct view so long as the target is visible in a reflective surface.

Ricochet (Ex): When a target is behind cover but still visible to the pistoleer, the pistoleer can attempt to bounce his shot off a solid, hard-surfaced object to bypass the covering obstacle. To make a successful ricochet shot, the pistoleer makes a special full-round action allowing him to fire once. The target receives no benefit from cover from ricochet attacks.

Shot in the Dark (Ex): By succeeding on a DC 15 Listen check (or if the target fails a Move Silently check; use whichever has the higher skill value), the pistoleer reduces the miss chance of concealment by half. This trick shot may be taken a second time, reducing the miss chance to one-quarter normal.

Twirling Display (Ex): By twirling and spinning his pistols about his fingers and hands, a pistoleer gains a temporary bonus to his Bluff or Intimidation checks for a number of rounds equal

to his Dexterity modifier (minimum 1 round). The pistoleer must succeed on a Dexterity check equal to the trick's difficulty (see following) to gain the listed bonuses. On a failed check, the pistoleer drops the weapon. This ability only works on creatures of up to as many HD/levels as the pistoleer's class level plus his Dexterity modifier who are intelligent enough to be impressed by the difficulty of such a display.

Complexity	Example	DC	Bonus
Easy	Twirl on finger back into palm	12	+1
Typical	Twirl and return to holster	15	+2
Difficult	Upside down twirl and back into palm	18	+4
Very Difficult	Toss behind back and catch into a twirl	25	+6

Two Gunning (Ex): When fighting with two pistols and wearing light or no armor, the pistoleer counts as if he had the Two-Weapon Fighting feat, but increases the misfire range by +4. If he already has Two-Weapon Fighting, he does not increase the misfire range with these weapons.

Brawling Gunplay (Ex)

At 2nd level, a pistoleer may fire a pistol while within a threatened area without provoking an attack of opportunity. The pistoleer may also reload without provoking an attack of opportunity, but he increases the pistol's misfire range by +4 on his next attack with that weapon.

Acrobatic Gunplay (Ex)

At 6th level, the pistoleer gains the Shot on the Run feat as a bonus feat. He need not meet the prerequisites to gain this feat.

Precise Aim (Ex)

At 8th level, a pistoleer increases the critical hit multiplier of any firearm that he uses by +1.

Luck of Phaetos (Su)

At 10th level, a number of times per day equal to the pistoleer's Charisma modifier (minimum of once per day), he may roll two dice on an attack roll, taking the better of the two results. *Note:* The pistoleer doesn't have to be a worshiper of Phaetos to use this ability.

Sentinel of the Homeguard

The Sentinels of the Homeguard are a militant faction of the Church of Spiros that act as border guards, marshals, elite soldiers, and avengers of injustices throughout the Archduchy. The order accepts only the very best and loyal warriors into its ranks, and countless young boys and girls dream of one day wearing the order's holly and leaping hart.

Hit Die: d10.

Requirements

To qualify to become a Sentinel of the Homeguard, a character must fulfill all the following criteria.

Race: Human, half-orc, or half-ogre.

Base Attack Bonus: +6.

Skills: Handle Animal 6 ranks, Intimidate 6 ranks, Perform (wind instrument) 2 ranks, Ride 6 ranks.

Feats: Armor Prowess*, Improved Sunder, Power Attack, Mounted Combat, Tower Shield Proficiency.

*See **Chapter Ten: Skills & Feats** for details on this new feat.

Special: The character must be a strong devotee of Spiros and have a senior member act as his sponsoring patron before entering training.

Class Skills

The Sentinel's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (tactics) (Int), Move Silently (Dex), Perform (Cha), Ride (Dex), Swim (Str), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Sentinel of the Homeguard prestige class.

Weapon and Armor Proficiency

Sentinels are proficient with all simple and martial weapons, all types of armor, and all shields (including tower shields).

Shield Mastery (Ex)

A 1st-level sentinel is skilled in using the shield to its fullest potential. While wielding a shield of any type, the sentinel gains a +1 deflection bonus to his AC.

Smite Chosen Enemy (Ex)

Upon attaining 2nd level, the sentinel must select a chosen enemy from the following list: humanoid (goblinoid), humanoid (shapeshifter), humanoid (orc), or undead. Thereafter, once per day, he may make a special smite attack. The sentinel adds his Wisdom bonus (if any) to his attack roll and deals 1 extra point of damage per sentinel level. If the sentinel accidentally smites a creature that is not his chosen enemy (such as a character under the effects of a *disguise self* or *polymorph* spell), the smite has no effect, but the ability is still used up for that day.

Courageous (Ex)

Riding against the inhuman foes of SpirosBlaak steels a Sentinel's heart and mind against fear. Starting at 3rd level, a sentinel gains a +6 morale bonus to all saves against fear spells and effects.

Bugle Call (inspire courage) (Su)

At 4th level, a sentinel is given a distinctive bugle allowing him to inspire courage in his allies. Making a bugle call is a full-round action that provokes an attack of opportunity if used within a threatened area. The sentinel must succeed on a DC 12 Perform

(wind instruments) check. On a failed check, the sentinel still uses up the ability for the day.

The bugle the Sentinel of the Homeland is given is a badge of office, not a magic item; if his official bugle is lost, any other bugle (but no other instrument) can be substituted. If a non-Sentinel, or a Sentinel of a level too low to use this ability normally, attempts to duplicate the call, the call has no effect even if the notes played are identical.

All allies within 30 feet of a Sentinel gain a +1 morale bonus to attack and damage rolls, skill checks, and saving throws for a number of rounds equal to the Sentinel's class level + his Charisma bonus (if any). These benefits do not increase through multiple uses of the bugle call, whether the original bugler or another Sentinel within range plays the call. The Sentinel can use this ability a number of times per day equal to his Charisma modifier (minimum of once/day).

Improved Shield Mastery (Ex)

By 5th level, the Sentinel perfects his use of the shield. When wielding one in combat, he gains a +2 deflection bonus to AC.

Bonus Feat

At 6th level, the Sentinel gains Great Cleave as a bonus feat. He need not meet the prerequisites for this feat.

Coax Mount (Ex)

At 7th level, a Sentinel's mastery of the horse is such that, as a swift action, he may add his Charisma modifier (if any) to his mount's saving throws and bestow a +10 foot enhancement bonus to the steed's land speed for that round.

Armor Mastery (Ex)

At 8th level, a Sentinel is so accustomed to using armor he can get in and out of it in half the usual time. Furthermore, the armor's maximum Dexterity bonus increases by +1 and all armor check penalties are halved. If the Sentinel carries a heavy load, he loses the benefits of armor mastery.

Bugle Call (summon sentinel) (Su)

At 8th level, if the Sentinel sounds his bugle anywhere within the Archduchy, it carries across the countryside to summon a number of Sentinels equal to 1d6 times the bugler's Charisma bonus (minimum of one Sentinel). The Sentinels arrive in 4d4 rounds if within a major city or inhabited area or 4d6 hours if within deep, uninhabited wilderness. If more than one Sentinel tries to summon their fellows to the same area, the GM can rule that there are not enough to answer the multiple bugle calls. This ability may only be used once per week.

Weapon Dedication (Ex)

At 10th level, the Sentinel must select one melee weapon with which he is proficient. Thereafter, he gains the Improved Critical feat with that weapon.

Thaumaturgist

Regarded as dabblers in forbidden practices, thaumaturgists are unwelcome anywhere in the Archduchy. Even those claiming to serve the Good are painted with the same brush of distrust as those who openly serve evil, because the Archduchy has a long and painful history of conflict with powers from other planes of existence.

Table 9-7: The Sentinel of the Homeguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Shield mastery
2nd	+2	+3	+0	+0	Smite chosen enemy
3rd	+3	+3	+1	+1	Courageous
4th	+4	+4	+1	+1	Bugle call (inspire courage)
5th	+5	+4	+1	+1	Improved shield mastery
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Coax mount
8th	+8	+6	+2	+2	Armor mastery
9th	+9	+6	+3	+3	Bugle call (summon Sentinel)
10th	+10	+7	+3	+3	Weapon dedication

Witchfinder

When the See in Vas proclaimed arcane magic a dangerous blasphemy against Spiros' righteousness, the Pontiff formed a body of fanatical holy warriors, the Kith of Witchfinders, to purge the monstrosity of sorcery from the land. These individuals are fanatical about meeting their goal, and act without hesitation in morally ambiguous situations that would give others pause.

Hit Die: d8.

Requirements

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

Race: Human.

Alignment: Any lawful.

Base Attack Bonus: +3.

Base Will Save: +4.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 4 ranks, Spellcraft 5 ranks.

Feats: Pious Link*, Track.

*See **Chapter Ten: Skills & Feats** for details on this new feat.

Special: The character must be zealously devoted to the Church of Spiros and fervently believe the use of arcane magic is a heresy. Approval to join the Kith must be granted by a cardinal of Spiros or the Pontiff himself. The candidate must *not* possess the ability to cast arcane spells.

Class Skills

The witchfinder's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

Witchfinders are proficient with all simple and martial weapons and with light armor.

Detect Magic (Sp)

At will, a witchfinder can use *detect magic* as the spell, except it only applies to arcane magic (spells cast by wizards and sorcerers, for instance).

Spells

At 1st level, a witchfinder gains the ability to cast a small number of divine spells, which are drawn from the witchfinder spell list. A witchfinder must choose and prepare her spells in advance.

To prepare or cast a spell, a witchfinder must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a witchfinder's spell is 10 + the spell level + the witchfinder's Wisdom modifier.

A witchfinder can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 9–8: The Witchfinder**. In addition, she receives bonus spells per day if she has a high Wisdom score. When **Table 9–8: The Witchfinder** indicates that the witchfinder gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

A witchfinder prepares and casts spells the way a cleric does, although she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A witchfinder may prepare and cast any spell on the witchfinder spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Blessing of Purpose (Ex)

At 2nd level, a witchfinder's dedication to her mission grants her a +2 competence bonus to Bluff, Gather Information, Intimidate, and Sense Motive checks.

Incorruptible (Su)

At 3rd level, a witchfinder gains a +4 sacred bonus to resist enchantment, charm, and compulsion effects.

Companion of the Hunt

Much like his quarry may acquire an arcane familiar, a 5th-level witchfinder may call upon a divine servant. This creature abides by the same rules as a wizard or sorcerer's familiar (see **Chapter Three: Classes** in the *PHB*), except the companion is either a hawk or owl.

Spell Resistance (Su)

At 6th level, a witchfinder has a spell resistance equal to 10 + his witchfinder class level against arcane spell and effects only.

Dispel Magic (Sp)

At 7th level, a witchfinder may *dispel magic* (as per the *dispel magic* spell) as a cleric of the same level. He may use this ability a number of times per day equal to 1 + his Charisma modifier (minimum of once/day).

Arcane Backfire (Su)

At 10th level, a witchfinder, a number of times per day equal to 1 + her Charisma bonus (if any), can cause an arcane spell or spell-like

Table 9–8: The Witchfinder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+2	+2	Detect magic	1	—	—	—
2nd	+1	+3	+3	+3	Blessing of purpose	2	—	—	—
3rd	+2	+3	+3	+3	Incorruptible	2	1	—	—
4th	+3	+4	+4	+4	—	3	2	—	—
5th	+3	+4	+4	+4	Companion of the hunt	3	2	1	—
6th	+4	+5	+5	+5	Spell resistance	4	3	2	—
7th	+5	+5	+5	+5	Dispel magic	4	3	2	1
8th	+6	+6	+6	+6	—	4	4	3	2
9th	+6	+6	+6	+6	—	4	4	3	2
10th	+7	+7	+7	+7	Arcane backfire	4	4	4	3

ability to backfire. To do so, the witchfinder must ready an action, as if she readied a counterspell. She may affect any arcane spellcaster within 40 feet. The subject of arcane backfire is entitled to a Will save (DC 15 + 1/2 the witchfinder's class level + the witchfinder's Charisma modifier) to negate the effect. If the subject fails the saving throw, arcane backfire causes the spell to fail and deals 1d4 points of nonlethal damage per level of the spell to the caster.

Witchfinder Spell List

Witchfinders choose their spells from the following list.

1st Level: *bane, cure light wounds, divine favor, endure elements, light, magic weapon, resistance, virtue.*

2nd Level: *bull's strength, lesser restoration, owl's wisdom, remove paralysis, resist energy, spiritual weapon, zone of truth.*

3rd Level: *cure moderate wounds, discern lies, greater magic weapon, magic vestment, remove blindness/deafness, remove curse.*

4th Level: *break enchantment, death ward, divine power, freedom of movement, neutralize poison, restoration.*

Wraez'kav

The wraez'kav ("Born of the Wild," in Lycanthus) are kav who embraced the animal within, becoming one with the power of nature. In kav society (especially among the primitive tribes of the Fristian Grasslands and Roaming Plains) wraez'kav are looked to as leaders who embody the essence of the kav.

Hit Die: d10.

Requirements

To qualify to become a wraez'kav, a character must fulfill all the following criteria.

Race: Kavraen or kavbroed.

Base Attack Bonus: +6.

Skills: Control Shape 4 ranks, Knowledge (nature) 8 ranks, Survival 4 ranks.

Feats: Beast Speaker*, Endurance, Gift of Heritage (any Horde or Eaovata)*, Savage Warrior*, Toughness.

*See **Chapter Ten: Skills & Feats** for details on this new feat.

Special: Wild Empathy ability.

Spells: The ability to cast 1st-level druid or ranger spells.

Class Skills

The wraez'kav's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Control Shape (Wis), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Class Features

All of the following are class features of the wraez'kav prestige class.

Weapon and Armor Proficiency

Wraez'kav gain no proficiency in any weapons or armor.

Unarmed Attack Bonus

Any time a wraez'kav makes an unarmed strike or a natural attack, he uses his unarmed attack bonus instead of his base attack bonus.

Mind of the Beast (Ex)

At 1st level, the wraez'kav's mind is attuned to his animal nature such that he gains a +4 bonus to saving throws against charm and compulsion spells and effects. Spells normally only affecting animals can affect a wraez'kav, and a wraez'kav doesn't gain this +4 bonus against animal-oriented charm and compulsion effects (e.g., *charm animal*).

Spells

At 1st level, a wraez'kav gains the ability to cast a small number of divine spells, which are drawn from the wraez'kav spell list. A

Table 9-9: The Wraez'kav

Level	Base Attack Bonus	Unarmed Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
							1st	2nd	3rd	4th
1st	+0	+1	+2	+0	+0	Mind of the beast	1	—	—	—
2nd	+1	+2	+3	+0	+0	Speak with animals	2	—	—	—
3rd	+2	+3	+3	+1	+1	Tread the wild	2	1	—	—
4th	+3	+4	+4	+1	+1	—	3	2	—	—
5th	+3	+5	+4	+1	+1	—	3	2	1	—
6th	+4	+6	+5	+2	+2	Call the pack	4	3	2	—
7th	+5	+7	+5	+2	+2	—	4	3	2	1
8th	+6	+8	+6	+2	+2	Feral spirit	4	4	3	2
9th	+6	+9	+6	+3	+3	—	4	4	3	2
10th	+7	+10	+7	+3	+3	Weave the wild	4	4	4	3

wraez'kav must choose and prepare her spells in advance.

To prepare or cast a spell, a wraez'kav must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wraez'kav's spell is 10 + the spell level + the wraez'kav's Wisdom modifier.

A wraez'kav can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 9-9: The Wraez'kav**. In addition, she receives bonus spells per day if she has a high Wisdom score. When **Table 9-9: The Wraez'kav** indicates that the wraez'kav gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

A wraez'kav prepares and casts spells the way a cleric does, although she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A wraez'kav may prepare and cast any spell on the wraez'kav spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Speak with Animals (Sp)

Starting at 2nd level, a wraez'kav may, at will, *speak with animals*, as per spell.

Tread the Wild (Ex)

At 3rd level, when the wraez'kav moves through wilderness terrain he leaves no trail. In addition, he gains a +10 bonus to Hide and Move Silently checks made in this terrain.

Call the Pack (Su)

At 6th level, a wraez'kav attracts animals. Such animals travel as far as 10 miles to befriend the wraez'kav (so long as they aren't ensorcelled, and are not already bonded to another wraez'kav), acting as if under the influence of the *charm animal* spell. The wraez'kav attracts a total Hit Dice of animals equal to five times his class level (divided as you wish). These animals remain so long as they are treated with friendship and loyalty. If an animal is slain, the wraez'kav may replace it in 1d6 weeks.

Feral Spirit (Su)

At 8th level, a wraez'kav can access a more primeval level of his animal nature, transforming himself into a dire lycanthrope. While using the feral spirit ability, the wraez'kav in animal or hybrid form gains the following additional ability adjustments: a +2 natural AC bonus, +2 to Strength and Constitution, and +4 to Dexterity, and he may add his Charisma bonus (if any) to his Constitution bonus for determining bonus hit points. Changing into feral form from humanoid, hybrid, or animal form requires a full-round action (as opposed to the standard action normally required for changes).

Unfortunately, because of his bestial nature, the wraez'kav in feral form is even more susceptible to spells targeting animal minds (see **Mind of the Beast**), and so takes a -4 penalty to saving throws against spells and effects specifically targeting animals.

Weave the Wild (Sp)

At 10th level, a wraez'kav becomes attuned to the voices of the wilderness, such that he may cast each of the following spells as a spell-like ability once per day: *control plants*, *detect snares and pits*, *diminish plants*, *entangle*, *plant growth*, *wall of thorns*, *warp wood*, and *wood shape*. His caster level equals his class level. The save DC equals 10 + the spell level + his Wisdom modifier.

Wraez'kav Spell List

Wraez'kav choose their spells from the following list.

1st Level: *charm animal*, *calm animals*, *detect animals or plants*, *hide from animals*, *magic fang*, *summon nature's ally I*.

2nd Level: *animal messenger*, *animal trance*, *hold animal*, *summon nature's ally II*.

3rd Level: *dominate animal*, *greater magic fang*, *snare*, *summon nature's ally III*.

4th Level: *animal growth*, *giant vermin*, *freedom of movement*, *repel vermin*, *summon nature's ally IV*.



Chapter Ten: Skills & Feats

This chapter presents modifications to some skills as presented in the *PHB* for use in the *SpirosBlaak* setting, modifications to existing feats, and several new feats to truly customize your characters and breathe life into this world.

Skills

This section introduces the new Craft (artillery-making) and Craft (gunsmithing) skills. Additionally, Craft (alchemy), Knowledge, and Speak Language have additions and modifications for use with this setting. Control Shape is included too for quick rules access for kavraen characters.

Control Shape (Wis)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since he has full control over his shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter loss.

Involuntary Change	Control Shape DC
Resist involuntary change	25

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Try Again (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Voluntary Change	Control Shape DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntarily change to animal form (full moon)	15
Voluntarily change to animal form (not full moon)	20

* The moon over Dracos is full for three days each month.

Try Again (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return

to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until he becomes aware of his condition (see **Lycanthropy As An Affliction** in the *MM*).

Craft (Int; Trained Only)

As more and more people come to rely on technology to perform their tasks, masters of Craft become rarer. Craft (technology) reflects this gradual shift from the old ways of doing things for modern means. Why go through the process of tanning hides when a machine can do it for you? In the *SpirosBlaak* setting, Craft is a trained-only skill. But while the modern amenities will eventually transform the world of *SpirosBlaak*, technology is still unreliable and uncertain, and produces sometimes unusual results.

In addition to the standard subcategories of the Craft skill, *SpirosBlaak* introduces artillery-making and gunsmithing. Furthermore, *SpirosBlaak* also modifies how Craft (alchemy) works. Unless specified otherwise, Craft functions as described in the *PHB*.

Craft (Alchemy) (Int; Trained Only)

Normal Use: You can make alchemical items and identify potions.

Requirements for Technological Use: This skill remains unchanged with one exception. Unlike most alchemical items that require at least 1 level of spellcaster to make, characters can take the Craft (alchemy) skill to make black powder without the spellcaster requirement.

New Use—Making Black Powder: You can make black powder by mixing the necessary components. Making black powder is a risky undertaking, requiring a DC 15 Craft (alchemy) check for every pound that is to be made. You can take 10 but not take 20 with this roll. A failed check results in a roll on the following table.

Roll	Result
01-80	Failed. The components are useless.
81-95	Minor flare up. Alchemist suffers 1d6 damage from minor burns and the powder is consumed.
96-00	Explosion. The black powder explodes, causing 1d6 damage per pound (treat anything under a pound as a pound) to a 5-foot radius.

Craft (Artillery-Making) (Int)

You know how to craft black powder artillery pieces, but not how to manufacture small arms (pistols and muskets) or black powder.

Class Skill: Assassin, cleric, dwarven defender, expert, fighter, paladin, rogue, warrior.

Check: Crafting a black powder artillery piece requires a foundry for casting (or using the mandrel method if the shop is advanced enough) and refining the bore. Iron is the most common metal used and the easiest to work with; the DCs are modified when working in other materials (see **Table 11–8: Alternate Materials for Firearms and Artillery** on page 127). The proper tools and workplace for creating artillery typically costs 4,500 gp, whereas standard artisan's tools suffice for cleaning and simple repairs.

You can also make friction primers: DC 12, with a +2 synergy bonus if you also have 5 or more ranks in Craft (alchemy).

Creating a masterwork artillery piece increases the cost by 2,000 gp.

Item	DC
Masterwork component	30
3-pounder cannon	15
6-pounder cannon	18
9-pounder cannon	20
12-pounder cannon	23
18-pounder cannon	25

Special: If the character has 5 or more ranks in Craft (artillery-making), he gets a +2 synergy bonus to reduce the –4 attack penalty for artillery users without Artillery Proficiency to –2. This skill does not offset the increase in severity of rolls on the misfire table for those without Artillery Proficiency.

Craft (Gunsmithing) (Int)

You know how to craft black powder pistols and muskets.

Class Skill: Assassin, cleric, dwarven defender, expert, fighter, paladin, rogue, warrior.

Check: Creating a firearm is similar to crafting any other weapon, but it is more laborious and expensive. Gunsmithing is also used to maintain and repair a firearm that has been exposed to harsh elements or used negligently (e.g., without being regularly cleaned), and to determine a firearm's condition (fully operational, jammed, non-functional, etc.) by sight alone or automatically with a hands-on examination.

The proper tools and workplace for creating firearms typically cost 1,500 gp, whereas standard artisan's tools suffice for fieldwork such as cleaning and simple repairs.

Creating a masterwork firearm increases the cost by 500 gp for a pistol or 750 gp for a musket.

Task	DC
Repair firearm	10
Recognize firearm condition	10

Item	DC
Masterwork component	25
Mage pistol	22
Dwarven volley gun	23
Dwarven axe musket	18
Hand cannon, either	18
Small or pocket pistol	20
Standard pistol	15
Musket/Carbine	15

Special: If the character has 5 or more ranks in Craft (gunsmithing), he gets a +2 synergy bonus to reduce the –4 attack penalty for firearms users without Firearms Proficiency to –2. This skill does not offset the increase in severity of rolls on the misfire table for those without Firearms Proficiency.

Craft (Technology) (Int; Trained Only)

You know how to construct gadgets and other technological wonders.

Class Skill: Technologist.

Check: You may only construct gadgets with this skill if you have at least one level in a class that confers gadgets (i.e., the technologist). Otherwise, you can use technology to create any other item as if you had ranks in that Craft skill. However, if you use Craft (technology) in this way, you take a –10 circumstance penalty to the Craft check.

For example, Mary's technologist wants to weave a sweater. However, she doesn't have ranks in Craft (weaving). So Mary substitutes her Craft (technology) skill to make a sweater with a machine. Her Craft (technology) modifier is +13, but when she substitutes it for weaving, she only has a +3 modifier.

Synergy: If you have 5 or more ranks in Craft (technology) you gain a +2 bonus on all other Craft checks.

Handle Animal (Cha; Trained Only)

Normal Use: You can train animals to perform tasks and tricks, or you can domesticate animals.

New Use – Gun Hardened: You can train an animal to resist being spooked by firearms and artillery (see the Spook Animal optional rule, page 129). Doing so takes one week of persistent exposure to the sights, smells, and sounds of firearms use, after which you must succeed on a DC 20 Handle Animal check. If successful, the DCs of Spook Animal checks for that animal are lowered by –10. This counts as one trick.

In a setting where use of firearms is widespread, gun hardening is considered part of the normal training regimen included in the Combat Riding and Fighting general purpose, and doesn't cost an additional trick.

Knowledge (Int; Trained Only)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are some new fields of study.

Streetwise: Street and urban culture, local underworld personalities and events. *Class Skill for:* Assassin, bard, rogue.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat. *Class Skill for:* Assassin, dwarven defender, expert, fighter, loremaster, paladin.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices. *Class Skill for:* Loremaster, rogue, technologist.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

For every 5 points by which your check result exceeds the DC, the GM may allow you to recall another piece of useful information.

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy: If you have 5 or more ranks in Knowledge (streetwise), you get a +2 bonus on Gather Information checks made within a town or city. If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Craft (technology) checks.

Speak Language (None; Additional)

Bakad: The secret tongue of the hagglers involves body movements and inserting messages into an ongoing conversation. It is extremely difficult for anyone who does not speak Bakad to notice someone using this language. Teaching the bakad tongue to outsiders is strictly forbidden.

Faedic: A rough, guttural tongue with just a hint of a musical accent to indicate emotional inflections, Faedic is a long-lived and

inflexible language. Faedic is a very nature-oriented tongue; the language has hundreds of words to describe a flower or color degree.

Lycanthus: The universal language of the kavbroed, this is a difficult tongue for non-kav to master. It involves combining animalistic sounds, which are heavily accented by a kav's type (*i.e.*, werewolf, wereraven, *etc.*), with more human-sounding speech.

Merithian: Although this language is no longer spoken on Dracos, scholars have deciphered its meaning. Those who plunder tombs would find this language useful. The language is taught in Askalan's best colleges.

Naval Code: An ancient alphabet code with roots in the great elven navies, naval code has since been modified to Common alphabet and is ubiquitous throughout the human kingdoms.

The naval code substitutes long and short pulses of light for letters, using a signal lantern or heliograph for transmission. The range of communication by naval code is impressive. A signal lantern reliably communicates up to 3 miles during the day, 10 miles at night or in overcast conditions. A heliograph disk can transmit messages over the horizon by projecting light against the bottom of clouds. Weather conditions limit its use, but reliable communication at 20 or more miles is not uncommon.

Old Rilgoth (Old Tongue): This nearly dead tongue of the ancient and fallen Rilgoth Empire is the musical language of scholars, learned nobility, and academicians. The written alphabet contains 64 characters, each of which is harshly angular. Anyone who speaks Old Rilgoth may attempt to speak or read its modern descendant, Rilgoth, with a successful DC 25 Intelligence check.

Rilgoth: Rilgoth descended from its parent tongue, Old Rilgoth, into a harsh, brutal sounding language. The written alphabet contains only 31 symbols, most of which have come to represent entire words or concepts, much as do runes, rather than individual characters. Anyone who speaks Rilgoth may attempt to speak or read its predecessor, Old Rilgoth, with a successful DC 25 Intelligence check.

Semaphore: The semaphore flag code is an alphabet signaling system based on the waving of a pair of hand-held flags in a

Table 10-1: SpirosBlaak Languages

Language	Typical Speakers	Alphabet
Bakad	Bakad	–
Faedic	Faedians	Faedic symbols (no real alphabet)
Lycanthus	Kavbroed	Lycanthus
Merithian	None (dead language)	Merithian
Old Rilgoth (Old Tongue)	The educated and nobility	Old Rilgoth
Naval Code	–	Common
Rilgoth	Rilgoth barbarians	Rilgoth
Semaphore	–	Common

particular pattern. It can be used to communicate in any language based on the Common alphabet, although variants may exist for other alphabets. The range of this communication is limited to line-of-sight, but transmission is relatively swift: a full sentence can be communicated with a full-round action.

Semaphore is in common use by merchant seamen, who frequently maintain a signal officer on longer voyages. The code is widely disparaged by pirates, whose idea of signaling with a flag is hoisting the skull-and-crossbones.

Using Skills by Native Region (Optional Rule)

Some skills gain a bonus when used within a character's native region: the nation, city, or territory of his birth and/or upbringing, as outlined in the character's background. Whenever within this region (or, in some cases, when dealing with people from that region), the character gains a +1 or +2 bonus (GM's discretion, depending on familiarity) to his skill checks with the following: Diplomacy, Gather Information, Knowledge (history), Knowledge (nature), Knowledge (religion), Knowledge (streetwise), Knowledge (tactics), and Survival.

New Feats

This section introduces new General and Item Creation feats, as well as additions and modifications to standard feats from the *PHB*. It also adds a new class of feats usable only by lycanthropes.

Kav Feats

These are feats available only to kav, granting them extra abilities that tap the properties of their mixed nature. Kav feats are available to kavraen and kavbroed. Kav feats and the Lycanthrope feats from Paradigm Concepts' *Slaves of the Moon* are interchangeable.

Amphibious Endurance (General)

As a native of the water, you have steeled your body to withstand the rigors of life on land longer than is normal.

Prerequisite: Aquatic subtype.

Benefit: You can survive out of water for two hours per point of your Constitution score, before the effects of suffocation begin.

Normal: Water-breathing creatures refer to their racial description to determine how long they may normally stay on land before suffocating.

Animal Intuition (Kav)

You have a preternatural sense for danger.

Benefit: You gain a +2 bonus to initiative checks and Reflex saves.

Arcane Warrior (General)

You are adapted to harnessing mystic energies while wearing armor.

Prerequisites: Base attack bonus +1, Armor Proficiency (any)

Benefit: While wearing armor with which you are proficient, you reduce by 10% (to a minimum of 5%) the armor's chance of spell failure for spells with somatic components.

Armored Shapechange (Light) (Kav)

You can change shapes without ruining your armor. As you alter in a new form, you release straps, untie laces, and shed your armor as part of your transformation.

Benefit: When you change into a form larger than your current one, you can remove any light armor you wear as a swift action (see page 100). You can only take your armor off in this manner if you change shape; you cannot remove it this quickly under other conditions.

Armored Shapechange (Medium) (Kav)

Your experience in wearing heavier armor and many hours of practice have taught you how to change shape without wrecking your armor.

Prerequisite: Armored Shapechange (light).

Benefit: This feat functions just like Armored Shapechange (light), except you can also remove medium armor as a free action while changing shape.

Table 10–2: Feats

General Feats

Feat	Prerequisite
Amphibious Endurance	Aquatic subtype
Arcane Warrior	Base attack bonus +1 or higher, Armor Proficiency (any)
Armor Prowess ¹	Str 13, Armor Proficiency (heavy)
Artillery Proficiency ¹	Base attack bonus +1 or higher
Brawler ¹	Base attack bonus or unarmed attack bonus +3 or higher, Improved Unarmed Strike
Cautious Loader (artillery) ¹	Artillery Proficiency
Cautious Loader (firearms) ¹	Firearms Proficiency
Contortionist	—
Dexterous	Dex 13, Tumble 8 ranks
Eagle Eyes	—
Endurance Swimmer	Str 13, Con 13, Endurance
Exotic Weapon Proficiency (dwarven axe musket) ¹	Firearms Proficiency, base attack bonus +1
Favored Enemy	—
Firearms Proficiency ¹	Base attack bonus +1
Greater Gift of Divine Heritage	Lesser Gift of Divine Heritage feat, character level 9th
Hawkeye ¹	Wis 15, Spot 4 ranks, Far Shot
Impressive Immunity	—
Inspiring Foreman	Wis 13, Cha 15
Kav Ancestry	—
Kav Stalker	Knowledge (local) 7 ranks
Lesser Gift of Divine Heritage	Cha 17
Lookout	—
Master Gunner ¹	Artillery Proficiency
Master Pilot	Profession (pilot) 8 ranks
Navy Heritage	This feat may only be taken at the first class level
Odd Man Out	Varies
Outlandish Weapon Finesse ¹	Weapon Finesse
Pious Link	Wis 13, cleric level 1st or paladin level 4th
Polyglot	Int 13
Port Savvy	—
Precision ¹	Dex 13, Combat Expertise, base attack bonus of +5
Pressure Survival	Swim 4 ranks
Rapid Gunner ¹	Dex 13, Artillery Proficiency, base attack bonus +1
Rope Climber	Dex 13
Savant	Int 13
Savage Warrior ¹	Con 13, Diehard, Toughness
Sea Brother	—
Sea Dog	—
Shadow	—
Smooth Talker	Cha 13
Speed Loader ¹	Dex 13, Firearms Proficiency, base attack bonus +1
Speedy Recovery ¹	Toughness
Sprinter	Run
Steady Captain	Profession (pilot) 6 ranks, Leadership, must be in command of a ship
Steady Legs	Must have spent at least three months upon an active ship
Storm Sense	—
Studious	May only be taken at the first character level
Superior Pilot	Profession (pilot) 6 ranks
Swing-By Attack	Climb 1 rank, Rope Climber
Touch of Clarity	Cha 13, paladin level 2nd
Weapon Kick Up ¹	Dex 13, Tumble 1 rank

Armor Prowess (General)

You are nimble and proficient under the encumbrance of armor.

Prerequisites: Str 13, Armor Proficiency (heavy).

Benefit: Wearing medium or heavy armor does not lower your base speed. When wearing heavy armor your maximum run speed

is unchanged. Furthermore, reduce any armor check penalties by 1 (to a minimum of –1).

Normal: Medium and heavy armors lowers the wearer's base speed, and heavy armor reduces the wearer's maximum running speed from x4 to x3.

Table 10–2: Feats (continued)**Item Creation Feats**

Feat	Prerequisite
Greater Brew Potion	Caster level 13th, Craft (alchemy) 8 ranks, Brew Potion, Improved Brew Potion
Improved Brew Potion	Caster level 7th, Craft (alchemy) 5 ranks, Brew Potion

Kav Feats

Feat	Prerequisite
Animal Intuition	—
Armored Shapechange (light)	—
Armored Shapechange (medium)	Armored Shapechange (light)
Beast Speaker	Charisma 13
Bestial Tracker	Scent
Blade and Claw ¹	Two-Weapon Fighting, base attack bonus +1
Claws of Vengeance	Must have natural weaponry
Fast Healing	Any two Kav feats
Fearful Presence	Cha 13, Intimidate 8 ranks
Form Mastery (animal)	—
Form Mastery (humanoid)	—
Form Mastery (hybrid)	—
Grace of Lunis	—
Heart of the Alpha	Leadership
Leaper	—
Might of Lunis	—
Savage Claw	—
Shift Quickened	—
Sight of the Moon	—
Speed of the Hunter	—
Steel Fur	—
Strength of the Beast	Wis 13, any one kav feat

¹ Indicates a Fighter bonus feat.

Special: A fighter may select Armor Prowess as a fighter bonus feat.

Artillery Proficiency (General)

You are familiar with the use and maintenance of black powder artillery of all sorts.

Prerequisites: Base attack bonus +1.

Benefit: You make attack rolls with black powder artillery weapons without penalty.

Normal: A character who uses such a weapon without being proficient takes a –4 penalty on attack rolls, the misfire range on his gun increases by +4, and if a misfire occurs the degree of severity of a misfire roll on **Table 11–10: Artillery Misfire Results** (page 127) automatically increases by one step.

Special: You need not take this weapon proficiency for each type of artillery; by selecting this feat, you are proficient with *all* artillery.

Special: A fighter may select Artillery Proficiency as a fighter bonus feat.

Beast Speaker (Kav)

Your ability to communicate with animals of your type is better than normal.

Prerequisites: Charisma 13.

Benefit: You are especially skilled at influencing some animals' attitudes. You receive a +4 competence bonus to Charisma checks made to influence all creatures of your animal type, and you can communicate semi-complex thoughts such as "patrol the perimeter for orcs," "go hunt for dinner and bring it back," and "go pull that



rope with your teeth." More complex thoughts are still beyond your ability to communicate.

Notes on Standard PHB Feats

Deflect Arrows

If you possess both the Deflect Arrows and Weapon Finesse feats, then you may attempt to deflect missiles at DC +4 utilizing a weapon for which you have taken the latter feat. This feat may not be used to deflect bullets.

Far Shot

Multiply firearm range increments by one-half when using black powder firearms. Muskets firing buckshot and black powder artillery gain no benefit from this feat.

Rapid Shot

This feat does not benefit firearms or black powder artillery; see instead Rapid Gunner and Speed Loader.

Weapon Focus (General)

When taking the Weapon Focus feat with a firearm or artillery piece, you need not take it with each specific type or caliber of firearm. Instead, the following categories are used:

- Arkanoclian eagle musket
- Bayonet (all sizes)
- Cannon (all sizes)
- Dwarven axe musket
- Dwarven volley gun
- Fowling piece
- Goblin fang gun
- Grenade
- Hand cannon (musket)
- Hand cannon (pistol)
- Mage pistol
- Musket (includes carbine, common, light, and military)
- Pistol (includes cavalry, common, military, pocket, and precision)

with his claw attack, each at a –5 penalty. If combined with Greater Two-Weapon Fighting, the kav may make a third additional attack, but at a –10 penalty.

Brawler (General)

You are a natural fighter with your hands and feet.

Prerequisites: Improved Unarmed Strike, base attack bonus +3.

Benefit: You gain a +1 bonus to attack rolls when making unarmed strikes or using improvised weapons such as chairs, tables, and bottles. Additionally, your unarmed strike damage increases as follows. This feat does not affect natural weapons. If you have monk levels, you may apply the benefits of this feat to your unarmed damage.

Normal Damage	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	2d6
2d6	2d8
2d8	4d6

Normal: The racial bonus to influence the animal's attitude is +4 and only simple thoughts may be communicated.

Bestial Tracker (Kav)

You are an excellent tracker when it comes to using your nose.

Prerequisites: Scent.

Benefit: You gain an additional +4 competence bonus to all checks made to spot invisible or hidden prey or when you track by scent.

Blade and Claw (Kav)

You can combine the benefits of your various forms into an effective fighting technique.

Prerequisites: Two-Weapon Fighting, base attack bonus +1.

Benefit: When in hybrid form and fighting with a weapon and using a claw attack in your off-hand, in addition to the standard single attack you get with an off-hand weapon, you may make a second off-hand attack, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon or natural attack.

Special: A kav fighter may select Blade and Claw as a fighter bonus feat.

If combined with Improved Two-Weapon Fighting, the kav may make two additional attacks

Normal: A creature's unarmed strike deals damage according to its size as follows: Small 1d2, Medium-size 1d3, Large 1d6, Huge 2d4, Gargantuan 2d6, and Colossal 2d8.

Special: A fighter may select Brawler as a fighter bonus feat.

Cautious Loader (Artillery) (General)

You can safely load black powder artillery.

Prerequisites: Artillery Proficiency.

Benefit: Any time you're called upon to roll on Table 11–10: Artillery Misfire Results when using an artillery piece, subtract 20% times the proportion of crew members who have Cautious Loader (rounding down); *i.e.*, if only half do, subtract 10%, and if one-third have Cautious Loader (artillery), subtract 6% (20/3 rounded down).

If called upon to make a Spot check to avoid double-loading a weapon as a result of a roll on Table 11–10: Artillery Misfire Results, each crew member with Cautious Loader adds +1 to the die roll.

Special: A fighter may select Cautious Loader (artillery) as a fighter bonus feat.

Cautious Loader (Firearms) [Fighter, General]

You can safely load firearms.

Prerequisites: Firearms Proficiency.

Benefit: Any time you're called upon to roll on Table 11–9: Firearm Misfire Results when using a firearm, subtract 20% from the roll.

If called upon to make a Spot check to avoid double-loading a weapon as a result of a roll on Table 11–9: Firearm Misfire Results, you add +4 to the die roll.

Special: A fighter may select Cautious Loader (firearms) as a fighter bonus feat.

Claws of Vengeance (Kav)

Your natural weapons are ideal for combating other kav.

Prerequisites: Must have natural weaponry.

Benefit: For the purposes of overcoming damage reduction, your natural attacks count as silver.

Contortionist (General)

You are lithe and flexible, and you can remove joints from their proper location to make yourself bend in unusual ways.

Benefit: You gain a +2 bonus to Escape Artist checks, and you may always take 10 with this skill even when rushed or threatened. In addition, you gain a +1 bonus on Reflex saves.

Dexterous (General)

You are a master of dexterous feats.

Prerequisites: Dex 13, Tumble 8 ranks.

Benefit: When wearing armor or carrying a heavy load, halve the check penalty to the following skills: Balance, Climb, Jump, and Tumble. In addition, you may always take 10 with these skills, even when rushed or threatened.

Eagle Eyes (General)

Your sharp eyes make you an ideal lookout and a valuable commodity to a vehicle's crew.

Benefit: You have excellent eyesight and can see twice as far as normal. If you have darkvision, double its range. You also gain a +2 bonus to Spot checks.

Endurance Swimmer (General)

You are adept at swimming in adverse conditions.

Prerequisite: Str 13, Endurance.

Benefit: When make a Swim check while wearing armor or carrying a heavy load, you take the only the normal check

penalty. In addition, you only need make a DC 20 Swim check every four hours to avoid fatigue. In addition, you can hold your breath for a number of rounds equal to four times your Constitution score.

Normal: Swim checks are subject to double the normal armor check penalty and encumbrance penalty. In addition, you must make a DC 20 Swim check each hour or take 1d6 points of nonlethal damage from fatigue. A character can hold his breath for a number of rounds equal to twice his Constitution score.

Exotic Weapon Proficiency

(Dwarven Axe Musket) (General)

You are familiar with the use of the dwarven axe musket, both as a melee weapon and as a firearm.

Prerequisites: Firearms Proficiency, base attack bonus +1.

Benefit: You suffer no attack penalty when using this weapon.

Normal: A character who uses a dwarven axe musket without being proficient takes a –4 penalty on attack rolls (melee and ranged), the misfire range on his musket increases by +4, and if a misfire occurs the degree of severity of a misfire roll on **Table 11–9: Firearm Misfire Results** increases by one step.

Special: A fighter may select Exotic Weapon Proficiency (dwarven axe musket) as a fighter bonus feat.

Fast Healing (Kav)

You heal miraculously fast.

Prerequisites: Any two Kav feats.

Benefit: You gain fast healing 2. The fast healing special quality allows you to regain hit points at an exceptionally fast rate. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow you to regrow lost body parts.

Favored Enemy (General)

You are adept at opposing a specific type of creature, whether in combat or when using certain skills.

Benefit: Select a creature type from the following list: aberration, animal, construct, dragon, elemental, fey, giant, humanoid (aquatic), humanoid (dwarf), humanoid (elf), humanoid (goblinoid), humanoid (gnoll), humanoid (gnome), humanoid (halfling), humanoid (human), humanoid (orc), humanoid (reptilian), humanoid (shapechanger), magical beast, monstrous humanoid, ooze, outsider (air), outsider (chaotic), outsider (earth), outsider (evil), outsider (fire), outsider (good), outsider (lawful), outsider (native), outsider (water), plant, undead, vermin. You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, you get a +2 bonus on weapon damage rolls against such creatures. If a specific creature falls into more than one category of favored enemy, the bonuses do not stack; use whichever bonus is higher.

Special: This feat can be taken multiple times, selecting a new favored enemy each time. Its effects stack with the ranger ability of the same name.

Fearful Presence (Kav)

You instill fear in others by projecting your animal nature.

Prerequisites: Cha 13, Intimidate 8 ranks.

Benefit: You may use the *demoralize opponent* feature of the Intimidate skill as a swift action (see page 100). Also, the target remains shaken for a number of rounds equal to your Charisma bonus (minimum 1 round). Once a target has been affected by Fearful Presence, it is immune to further incidences of these effects for 24 hours.

Firearms Proficiency (General)

You are familiar with the use and maintenance of flintlock blunderbusses, muskets, pistols and the like.

Prerequisites: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a firearm without being proficient takes a –4 penalty on attack rolls, the misfire range on his musket increases by +4, and if a misfire occurs the degree of severity of a misfire roll on **Table 11–9: Firearm Misfire Results** increases by one step.

Special: You need not take this weapon proficiency for each type of firearm; their use is so similar, unless otherwise noted, this proficiency covers all firearms.

A fighter may select Firearms Proficiency as a fighter bonus feat.

Optional: The GM may allow clerics, fighters, rangers, paladins, and warriors to receive this feat free in place of the Armor Proficiency (medium or heavy) normally granted them.

Form Mastery (Animal) (Kav)

You spent so much of your time in animal form you are more accustomed to it than you are to your other shapes.

Benefit: You take a –1 competence penalty to all attacks, saves, and checks while in hybrid or humanoid form, but gain a +1 competence bonus to attacks, saves, and checks while in animal form. In addition, you can change into animal form from humanoid or hybrid as a swift action (see page 100).

Special: You may not choose this feat if you have previously gained Form Mastery (humanoid) or (hybrid).

Form Mastery (Humanoid) (Kav)

You feel most comfortable as a humanoid, with both your hybrid and animal forms proving difficult and uncomfortable. Some of the traits and abilities you would enjoy as a lycanthrope bleed through to your humanoid form, as you channel your feral instincts to your humanoid psyche.



Benefit: While in humanoid form, you gain a +2 bonus to any ability score that normally increases when you switch into hybrid or animal shape. When in either of those two other forms, you take a –2 penalty to all attacks and checks, and a –10 foot penalty to your speed.

Special: You may not choose this feat if you have previously gained Form Mastery (animal) or (hybrid).

Form Mastery (Hybrid) (Kav)

Caught between your humanoid and bestial sides, you prefer to remain in hybrid form.

Benefit: When you switch from humanoid to hybrid form, you do not lose any of your equipment even if your size changes. When two-weapon fighting and with a natural weapon as an off-hand attack, you reduce the penalty to all attacks by 1. When in humanoid form, you take a –2 penalty to Strength and Dexterity as you must struggle to cope with a weaker, frail form. In animal guise, you reduce your speed by –10 feet and take a –1 competence penalty to attacks, checks, and saves.

Special: You may not choose this feat if you have previously gained Form Mastery (animal) or (humanoid).

Grace of Lunis (Kav)

You become quicker and more agile when Lunis, the moon, is full.

Benefit: During nights of a full moon, you gain a +2 bonus to your Dexterity score. This bonus lasts from sunset until dawn, regardless of whether or not the moon is actually visible in the night sky.

Gift of Divine Heritage Feats (Optional)

The gods of the *SpirosBlaak* setting have fallen from grace. For this reason, they meddle in mortals' affairs and often breed with them, thereby passing on some unusual traits. These traits are detailed in the Lesser Gift of Divine Heritage and Greater Gift of Divine Heritage feats. If this cosmology does not suit his campaign world, it is suggested that the GM not allow players to choose these feats.

Greater Brew Potion (Item Creation)

You can brew potions of greater potency than those provided by the Improved Brew Potion feat.

Prerequisites: Caster level 13th, Craft (alchemy) 8 ranks, Brew Potion, Improved Brew Potion.

Benefit: You can create a potion or oil of any spell of 7th to 9th level under the same rules and guidelines as described under the Brew Potion feat. Brewing these potions takes two days.

Greater Gift of Divine Heritage (General)

Your blood runs thick with that of the fallen gods.

Prerequisites: Lesser Gift of Divine Heritage feat, character level 9th.

Benefit: Your Greater Gift of Divine Heritage must be from the same god chosen for the Lesser Gift of Divine Heritage. The effects of this feat depend on the god selected.

- **Akrasia:** Once per day per point of Wisdom bonus (minimum of 1), you may take another move action, either before or after your normal action.
- **Antigonos:** Your Dexterity score permanently increases by +2.
- **Arkanocles:** You gain spell resistance equal to 10 + your character level. If you already have spell resistance, use the higher value +2.
- **Biddethomia:** You can see in any darkness, even magical darkness, out to any distance.
- **Cinnoldis:** You gain sorcerer as an additional favored class. In addition, you may choose any four 0-level arcane spells that you may cast three times per day each as a caster whose level equals your character level. The save DC is Charisma-based. In addition, all spells you cast have their save DC increased by +1.

- **Deledos:** Your Charisma score permanently increases by +2.
- **Demedreas:** You gain a swim speed equal to your land speed. You gain the aquatic subtype, and the amphibious trait, allowing you to exist comfortably on land and in water. Additionally, you gain a +8 racial bonus to Swim checks. You may always take 10 on these checks, even if rushed or threatened. You may take a run action while swimming, as long as you move in a straight line.
- **Dooned:** You always move silently, as if you were an incorporeal creature. You lose this ability if you wear heavy armor. In addition, you gain a +5 bonus to Hide checks.
- **Eaovata:** You gain an animal companion, as if you were a druid whose level equals half your character level. If you already have druid levels, you are considered a druid three levels higher than you are for the purposes of your animal companion's special abilities. In addition, you may speak with any animal as if you were permanently under the effects of a *speak with animals* spell.
- **Gamia:** Your base speed increases by +20 feet.
- **Gasperos:** Your Strength or Constitution score permanently increases by +2.
- **Griij:** You gain immunity to all poisons. In addition, you gain a +3 sacred bonus to all Fortitude saves.
- **Jestale:** You may cast *contagion* three times per day as a spell-like ability. Your caster level equals your overall character level. The save DC is Charisma-based.
- **Kutsutema:** You are immune to all devices and spells that detect, influence, or read emotions or thoughts, in effect making you immune to all mind-affecting spells and effects as well as information-gathering by spells or effects.
- **Logothos:** You add your Wisdom modifier as a bonus to all Intelligence-based skills and checks. In addition, when determining future skill points you add your Wisdom modifier to your Intelligence modifier.
- **Mikret:** You may cast *diminish plants* three times per day as a spell-like ability. Your caster level equals your overall character level. The save DC is Charisma-based.
- **Panathon:** You are immune to all spells and effects of the enchantment school.
- **Phaetos:** Three times per day, you may roll two dice on any roll of 1d20, taking the better of the two results. If both dice have the same result, you may, at your option, reroll both dice.
- **Poden-mol:** You may cast *confusion* three times per day as a spell-like ability. Your caster level equals your overall character level. The save DC is Charisma-based.
- **Shivanos:** You gain the barbarian rage ability, usable once per day. If you already have this ability, you may rage one additional time per day. In addition, your land speed increases by +5 feet.
- **Spiros:** You constantly emanate a field of supernatural psychic power, preventing all creatures within 20 feet of you from speaking a lie. This ability works just like the *zone of truth* spell. Creatures in the area may attempt a Will save (DC 12 + your Charisma modifier) to avoid the effects of this ability.
- **Sri Senn Sindh:** You may cast *greater magic weapon* three times per day as a spell-like ability. Your caster level equals your overall character level. In addition, any weapon you wield counts as magical for the purposes of overcoming damage reduction.
- **Sycleese:** Once per day, as a swift action (see page 100), you may instantly *heal* yourself or another, as per the *heal* spell, cast as a caster equal to your overall character level. This is a spell-like ability.

- **Tennefron:** You may cast *fear* three times per day as a spell-like ability. Your caster level equals your overall character level. The save DC is Charisma-based.
- **Zackria:** You gain immunity to fire, magical or mundane.

Note: Sallous Yar is not included in this list. Contrary to rumor, he never bred with mortals.

Hawkeye (General)

You have a knack for striking with a firearm where it counts the most.

Prerequisites: Wis 15, Spot 4 ranks, Far Shot.

Benefit: You ignore any range penalties for a number of range increments equal to your Wisdom bonus (minimum two range increments).

Special: A fighter may select Hawkeye as a fighter bonus feat.

Heart of the Alpha (Kav)

You may stare down others to cow them into doing your will.

Prerequisites: Leadership.

Benefit: You gain a +2 bonus to all Bluff and Intimidate checks. This bonus increases to +4 when used against kav. When determining your Leadership score, you may add your Wisdom bonus to your Charisma bonus for the purposes of determining your cohort's level, provided your cohort is a kav.

Impressive Immunity (General)

You have a better than average resistance to poisons and disease.

Benefit: You gain a +4 resistance bonus to all saves against poisons and diseases, including magical versions such as mummy rot, and infection-type curses such as lycanthropy.

Inspiring Foreman (General)

You're able to improve the efforts of a group working toward a common goal.

Prerequisites: Wis 13, Cha 15.

Benefit: All characters who make aid another attempts to assist you, need only make a DC 8 to confer the +2 bonus.

Normal: Aid another checks are usually DC 10.

Improved Brew Potion (Item Creation)

You can brew potions of greater potency than those provided by the Brew Potion feat.

Prerequisites: Caster level 7th, Craft (alchemy) 5 ranks, Brew Potion.

Benefit: You can create a potion or oil of any spell of 4th to 6th level under the same rules and guidelines as described under the Brew Potion feat. Brewing these potions takes one day.

Kav Ancestry (General)

You have a bit of lycanthropic blood in you.

Benefit: You gain a +4 resistance bonus to all saving throws versus lycanthropy, shiftblight, and transmutation spells and effects that would cause your form or shape to change.

Special: You must take this feat as a 1st-level character. Kav may not select this feat.

Kav Stalker (General)

You are especially skilled at hunting kav.

Prerequisites: Knowledge (local) 7 ranks.

Benefit: You gain a +4 competence bonus to any Track checks involving kav. You may also see kav in their base form for what they are by succeeding on an Intelligence check (DC 15 + kav's Charisma modifier). Once you recognize a kav in its base form, you may further attempt to identify its animal type by succeeding on another Intelligence check (DC 20 + kav's Charisma modifier).

Leaper (Kav)

You are an excellent leaper.

Benefit: You gain a +5 bonus to Jump checks.

Lesser Gift of Divine Heritage (General)

You have traces of divine blood in your veins. You may not select more than one Lesser Gift, nor do you have to choose a bloodline that reflects your alignment, goals, or religion.

Prerequisites: Cha 17.

Benefit: The effects of this feat depend on the god selected.

- **Akrasia:** Foes always seem somewhat distracted when fighting you, granting you a +1 dodge bonus to AC. This bonus applies to touch attacks and when caught flat-footed. Creatures with spell resistance may attempt a Concentration check (DC 10 + ½ your character level + your Charisma modifier). If the check succeeds, the creature disregards your distraction bonus for that encounter. This is a supernatural ability.
- **Antigonos:** You may cast *cat's grace* once per day as a spell-like ability. Your caster level equals your overall character level.
- **Arkanocles:** You gain a +2 bonus to all Craft checks. You may use any Craft skill untrained. Regardless of your class selection, Craft is always a class skill for you.
- **Biddethomia:** You may cast *darkness* once per day as a spell-like ability. Your caster level equals your overall character level.
- **Cinnoldis:** You gain a +2 bonus to all Concentration, Craft (alchemy), and Spellcraft checks. Regardless of your class selection, these skills are always class skills for you.
- **Deledos:** You may cast *darkness* once per day as a spell-like ability. Your caster level equals your overall character level. The save DC is Charisma-based.
- **Demedreas:** You gain a +4 bonus to Swim checks. Regardless of your class selection, this skill is always a class skill for you.
- **Dooned:** You gain a +2 bonus to all Open Lock and Sleight of Hand checks. Regardless of your class selection, these skills are always class skills for you.
- **Eaovata:** You gain a +4 bonus to Handle Animal checks. Regardless of your class selection, this skill is always a class skill for you.
- **Gamia:** You gain four +1 bonuses. You may apply these bonuses to any of the following skills: Decipher Script, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, or Use Magic Device. You may place multiple bonuses in one



skill. The bonuses stack. Each level, you gain an additional +1 bonus. You may place that bonus in any of these skills.

- **Gasperos:** You gain Improved Unarmed Strike as a bonus feat and your unarmed strike attacks are made with a +1 insight bonus.
- **Griji:** You gain the rogue's sneak attack ability, allowing you to deal +1d6 points of damage anytime you successfully sneak attack an opponent. This bonus damage stacks with other sneak attack dice. For full details on sneak attack, see the **Rogue** in **Chapter Three: Classes** in the *PHB*.
- **Jestale:** You gain a +4 resistance bonus to all saves against poison and disease.
- **Kutsutema:** You gain a +2 bonus to all Bluff and Gather Information checks. Regardless of your class selection, these skills are always class skills for you.
- **Logothos:** You gain a +2 bonus to all Decipher Script checks and a +1 bonus to all Knowledge checks. Regardless of your class selection, these skills are always class skills for you.
- **Mikret:** You only need a third as much food and water as a normal person of your race. In addition, when making Constitution checks to avoid nonlethal damage you gain a +4 bonus to your roll.
- **Phaetos:** Once per day, you may roll two dice on any roll of 1d20, taking the better of the two results. If both dice have the same result, you may, at your option, reroll both dice.
- **Panathon:** You may cast *bear's endurance* once per day as a spell-like ability. Your caster level equals your overall character level.
- **Poden-mol:** You gain a +4 resistance bonus to all saves against mind-affecting spells and effects.
- **Shivanos:** You gain a +1 bonus on your first attack with a melee weapon in every round of a combat.
- **Spiros:** You gain a +4 resistance bonus to all saves against fear spells and effects. In addition, you ignore the shaken condition.
- **Sri Senn Sindh:** You gain a +4 bonus to Craft (weaponsmithing) checks. Regardless of your class selection, this skill is always a class skill for you.
- **Sycleese:** You may cast *cure moderate wounds* once per day as a spell-like ability. Your caster level equals your overall character level. The save DC is Charisma-based.
- **Tennefron:** You may cast *owl's wisdom* once per day as a spell-like ability. Your caster level equals your overall character level.
- **Zackria:** You gain 2 hit points. In addition, you may continue fighting until reduced to negative hit points equal to twice your Constitution modifier.

Note: Sallous Yar is not included in this list. Contrary to rumor, he never bred with mortals.

Special: You may only select this feat as a 1st-level character.

Lookout (General)

You are capable of spotting creatures, vessels, and other objects from a great distance, provided you have an elevated position from which to survey your surroundings.

Benefit: For every 5 feet of elevation above the terrain you observe, you triple the distance you can see without penalty to your Spot checks. For example, if you're in a balloon flying 10 feet up, you can see up to 90 feet without penalty, up to 180 feet at -1, or up to 270 feet at -2, and so on. In addition, you gain a +2 bonus to all Spot checks.

Normal: Characters incur a -1 penalty for every 10 feet of distance between themselves and the creature or object they are attempting to spot.

Master Gunner (General)

You are especially skilled when it comes to black powder artillery.

Prerequisites: Artillery Proficiency.

Benefit: Range penalties for black powder cannons you crew are -2 instead of -3, and the number of crew members needed to operate the artillery piece is reduced by one (minimum one). Crews with more than one Master Gunner gain no further benefit.

Special: A fighter may select Master Gunner as a fighter bonus feat.

Master Pilot (General)

You can coax more performance out of your vehicle while piloting it.

Prerequisites: Profession (pilot) 8 ranks.

Benefit: When steering a vehicle, you are able to take advantage of all favorable conditions, be it wind or the lay of the ground, increasing both the base and daily movement rates of the vehicle by +20%.

Might of Lunis (Kav)

When Lunis, the moon, is full your might increases.

Benefit: During nights of a full moon, you gain a +2 bonus to your Strength score. This bonus lasts from sunset until dawn, regardless of whether or not the moon is actually visible in the night sky.

Naval Heritage (General)

You come from a family (or clan) with a proud tradition of service aboard seagoing vessels.

Benefit: You gain a +2 bonus to Charisma-based skill checks when dealing with other seafarers. In addition, you gain a +2 bonus on skill checks relating to naval operations and information, as you spent your formative years aboard seagoing vessels.

Special: You may only select this feat at 1st level.

Odd Man Out (General)

Your talents are not normal for your race.

Benefit: You may choose a favored class to replace your race's favored class. If your race has more than one favored class, selecting this feat only replaces one. This feat can be taken more than once.

In addition, select one class skill of your new favored class. You may use this class skill untrained, if it is normally trained only, and you receive a +2 competence bonus to all checks made with this skill.

Outlandish Weapon Finesse (General)

You are able to wield a weapon with a finesse that is far from usual for a weapon of that type.

Prerequisites: Weapon Focus (weapon type).

Benefits: Select any one weapon of your size category with which you have the Weapon Focus feat and which normally does not qualify as a finesse weapon; you may use your Dexterity modifier instead of your Strength modifier on attack rolls with that weapon. If you carry a shield, its armor check penalty applies to attack rolls.

Special: You can gain this feat multiple times. Each time you take this feat, the benefit applies to a new weapon.

A fighter may select Outlandish Weapon Finesse as a fighter bonus feat.

Pious Link (General)

You share a greater than usual link with your god, making it easier for you to call upon his might.

Prerequisites: Wis 13, cleric level 1st or paladin level 4th.

Benefit: When making a Concentration check to cast a divine spell or use a spell-like or supernatural ability, add your Wisdom bonus to your Concentration check. For details on Concentration checks and divine magic see **Divine Spellcasting** on page 77.

Polyglot (General)

You have a special knack for learning languages.

Prerequisites: Int 13.

Benefit: Speak Language is always a class skill for you. For every skill point spent on the Speak Language skill, you gain two languages. In addition, you can declare an unused language slot as a reserve slot. When you encounter a language you do not know, you may attempt a DC 15 Concentration check. If you succeed, you may learn that language in 1d4 days, filling the reserve slot.

Normal: Each skill point applied to Speak Language grants fluency in one language.

Port Savvy (General)

You know all the ins and outs of life in seedy ports of call sailors use as stopover points on their journeys.

Benefit: While in a seaside port city, you gain a +4 bonus to all Bluff, Gather Information, and Sense Motive checks.

Precision (General)

You are trained at sacrificing gross effect for the deftness of a strike.

Prerequisites: Dex 13, Combat Expertise, base attack bonus +5.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number (up to one less than the maximum damage of the weapon die) from your damage roll and add the same number to your attack rolls. This number may not exceed your base attack bonus. The changes to attack and damage rolls remain until your next action.

Special: A fighter may select Precision as a fighter bonus feat.

Pressure Survival (General)

You are extremely tolerant to the pressures of the deep.

Prerequisite: Swim 4 ranks.

Benefit: You gain a +4 bonus on all Fortitude saves to resist the harmful effects of pressure (see **Water Dangers** in the *DMG* for details), and you take 1d6 points of nonlethal damage per hour of exposure to very cold water. When underwater and in total darkness, you may reroll your mischance because of concealment as if you had the Blind-Fight feat.

Normal: Characters take 1d6 points of nonlethal damage per minute of exposure to very cold water.

Rapid Gunner (General)

You are extremely fast when it comes to loading black powder artillery.

Prerequisites: Dex 13, Artillery Proficiency, base attack bonus +1.

Benefit: You can load a black powder artillery piece in one less full round than normal (to a minimum of one full round action) without an attack roll penalty or increase in misfire range. If multiple members of a gun crew have Rapid Gunner, the effects are cumulative (to a minimum of half the original reloading time, rounded down).

Normal: You can load a black powder artillery piece in one less full round than normal (to a minimum of half the original reloading time) by accepting a –5 penalty to your attack roll and increasing the misfire range on the gun by +5 on its next attack for every one-round reduction.

Special: A fighter may select Rapid Gunner as a fighter bonus feat.

Rope Climber (General)

You are as comfortable climbing ropes and rigging as you are walking on the ground.

Prerequisite: Dex 13.

Benefit: You gain a +2 circumstance bonus on all Balance and Climb checks so long as rope and/or rigging are involved. In addition, if you are attacked while climbing rigging or a rope, you may choose to negate either the attacker's +2 bonus or the loss of your Dexterity bonus to AC, but not both (see the Climb skill in **Chapter Four: Skills** in the *PHB* for details).

Savant (General)

You have a good grasp of something not normally within your available circle of understanding.

Prerequisites: Int 13, at least 2 previously purchased cross-classed ranks in the skill(s) to be affected.

Benefit: Select a number of cross-classed skills in which you have placed ranks equal to your Intelligence bonus. These skills are now class skills for you. If your Intelligence modifier later improves after having taken this feat, so too does the number of skills affected by this feat.

Savage Claw (Kav)

Your natural attacks are deadlier than normal.

Benefit: Increase the damage caused by all your natural attacks by one step as follows.

Base Damage	Improved Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	2d6
2d6	2d8
2d8	4d6

Savage Warrior (General)

You refuse to yield to death even beyond the point when lesser beings would have perished.

Prerequisites: Con 13, Diehard, Toughness.

Benefit: Gain 2 hit points. You do not die until your hit points fall below –10 minus your Constitution bonus.

Special: A fighter may select Savage Warrior as a fighter bonus feat.

Sea Brother (General)

An intelligent aquatic race considers you a friend and is well disposed toward requests you make of it.

Benefit: Select one creature with the aquatic subtype. You have a +4 bonus on all Charisma-based skill checks when dealing with these creatures.

Special: You may take this feat multiple times. The effects do not stack. Each time, the benefits apply to a new creature.

Sea Dog (General)

You have a knack for endeavors relating to sea travel.

Benefits: You gain a +1 bonus on all Balance, Climb, Profession (sailor), and Use Rope skill checks.

Shadow (General)

You can use the Track feat while in urban areas without penalty to follow a visible target through the twisting alleys of a city, ideally



without the subject knowing he is being followed. You can find someone and keep him in sight as he goes about his business.

Benefit: A character with this feat can make a Survival check when following some quarry. If the check is successful, the character may follow the subject at a distance up to 60 feet. An additional check must be made each hour to keep the quarry in sight.

These base DCs reflect the ease with which the subject can hide or be lost in a crowd.

Population Density	DC
Abandoned area	5
Lightly populated area	10
Normal population density	15
Crowded	20
Very crowded	25

These modifiers to the base DC reflect the physical trail the subject leaves behind.

General Conditions	DC Modifier
Very clean	+5
Average	+0
Cluttered	-5

These modifiers to the base DC reflect the size of creature or creatures being tracked*

Size	DC Modifier
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

These modifiers to the base DC reflect difficult visibility conditions.

Conditions	DC Modifier
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Other Modifiers	DC Modifier
Every three subjects in the group being shadowed	-1
Each hour of shadowing	+2
Subject is of a different race that most inhabitants	-2 to -5
Shadowed individuals hides trail (and moves at half speed)	+5

* For a group of mixed races, apply the modifier for the largest size category.

** Apply only the largest modifier from this category. Good illumination in the city will reduce visibility penalties.

Shift Quickened (Kav)

You are especially fast at changing forms.

Benefit: Shifting between forms counts as a swift action (see page 100).

Sight of the Moon (Kav)

Your night vision is far better than normal.

Benefit: You gain darkvision out to 60 feet instead of low-light vision. If you already have darkvision, your darkvision's distance increases by +30 feet.

Smooth Talker (General)

You excel at using your wits and honeyed tongue.

Prerequisites: Cha 13.

Benefit: You gain a +1 bonus on all Bluff, Diplomacy, Gather Information, and Perform checks.

Speed Loader (General)

You are extremely fast when it comes to loading black powder firearms.

Prerequisites: Dex 13, Firearms Proficiency, base attack bonus +1.

Benefit: You can load a black powder firearm in half the regular time (to a minimum of one move action) without any penalty.

Normal: You can load a black powder firearm piece in half the regular time by accepting a -5 penalty to your attack roll and increasing the misfire range on the firearm by +5 on its next attack.

Special: You may take this feat more than once, halving the reload time again each time it is taken.

A fighter may select Speed Loader as a fighter bonus feat.

Speed of the Hunter (Kav)

You are faster in your alternate forms than is usual.

Benefit: Increase all your speeds in animal and hybrid forms by +10 feet.

Speedy Recovery (General)

You recover from wounds faster than normal.

Prerequisites: Toughness.

Benefit: Through natural healing, with a full night's rest you recover 2 hit points per character level. If you undergo complete bed rest for an entire day and night, you recover four times your character level in hit points.

Normal: Through natural healing, with a full night's rest you recover 1 hit point per character level. If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Special: A fighter may select Speedy Recovery as a fighter bonus feat.

Sprinter (General)

You are faster than a typical member of your race.

Prerequisites: Run.

Benefit: Increase from your base land speed as follows:

Base Land Speed	New Land Speed
20 feet	25 feet
30 feet	40 feet
40 feet	55 feet
50 feet	70 feet
60 feet	85 feet

This increase to your speed stacks with other forms of speed increases, including the fast movement barbarian class feature, and the monk's unarmored speed bonus.

Steady Captain (General)

Your calm manner when giving orders in battle grants you the respect of your crew, ensuring they work efficiently.

Prerequisites: Profession (pilot) 6 ranks, Leadership, must be in command of a ship.

Benefit: Your crew gains a +2 competence bonus to all Profession (pilot) checks while you are in command.

Special: This feat must be taken separately for each Profession (pilot [vehicle type]) skill to which it applies; *e.g.*, ordinary naval vessel or lavayne skyship.

Steady Legs (General)

Having spent so much time at sea, you've acquired a preternatural understanding of a ship's movements while underway.

Prerequisites: You must have spent at least three months upon an active ship.

Benefit: While on board a ship, you gain a +2 competence bonus to all Climb, Concentration, Jump, and Use Rope checks.

Steel Fur (Kav)

Your fur or feathers offer better than normal protection.

Benefit: While in animal or hybrid form, your natural armor bonus increases by +2.

Storm Sense (General)

You are so finely attuned to changes in temperature, wind, and air pressure that you can reliably predict the onset of storms and other weather.

Benefit: Taking a full-round action to study your surroundings allows you to discern if a storm of any sort will affect your current location within the next three hours. "Storms" include rain showers, thunderstorms, hurricanes, and any other weather phenomena accompanied by high winds or precipitation (be it rain, sleet, snow, *etc.*). Storm Sense can also predict the arrival of magical effects and creatures that mimic storms if those effects are already active at the time you study your surroundings for signs of their approach.

Strength of the Beast (Kav)

You may call upon the beast within to grant you physical power.

Prerequisites: Wis 13, any one Kav feat.

Benefit: A number of times per day equal to your Wisdom bonus (minimum once per day), you can add your Wisdom bonus to your Strength score for a number of rounds equal to half your character level.

Studious (General)

You have an aptitude for learning.

Benefit: Treat your Intelligence as 4 points higher with regards to how many skill points you gain at 1st level and with each new level thereafter.

Special: You may only take this feat at 1st level.

Superior Pilot (General)

Having spent a great deal of time piloting ships, you developed an instinctive understanding of how such vehicles behave, almost as though they were an extension of yourself.

Prerequisites: Profession (pilot) 6 ranks.

Benefit: When steering a ship, you are able to make very fast turns that can throw an enemy off guard. Ships under your control gain a +1 competence bonus to their Maneuverability, even if this raises the bonus above any limitations.

Swing-By Attack (General)

You can swing from a rope past a foe and attack at the same time.

Prerequisites: Climb skill 1rank, Rope Climber.

Benefit: While swinging from a rope and using the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the swing-by attack cannot exceed the total allowed for the swinging charge. You do not provoke an attack of opportunity from the opponent you attack.

Limit: The benefit is lost if you wear heavier than light armor or if you carry a heavy load.

Touch of Clarity (General)

By channeling your divine power, you can lift magical effects from a subject.

Prerequisites: Cha 13, paladin level 2nd.

Benefit: You may, once per day, automatically dispel any mind-affecting effect from one target you touch. This is a supernatural ability.

Weapon Kick Up (General)

Prerequisite: Dex 13, Tumble 1 rank.

Benefit: By making a DC 15 Dexterity check, you can kick a weapon that's on the ground and in the same or an adjacent square to you into the air as a free action. You automatically catch this weapon. This does not provoke an attack of opportunity.

If attempted and failed on a fully loaded firearm, you must make another Dex check (DC 10 + double the weapon's misfire range). If the second roll fails, the firearm discharges (roll 1d10 on the Missing With A Thrown Weapon diagram (see **Chapter Eight: Combat, Throw Splash Weapon** in the *PHB*), with a 9 meaning the weapon discharges straight into the air, and a 10 meaning it fires into the ground).

Special: A fighter may select Weapon Kick Up as a fighter bonus feat.



Chapter Eleven: Equipment & Black Powder Rules

Money

SpirosBlaak's currency varies slightly from the d20 System standard. As the Archduchy of SpirosBlaak has been plagued by lycanthropes for millennia, the Archduchy places the same value on silver as it does on gold (for obvious reasons). To fill the currency gap between valuable silver and gold pieces and cheap copper pieces, the Archduchy mints coins made of an alloy of copper and silver (mostly copper) called the argentum piece. Coins minted of argentum (also called "red silver"; see Superstitions, page 20) replace silver in the default hierarchy of currency, meaning that the cost of items and services in other publications involving silver pieces (sp) need to be replaced with argentum pieces (ap). If this change does not suit the GM's campaign, it can be ignored; merely replace the ap listings in price tables throughout this book with sp, and be sure to note the changes to the Craft skill (see page 105) and the technologist class (see page 89).

The actual coin shapes, names, and engravings vary from one duchy to the next, as each still mints its own currency in limited quantities, but each must match the weight and purity of the official currencies produced in Dreij. The Archduchy of SpirosBlaak's coins are the platinum dame, gold matron, silver patron, argentum knight, and copper noble.

	—Exchange Value—			
	CP	AP	SP/GP	PP
Copper piece (cp)	1	1/10	1/100	1/1,000
Argentum piece (ap)	10	1	1/10	1/100
Silver or gold piece (sp/gp)	100	10	1	1/10
Platinum piece (pp)	1,000	100	10	1

New Melee and Ranged Weapons

Melee Weapon Descriptions

Battle Cleaver

This immense, exotic, double weapon requires a Strength of 15 or better to wield, or the wielder takes a -4 penalty (-8 without the proper Exotic Weapon Proficiency) to attack rolls. In addition, battle cleavers are so unwieldy the user also takes a -5-foot enhancement penalty to his speed unless he has a Strength of 15 or higher and is Large size or bigger (alternatively, the user can have the Powerful Build racial feature). The battle cleaver, comprised of a massive blade at one end and a club at the other, is a favorite among half-ogres and ogres.

Blade Lash

This exotic weapon consists of a length of thin, solid chain with a long, serrated blade at its end. A spring-loaded cylinder mounted lengthwise to the underside of an iron bracer feeds the chain. When the release stud is pressed, the chain lashes out to a desired length, to a maximum of 15 feet, to strike at a target. The lash may also be used against adjacent foes. Pressing the same stud causes the chain to retract about the cylinder as a move action.

The blade lash can also be used to make trip attempts, but if the wielder is tripped in the attempt, he cannot drop the lash to avoid the trip attack. The blade lash is also long enough to make ranged grapple attacks with a +2 bonus, although the wielder cannot cause damage in this way, nor are his Strength or size modifiers added to any rolls. If used to disarm, the user gains a +2 bonus to his opposed roll. A blade lash user cannot be disarmed unless the bracer is removed.

The Weapon Finesse feat may be used with this weapon.

Fist Wrap

Leather strips about one and a half feet long, with thin, flat iron weights sewn into a rear lining, fist wraps are wound about the

hand's knuckles to add more power to one's punch. Silver studs may also be added at the usual cost of a silver weapon. Fist wraps are the equivalent of gloves or gauntlets with regards to what slot they occupy. The damage indicated on **Table 11-1: Melee and Ranged Weapons** counts as lethal damage and adds to the damage dealt by an unarmed strike, although the unarmed strike itself still deals nonlethal damage unless the wielder has the Improved Unarmed Strike feat.

Crossbow, Gauntlet

This exotic weapon consists of a crossbow mounted on the back of a thick leather or metal gauntlet. Clenching the fist against the palm trigger twice in rapid succession fires the crossbow. Loading a gauntlet crossbow is a full-round action that provokes an attack of opportunity.

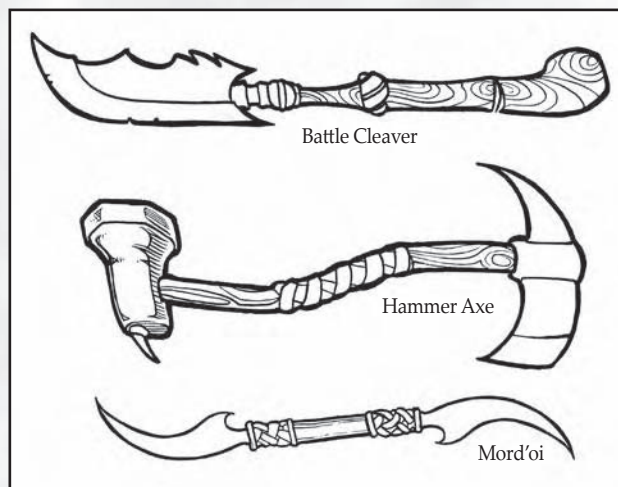


Table 11-1: Melee and Ranged Weapons

	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight ¹	Type ²
Simple Weapons								
<i>Unarmed Attacks</i>								
Fist Wrap	8 ap	+1	+2	+3	x2	—	—	Bludgeoning
Exotic Weapons								
<i>One-Handed Melee Weapons</i>								
Blade Lash*	30 gp	1d4	1d6	1d8	x3	—	8 lb.	Slashing
Mord'oi†	245 gp	1d4/1d4	1d6/1d6	1d8/1d8	18–20/x3	5 ft.	12 lb.	Slashing
<i>Two-Handed Melee Weapons</i>								
Battle Cleaver†	35 gp	1d10/1d4	2d6/1d6	3d6/1d8	19–20/ x3/x2	—	30 lb.	Slashing or Bludgeoning
Hammer Axet	5,110 gp	1d8/1d6	1d10/1d8	2d8/2d6	x3/x3	5 ft.	35 lb.	Slashing or Bludgeoning
<i>Ranged Weapons</i>								
Crossbow, Gauntlet	125 gp	1d4	1d6	1d8	19–20/x2	20 ft.	3 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	—	1 lb.	—
Iguanalon Slinger*	30 gp	—	—	—	—	—	5 lb.	—
Acidpot*	15 gp	2d4/2	2d4/2	2d4/2	—	15 ft.	1 lb.	Special
Firepot*	25 gp	2d4/2	2d4/2	2d4/2	—	15 ft.	1 lb.	Special
Iron Shot	2 gp	1d6	1d8	2d6	x2	40 ft.	7 lb.	Bludgeoning
Moldpot*	Varies	*	*	*	—	15 ft.	1 lb.	Special
Stone Shot	—	1d4	1d6	1d8	x2	35 ft.	5 lb.	Bludgeoning
Tiger's Teeth	12 gp	1d4	1d6	1d8	19–20/x3	40 ft.	1 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."

† Double Weapon.

* See the description of this weapon for special rules.

Hammer Axe

A preferred exotic weapon of ogres and half-ogres, this massive double weapon has a wide axe head on one end and a heavy warhammer upon the other. The shaft is slightly curved to ease its use and improve its balance. This curving also allows the weapon to be thrown short distances by providing the perfect grip for a flipping toss. When making a ranged strike, the attacker must declare what end he wishes to strike with.

This immense exotic double weapon requires a Strength of 15 or better to wield, or the wielder takes a –4 penalty (–8 without the proper Exotic Weapon Proficiency) to attack rolls.

Mord'oi

A distinctive variation of the two-bladed sword, the curved blades of a mord'oi are best used by the hands of a Gavrinn Farr master; few outside of this order would even dare take up the weapon for fear of being mistaken for such a skilled master. A double weapon, a mord'oi may be used as though fighting with two weapons, incurring the usual penalties for using a one-handed weapon and light weapon together. A creature using a double weapon in one hand can't use it as a double weapon.

The wielder may use the Weapon Finesse feat with a mord'oi, but must have the Exotic Weapon Proficiency feat to throw the weapon.

Iguanalon Slinger

This is an odd missile weapon that fits over the hand and forearm like a heavy leather gauntlet, but instead of having fingers the end sprouts a long, shallow basket of interwoven wicker upon a wooden frame. This basket cradles the slinger's ammunition, which is then

tossed at an enemy with a stride forward followed with an overhead or sidearm swing.

Because of the length the slinger adds to the user's arm, use of this weapon requires that the wielder have clearnace either over his head of to his side equal to his height (e.g., a 6-foot-tall wielder could only use a slinger in a corridor with a 12-foot-high ceiling or with a free 5-foot square on his side).

Unlike a normal sling, the slinger has 10 range increments, but anything beyond the first five requires at least a 5-foot step forward to gain the required momentum. This 5-foot step can be the 5-foot step allowed in a full-round action or a move action preceding an attack action.

The wielder can make an unarmed strike while wearing a slinger, albeit at a –2 penalty. The unarmed strike deals nonlethal damage, but the wielder gains a +2 bonus to the damage roll.

Loading an iguanalon slinger is a move action that provokes an attack of opportunity.

Slinger Ammunition

The slinger can be used to propel just about anything light and small enough to fit inside its basket, although several types of specific ammunition exist. Unless otherwise stated, slinger ammunition consists of balls roughly 6 to 8 inches in diameter. All bludgeoning and slashing types of ammunition add the attacker's Strength modifier to damage, or the Strength modifier x 1-1/2 due to the



added momentum if the attacker moved 15 feet or more in the move action directly preceding the attack.

Any slinger ammunition may be thrown by hand with a range increment of 5 feet but taking a -4 penalty to attack rolls.

- **Acidpot:** A hollow, clay, lead-lined sphere containing a potent acid. A direct hit causes 2d4 damage and 2 points of splash damage. Otherwise treat as usual for acid.
- **Firepot:** A hollow clay sphere filled with alchemist's fire that explodes on impact, causing 2d4 damage to whatever it hits directly and 2 points of splash damage. Otherwise treat as usual for alchemist's fire.
- **Iron Shot:** A simple, heavy ball of iron.
- **Moldpot:** A hollow clay pot filled with dangerous mold (yellow, brown, *etc.*). See that creature's description for the effects of this pot breaking and the radius over which it spreads, depending upon the mold type. Prices vary from 75 gp to 300 gp (at the GM's discretion).
- **Stone Shot:** A rounded, heavy stone.
- **Tiger's Teeth:** Appearing much like a discus shaped to have three curving blades sprouting from its center rather than being a single piece. An attack roll of a natural 1 requires a successful DC 12 Dexterity check, or the blades chew up the wicker cradle during the toss, fouling the weapon until repairs can be made (a DC 15 Craft (weaponsmithing) check).

Black Powder Weapons

Although the secret of making black powder and firearms has long since escaped the control of the Witch Hill goblins and Arkanoclian dwarves, these two factions remain the most reliable sources of such weaponry. Not only is their quality far beyond that of any other manufacturer, their resources and skill allows them to craft more weapons and ammunition than anyone else in the same amount of time.

Black Powder Weapon Attributes

Although similar in many respects to other ranged weapons, black powder firearms and artillery have a number of extra attributes particular to them: penetration, a misfire range, and the need for a powder charge with every shot.

Penetration (Pen)

This adjustment applies to any AC modifier of the target provided by armor (natural or worn), shields, or any similar form of physical or force protection, representing the weapon's ability to do damage to the target despite the presence of armor. If the number is negative, subtract it from the target's armor, shield, or natural armor bonus. If the number is positive, add it to the subject's armor, shield, or natural armor bonus. Armor, shield, or natural armor bonuses cannot be decreased below their totals. For example, a penetration of -4 would reduce the effective AC modifier of a suit of chainmail from +5 to +1, but would only reduce a suit of hide armor from +3 to +0.

Magical spells or enchantments that provide physical (armor) protection, such as a +1 suit of armor, *barkskin*, or *mage armor*, are likewise affected by penetration, although enchantments and spells that grant bonuses of the deflection, luck, sacred (unless it is an enhancement bonus), morale, dodge, and similar sorts are not. Penetration also lowers an item's hardness against that particular attack by half the listed penetration.

Silvered Weapons

Any metal weapon may be plated with silver. Plating is necessary, as any weapon made of pure silver would not be durable enough to survive even a short battle. The demand for silvered weapons is obviously very high in a land like the Archduchy, where the threat from lycanthropes is a constant presence, and so even the smallest of weapon shops sell them. Prices are 10 times normal but the increase does not apply to the masterwork component of the cost.

Armor Usage in SpirosBlak

No longer commonly used in military or civilian circles, heavy armor is mostly a holdover from a more primitive age. Many Sentinels and similar militant orders beholden to tradition continue to employ heavy armor when prolonged or intense combat is expected, but it is no longer the norm except amongst the older veterans. Instead, medium armors have become the mainstay of today's army and fighting brotherhoods, especially those preferring mounted combat.

Tower shields are likewise rarely used, except by specialized units and during siege actions, as their usefulness upon the field has become more limited since black powder weapons began to see more widely spread use.

Light armor continues, as ever, to be the most common type among the lay infantry and archer units, both due to the high level of mobility it provides and its low cost.

Misfire Range

All black powder firearms and artillery have a chance of misfiring each time they are used, due to the construction of the weapon and the capabilities of the user. If the unmodified, natural die roll in an attack is equal or less than a black powder weapon's misfire range, the attack automatically misses and a roll must be made on **Table 11-9: Firearm Misfire Results** for firearms or **Table 11-10: Artillery Misfire Results** for artillery to determine the results.

Black Powder Charges

Each entry in **Table 11-2: Black Powder Firearms** and **Table 11-4: Black Powder Artillery** lists the amount of black powder required to load the weapon. For hand-held weapons the charge varies from 1/8 ounce to 1 ounce depending on the weapon. For artillery the charge is 1/6 the rating of the gun, so a 6-pounder would require 1 pound of black powder to fire (whether loaded with solid shot, explosive shot, or canister), an 18-pounder would require 3 pounds of powder per shot, *etc.* Artillery pieces also need a separate priming charge. Wet black powder is unusable. Keep in mind people carrying black powder who are hit by fire attacks might have their ammunition detonate.

Range Increments

Unless otherwise stated, black powder firearms and artillery can shoot up to 10 range increments. Also, black powder artillery takes a -3 penalty to attack rolls per range increment rather than -2.

Oversized Weapons

These are weapons designed specifically for use by Large or larger creatures. They simply don't come any smaller, or if they did they would be missing the mass and size that makes them effective. Instead of comparing Small and Medium sizes in their statistics, oversized weapons compare Large and Huge sizes.

Table 11–2: Black Powder Firearms

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Pen	Reload	Misfire	Charge ²	Weight ¹
Regular Firearms										
<i>Light Ranged Weapons</i>										
Pocket Pistol (.50)	125 gp	1d4	1d6	x2	10 ft.	+1	Move action	1	1/8 oz.	1/2 lb.
<i>One-Handed Ranged Weapons</i>										
Cavalry Pistol (.55)	175 gp	1d8	1d10	x3	25 ft.	–1	1 full round	1	1/4 oz.	2-1/2 lb.
Common Pistol (.50)	175 gp	1d8	1d10	x3	30 ft.	+0	1 full round	1	1/4 oz.	3 lb.
Magie Pistol (.22)	110 gp	1d3	1d4	x2	15 ft.	+1	Move action	2	1/8 oz.	1 lb.
Military Pistol (.55)	200 gp	1d8	1d10	19-20/x3	45 ft.	–1	1 full round	1	1/4 oz.	4 lb.
Precision Pistol (.44)	200 gp	1d6	1d8	x3	45 ft.	+0	1 full round	1	1/4 ox.	2 lb.
<i>Two-Handed Ranged Weapons</i>										
<i>Arkanoclian Eagle</i>										
Musket (.44)	2,100 gp	1d10	1d12	19-20/x3	400 ft.	–2	2 full rounds	1	1/4 oz.	7-1/2 lb.
Cavalry Carbine (.55)	300 gp	1f8	1d10	x3	75 ft.	–1	1 full round	1	1/2 oz.	6-1/2 lb.
Common Musket (.69)*	350 gp	1d10	1d12	x3	150 ft.	–1	1 full round	1	1/2 oz.	9-1/2 lb.
<i>Dwarven Axe</i>										
Musket (.69)*	500 gp	1d10/1d6	1d12/1d8	x3	75 ft.	–2	1 full round	1	1/2 oz.	12 lb.
<i>Dwarven Volley</i>										
Gun (.22)*	525 gp	1d3 ea.	1d4 ea.	x2	45 ft.	+0	1 full round	1	1/2 oz.	12 lb.
Fowling Piece (.69)*	300 gp	Varies	Varies	x2	25 ft.	+0	1 full round	1	1/2 oz.	7 lb.
<i>Goblin Fang</i>										
Gun (.22)*	600 gp	1d8	1d10	19-20/x4	115 ft.	–3	2 full rounds	2	1/2 oz.	6-1/2 lb.
Light Musket (.32)	275 gp	1d4	1d6	x2	115 ft.	+0	1 full round	1	1/2 oz.	6 lb.
Military Musket (.69)	380 gp	1d10	1d12	x3	250 ft.	–2	1 full round	1	1/2 oz.	10 lb.
<i>Two-barrel Fowling Piece (.69)*</i>										
	340 gp	Varies	Varies	x2	25 ft.	+0	1 full round	1	1/2 oz.	8-1/2 lb.
					Range					
	Cost	Dmg (L)	Dmg (H)	Crit	Increment	Pen	Reload	Misfire	Charge²	Weight¹
Oversized Firearms										
<i>One-Handed Ranged Weapons</i>										
Hand Cannon, pistol (.90)*	360 gp	2d8	3d8	x2	75 ft.	–2	1 full round	1	1/2 oz.	5-1/2 lb.
<i>Two-Handed Ranged Weapons</i>										
Hand Cannon, musket (.90)*	450 gp	2d8	3d8	x3	300 ft.	–3	1 full round	1	1 oz.	16 lb.

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much. Oversized firearms do not come in sizes smaller than Large, and a Huge weapon weighs twice as much.

2 A small weapon uses half the amount of black powder to fire as the equivalent Medium firearm. Huge firearms require twice as much black powder to fire as do Large firearms.

* See the description of this weapon for special rules.

Note: Unless otherwise stated, all firearms are Piercing weapons. Shooting a firearm is a ranged attack, and Strength modifiers are not added to a firearm's damage.

Firearm Descriptions

Arkanoclian Eagle Musket (.44 caliber)

Sporting an extended barrel that has been meticulously bored hexagonally for greater range and accuracy, this weapon is favored by sharpshooters. The Eagle requires specially crafted bullets for an exacting fit, reducing ranged attack penalties to –1 per range increment. Firing a normal .44 bullet negates this reduction in range penalties but reduces the loading time to 1 full round. Length: 4 ft., 11 in.

Cavalry Carbine (.55 caliber)

Shorter and lighter than a typical military musket so it may more easily be used by cavalry, the carbine may be fired one-handed with only a –1 attack penalty and with penalties for full range increments being –3 rather than –2. Length: 2 ft. 11 in.

Cavalry Pistol (.55 caliber)

Sporting a shorter barrel for ease of use while mounted and to reduce the chance of it becoming entangled in its holster while being drawn at a gallop, the cavalry pistol is also favored by sailors. Length: 15 in.

Common Musket (.69 caliber)

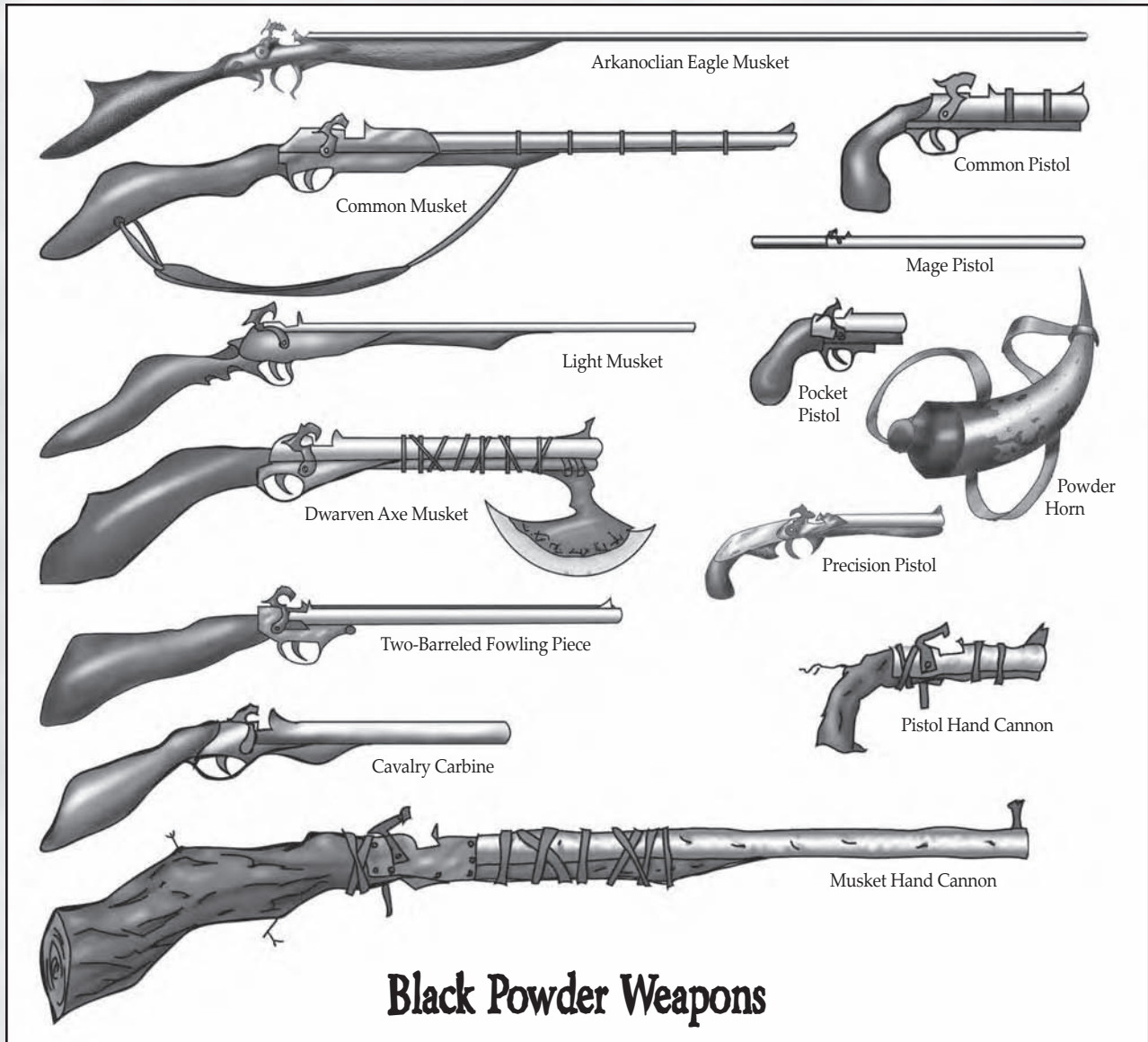
This is a simple, effective musket. It is designed for easy maintenance and production. It does not excel in any respect, nor is it deficient in any, thus its low cost and wide availability. Length: 4 ft. 8 in.

Common Pistol (.50 caliber)

Cheap to make and easy to maintain, this is the mainstay of those who seek firepower but can't afford anything better. Length: 20 in.

Dwarven Axe Musket (.69 caliber)

A heavy caliber musket with a battleaxe blade hanging from beneath the barrel, the dwarven axe musket is so ungainly that it requires its



Black Powder Weapons

own Exotic Weapon Proficiency or the user suffers penalties to attack with both the blade and the musket. Even with the proficiency there is still a -2 attack penalty with either the axe or musket, although the advantage becomes evident when an enemy closes upon a fire line armed with such weapons. The first damage listed is for the musket and the second for the axe. Length: 3 ft. 2 in.

Dwarven Volley Gun (.22 caliber)

The seven barrels of a dwarven volley gun fire simultaneously, creating a tight cone of musket balls extending out from the muzzle of the weapon. The width of the cone at a given distance from the firer is 1/10 its length; at 10 feet from the firer, the cone is 1 foot wide, and at 150 feet it is 15 feet wide. A separate attack roll must be made for each ball, with the seven attacks divided equally between all targets in the area around the primary target. If the width of the cone is less than the Space of the primary target, all attacks are made against him. Attacks on those other than the primary target suffer a -4 attack penalty. The reload and charge amounts are for each barrel. Use of this weapon requires an Exotic Weapon Proficiency. Length: 2 ft. 6 in.

Fowling Piece (.69 caliber)

Also called a bird gun, fowling pieces are wide-bore weapons designed to fire paper cartridges that burn up on firing, scattering

the dozens of tiny balls within to cover an area rather than firing a single large ball; this is especially useful for small, rapidly moving targets like game birds. A fowling piece makes an attack roll against anyone in a cone extending out from the muzzle of the weapon, inflicting 2d6 (S)/3d6 (M) damage to targets struck in the first range increment, 2d4 (S)/2d6 (M) to targets in the second, and 1d4 (S)/1d6 (M) to targets in the third or more, out to the weapon's maximum range.

The width of the cone at a given distance from the firer is half its length; at 10 feet from the firer, the cone is 5 feet wide, and at 150 feet it is 75 feet wide. Because the pellets spread out further the farther they travel, this weapon gains a +1 bonus to attack but suffers a +1 penetration penalty per range increment passed through, starting with the second.

In a pinch, a fowling piece can fire a .69 caliber bullet (1d10 (S)/1d12 (M) damage, X3 critical, 0 penetration, 75-foot range increment) or two or more smaller bullets, but with double the normal -2 penalty each range increment. Length: 4 ft. 3 in.

Goblin Fang Gun (.22 caliber)

While many musket makers or owners decorate their weapons, goblins do so more thoroughly than other races, covering the stock and slender barrel of their weapons with hideous carvings and

engravings. Aesthetics aside, the main difference between a fang gun and other muskets is that the barrel has been rifled to fire long, tapering darts called fangs rather than round bullets. Such weapons are rarely ever sold to non-goblins. Use of this weapon requires an Exotic Weapon Proficiency. Length: 2 ft. 6 in.

Hand Cannon, Musket (.90 caliber)

A musket sized for ogres or half-ogres. Creatures with less than Strength 14 suffer a -2 penalty to attack rolls with a hand cannon. Length: 6 ft. 8 in.

Hand Cannon, Pistol (.90 caliber)

A pistol sized for ogres or half-ogres. Creatures with less than Strength 14 suffer a -2 penalty to attack rolls with a hand cannon. Length: 2 ft. 6 in.

Light Musket (.32 caliber)

Used primarily by scouts and hunters, this musket is noticeably thinner and lighter than most muskets. The tradeoff is the lower caliber and reduced damage. Firing a light musket one-handed applies only a -1 penalty to attack rolls. Length: 3 ft. 9 in.

Mage Pistol (.22 caliber)

Designed specifically for use by spellcasters with little additional training required, a mage pistol appears as a wand with a small flintlock and safety-equipped stud for a trigger. Due to its simple and familiar use (you point it like a wand), this pistol does not require Firearms Proficiency for proper use. Unfortunately, this

fragile weapon has a higher misfire range than most firearms. Length: 10 in.

Military Musket (.69 caliber)

Relatively expensive, typically only officers or elite units are allowed these superior makes of the common musket. Length: 4 ft. 10 in.

Military Pistol (.55 caliber)

Relatively expensive, typically only officers or elite units are allowed these superior makes of the common pistol. Length: 21 in.

Pocket Pistol (.22 caliber)

This tiny weapon can be reasonably well hidden within one's hand or coat pocket. Such pistols are a favorite weapon of last resort among rogues, gamblers, and the nobility. Length: 6 in.

Precision Pistol (.44 caliber)

Used primarily for target shooting and duels of honor, precision pistols are accurate, elegant weapons. The light weight and superior craftsmanship of this pistol reduces penalties due to range increments to -1. Length: 16 in.

Two-Barreled Fowling Piece (.69 caliber)

This weapon functions the same as a normal fowling piece except it has two barrels that may be fired separately or simultaneously. Firing both barrels at once counts as a single attack roll, causes double the usual damage of a single shot, and enhances the penetration to -1. The reloading time is per barrel. Length: 4 ft. 3 in.

Firearm Accessory Weapons

These weapons are made to be attached to long firearms, such as muskets, although they can be placed upon a pole in a fix. There is a -2 penalty to attack with one if it isn't affixed to a firearm or pole.

Firearm Accessory Weapon Descriptions

Bayonet

When this dagger-sized blade is attached to the barrel beneath the muzzle of a musket or carbine, the bayonet transforms the firearm

into an improvised spear. The unbalanced weight at the tip of the firearm also causes a -1 penalty to attack when firing or stabbing. Musket-mounted bayonets may be set against charging opponents and an unattached bayonet may be used as a dagger.

Bayonet, Grand

A short sword-sized version of the regular bayonet, a grand bayonet is designed for use with Large firearms. If mounted on a Medium firearm, the extreme weight increases the penalty when firing or stabbing to -3. An unattached grand bayonet may be used as a short sword. In all other respects treat as a regular bayonet.

Black Powder Artillery

Cannon Ammunition

Although the goblins of Witch Hill and Arkanocian dwarves have developed more complicated and devious types of artillery ammunition, they are dramatically more costly and far less reliable than the common types below.

- **Solid Shot:** A simple, solid sphere that causes bludgeoning damage by virtue of its velocity and weight.
- **Explosive Shot:** Armed with a second fuse that requires an additional 1 oz. charge of black powder to prime, this hollow shot explodes on impact, damaging everything in its blast radius. Each artillery piece's blast radius is detailed in its description. Damage is half bludgeoning and half fire (see **Black Powder Explosions**, page 128, for more information).
- **Canister Shot:** This is an enclosed cylinder containing many musket balls that, when fired, burst out in a shredding cone.

Anyone within that cone suffers a separate attack roll (keeping in mind that intervening cover may very well be destroyed by the blast) at +2 per range increment traveled, starting with the first, due to the spread. The width of the cone at a given distance from the firer is half its length; at 10 feet from the firer, the cone is 5 feet wide, and at 50 feet it is 25 feet wide.

Canister shot damage is lowered by 1 die, to a minimum of 1 die, per range increment the scattered shot travels. The amount of powder listed is in total and all damage is piercing.

Artillery Descriptions

A garrison carriage (in fortifications or on shipboard) or fixed mount adds nothing to the overall length of a cannon, but a field carriage adds 50% to the gun's overall length.

Table 11-3: Firearm Accessory Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Weight ¹	Type
<i>Light Weapon</i>						
Bayonet ²	10 gp	1d4	1d6	19-20/x2	1-1/2 lb.	Piercing
<i>Oversized Weapon</i>						
<i>One-Handed Melee Weapon</i>						
Bayonet, Grand ²	15 gp	1d6	1d8	19-20/x2	2-1/2 lb.	Piercing

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, a Large weapon weighs twice as much, and a Huge weapon weighs four times as much.

² If the wielder uses a ready action to set this weapon against a charge, he deals double damage if he scores a hit against a charging opponent. This only works when mounted to a musket or similarly long object.

Table 11-4: Black Powder Artillery

Weapon**	Cost	Damage	Critical	Range Inc	Pen	Reload	Misfire	Charge	Weight
3-Pounder	3,500 gp	—	—	—	—	4 full rounds	—	—	600 lb.
Canister Shot*	3 gp	2d6	18-20/x3	15 ft.	-1	—	1	1/2 lb.	2-1/2 lb.
Explosive Shot*	3 gp	3d6	—	600 ft.	+0	—	2	1/2 lb.	2-1/2 lb.
Solid Shot	2 gp	5d6	x2	750 ft.	-2	—	1	1/2 lb.	3 lb.
6-Pounder	4,500 gp	—	—	—	—	5 full rounds	—	—	1,200 lb.
Canister Shot*	6 gp	3d6	18-20/x3	25 ft.	-2	—	1	1 lb.	4 lb.
Explosive Shot*	6 gp	2d10	—	750 ft.	-1	—	2	1 lb.	4 lb.
Solid Shot	4 gp	4d10	x2	975 ft.	-3	—	1	1 lb.	6 lb.
9-Pounder	5,000 gp	—	—	—	—	7 full rounds	—	—	1,600 lb.
Canister Shot*	8 gp	4d6	18-20/x3	30 ft.	-3	—	1	1-1/2 lb.	6 lb.
Explosive Shot*	8 gp	5d6	—	900 ft.	-2	—	2	1-1/2 lb.	6 lb.
Solid Shot	6 gp	6d10	x2	1,200 ft.	-4	—	1	1-1/2 lb.	9 lb.
12-Pounder	7,000 gp	—	—	—	—	9 full rounds	—	—	1-1/2 tons
Canister Shot*	12 gp	5d6	18-20/x3	35 ft.	-4	—	1	2 lb.	8 lb.
Explosive Shot*	12 gp	4d10	—	1,200 ft.	-2	—	2	2 lb.	8 lb.
Solid Shot	8 gp	8d10	x2	1,500 ft.	-5	—	1	2 lb.	12 lb.
18-Pounder	12,000 gp	—	—	—	—	12 full rounds	—	—	2-1/2 tons
Canister Shot*	15 gp	6d6	18-20/x3	45 ft.	-6	—	1	3 lb.	12 lb.
Explosive Shot*	15 gp	5d10	—	1,500 ft.	-3	—	2	3 lb.	12 lb.
Solid Shot	10 gp	10d10	x2	1,950 ft.	-7	—	1	3 lb.	18 lb.

* See the description of this weapon for special rules.

** Includes the price of a basic wooden, two-wheeled field carriage.

Note: The amount of black powder required to charge an artillery piece is 1/6 the rating of the gun, so a 6-pounder requires 1 pound of black powder to fire (whether loaded with solid shot, explosive shot, or canister), an 18-pounder requires 3 pounds of powder per shot, etc. In addition to the listed amount, every shot requires 1/2 ounce of powder per pound-rating of the cannon to prime the gun for firing, and explosive shot requires an extra ounce of powder for its fuse.

3-Pounder Cannon (2-1/2 in. bore)

One of lightest artillery pieces available, 3-pounders are typically mounted on small naval vessels and skyships in fixed positions or in field mounts to be used against light targets and infantry. At least a two-person crew is needed to man the gun; increase the load time by 2 full rounds if manned solo. Explosive Shot Blast Radius: 2-1/2 ft. Barrel Length: 4 ft. 6 in.

6-Pounder Cannon (3-1/3 in. bore)

A favorite to use within basic fortifications and on larger skyships, these guns pack a respectable punch and yet remain fairly mobile. A four-person crew is needed to man this gun; increase the load time by 2 full rounds per crewman less than four. Explosive Shot Blast Radius: 5 ft. Barrel Length: 6 ft.

9-Pounder Cannon (4 in. bore)

Once the mainstay of mobile artillery corps, the 9-pounder has been finding itself replaced by the 12-pounder and increasingly relegated

to a garrison role. A four-person crew is needed to man this gun; increase the load time by 2 full rounds per crewman less than four. Explosive Shot Blast Radius: 5 ft. Barrel Length: 7 ft.

12-Pounder Cannon (4-2/3 in. bore)

These are quickly becoming the most common artillery piece on the battlefield and remain common on heavier naval vessels. A six-person crew is needed to man this gun; increase the load time by 3 full rounds per crewman less than six. Explosive Shot Blast Radius: 10 ft. Barrel Length: 8 ft. 6 in.

18-Pounder Cannon (5-1/4 in. bore)

The largest cannon in common production, the 18-pounder is typically restricted to defense of established fortifications and mounting on naval assault vessels. Larger guns exist, but they have not been mass produced and remain rare. A six-person crew is needed to man this gun; increase the load time by 3 full rounds per crewman less than six. Explosive Shot Blast Radius: 10 ft. Barrel Length: 11 ft.

Firearm and Artillery Accessories

Artillery Swab

A thick sponge mounted on a long pole. This is used to extinguish sparks inside cannons between shots.

Bandoleer, Pistol

A leather strap slung crossways from the shoulder and across the chest, with loops to accommodate up to six pistols. A variation also allows for an additional six pistols to be slung upon the back.

Caisson, Small

A horse-drawn, two-wheeled vehicle for carrying artillery ammunition and other tools. It can be fitted to a limber and an artillery piece to be drawn by the same team. Meant for use with 3-, 6-, or 9-pounder guns, a small caisson can hold enough ammunition and powder for 48, 24 or 16 shots, respectively. The insides of caissons are often lined with lead sheathing in order to make them water tight and immune to the effects of *ignite powder* spells.

Caisson, Large

As the small caisson except that it is meant for 12- and 18-pounder guns and can hold 18 or 12 shots worth of powder and ammunition.

Friction Primer

This is a single-use device that ignites the main charge of an artillery piece through a mechanical and chemical reaction. Unlike black powder, it is safe to handle and transport, and it will work in wet conditions so long as the main charge of powder is kept dry during loading. Friction primers made for different sizes of cannon are not interchangeable.

Holster, Musket

This is a piece of folded, stitched leather used for stowing a musket when not in use. It may be slung across one's back or aside a mount. It is watertight except where it is open at the top.

Holster, Pistol

This is a piece of folded, stitched leather used for stowing a pistol when not in use. It is typically hung from a belt and tied to the thigh. It is watertight except where it is open at the top.

Limber, Small

A two-wheeled, horse-drawn vehicle used to tow an artillery piece and/or a caisson. The small limber is suitable for the 3-, 6-, or 9-pounder guns. It has a storage box between the wheels and mounts for tools such as rammers, swabs, and worms. Typically has two, four, or six horses, depending on the cannon size.

Limber, Large

As the small limber, except that it is meant for 12- and 18-pounder guns and is typically pulled by teams of six or eight horses.

Mold, Musket Ball

A simple wooden or metal mold to make musket balls one at a time from solid lead melted over a campfire. A different mold is sold for each caliber of musket ball, and for special ammunitions such as Eagle bullets and goblin fangs.

Rammer

A long pole with a blunt end for ramming the black powder charges and cannonballs into a cannon.

Table 11-5: Firearm and Artillery Accessories

Item	Cost	Weight
<i>Artillery Tools</i>		
Artillery swab	1 gp	3 lb.
Friction primer	4 ap per pound-rating of gun	1/4 oz. per pound-rating of gun
Rammer	1 gp	3 lb.
Worm	2 gp	3 lb.
<i>Firearm Tools</i>		
Bandoleer, pistol	6 ap or 1 gp	1/2 lb.
Holster, musket	7 ap	1/2 lb.
Holster, pistol	4 ap	1/4 lb.
Mold, musket ball	5 gp	1 lb.
Sling, musket	2 ap	1/4 lb.
Telescopic sight, x2	700 gp	1/2 lb.
Telescopic sight, x4	900 gp	1/2 lb.
Telescopic sight, x6	1,100 gp	1/2 lb.
Telescopic sight, x8	1,400 gp	1/2 lb.
Telescopic sight, x10	1,800 gp	1/2 lb.
<i>Transport</i>		
Caisson, small*	22 gp	150 lb.
Caisson, large*	30 gp	200 lb.
Limber, small	12 gp	100 lb.
Limber, large	20 gp	150 lb.

*Lead-lined caissons are 2 times normal cost.

Table 11-6: Firearm and Artillery Ammunition Costs

Type	Cost	Weight
.22 bullets (10) ¹	1 gp	1 oz.
.32 bullets (10) ¹	1 gp, 5 ap	1-1/2 oz.
.44 bullets (10) ¹	2 gp	2-3/4 oz.
.44 Eagle bullets (10) ¹	6 gp	3 oz.
.50 bullets (10) ¹	3 gp, 5 ap	5-1/2 oz.
.55 bullets (10) ¹	4 gp	7 oz.
.90 bullets (10) ¹	6 gp	23 oz.
Goblin fangs (10) ¹	6 gp	9 oz.
Fowling piece cartridges (10) ¹	3 gp	13 oz.
Musket ball mold	5 gp	1 lb.
Lead ingot	3 gp	1 lb.
Powder horn, 20 ounces ²	24 gp	1-3/4 lb.
Powder horn, 30 ounces ²	35 gp	2-1/4 lb.
Powder horn, 50 ounces ²	60 gp	3-3/4 lb.
Powder keg, 240 ounces ³	250 gp	25 lb.
Powder keg, 640 ounces ³	670 gp	70 lb.
Friction primer (artillery)	4 ap per pound-rating of gun	1/4 oz. per pound-rating of gun

- 1 Silvered musket bullets, fangs, and buckshot are 10 times normal cost.
 - 2 Empty powder horns cost 2 ap, 7 ap, and 1 gp, respectively. Lead-lined empty powder horns are 2 times normal cost.
 - 3 Empty powder kegs cost 1gp and 2gp, respectively. Lead-lined empty powder kegs are 2 times normal cost.
- See Table 11-4: **Black Powder Artillery** for costs and weights of cannonballs.

Sling, Musket

A simple length of leather used to hold one's musket across the back when not in use.

Telescopic Sight

A telescopic sight is a long, uniformly wide, lens-ended tube that fits to the top of the musket and runs from just behind the lock to the tip of the barrel. It reduces any penalties due to range by an amount equal to its power (*i.e.*, a 4x scope reduces the range penalty by 4). Note that this is not a bonus to hit, it simply reduces the penalty; if a fired weapon has a -3 penalty due to range, a 4x scope would simply reduce this modifier to +0, not grant a +1 to hit. Utilizing this advantage requires that a full-round action be

spent (with no 5-foot step taken) on aiming the shot and then firing the weapon.

Telescopic scopes are delicate and save at -4 if the weapons they are attached to are dropped.

Worm

A long pole with a two intertwining corkscrews mounted on one end, the worm is used to clear obstructions caught in a cannon (including cannonballs after some types of misfires).

Black Powder Grenadelike Weapons

Grenadelike Weapons Descriptions

Grenade

A metal sphere with a fuse that can either be set to ignite the weapon's black powder charge on impact or after a delay of up to five seconds. Grenades are filled with dozens of tiny metal spheres that explode in a burst to shred anything in their blast radius. Setting the fuse is a move-equivalent action.

Powder Keg

This is a wooden barrel with brass or bronze (not iron or steel) fittings used for storing and transporting black powder. Although too heavy to throw, a powder keg could be equipped with a fuse and then rolled downhill. The insides of powder kegs are often lined with lead sheathing in order to make them water proof and immune to the effects of *ignite powder* spells.

Masterwork Arms and Artillery

The exquisite craftsmanship of masterwork black powder firearms and artillery—their improved balance, perfectly fitted components, and extremely exacting measurements—grants a +1 enhancement bonus to attack rolls and lowers the misfire range by 1, to a minimum of 1. Likewise, all enchanted firearms and artillery must be made from masterwork pieces.

Creating a masterwork firearm increases the cost by 500 gp for a pistol, 750 gp for a musket, and by 2,000 gp for an artillery piece.

Alternate Materials for Firearms and Artillery

Making black powder firearms or artillery pieces with less common, more durable metals reduces the chance of a catastrophic misfire on **Table 11-9: Firearm Misfire Results** or **Table 11-10: Artillery Misfire Results**, but also increases the cost and DC of crafting. The enhancement bonus for adamantite applies to ammunition crafted from the material and not to the weapon itself.

Black Powder Combat

As black powder weaponry is integral to the *SpirosBlaak* campaign setting, there are several new rules governing how these weapons work.

Reloading

Reloading a black powder firearm or artillery piece requires the specified amount of time and provokes an attack of opportunity.

With firearms, the process entails priming the pan, placing a new powder charge and bullet down the muzzle, ramming both home, and then setting the lock to full cock (the fire-ready position).

Artillery is reloaded by first inserting the necessary amount of powder for the range, followed by the cannonball, and then ramming them both down. It is then primed with either loose powder or a friction primer. After the weapon is fired (either

by setting a burning portfire to the priming powder, or pulling a lanyard attached to a friction primer or a flintlock firing mechanism), the bore is sponged out to extinguish any sparks that might prematurely ignite the powder charge of the next shot.

While in the heat of a battle there's rarely time to load at a leisurely pace, musket users and gun crews often increase the loading time on the first firing of a weapon in an engagement in order to maximize their chances of success. Each doubling of the reloading time reduces the weapon's misfire range for lack of proficiency on the part of users by -1, but has no effect on the natural misfire rate of the weapon itself. Taking extra time on loading doesn't change the increase of severity caused by lack of proficiency if there is a misfire.

Conversely, an artillery piece can be loaded in one less full round than normal (to a minimum of half the original reloading time) by

Table 11-7: Black Powder Grenadelike Weapons

Weapon	Cost	Damage	Blast Radius	Range	Pen	Weight
<i>Small</i>						
Grenade	60 gp	2d6	5 ft.	10 ft.	-3	2 lb.
<i>Medium</i>						
Powder keg, 240 ounces	250 gp	6d10	10 ft.	—	+0	25 lb.
Powder keg, 640 ounces	670 gp	10d10	15 ft.	—	+0	70 lb.

Table 11-8: Alternate Materials for Firearms and Artillery

Material	Enhancement		Misfire Results*	Weight	Hardness	Hit Points	Cost
	Bonus	Craft DC					
Adamantine	+1	+7	-30%	—	+20	+20%	+500%
Brass	—	-1	+10%	+14%	+6	-50%	+25%
Bronze	—	+3	-10%	—	+10	-15%	+100%
Iron	—	—	—	—	+10	—	—
Mithral	—	+7	-20%	-25%	+15	—	+350%
Steel	—	+5	-15%	+5%	+15	+15%	+150%

* This modifier is applied to all rolls on Misfire Results tables.

Table 11-9: Firearm Misfire Results

d%	Result
01-25	Misfire. The priming powder fails to ignite and no shot is fired. The firearm can be recocked immediately as a free action.
26-60	Misfire. The priming powder fails to ignite and no shot is fired. The priming powder must be replaced, taking a move action.
61-85	Flash in the Pan. The priming powder ignites but the charge in the barrel does not and no shot is fired. The priming powder must be replaced, taking a move-equivalent action. If a DC 8 Spot check is failed, the user doesn't realize he's misfired, and double-loads the weapon.
86-95	Jam. The round fails to fire properly and the musket ball jams in the muzzle. The weapon is unusable until the jammed ball is forcibly removed, requiring quadruple the usual loading time.
96-99	Backfire. A misloaded charge shoots a burst of flame out the pan and onto the wielder, who suffers half the usual amount of damage caused by the weapon.
100	Weapon Bursts. As per a backfire, except that there is an explosive burst that causes full damage to the wielder and renders the weapon useless.

accepting a -5 penalty to the attack roll and increasing the misfire range on the gun by +5 on its next attack for every one-round reduction. A musket or pistol can be reloaded in half its normal time by accepting a -5 penalty to the attack roll and increasing the misfire range on the firearm by +5 on its next attack.

Misfires and Disasters

If an attack roll falls within the misfire range of the weapon (see **Table 11-2: Black Powder Firearms** and **Table 11-4: Black Powder Artillery**), then something has gone wrong with the weapon to prevent it from functioning properly. Roll on **Table 11-9: Firearms Misfire Results** to determine the repercussions with firearms and on **Table 11-10: Artillery Misfire Results** when firing black powder artillery (modified by the material of the weapon, as shown on **Table 11-8: Alternate Materials for Firearms and Artillery**).

Improper care when loading a cannon modifies the misfire range: every shot fired without letting the cannon cool completely (1d10 minutes) between shots, or every shot fired in freezing temperatures, cumulatively increases the misfire range by 1. Every shot fired without swabbing out the barrel between shots also cumulatively increases the misfire range by 1.

If the user doesn't have the appropriate Weapon Proficiency, the misfire range is increased by 4, and the rolled result on the misfire tables is automatically worsened by one degree on the table (*i.e.*, a Flash in the Pan becomes a Jam, and a Jam becomes a Backfire or a Premature Firing).

Table 11-10: Artillery Misfire Results

d%	Result
01-50	Misfire. The priming fails to ignite and no shot is fired. The firing mechanism can be reset immediately as a free action.
51-75	Flash in the Pan. The priming powder or friction primer ignites, but the charge in the barrel doesn't and no shot is fired. The priming must be replaced, taking a full-round action. If a DC 4 Spot check is failed, the user doesn't realize he's misfired, and double-loads the weapon.
76-85	Jam. The round fails to fire properly and the cannonball jams in the barrel. The weapon is unusable until the jammed cannonball is forcibly removed, requiring quadruple the usual loading time.
86-95	Premature Firing. The weapon fires during loading. Roll an attack against the gun crew member ramming the powder or ball into the barrel who is caught flat-footed.
96-99	Weapon Cracks. The weapon fires but cracks irreparably in doing so. Roll to attack the target with a -4 penalty. The weapon is now unusable until repaired by a gunsmith (1d6 days).
100	Weapon Explodes. Everyone within 5 feet + 1 feet per pound-rating of the cannon takes damage as though struck by the ammunition type loaded but with double the usual critical threat range, unless a DC 20 Reflex save is made, in which case damage is halved. The weapon is destroyed in the explosion.

For example, an untrained character (one without Firearms Proficiency) is using a common pistol. He rolls a 19, -4 for his lack of Firearms Proficiency, for a total of 15. He reloads and fires a second shot, this time rolling a 7-4=3, which is within the weapon's misfire range (normally 1 but increased to 5 by his lack of Proficiency); not only does his attack not hit, but he must roll on **Table 11-9: Firearms Misfire Results** with a one degree of severity modifier to determine the results of the misfire.

Firing One-Handed

Black powder firearms that require both hands to be used to their full affect, such as muskets, may optionally be used with just one hand, but doing so imposes a -6 penalty to attack rolls.

Creatures using two-handed firearm types of a size smaller than their own size may fire the weapon one-handed at no penalty. For instance, ogres (Large size) may fire human (Medium) muskets one-handed and not suffer an attack penalty.

However, if using a one-handed firearm, such as a pistol, of a size larger than their own, characters must instead use two hands. Muskets of a size larger than the wielder's own size are used with a -3 penalty per size category larger.

Multiple Shots

At higher levels, characters can make more than one attack per round while making a full-round action. With firearms that have a set amount of time needed for reloading, such a character could fire more than one pre-loaded weapon in a round (if he had multiple loaded pistols in a bandoleer, for instance). See also the Speed Loader feat.

Aiming Artillery

If a new target at a new location is to be selected, the cannon must be manhandled to face the proper direction and a new elevation is likely needed to be set as well. Re-aiming against such targets requires as much time as normally needed to reload the weapon. Cleaning or reloading the weapon, or removing a jam from the barrel while the weapon is being moved in this, or any other, manner are all virtually impossible actions.

Size

The size modifier to a target's Armor Class can be used to offset range penalties. If a specific person or creature is targeted, its size modifier is applied in the normal manner. If a less discriminate target is chosen (*e.g.*, if a cannon is fired at an advancing formation of musketeers, instead of specifically at its commanding officer), the size modifier for the frontage occupied by that target (the area of the target in the direction facing the approaching ball), as shown on **Table 11-11: Frontage**, is used instead of the modifiers for the individuals within it.

For example, a Medium creature occupies an area of 12 square feet, and has no AC modifier. If 100 soldiers are formed up in two ranks one behind the other, the 50-man frontage of the front rank occupies an area of 600 square feet (12 square feet x 50 men) and has an AC modifier of -4 (being closer to Gargantuan size than Huge).

The same rule is applied to attacking fortifications and other inanimate objects. If the cannonball only has to strike somewhere on a tower wall, then its entire area (say, 30 feet wide by 60 feet tall, or 1,800 square feet; Gargantuan, -4 AC) is used, but if the gunner is attempting to loft a ball through a window in that tower then the frontage of that more specific target (1 foot x 3 foot, 4 square feet; Small, +1 AC) is used.

On a successful attack, the actual person hit is determined randomly. If the targets aren't standing literally shoulder-to-shoulder, the empty space in the target area is considered an eligible target as well; *e.g.*, if all the warriors in the area stand one body-width apart from each other, then half of the area is empty, and the shot has a 50% chance of striking empty ground.

If the targets in the area aimed at have a range of personal Armor Classes, the lowest AC is used for the attack roll. If that roll is successful, then the specific target is determined, but is only hit if the initial roll would have been high enough to beat his own AC. Note that the Penetration value of the weapon might affect different targets in different ways.

Firing Artillery

If there is more than one person manning a gun (a loader, a rammer, a firer, *etc.*), the average of their ranged attack bonuses (with

Table 11-11: Frontage

Size	Individual Area	Area Range	AC Modifier
Fine	1/20 sq. ft.	1/10 sq. ft. or less	+8
Diminutive	1/5 sq. ft.	1/10– ½ sq. ft.	+4
Tiny	¾ sq. ft.	½–2 sq. ft.	+2
Small	3 sq. ft.	2–7-1/2 sq. ft.	+1
Medium	12 sq. ft.	7-1/2–30 sq. ft.	+0
Large	48 sq. ft.	30–120 sq. ft.	-1
Huge	192 sq. ft.	120–480 sq. ft.	-2
Gargantuan	768 sq. ft.	480–1,920 sq. ft.	-4
Colossal	3,072 sq. ft.	1,920 sq. ft. or more	-8

* If an area falls between two listed numbers, treat as the closest value

modifiers for range, cover, the target's stance (*e.g.*, prone), and so on) is used to load and fire the piece. If any of them do not have Artillery Proficiency, the increases to the gun's misfire range and to the severity of misfire rolls are cumulative.

Double-Loading

Sometimes a musket- or pistol-user accidentally loads two rounds of ammunition (both ball and powder) into a single barrel, usually as a result of not noticing a flash in the pan in the noise and confusion of battle. Less frequently, he may deliberately double-load his weapon in order to cause maximum damage with a single attack (a tactic most frequently used either as the first shot of an engagement, or in desperation later in a battle).

While cannons are as prone to flashes in the pan as muskets are, gunners are less likely to respond by accidentally double-loading a cannon. But under certain circumstances an artillery commander may intentionally double-load, even using two different types of ammunition; such as loading a round of solid shot and one of canister in hopes of raking the opposing ship's deck with small shot to kill sailors while doing damage to the ship itself with the solid ball.

If a double-loaded weapon is fired, the user makes two separate attack rolls at the same target with a single action. Each attack suffers a -2 penalty, the misfire range of the weapon is increased by +2, and in the event of a mishap any roll on **Tables 11-9** or **11-10** is increased by +30%. The time needed to double-load a weapon is twice that needed for a single load.

Loading a weapon with a double charge of powder but only a single ball increases its range increment by 50% (*i.e.*, the range isn't doubled), but the attack incurs all the same drawbacks as a double-powder, double-ball attack.

Loading a weapon with two balls but only a single charge of powder halves its range increment, but allows two attacks, each at a -2 penalty, with a +1 misfire range increase and a +15% increase to results on **Tables 11-9** or **11-10**.

Triple-charging a black powder weapon doubles all the penalties of double-charged weapons, such that each attack suffers a -4 penalty, the misfire range of the weapon is increased by +4, and in the event of a mishap any roll on **Tables 11-9** or **11-10** is increased by +60%. The time needed to load three shots is triple that needed for a single load.

Pocket pistols cannot be double-loaded; their barrels are too short to accommodate a second powder charge and ball.

Black Powder Explosions

Anyone caught within the blast radius of an explosion takes full damage as per a burst, with a successful Reflex save (DC as per **Table 11-12: Explosive Stunning**) reducing this to half damage. Anyone who is somehow rendered helpless is denied this saving

Table 11-12: Explosive Stunning

Maximum Possible Damage	Blast Radius Save DC*	Extended Blast Radius Save DC	Stunned Duration**
6 hp or less	8	4	1d2/1
7–12 hp	10	5	1d2/1
13–20 hp	12	6	1d3/1
21–30 hp	14	7	1d4/1d2
Per additional 10 hp	+2	+1	+1d4/+1d2

* This is used to determine the DC for the explosion's Reflex save for half damage and the Fortitude save to resist the primary stunning effect.

** The first amount is the number of rounds that someone caught within the blast radius is stunned for; the second listing is the duration for those caught in the extended radius.

throw, and prone characters are treated as having cover against the explosion's damage.

Anyone caught within the listed blast radius must also attempt a Fortitude save against a DC based on the explosion's maximum possible damage, as outlined in **Table 11-12**, or be stunned (the character loses all Dexterity bonuses to AC, drops anything he's holding, is unable to take any action, and all enemies are at +2 to hit him), for the listed duration.

There is also a reduced chance that anyone caught within an extended radius equal to twice the listed blast radius will likewise be stunned, although no actual damage is suffered. Prone characters in the blast radius make Reflex saves as if they were standing up in the extended blast radius for the purpose of stunning effects; those actually in the extended blast radius are immune to being stunned in this manner.

Spook Animal (Optional Rule)

Most animals are liable to panic when exposed to the crack of a discharging firearm, the boom of artillery, or the thunder of a nearby explosion. Any animal or magical beast that is within 10 feet of small

caliber (below .55), 20 feet of medium caliber (.55 to .69), or 30 feet of large caliber (above .69, including all artillery) fire, or within three times the blast radius of exploding ordnance, must make a Will save against the DC shown on **Table 11-13: Spooking Animals**. On a failed save, the animal is frightened. On a roll of a 1, or if the animal was already frightened when attempting the save, the animal is panicked instead.

Frightened animals flee the source of the noise, until they are at least 10 times further away than the distances above (e.g., 100 feet when fleeing small caliber fire, 30 times the blast radius of an exploding shell), and then regain control of themselves. A frightened animal can choose the path of its flight. Panicked animals flee at least that same distance but on a random path, having no choice where they go so long as it is away from the source of the noise. Once they have reached the minimum fleeing distance, they continue to run if their fear is reinforced by more loud noises (no saving throw necessary) or by other dangers. Both frightened and panicked animals are shaken, suffering a –2 penalty on attack rolls, saving throws, and skill and ability checks.

An animal's rider or handler can substitute a Handle Animal or Wild Empathy check for the Will save.



Chapter Twelve: Magic

This chapter details new domains, spells, and magic items. Spells marked with a “+” are new and are described later in this chapter.

New Assassin Spells

2nd-Level Assassin Spells

Ignite Powder†: Ignites a small quantity of black powder from a distance.

New Bard Spells

1st-Level Bard Spells

Deaden Echo†: Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

Remembrance†: Instantly remember forgotten facts.

2nd-Level Bard Spells

Borrow Knowledge†: Temporarily borrow a target's Knowledge skill.

4th-Level Bard Spells

Fate's Charm†: Reroll any failed roll.

New Cleric Spells

0-Level Cleric Spells

Detect Temporal Disturbance†: Sense spells or effects that affect the flow of time.

Dry Powder†: Remove water from a quantity of black powder.

1st-Level Cleric Spells

Deaden Echo†: Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

Indolence†: All subjects within a 25-ft.-radius burst take –1 to Will saves.

Strengthen Fate†: +1 to saving throws per 3 levels, distributed as desired.

2nd-Level Cleric Spells

Bolster Undead†: Increase DCs of undead abilities by +1 per 3 caster levels.

Borrow Knowledge†: Temporarily borrow a target's Knowledge skill.

Detect Balance†: Reveals creatures, spells, or objects of selected alignment.

Dispel Temporal Effect†: Dispel spells and effects that affect time.

3rd-Level Cleric Spells

Ignite Powder†: Ignites a small quantity of black powder from a distance.

Refresh†: Gives subject the benefits of a full night's sleep in two hours.

Remembrance†: Instantly remember forgotten facts.

Warrior's Heart†: +1 morale bonus to attacks and saving throws per combat Encounter Level above caster's.

3rd-Level Cleric Spells

Fate's Charm†: Reroll any failed roll.

Lesser Craftsmanship^{M†}: Emulate a single Craft skill at as many ranks as caster's level + Int modifier.

Pillar of the Earth†: Treat as two sizes larger for certain combat maneuvers and +4 to Balance.

Rally†: Counter *fear* and *despair* effects in given area.

Tunneling†: Burrow at normal speed.

4th-Level Cleric Spells

Fascination^{F†}: Target becomes obsessed with a particular activity.

Lust for Undeath†: Undead gain +2 turn resistance, +1 at levels 11th, 15th, and 19th.

5th-Level Cleric Spells

Greater Craftsmanship^{M†}: Bestows use of an Item Creation feat for 1 hour.

Malaise†: Up to 10 HD of creatures per caster level –2 to Fortitude saves.

Weapon of Strength†: Target weapon has the Cleave and Sunder feats and forces a Fort save on targets to avoid being *stunned*.

6th-Level Cleric Spells

Interment†: Force the souls of undead to abandon their physical form.

Scry the Ages^{M†}: The caster can see and hear a creature at any distance, but also in any period of time past or future.

Unwill^{F†}: The target loses all willpower.

7th-Level Cleric Spells

Hastening of Age†: The target ages at a radically increased rate.

8th-Level Cleric Spells

Wellspring of Youth^{M,XP†}: The target may regain lost youth.

9th-Level Cleric Spells

Vessel of War^{XP†}: May craft enchanted weapons with powers beyond the normal +10 bonus limit.

Cleric Domains

Blood

Granted Power: If you cut yourself while casting domain spells, dealing one point of damage per level of the spell, the duration of your spell is doubled as per the Extend Spell feat.

Blood Domain Spells

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

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

3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

- 4 **Summon Monster IV:** Calls extraplanar creature to fight for you.
- 5 **Scrying**^F: Spies on subject from a distance.
- 6 **Wind Walk:** You and your allies turn vaporous and travel fast.
- 7 **Repulsion:** Creatures can't approach you.
- 8 **Unholy Aura**^F: +4 to AC, +4 resistance, and SR 25 against good spells.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

Corruption

Granted Power: Once per day, you may target a single creature and know exactly what that creature wants most in the world.

Corruption Domain Spells

- 1 **Charm Person:** Makes one person your friend.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Dominate Person:** Controls humanoid telepathically.
- 5 **Mind Fog:** Subjects in fog get -10 to Wis and Will checks.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Limited Wish**^X: Alters reality—within spell limits.
- 8 **Demand:** As *sending*, plus you can send *suggestion*.
- 9 **Wish**^X: As *limited wish*, but with fewer limits.

Courage

Granted Power: You and any allies within a 10-foot radius gain a second saving throw against fear effects if your initial save fails. You also gain a +2 sacred bonus to all saving throws against fear spells and effects.

Courage Domain Spells

- 1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 **Warrior's Heart:** +1 morale bonus to attacks and saving throws per combat Encounter Level above caster's.
- 3 **Rally**[†]: Counter *fear* and *despair* effects in given area.
- 4 **Freedom of Movement:** Subject moves normally despite impediments.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **True Seeing**^M: Lets you see all things as they really are.
- 8 **Holy Aura**^F: +4 to AC, +4 resistance, and SR 25 against evil spells.
- 9 **Protection from Spells**^{M F}: Confers +8 resistance bonus.

Craft

Granted Power: You gain a +2 bonus to all Craft checks.

Craft Domain Spells

- 1 **Mending:** Makes minor repairs on an object.
- 2 **Make Whole:** Repairs an object.
- 3 **Lesser Craftsmanship**[†]: Emulate a single Craft skill at as many ranks as caster level of experience + his Int modifier.
- 4 **Minor Creation:** Creates one cloth or wood object.
- 5 **Greater Craftsmanship**^{M†}: Bestows use of an Item Creation feat for 1 hour.
- 6 **Fabricate:** Transforms raw materials into finished items.
- 7 **Major Creation:** As *minor creation*, plus stone and metal.
- 8 **Transmute Metal to Wood:** Metal within 40 ft. becomes wood.
- 9 **Refuge**^M: Alters item to transport its possessor to you.

Darkness

Granted Power: You gain darkvision out to 60 feet (or +60 feet if you already have darkvision).

Darkness Domain Spells

- 1 **Obscuring Mist:** Fog surrounds you.
- 2 **Darkness:** 20-ft. radius of supernatural shadow.
- 3 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- 4 **Invisibility Sphere:** Makes everyone within 10 ft. invisible.
- 5 **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 7 **Invisibility, Mass:** As *invisibility*, but affects all in range.
- 8 **Power Word Blind:** Blinds creature with 200 hp or less.
- 9 **Shadow Evocation, Greater:** As *shadow evocation*, but up to 7th level and 60% real.

Destiny

Granted Power: Once per day per point of your Wisdom bonus (minimum of once per day), you gain a +2 insight bonus to any attack roll, ability check, skill check, or saving throw.

Destiny Domain Spells

- 1 **Strengthen Fate**[†]: +1 to saving throws per 3 levels, distributed as desired.
- 2 **Augury**^{M F}: Learns whether an action will be good or bad.
- 3 **Fate's Charm**[†]: Re-roll any failed roll.
- 4 **Divination**^M: Provides useful advice for specific proposed actions.
- 5 **Commune**^X: Deity answers one yes-or-no question/level.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Vision**^{M X}: As *legend lore*, but quicker and strenuous.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

Disease

Granted Power: You are immune to all natural diseases. In addition, you may add your cleric level to any saving throw against magical diseases.

Disease Domain Spells

- 1 **Curse Water**^M: Makes unholy water.
- 2 **Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
- 3 **Contagion:** Infects subject with chosen disease.
- 4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 **Slay Living:** Touch attack kills subject.
- 6 **Circle of Death**^M: Kills 1d4/level HD of creatures.
- 7 **Destruction**^F: Kills subject and destroys remains.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Energy Drain:** Subject gains 2d4 negative levels.

Distraction

Granted Power: Once per day, you may convince a character to take a course of action that he is already seriously considering. If the subject of this suggestion succeeds at a Will save against a DC of 10 + your cleric level + your Charisma modifier, the effect is negated. The subject takes a penalty (-2 to -10) depending on how attractive the action is. If a penalty of at least -2 seems inappropriate, the character is not considering the option sufficiently seriously for the power to work.

Distraction Domain Spells

- 1 **Indolence**[†]: All targets take -1 to Will saves.
- 2 **Enthrall:** Captivates all within 100 ft. + 10ft./level.
- 3 **Bestow Curse:** -6 to one ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- 4 **Fascination**^{F†}: Target becomes obsessed with a particular activity.

- 5 **Steal Action** ^{F †}: The caster can take another creature's action every round.
- 6 **Unwill**^{F†}: The target loses all willpower.
- 7 **Akrasia's Blessing** ^{F †}: All targets cease to be interested in their ambitions.
- 8 **Oppression of Triviality** ^{F †}: The target must make a Will save to work on anything significant.
- 9 **Steal Opportunity** ^{F †}: All creatures within 50 feet lose their actions to the caster.

Dwarf

Granted Power: You gain a +4 bonus to all saving throws against poison, spells and spell-like abilities.

Dwarf Domain Spells

- 1 **Magic Stone:** Three stones become +1 projectiles, 1d6 +1 damage.
- 2 **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
- 3 **Pillar of the Earth** [†]: Treat as two sizes larger for certain combat maneuvers and +4 to Balance.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 **Spell Resistance:** Subject gains SR 12 + level.
- 6 **Stone Tell:** Talk to natural or worked stone.
- 7 **Stoneskin** ^M: Ignore 10 points of damage per attack.
- 8 **Repel Metal or Stone:** Pushes away metal and stone.
- 9 **Earthquake:** Intense tremor shakes 5-ft./level radius.

Enchantment

Granted: Your enchantment spells are harder to dispel. When someone other than yourself tries to dispel one of your Enchantment spells, the DC of the dispel check is +2 higher than usual.

Enchantment Domain Spells

- 1 **Sleep:** Puts 4 HD of creatures into magical slumber.
- 2 **Charm Person:** Makes one person your friend.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- 5 **Charm Monster:** Makes monster believe it is your ally.
- 6 **Hold Monster:** As *hold person*, but any creature.
- 7 **Suggestion, Mass:** As *suggestion*, plus one subject/level.
- 8 **Sympathy** ^F: Object or location attracts certain creatures.
- 9 **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.

Endings

Granted Power: You cast spells from this domain at +1 caster level.

Endings Domain Spells

- 1 **Detect Undead:** Reveals undead within 60 ft.
- 2 **Consecrate** ^M: Fills area with positive energy, weakening undead.
- 3 **Halt Undead:** Immobilizes undead for 1 round/level.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 **Hallow** ^M: Designates location as holy.
- 6 **Interment**[†]: Force the souls of undead to abandon their physical form.
- 7 **Holy Word:** Kills, paralyzes, blinds, or deafens nongood subjects.
- 8 **Holy Aura** ^F: +4 to AC, +4 resistance, and SR 25 against evil spells.
- 9 **True Passage**[†]: The dead target cannot be resurrected, reincarnated, or reborn as an undead creature.

Endings Limitations

Because death is sacred to these clerics, they never use magic that unnaturally prolongs life, raises the dead, or creates undead

creatures. This includes the following spells and magic items. Note this is not an exhaustive list. The GM may restrict any spell or item that violates the ban.

Restricted Spells: *animate dead, clone, contact other plane**, *control undead, create undead, create greater undead, death ward, raise dead, resurrection, true resurrection, reincarnation, miracle***, *speaking with dead**, *wish***

Restricted Magic Items: *armor or shield of undead control, periapt of wound closure*, *ring of wishes***

* The GM may wish to allow this spell in special circumstances, like helping a lost soul find its way to whatever lies beyond death. There is no prohibition against contact with non-afterlife realms, such as the elemental plane.

** Only when used to raise the dead, *etc.*

Giant

Granted Power: You gain Cleave as a bonus feat. You need not meet the prerequisites to gain this feat.

Giant Domain Spells

- 1 **Summon Monster I:** Calls extraplanar creature to fight for you.
- 2 **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- 3 **Eye to Eye**[†]: Alters the perceived size of the target to a desired size.
- 4 **Magic Weapon, Greater:** +1 bonus/four levels (max +5).
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Hold Monster:** As *hold person*, but any creature.
- 7 **Statue:** Subject can become a statue at will.
- 8 **Iron Body:** Your body becomes living iron.
- 9 **Antipathy:** Object or location affected by spell repels certain creatures.

Halfling

Granted Power: You gain Lightning Reflexes as a bonus feat.

Halfling Domain Spells

- 1 **Detect Snares and Pits:** Reveals natural or primitive traps.
- 2 **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
- 3 **Obscure Object:** Masks object against scrying.
- 4 **Freedom of Movement:** Subject moves normally despite impediments.
- 5 **Secure Shelter:** Creates sturdy cottage.
- 6 **Animal Growth:** One animal/two levels doubles in size.
- 7 **Refuge** ^M: Alters item to transport its possessor to you.
- 8 **Sunburst:** Blinds all within 10 ft., deals 6d6 damage.
- 9 **Irresistible Dance:** Forces subject to dance.

Hearth

Granted Power: You may cast *hold portal* once per day at your caster level.

Hearth Domain Spells

- 1 **Create Food and Water:** Feeds three humans (or one horse)/level.
- 2 **Refresh**[†]: Gives subject the benefits of a full night's sleep in two hours.
- 3 **Helping Hand:** Ghostly hand leads subject to you.
- 4 **Everlasting Hearth**[†]: Creates a flame that burns without consuming fuel.
- 5 **Secure Shelter:** Creates sturdy cottage.
- 6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
- 7 **Forbiddance** ^M: Blocks planar travel, damages creatures of different alignment.

- 8 **Antipathy:** Object or location affected by spell repels certain creatures.
- 9 **Mage's Magnificent Mansion**^F: Door leads to extradimensional mansion.

Humanoid

This is the racial domain of humanoids and goblinoids such as goblins, hobgoblins, kobolds, bugbears, and their ilk.

Granted Power: You may cast *protection from good* once per day. You cast this spell as a caster equal to your cleric level.

Humanoid Domain Spells

- 1 **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- 2 **Summon Swarm:** Summons swarm of bats, rats, or spiders.
- 3 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
- 4 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- 5 **Insect Plague:** Locust swarms attack creatures.
- 6 **Forbiddance**^M: Blocks planar travel, damages creatures of different alignment.
- 7 **Blasphemy:** Kills, paralyzes, weakens, or dazes non-evil subjects.
- 8 **Cloak of Chaos**^F: +4 to AC, +4 resistance, and SR 25 against lawful spells.
- 9 **Dominate Monster:** As *dominate person*, but any creature.

Insanity

Granted Power: Enchantment spells you cast are hard to resist. You gain Spell Focus (enchantment) as a bonus feat.

Insanity Domain Spells

- 1 **Lesser Confusion:** One creature is *confused* for 1 round.
- 2 **HIDEOUS LAUGHTER:** Subject loses actions for 1 round/level.
- 3 **Magic Circle against Law:** As *protection* spells, but 10-ft. radius and 10 min./level.
- 4 **Confusion:** Subjects behave oddly for 1 round/level.
- 5 **Mind Fog:** Subjects in fog get -10 to Wis and Will checks.
- 6 **Eyebite:** Target becomes panicked, sickened, and comatose.
- 7 **Insanity:** Subject suffers continuous *confusion*.
- 8 **Storm of Madness**^T: As *insanity*, but covers an area.
- 9 **Maze:** Traps subject in extradimensional maze.

Lavayne

Granted Power: You may cast *protection from evil* once per day. You cast this spell as a caster equal to your cleric level.

Lavayne Domain Spells

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Shield Other**^F: You take half of subject's damage.
- 3 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 4 **Holy Sword:** Weapon becomes +5, deals +2d6 damage against evil.
- 5 **Mark of Justice:** Designates action that will trigger *curse* on subject.
- 6 **Forbiddance**^M: Blocks planar travel, damages creatures of different alignment.
- 7 **Banishment:** Banishes 2 HD/level of extraplanar creatures.
- 8 **Shield of Law**^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
- 9 **Miracle**^X: Requests a deity's intercession.

Lust

Granted Power: When interacting with creatures ordinarily attracted to your race and gender, you gain a +3 bonus to all Bluff and Diplomacy checks.

Lust Domain Spells

- 1 **Charm Person:** Makes one person your friend.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Suggestion:** Compels subject to follow stated course of action.
- 4 **Dominate Person:** Controls humanoid telepathically.
- 5 **Feeblemind:** Subject's Int and Cha drop to 1.
- 6 **Geas/Quest:** As *lesser geas*, plus it affects any creature.
- 7 **Refuge**^M: Alters item to transport its possessor to you.
- 8 **Charm Monster, Mass:** As *charm monster*, but all within 30 ft.
- 9 **Wish**^X: As *limited wish*, but with fewer limits.

Mentor

Granted Power: You may substitute your Wisdom modifier for all Intelligence-based skills and checks.

Mentor Domain Spells

- 1 **Comprehend Languages:** You understand all spoken and written languages.
- 2 **Remembrance:** Instantly remember forgotten facts.
- 3 **Borrow Knowledge:** Temporarily borrow a target's Knowledge skill.
- 4 **Modify Memory:** Changes 5 minutes of subject's memories.
- 5 **Scrying**^F: Spies on subject from a distance.
- 6 **Legend Lore**^{M F}: Lets you learn tales about a person, place, or thing.
- 7 **Vision**^{M X}: As *legend lore*, but quicker and strenuous.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Astral Projection**^M: Projects you and companions onto Astral Plane.

Necromancy

Granted Power: Undead under your control are harder to rebuke and turn. All undead under your control gain +2 turn resistance. This stacks with any turn resistance the undead might already have as a racial ability.

Necromancy Domain Spells

- 1 **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- 2 **Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.
- 3 **Fear:** Subjects within cone flee for 1 round/level.
- 4 **Enervation:** Subject gains 1d4 negative levels.
- 5 **Circle of Death**^M: Kills 1d4/level HD of creatures.
- 6 **Magic Jar**^F: Enables possession of another creature.
- 7 **Finger of Death:** Kills one subject.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Clone**^{M F}: Duplicate awakens when original dies.

Nobility

Granted Power: Once per day, you can use any spell you can cast as though it were quickened by the Quickened Spell feat. You can only do this after you actively adhered to one of your moral codes of that same day (see **Nobility Domain Moral Codes** sidebar for details).

Nobility Domain Spells

- 1 **Sanctuary:** Opponents can't attack you, and you can't attack.
- 2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 3 **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.

Nobility Domain Moral Codes

At character creation or adoption of this domain, develop a list of moral codes to which your character adheres. The list must have at least five specific situations your character might enter into and the reaction your character would have to them. The reaction must be one that upholds good, and it must bear some level of consequence that affects the character. The GM must approve each code, and can disallow any code that is not a cause of good, is too general, or does not have a consequence of enough cost.

For example, a character might have as one of her codes: "When dealing with children, I must do everything possible to protect them and at any cost."

- 4 **Discern Lies:** Reveals deliberate falsehoods.
- 5 **Mark of Justice:** Designates action that will trigger *curse* on subject.
- 6 **Globe of Invulnerability:** As *lesser globe of invulnerability*, plus 4th-level spell effects.
- 7 **Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Limited Wish ^X:** Alters reality within spell limits.

Orc

Granted Power: You acquire a worg as a companion. This worg is completely loyal and responds to your commands. In addition, the worg gains benefits as if you were a druid and it were an animal companion, using your cleric level to determine increases to Hit Dice, saving throws, and so on. If the worg is killed, you gain a new one when you attain a new level.

Orc Domain Spells

- 1 **Bane:** Enemies take -1 on attack rolls and saves against fear.
- 2 **Burning Hands:** 1d4/level fire damage (max 5d4).
- 3 **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 4 **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 **Unhallow ^M:** Designates location as unholy.
- 6 **Circle of Death ^M:** Kills 1d4/level HD of creatures.
- 7 **Harm:** Deals 10 points/level damage to target.
- 8 **Finger of Death:** Kills one subject.
- 9 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.

Pain

Granted Power: You may use the power inflict excruciating pain once per day. This is a spell-like ability. You must succeed on a melee attack against a living creature. If you successfully touch the target, it is automatically stunned for one round per cleric level you have attained. Each round after the first, the subject may attempt a Fortitude save (DC 10 + one-half your cleric level + your Wisdom modifier) each round to overcome the pain. On a successful save, the subject may act normally.

Pain Domain Spells

- 1 **Infllict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 **Infllict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
- 3 **Infllict Serious Wounds:** Touch attack, 3d8 damage +1/level (max +15).
- 4 **Infllict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
- 5 **Infllict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
- 6 **Harm:** Deals 10 points/level damage to target.
- 7 **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

Pestilence

Granted Power: You may use a withering touch once per day. Your withering touch is a spell-like ability that is a death effect. You must succeed on a melee touch attack against a living creature. On a successful touch, the victim must succeed a Fortitude save (DC 10 + one-half your cleric level + your Wisdom modifier) or he takes 1d2 points of Strength, Dexterity, or Constitution damage (your choice).

Pestilence Domain Spells

- 1 **Ray of Enfeeblement:** Ray deals 1d6 +1 per two levels Str damage.
- 2 **Summon Swarm:** Summons swarm of bats, rats, or spiders.

- 3 **Contagion:** Infects subject with chosen disease.
- 4 **Diminish Plants:** Reduces size or blights growth of normal plants.
- 5 **Malaise†:** Up to 10HD of creatures per caster level -2 to Fortitude saves.
- 6 **Plant Blight:** Reduces yearly plant production by 1d4 x 10% or reduces a plant creature's hp by 10%.
- 7 **Creeping Doom:** Swarms of centipedes attack at your command.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Plague:** The subjects contracts pneumonic plague.

Plague

Granted Power: You are a living extension of disease and contagions. Wounds caused by your ray attacks fester with disease. Damage from your ray attack spells do not heal properly and require magical healing. Without magical healing, these points (whether hit points or ability damage) heal at a rate of only 1 per day.

Plague Domain Spells

- 1 **Infllict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 **Summon Swarm:** Summons swarm of bats, rats, or spiders.
- 3 **Contagion:** Infects subject with chosen disease.
- 4 **Enervation:** Subject gains 1d4 negative levels.
- 5 **Insect Plague:** Locust swarms attack creatures.
- 6 **Harm:** Deals 10 points/level damage to target.
- 7 **Creeping Doom:** Swarms of centipedes attack at your command.
- 8 **Finger of Death:** Kills one subject.
- 9 **Energy Drain:** Subject gains 2d4 negative levels.

Rage

Granted Power: Once per day you may enter a rage, gaining a +4 bonus to your Strength and Constitution, a +2 bonus to Will save at the expense of a -2 penalty to your AC. This ability is the same as the barbarian rage ability, and lasts for 3 rounds plus your newly improved Constitution modifier. For more details on rage, see the **Barbarian** in the *PHB*. If you already have the rage ability, you gain one additional use per day.

Rage Domain Spells

- 1 **Infllict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- 3 **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 4 **Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
- 7 **Transformation ^M:** You gain combat bonuses.
- 8 **Iron Body:** Your body becomes living iron.
- 9 **Miracle ^X:** Requests a deity's intercession.

Reptile

Granted Power: You gain immunity to all venom, and a +4 bonus to saves against all other poisons.

Reptile Domain Spells

- 1 **Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.
- 2 **Harden Scales†:** Target gains damage reduction 1/magic with an increase of +1/- at 7th, 11th, 15th, and 19th levels and up if it has natural armor from scales.
- 3 **Magic Fang, Greater:** One natural weapon of subject creature gets +1/three levels on attack and damage rolls (max +5).
- 4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.

- 5 **Freedom of Movement:** Subject moves normally despite impediments.
- 6 **Find the Path:** Shows most direct way to a location.
- 7 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 **Demand:** As *sending*, plus you can send *suggestion*.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

Rot

Granted Power: Wounds fester with disease and puss from your touch. You are a living extension of disease and contagions. Your touch attack spells that deal damage do not heal properly from you and require magical healing only. These points (whether hit points or ability damage) otherwise heal at 1 per day, no matter the level of the target creature.

Rot Domain Spells

- 1 **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
- 3 **Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.
- 4 **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- 5 **Slay Living:** Touch attack kills subject.
- 6 **Disintegrate:** Makes one creature or object vanish.
- 7 **Power Word Stun:** Stuns creature with 150 hp or less.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Soul Bind** ^F: Traps newly dead soul to prevent *resurrection*.

Secrecy

Granted Power: Bluff, Hide, and Move Silently are always class skills for you. In addition, you gain a +2 competence bonus to all of these skills.

Secrecy Domain Spells

- 1 **Pass Without Trace:** One subject/level leaves no tracks.
- 2 **Undetectable Alignment:** Conceals alignment for 24 hours.
- 3 **Illusory Script** ^M: Only intended reader can decipher.
- 4 **Secret Page:** Changes one page to hide its real content.
- 5 **True Seeing** ^M: Lets you see all things as they really are.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 7 **Screen:** Illusion hides area from vision, scrying.
- 8 **Discern Location:** Reveals exact location of creature or object.
- 9 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

Shapechanger

Granted Power: Once per day, if you successfully touch a creature with the shapechanger subtype, you can force it to return to its natural, or base, form. The target cannot change shape afterwards for a number of minutes equal to your cleric levels.

Shapechanger Domain Spells

- 1 **Disguise Self:** Disguise own appearance.
- 2 **Alter Self:** Assume form of a similar creature.
- 3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- 4 **Polymorph:** Gives one willing subject a new form.
- 5 **Baleful Polymorph:** Transforms subject into harmless animal.
- 6 **Veil:** Changes appearance of group of creatures.
- 7 **True Seeing** ^M: Lets you see all things as they really are.
- 8 **Polymorph Any Object:** Changes any subject into anything else.
- 9 **Shapechange** ^F: Transforms you into any creature, and change forms once per round.

Subterranean

Granted Power: You always know what direction you travel while underground. In addition, you gain a +4 bonus to Survival checks made while underground.

Subterranean Domain Spells

- 1 **Deaden Echo:** Only those within line of sight can hear sounds within a 15-ft.-radius emanation.
- 2 **Darkvision:** See 60 ft. in total darkness.
- 3 **Tunneling:** Burrow at normal speed.
- 4 **Meld into Stone:** You and your gear merge with stone.
- 5 **Passwall:** Creates passage through wood or stone wall.
- 6 **Stone Tell:** Talk to natural or worked stone.
- 7 **Phase Door:** Creates an invisible passage through wood or stone.
- 8 **Earthquake:** Intense tremor shakes 5-ft./level radius.
- 9 **Imprisonment:** Entombs subject beneath the earth.

Time

Granted Power: You cast spells from the Time domain at +1 caster level.

Time Domain Spells

- 1 **True Strike:** +20 on your next attack roll.
- 2 **Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
- 3 **Slow:** One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
- 4 **Scry the Ages** ^{M†}: The caster can see and hear a creature at any distance, but also in any period of time past or future.
- 5 **Hastening of Age** [†]: The target ages at a radically increased rate.
- 6 **Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
- 7 **Wellspring of Youth** ^{M,XP†}: The target may regain lost youth.
- 8 **Time Stop:** You act freely for 1d4+1 rounds.
- 9 **Temporal Stasis** ^M: Puts subject into suspended animation.

Undeath

Granted Power: When turning or rebuking undead, you count as if you were two levels higher.

Undeath Domain Spells

- 1 **Detect Undead:** Reveals undead within 60 ft.
- 2 **Bolster Undead** [†]: Increase DCs of undead abilities by +1 per 3 caster levels.
- 3 **Animate Dead** ^M: Creates undead skeletons and zombies.
- 4 **Lust for Undeath** [†]: Undead gain +2 turn resistance, +1 at levels 11th, 15th, and 19th.
- 5 **Antilife Shell:** 10-ft. field hedges out living creatures.
- 6 **Create Undead** ^M: Creates ghouls, ghosts, mummies, or mohrgs.
- 7 **Control Undead:** Undead don't attack you while under your command.
- 8 **Create Greater Undead** ^M: Create shadows, wraiths, spectres, or devourers.
- 9 **Trap the Soul** ^{M,F}: Imprisons subject within gem.

Weapons

Granted Power: Select one weapon with which you are proficient. You gain a +4 bonus to confirm critical hits made with this weapon.

Weapons Domain Spells

- 1 **Magic Weapon:** Weapon gains +1 bonus.
- 2 **Spiritual Weapon:** Magical weapon attacks on its own.
- 3 **Keen Edge:** Doubles normal weapon's threat range.
- 4 **Magic Weapon, Greater:** +1 bonus/four levels (max +5).

- 5 **Weapon of Strength†**: Target weapon has the Cleave and Sunder feats and forces a Fort save on targets to avoid being *stunned*.
- 6 **Blade Barrier**: Wall of blades deals 1d6/level damage.
- 7 **Master of Weapons†**: Requires Weapon Focus or Weapon Finesse, but allows parrying of successful melee and unarmed attack, or even missiles, as per the Deflect Arrows feat. Also gains a Disarm bonus equal to his level of experience when using a suitable weapon.
- 8 **Mage's Sword^F**: Floating magic blade strikes opponents.
- 9 **Vessel of War^{XF}**: May craft enchanted weapons with powers beyond the normal +10 bonus limit.

New Druid Spells

1st-Level Druid Spells

Deaden Echo†: Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

2nd-Level Druid Spells

Tunneling†: Burrow at normal speed.

3rd-Level Druid Spells

Harden Scales†: Target gains damage reduction 1/magic with an increase of +1/- at 7th, 11th, 15th, and 19th levels and up if it has natural armor from scales.

4th-Level Druid Spells

Lesser Craftsmanship^M: Emulate a single Craft skill at as many ranks as caster's level of experience + Int modifier.

6th-Level Druid Spells

Greater Craftsmanship^{M†}: Bestows use of an Item Creation feat for 1 hour.

Plant Blight: Reduces yearly plant production by 1d4 x 10% or reduces a plant creature's hp by 10%.

New Paladin Spells

3rd-Level Paladin Spells

Rally†: Counter *fear* and *despair* effects in given area.

Warrior's Heart†: +1 morale bonus to attacks and saving throws per combat Encounter Level above caster's.

Prophet Spells

0-Level Prophet Spells (Orisons)

Cure Minor Wounds: Cures 1 point of damage.

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

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

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

Know Direction: You discern north.

Light: Object shines like a torch.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-Level Prophet Spells

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Calm Animals: Calms (2d4 + level) HD of animals.

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

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Deaden Echo†: Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

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

Detect Animals or Plants: Detects kinds of animals or plants.

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

Detect Snares and Pits: Reveals natural or primitive traps.

Detect Temporal Disturbance†: Sense spells or effects that affect the flow of time.

Detect Undead: Reveals undead within 60 ft.

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

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

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

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

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

Obscuring Mist: Fog surrounds you.

Pass Without Trace: One subject/level leaves no tracks.

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

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

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

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

Speak with Animals: You can communicate with animals.

Summon Monster I: Calls extraplanar creature to fight for you.

Summon Nature's Ally I: Calls creature to fight.

2nd-Level Prophet Spells

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

Animal Messenger: Sends a Tiny animal to a specific place.

Augury^{M F}: Learns whether an action will be good or bad.

Calm Emotions: Calms creatures, negating emotion effects.

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

Detect Balance†: Reveals creatures, spells, or objects of selected alignment.

Dispel Temporal Effect†: Dispels spells and effects that affect time.

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

Find Traps: Notice traps as a rogue does.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Hold Person: Paralyzes one humanoid for 1 round/level.

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

Refresh†: Gives subject the benefits of a full night's sleep in two hours.

Remembrancet†: Instantly remember forgotten facts.

Silence: Negates sound in 20-ft. radius.

Status: Monitors condition, position of allies.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3rd-Level Prophet Spells

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

Blindness/Deafness: Makes subject blinded or deafened.
Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.
Contagion: Infects subject with chosen disease.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Dispel Magic: Cancels spells and magical effects.
Dominate Animal: Subject animal obeys silent mental commands.
Fate's Charm†: Reroll any failed roll.
Glyph of Warding^M: Inscription harms those who pass it.
Helping Hand: Ghostly hand leads subject to you.
Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
Locate Object: Senses direction toward object (specific or type).
Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.
Obscure Object: Masks object against scrying.
Quench: Extinguishes nonmagical fires or one magic item.
Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.
Rally†: Counter *fear* and *despair* effects in given area.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Remove Disease: Cures all diseases affecting subject.
Sleet Storm: Hampers vision and movement.
Speak with Dead: Corpse answers one question/two levels.
Speak with Plants: You can talk to normal plants and plant creatures.
Summon Monster III: Calls extraplanar creature to fight for you.
Summon Nature's Ally III: Calls creature to fight.
Water Breathing: Subjects can breathe underwater.
Water Walk: Subject treads on water as if solid.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Prophet Spells

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Death Ward: Grants immunity to death spells and negative energy effects.
Dimensional Anchor: Bars extradimensional movement.
Discern Lies: Reveals deliberate falsehoods.
Dismissal: Forces a creature to return to native plane.
Divination^M: Provides useful advice for specific proposed actions.
Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
Fascination^{F†}: Target becomes obsessed with a particular activity.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Freedom of Movement: Subject moves normally despite impediments.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
Planar Ally, Lesser^X: Exchange services with a 6 HD extraplanar creature.
Reincarnate: Brings dead subject back in a random body.
Scrying^F: Spies on subject from a distance.
Sending: Delivers short message anywhere, instantly.
Summon Monster IV: Calls extraplanar creature to fight for you.
Summon Nature's Ally IV: Calls creature to fight.
Tongues: Speak any language.

5th-Level Prophet Spells

Awaken^X: Animal or tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.
Command, Greater: As *command*, but affects one subject/level.
Commune^X: Deity answers one yes-or-no question/level.
Commune with Nature: Learn about terrain for 1 mile/level.
Control Winds: Change wind direction and speed.
Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.
Greater Craftsmanship^{M†}: Bestows use of an Item Creation feat for 1 hour.
Insect Plague: Locust swarms attack creatures.
Mark of Justice: Designates action that will trigger *curse* on subject.
Plane Shift^F: As many as eight subjects travel to another plane.
Raise Dead^M: Restores life to subject who died as long as one day/level ago.
Spell Resistance: Subject gains SR 12 + level.
Stoneskin^M: Ignore 10 points of damage per attack.
Summon Monster V: Calls extraplanar creature to fight for you.
Summon Nature's Ally V: Calls creature to fight.
True Seeing^M: Lets you see all things as they really are.

6th-Level Prophet Spells

Animate Objects: Objects attack your foes.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Find the Path: Shows most direct way to a location.
Forbiddance^M: Blocks planar travel, damages creatures of different alignment.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Liveoak: Oak becomes treant guardian.
Move Earth: Digs trenches and builds hills.
Planar Ally^X: As *lesser planar ally*, but up to 12 HD.
Stone Tell: Talk to natural or worked stone.
Summon Monster VI: Calls extraplanar creature to fight for you.
Summon Nature's Ally VI: Calls creature to fight.
Transport via Plants: Move instantly from one plant to another of the same kind.
Word of Recall: Teleports you back to designated place.

7th-Level Prophet Spells

Control Weather: Changes weather in local area.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Destruction^F: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Fire Storm: Deals 1d6/level fire damage.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Refuge^M: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Resurrection^M: Fully restore dead subject.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Monster VII: Calls extraplanar creature to fight for you.
Summon Nature's Ally VII: Calls creature to fight.
Wind Walk: You and your allies turn vaporous and travel fast.

8th-Level Prophet Spells

Antimagic Field: Negates magic within 10 ft.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft.-radius.

Finger of Death: Kills one subject.

Planar Ally, Greater ^X: As *lesser planar ally*, but up to 18 HD.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Summon Nature's Ally VIII: Calls creature to fight.

Whirlwind: Cyclone deals damage and can pick up creatures.

9th-Level Prophet Spells

Antipathy: Object or location affected by spell repels certain creatures.

Astral Projection ^M: Projects you and companions onto Astral Plane.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Elemental Swarm: Summons multiple elementals.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: "Sixth sense" warns of impending danger.

Gate ^X: Connects two planes for travel or summoning.

Implosion: Kills one creature/round.

Miracle ^X: Requests a deity's intercession.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls extraplanar creature to fight for you.

Summon Nature's Ally IX: Calls creature to fight.

Sympathy ^M: Object or location attracts certain creatures.

True Resurrection ^M: As *resurrection*, plus remains aren't needed.

New Ranger Spells

1st-Level Ranger Spells

Deaden Echo†: Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

Dry Powder†: Remove water from a quantity of black powder.

2nd-Level Ranger Spells

Tunneling†: Burrow at normal speed.

New Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

Trans **Dry Powder†:** Remove water from a quantity of black powder.

Univ **Detect Temporal Disturbance†:** Sense spells or effects that affect the flow of time.

1st-Level Sorcerer/Wizard Spells

Ench **Remembrance†:** Instantly remember forgotten facts.

Illus **Deaden Echo†:** Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

2nd-Level Sorcerer/Wizard Spells

Abjur **Dispel Temporal Effect†:** Dispel spells and effects that affect time.

Div **Borrow Knowledge†:** Temporarily borrow a target's Knowledge skill.

Trans **Ignite Powder†:** Ignites a small quantity of black powder from a distance.

3rd-Level Sorcerer/Wizard Spells

Ench **Lesser Craftmanship^{M†}:** Emulate a single Craft skill at as many ranks as caster level of experience + his Int modifier.

4th-Level Sorcerer/Wizard Spells

Abjur **Fate's Charm†:** Reroll any failed roll.

Necro **Bolster Undead†:** Increase DCs of undead abilities by +1 per 3 caster levels.

5th-Level Sorcerer/Wizard Spells

Div **Scry the Ages^{M†}:** The caster can see and hear a creature at any distance, but also in any period of time past or future.

Ench **Greater Craftmanship^{M†}:** Bestows use of an Item Creation feat for 1 hour.

7th-Level Sorcerer/Wizard Spells

Necro **Hastening of Age †:** The target ages at a radically increased rate.

8th-Level Sorcerer/Wizard Spells

Trans **Vessel of War^{M†}:** May craft enchanted weapons with powers beyond the normal +10 bonus limit.

Technologist Gadgets

0-Level Gadgets

Acid Splash: Orb deals 1d3 acid damage.

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Poison: Detects poison in one creature or small object.

Flare: Dazzles one creature (-1 on attack rolls).

Ghost Sound: Figment sounds.

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Ray of Frost: Ray deals 1d3 cold damage.

Resistance: Subject gains +1 on saving throws.

1st-Level Gadgets

Burning Hands: 1d4/level fire damage (max 5d4).

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

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Deaden Echo†: Only those within line of sight can hear sounds within a 15-ft.-radius emanation.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Disguise Self: Changes your appearance.

Endure Elements: Exist comfortably in hot or cold environments.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Grease: Makes 10-ft. square or one object slippery.

Hold Portal: Holds door shut.

Hypnotism: Fascinates 2d4 HD of creatures.

Jump: Subject gets bonus on Jump checks.

Mage Armor: Gives subject +4 armor bonus.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Obscuring Mist: Fog surrounds you.

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

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Ventriloquism: Throws voice for 1 min./level.

2nd-Level Gadgets

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Arcane Lock ^M: Magically locks a portal or chest.

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

Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Continual Flame ^M: Makes a permanent, heatless torch.
Darkness: 20-ft. radius of supernatural shadow.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Living creature of 6 HD or less loses next action.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Glitterdust: Blinds creatures, outlines invisible creatures.
Gust of Wind: Blows away or knocks down smaller creatures.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Protection from Arrows: Subject immune to most ranged attacks.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/ four levels (max 3).
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures.
Spider Climb: Grants ability to walk on walls and ceilings.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.

3rd-Level Gadgets

Daylight: 60-ft. radius of bright light.
Fireball: 1d6 damage per level, 20-ft. radius.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Hold Person: Paralyzes one humanoid for 1 round/level.

Lightning Bolt: Electricity deals 1d6/level damage.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Sleet Storm: Hampers vision and movement.
Stinking Cloud: Nauseating vapors, 1 round/level.
Water Breathing: Subjects can breathe underwater.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Gadgets

Contagion: Infects subject with chosen disease.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Resilient Sphere: Force globe protects but traps one subject.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

5th-Level Gadgets

Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.
Cone of Cold: 1d6/level cold damage.
Fabricate: Transforms raw materials into finished items.
Hold Monster: As *hold person*, but any creature.
Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.
Passwall: Creates passage through wood or stone wall.
Wall of Force: Wall is immune to damage.

New Spells

Akrasia's Blessing

Transmutation

Level: Distraction 7
Components: V, S, DF
Casting Time: 1 hour
Range: Long (400 ft. + 40 ft./level)
Target: One village or smaller
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Those in the target community lose interest in their long-term goals. This interest may return with time, but things that once motivated them no longer do so. A village is any group of 1,000 or fewer living together. Those who retain their interests may bring people back around, since the spell does not change the targets' personalities. Such a rallying is fairly easy and purely a matter of role-playing.

Bolster Undead

Necromancy

Level: Clr 2, Sor/Wiz 4, Undeath 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: 1 undead creature per 2 caster levels
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The spell invigorates undead with negative energy, increasing the effectiveness of their special abilities (if any). The cater may affect one undead creature per 2 caster levels, increasing the DC of the targets' abilities (those that may be saved against) by +1 per 3 caster levels, to a maximum of +5.

Material Component: A finger bone and a length of used burial shroud.

Borrow Knowledge

Divination

Level: Brd 2, Clr 3, Mentor 3, Sor/Wiz 2
Components: S, M
Casting Time: 1 full-round action
Range: Touch
Targets: Living creature touched
Duration: Instantaneous/1 hour (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You must succeed on a melee touch attack. The spell allows you to "borrow" the ranks of a single Knowledge skill from the target and use it at the target's level of ability (the beneficiary does not use his own skill ranks and ability modifier, even if higher). The target does not forget what he knows while his skill is being borrowed. The borrower maintains the skill for an hour, but once the duration expires, the borrower loses all knowledge gained from

the borrowed skill; the borrower remembers *how* he used the borrowed skill, but he won't remember what the actual information *was*. The knowledge is only borrowed if the target fails a Will saving throw.

Note: A GM may allow this to replace the *detect thoughts* domain spell for the Knowledge domain.

Material Component: A piece of blank paper.

Deaden Echo

Illusion (Glamer)

Level: Brd 1, Clr 1, Drd 1, Pro 1, Rgr 1, Sor/Wiz 1, Tech 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 15-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 minute/level (D)
Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)
 When this spell is cast, any sound originating within the radius of effect does not create an echo, even if it passes beyond the spell's area. This allows for normal conversation without fear that one's words will be amplified and bounced a greater than normal distance. Keep in mind, however, that sound will still be heard by anyone within its natural path up to

the usual distance for that particular volume. In practical terms, this means that anyone without line of sight to the point of origin for any sound passing through the spell's area of effect has a +10 DC penalty to any Listen checks against that sound.

Detect Balance

Divination

Level: Clr 2, Pro 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense a single aspect—good, evil, neutral, lawful, or chaotic—of a target's alignment so long as that target is within range and line of sight. Each aspect to be detected requires a full round of concentration and the character must announce what he is trying to determine: the prefixed portion (law, neutrality or chaos) or the suffixed portion (good, neutrality or evil) of the target's alignment.

Once the alignment has been determined, in whole or in part, you can move on to another target or continue concentrating on the same target to determine its aura, as per the various *detect* spells. You cannot, however, detect the number of beings in range by using this power.

Traps, poisons, and other potential perils do not have an alignment, and as such this spell does not detect them or reveal the strength of their aura. Each round, you can turn to sense the balance in a new area.

Detect Temporal Disturbance

Universal [Time]

Level: Clr 0, Pro 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of a disturbance in the natural flow of time up to 60 feet away in your own time frame. This includes the use of spells that manipulate time in any way, natural temporal distortions or gateways, objects that are displaced from their original time, and temporal creatures. The amount of information revealed depends on how long you study a particular area, as in the *detect magic* spell.

1st Round: Presence or absence of temporal disturbances.

2nd Round: Number of different temporal disturbances and the amount of time between

the origin and current temporal position of the most powerful disturbance.

3rd Round: The location and amount of time between the origin and current temporal position of each temporal disturbance. If the disturbances are in line of sight, you can make multiple Spellcraft skill checks to determine the exact nature of the temporal disturbances. (Make one check per aura; DC 15 + spell level, or 15 + half caster level/half creature HD for a nonspell effect.)

Note: Each round you can turn to detect things in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Dispel Temporal Effect

Abjuration [Time]

Level: Clr 2, Pro 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One temporal effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can dispel any spell cast on a creature or object that manipulates time (such as *haste*, *time stop*, *temporal stasis*, or *slow*) or has [Time] as a descriptor, causing it to end as if its duration had expired. It can also suppress the time-related abilities of a magic item, temporarily close an individual temporal disturbance such as a temporal gateway or time distortion, or dissipate a creature relying on an ongoing time spell for its presence. In addition, it is able to counter another spellcaster's time spell, or to dispel the ongoing effects of supernatural abilities and spell-like effects that manipulate time. This spell can be used as a targeted dispel or counterspell, like the *dispel magic* spell:

Targeted Dispel: The target is one object, creature, temporal disturbance, or time spell. The caster of *dispel temporal effect* makes a dispel check against the time spell or against each ongoing time spell currently affecting the object or creature. Instantaneous spells cannot be affected, since the magical process is already over before dispel temporal effect can be cast. The dispel check is 1d20 +1 per caster level, to a maximum of +10, against a DC of 11 + the spell's caster level. If the spellcaster targets an object or creature who is the effect of an ongoing time spell, he makes a dispel check to end the time spell that conjured the object or creature. If the object targeted is a magic item, the caster makes a dispel check against the item's caster level. If the roll succeeds, all the item's time-related properties are suppressed for 1d4 rounds, after which the item recovers on its own. A time portal or other ongoing temporal distortion (such as a time trap) is temporarily closed in this same manner. You

automatically succeed on your dispel check against any time spell that you cast yourself.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, the caster of *dispel temporal effect* must make a dispel check to counter the other spellcaster's time spell.

Dry Powder

Transmutation [Water]

Level: Clr 0, Sor/Wiz 0, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Up to 8 lb. of black powder/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Damp black powder is the bane of the musket or cannon user, but this simple spell removes all traces of water from a specified quantity of black powder. *Dry powder* cannot be used to destroy freestanding water, nor can it remove water mixed with any substance other than black powder.

Everlasting Hearth

Evocation [Fire]

Level: Hearth 4

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: Illusory flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent to a cooking fire, springs forth from an object that the caster touches. The flame looks like a regular flame, creating both heat and light, but it doesn't consume fuel or air. The heat from the fire causes 2d4 points of fire damage if touched, but the flame cannot start additional fires or be transferred to a different object (including a victim touching the fire). The flames can be covered and hidden, but not smothered or quenched.

Material Component: Ruby dust (worth 50 gp) and sulfur sprinkled on the item that is to carry the flame

Eye-to-Eye

Illusion (Glamour)

Level: Giant 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 10-ft.-radius emanation centered on the caster

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The spell alters perception so people see the

targets as being of an artificial height. The caster chooses a desired height level and everyone in the spell radius who fails their saving throw will see everyone else to be of this height, whether those being viewed were in the spell's radius during its casting or not.

Because everyone's perceptions are being altered their modifiers to attack and AC while combating others are also affected as though their target were of the illusionary height. Actual reach and acceptable weapon types are not affected, as the size change is not real. Note that the caster can choose whether or not he wishes to be affected by the spell.

For example, a hill giant shaman fighting a halfling and two humans decides that he will attempt to make everyone see each other as Small creatures. The shaman chooses to also be affected by the spell in the hope of eliminating his penalties to hit his shorter opponents, along with their bonuses to hit his taller bulk.

This spell alters the perceived size of living beings, undead, and constructs alike, but not immobile, unaware objects, such as trees or furniture.

Fascination

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4, Distraction 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target becomes obsessed with a particular activity, and cannot stop until the spell duration expires. If the activity becomes impossible within the duration of the spell, the target still tries to carry it out, and refuses to admit its impossibility. Apart from this, the target carries out the action with some

consideration; obviously deadly or extremely dangerous actions are not undertaken. The action has to be something the character could plausibly find fascinating. A rogue might be fascinated with the workings of a lock or trap, but a barbarian probably would not be. On the other hand, a barbarian might be obsessed with practicing his long jump, but a wizard would not. The target rests if necessary, and responds sensibly to immediate threats, such as combat occurring around him. This enchantment can be dispelled, or removed by a *remove curse* spell.

Fate's Charm

Abjuration

Level: Brd 4, Clr 3, Destiny 3, Pro 3, Sor/Wiz 4

Components: S, M

Casting Time: 1 minute

Range: Touch

Targets: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell potentially alters the target's destiny, allowing him to re-roll any single failed die roll—be it for damage, an attack, saving throw, skill, *etc.* The target must announce the use of the re-roll immediately after the roll that he wishes to redo. Note that the roll being replaced need not be a failure—the player may simply be hoping for a more effective success than the initial roll. Regardless, if the effects of the re-roll are less desirable than those of the initial roll, the spell's target may ignore the re-roll's results (although the spell's power is still spent).

Material Component: A traditional good luck symbol such as a four-leaf clover.

Greater Craftsmanship

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Craft 5, Drd 6, Pro 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 hour

Range: Personal

Target: You

Duration: 1 day/2 levels

A helpful tool for any would-be manufacturer of enchanted items, this spell grants the caster the use of any Item Creation feat that he is of high enough level to possess but does not. Nor does the caster need to meet any other requirements, such as other feats. For example, a 6th-level cleric could gain the benefit of the Craft Wondrous Item feat from this spell but not Craft Rod, which requires the caster be 9th level.

Material Component: Diamond dust worth at least 1,000 gp and a smith's hammer.

Harden Scales

Abjuration

Level: Drd 3, Reptile 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

By hardening the target's scales, this spell makes it more difficult to penetrate the flesh beneath. The spell's recipient gains damage reduction 1/magic with an increase of +1/- at levels 7th, 11th, 15th, 19th, and every 3 levels thereafter. This spell only works on creatures that already have a natural armor bonus.

Material Component: A single snake or lizard scale.

Hastening of Age

Necromancy [Time]

Level: Clr 7, Sor/Wiz 7, Time 5

Components: V, S

Casting Time: 1 standard action

Effects of Hastening of Age

Race	Childhood	+3 Str, Con, and Dex Adulthood	-1 Str, Con, and Dex Middle Age	-2 Str, Con, and Dex Old Age	-3 Str, Con, and Dex Venerable Age
Dwarf	20 years	40 years	125 years	188 years	250 years
Dwarf, Crafter	25 years	50 years	150 years	225 years	300 years
Elf	55 years	110 years	175 years	263 years	350 years
Goblin, Bakad	10 years	20 years	50 years	75 years	100 years
Goblin, Witch Hill	10 years	20 years	50 years	75 years	100 years
Goblin, Voesti	12 years	25 years	60 years	90 years	120 years
Half-elf	10 years	20 years	62 years	93 years	125 years
Half-orc	7 years	14 years	30 years	45 years	60 years
Halfling	10 years	20 years	50 years	75 years	100 years
Half-ogre	9 years	18 years	45 years	68 years	90 years
Human*	7 years	15 years	35 years	53 years	70 years
Iguanalon	7 years	15 years	35 years	53 years	70 years
Kavbroed	9 years	18 years	45 years	68 years	90 years
Lavayne	40 years	80 years	150 years	225 years	300 years
Mentor	13 years	26 years	50 years	75 years	100 years

*Faedians, Midwyn, Rilgoth, and Spirans are treated as regular humans.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative temporal energy

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Used as a ranged touch attack, the creature struck ages at an extremely rapid rate—cells degrade and bones turn brittle before their time. The victim of this attack ages one step as per the **Effects of Hastening of Age** chart; his Strength, Constitution, and Dexterity are modified the amount specified above his new age. A character's ability score cannot be reduced below 1 in this way. Undergoing *hastening of age* multiple times produces cumulative affects, but casting the spell on a Venerable character changes him only cosmetically; the spell cannot kill.

When aged in this way, the subject may feel and look older, but the time allotted to his soul remains the same; for instance, although an Adult human character is now Middle Aged for all intents and purposes, he still has his full original 55+2d20 years left to live.

Note: Bonuses to Intelligence, Wisdom, and Charisma given to normally aging characters do not apply to this spell, as the target doesn't undergo the experiences that would add to these abilities.

Much like energy drain, *hastening of age* requires that 24 hours after the attack the subject make a Fortitude saving throw (using the spell's save DC) to negate the effects. If he fails, the damage to his abilities and his apparent age become permanent. Success indicates the effects begin to fade away. The permanent reduction to a character's ability scores can be dispelled by *restoration*, but not *lesser restoration*; it is a permanent ability drain. *Wellspring of youth* can also counteract it (see page 145). *Hastening of age* can only affect mortal creatures that suffer the affects of normal aging; undead creatures and the like are immune.

Ignite Powder

Transmutation [Fire]

Level: Asn 2, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 oz. of black powder

Duration: Instantaneous

Saving Throw: Reflex halves; see text

Spell Resistance: Yes

One of the greatest fears a musketeer or artilleryman has is of an accidental and catastrophic detonation of his stores of black powder. The *ignite powder* spell allows the caster to cause just such an event -- hopefully from a safe distance.

If the caster succeeds on a ranged touch attack on the powder or its container, *ignite powder* causes a small quantity of dry black powder in the target area to explode. The exact

effect of the detonation depends on the state the powder is in. The following guidelines cover some likely situations, but the GM may have to extrapolate to cover the exact conditions facing the caster.

Loose powder outside of a container disappears in a puff of smoke, but unless someone or something was touching it the only effects are smoke, light, and a bit of noise. If someone happens to be holding the powder at the time, he suffers 1 hp damage/ounce (a successful Fort save halves damage).

If the powder is in the barrel of a musket or cannon, it causes the weapon to fire prematurely: see the Premature Firing misfire result from **Table 11-10** as a guide to the effects on artillery, or the Backfire result from **Table 11-9** for other firearms.

Powder in a container is more dangerous. If the container is one that can be blown apart by the force of the explosion (such as a simple powder keg), see **Table 11-7: Black Powder Grenadellike Weapons** for the damage done. Also see Black Powder Explosions, page 128, for more information.

Some containers are designed to at least have a chance of withstanding the blast: a powder horn of any size has a hardness of 6 and 5 hit points, a small caisson has a hardness of 5 and 15 hp, a large caisson has a hardness of 7 and 25 hp. A full 20 oz. powder horn that explodes causes 1d6 damage to everyone in a 5-foot radius (see **Table 11-12** for Reflex save DCs necessary to halve damage), a 30 oz. horn causes 1d8 damage, and a full 50 oz. horn causes 2d6 damage; if the horn wasn't full at the time of the detonation, adjust damage accordingly. Full small caissons do 6d10 damage to everyone in a 10-foot radius, and large caissons 10d10 damage in a 15-foot radius.

Because of the risk of a chain reaction from an accidental detonation, black powder on the battlefield is typically stored in small quantities, with reserves stored in the rear and brought forward when needed. Large powder kegs are kept in safe locations, with only powder horns, caissons, and other smaller quantities usually found on the front lines. If a person carrying a quantity of black powder is in the blast radius of some other ignited powder, if his Reflex save for half damage was successful there's no chance of his own powder exploding in a chain reaction, but if he failed the save, then he must make another save (same DC) to prevent his own powder from going off.

Along with the direct damage of the blast, attention must be paid to other effects, such as those found on **Table 11-12: Explosive Stunning**, or the possibility that an unexpected explosion can spook nearby animals (see page 129).

Note: A layer of lead on the inside of a black powder storage container, such as a caisson, can prevent an *ignite powder* spell from

penetrating. Those who suspect they are likely to face a magic-wielding opponent usually take the precaution of lining their powder containers, at a cost equal to the cost of the container itself.

Indolence

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Distraction 1

Components: V, S

Casting Time: 1 standard action

Range: 25 ft.

Area: All living creatures within 25 ft.-burst centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

All victims of the spell take a -1 penalty to all Will saves. They must also make further Will saves (at the -1 penalty) to take any decisive action for the duration of the spell.

Interment

Abjuration

Level: Clr 6, Endings 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 2 ft./levels)

Targets: One or more undead creature, all of which must be within a 30-foot-diameter sphere

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Interment forces undead souls to abandon their bodies and resume their journey to the great beyond. You may inter up to 2 HD of undead creatures per caster level. When casting *interment*, your character must present his holy symbol, as if he were attempting to turn or rebuke the undead. The bodies of interred creatures are quickly absorbed back into the earth while their souls are freed to continue their journey to the great beyond.

You may boost the potency of this spell by using additional holy objects, such as holy water, censers of incense or relics sacred to your deity, in its casting. For each additional item, you gain a +1 bonus to overcome the target's spell resistance and +2 bonus to the saving throw's DC. The maximum bonus you may receive in this fashion is +3 to your check to overcome spell resistance and +6 to the save's DC. Holy water and other single-use items are consumed during casting.

Lesser Craftsmanship

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Craft 3, Drd 4, Sor/Wiz 3

Components: V, S, M

Casting Time: 30 minutes

Range: Personal

Target: You

Duration: 1 day/2 levels

A useful aid for crafting mundane or enchanted weapons or items, this spell grants the caster the benefit of any single Craft skill with an ability equal to his level of experience + his Int modifier.

Material Components: A smith's hammer and gold dust worth at least 100 gp.

Lust for Undeath

Necromancy

Level: Clr 4, Undeath 4

Components: S, DF

Casting Time: 1 full-round action

Range: Close (25 ft. +5 ft./level)

Area: 10-ft.-burst +5 ft./level centered on the caster

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

By virtue of this spell, the targeted undead gains +2 turn resistance or has its existing turn resistance increased by +2. When cast at 11th level, the bonus increases to +3. When cast at 15th level, it increases to +4, and at 19th level, it increases to +5. You can affect a maximum of 2 HD per caster level.

Malaise

Necromancy [Evil]

Levels: Clr 5, Pestilence 5

Components: V, S, DF

Casting Time: 1 full-round action

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more living creatures, not two of which can be more than 20 ft./level apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible pall descends on the target creatures, causing them to suffer a generalized ill health (-2 to Fortitude saves).

The spells affects up to 10 HD of creatures per level of the caster. If there are too many potential targets, the caster picks creatures one at a time until the limit is reached.

Dispel magic, heal, limited wish, miracle or wish all counter *malaise*.

Master of Weapons

Enchantment (Compulsion) [Mind-Affecting]

Level: Weapons 7

Components: V, S, M

Casting Time: 1 full-round action

Range: Personal

Targets: You

Duration: 1 round/level

Usable only in conjunction with weapons for which either the Weapon Focus or Weapon Finesse feats are possessed, the caster may attempt to parry any successful melee or unarmed attack against him by making a disarm roll, and may also use the weapon to parry missiles, as per the Deflect Arrows feat. Lastly, the character gains a bonus to any

attempt to disarm an opponent's weapon equal to his level of experience when using a suitable weapon, as previously outlined.

Combined, the parrying, disarm and arrow deflection aspects of this spell may be attempted as many times in a round as the caster's Base Attack Bonus. Using a parry, disarm, or arrow deflection granted by this spell never provokes an attack of opportunity.

Material Component: Shavings or fragments from the crafting of a metal weapon.

Oppression of Triviality

Transmutation

Level: Distraction 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living humanoid

Duration: Permanent

Saving Throw: Will negates (special)

Spell Resistance: Yes

When the spell is cast, the target may make a Will save to negate its effects entirely. On a failed save, the target must make a Will save, as if resisting the spell, every time she wishes to undertake an important action. If the saving throw is failed, she instead wastes her time. This spell can only be removed by a *limited wish, miracle, or wish*, but not by *remove curse*.

Pillar of the Earth

Abjuration

Level: Clr 3, Dwarf 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As though he were a part of the earth itself, the spell's target becomes resistant to certain attacks that would overbear him or upset his balance. Treat the target as though it were two sizes larger with regards to resisting actions such as a bull rush, grappling, overrun, or trip attempt. Finally, the target gains a +4 bonus to all Balance checks.

Material Component: A fist-sized, sturdy rock.

Plague

Necromancy

Level: Pestilence 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Two individuals per caster level within a 100-ft. radius

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subjects contract pneumonic plague, which strikes its initial victims within 3-36 (3d12) minutes. Subjects take a -2 penalty to save against this spell, and once they are infected, they quickly spread the disease to others. Secondary infections require a 1d4-day incubation period, after which the victims suffer the effects of the disease and become contagious themselves.

Pneumonic plague: Inhaled; Fort DC 20; Incubation 1d4 days; 1d6 Con damage. Transmitted through coughs, sneezes or fluid contact, pneumonic plague's symptoms include: chills, high fever, headache and blood in the lungs. Without treatment, pneumonic plague's mortality rate is 100%, and unless its victims are quarantined the disease affects 1d20 people daily, spreading quickly to other communities via infected travelers.

Plant Blight

Transmutation

Level: Drd 6, Pestilence 6

Components: V, S, DF

Range: Long (400 ft. + 40 ft./level)

Target or Area: 1 acre per level or one target plant (see text)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell can be used one of two ways. It can target normal plants, reducing their potential production over the course of the following year to 10-40% (1d4 x 10%) of normal. Or if cast on a single plant creature or animated plant, the target suffers a permanent loss of 10% of its hit points every month until it dies or the spell is countered by *plant growth*, which stops the progression of the blight but doesn't restore lost hit points.

Rally

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Courage 3, Pal 3, Pro 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: 5-ft.-burst per level centered on the caster

Targets: 1 living creature per level

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell counters any targeted *fear* or *despair* affects within its radius, although it does not prevent any further such effects that may occur after its casting. The caster must successfully save against the DC of the source of the fear affecting those whom he wishes to rally, with a failed roll having no result and success meaning that the fear is removed. A separate roll is required for each target of the

rallying effect. If the saving throw succeeds the target of the fear or despair effect also becomes emboldened and any morale penalties to attack, damage, and saving throws are transformed into morale bonuses of the same type at a rate of +2 bonus per -1 of penalty. This spell has no effect with a fear or despair effect first enacting on the target.

Refresh

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Hearth 2, Pro 2

Components: V, S

Casting Time: 1 full-round action

Range: Touch

Target: Creature touched

Duration: 2 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster lowers the recipient into a deep sleep which lasts for two hours but grants the sleeper the benefit of a full night's rest. The sleeper suffers no fatigue from sleeping in armor with an armor check of -5 or less. Moreover, a wounded person heals naturally at an accelerated rate, recovering 1/2 hit point per character level after two hours' sleep. At the end of the duration, a wizard or sorcerer finds himself able to cast spells as if he'd had a full night's sleep, although a wizard still has to spend an hour studying his spell books (clerics and druids don't regain spells any faster under the effects of a *refresh* spell).

Waking up someone from this magical slumber is difficult. Normal noise won't awaken the sleeper before the end of the spell's duration. Shaking, slapping or wounding a sleeper immediately awakens him.

Remembrance

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 2, Mentor 2, Pro 2, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of this spell can bring to memory any single thing of a "reasonable size" that was forgotten. This may be a single word, a short passage in a text, a single level of a series of a building's floor plans, or the like. Long passages, spells, complex and/or long formulae, entire series of floor plans, and similar memories cannot be recalled by use of this spell.

Scry the Ages

Divination (Scrying) [Time]

Level: Clr 6, Sor/Wiz 5, Time 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: No

As in the spell *scrying*, this spell allows the caster to see and hear a creature at any distance, but also in any period of time past or future (the time must be specified by the caster beforehand). The DC depends on how well the caster knows the subject and the type of physical connection he has to the person or creature.

Knowledge	DC
None	20
Secondhand	15
Firsthand	10
Familiar	5
Connection	Scry Check Bonus
Likeness	+2
Possession	+4
Body Part	+10

A creature with an Intelligence of 12 or higher can attempt a DC 20 Will save to notice the magical sensor generated by the spell. Spells (except *message*) can be cast through the *scry the ages* spell as specified for the *scry* spell.

Arcane Material Components: A jewelry eye fashioned of a diamond set in gold, with a minimum cost of 250 gp, which vanishes upon being cast into the focus when the spell is cast.

Cleric Focus: A holy water font costing not less than 100 gp.

Sorcerer or Wizard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must measure at least two feet by four feet.

Steal Action

Transmutation

Level: Distraction 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature per round

Duration: 1 round/level

Saving Throw: Will negates (see below)

Spell Resistance: Yes

The caster may steal one action from another creature every round. This gives the caster a standard action, and it takes place at the target's initiative position in the round in which the action was stolen. The target loses the action, and is flat-footed for the rest of that round. The caster may take any kind of action (but not a full-round action); she is not limited to doing what the target intended. The caster may select a different target every round, and a successful saving throw or spell resistance check only negates a particular theft, not the whole spell. Stealing an action does not take an action. Thus, if the target fails his save, the caster gains two actions for that round.

Steal Opportunity

Transmutation

Level: Distraction 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Area: 50 foot-radius emanation, centered on you

Duration: 1d4+1 rounds

Saving Throw: Will negates

Spell Resistance: Yes

The caster gains the actions of creatures in the area of effect. The spell affects up to one target for every two caster levels. Affected targets cannot act at all during the spell duration (and thus count as flat-footed), while the caster may use all their actions in each round. The spell affects characters in the area of effect, working out from the caster, until all have been attacked, or the maximum number of actions have been stolen. For example, if an 18th-level caster is surrounded by 12 fighters, and the nearest three make their saves, the other nine must also save. If the first three all failed their saves, then the spell would only affect another six of the 12, as only nine characters can be affected.

Storm of Madness

Enchantment (Compulsion) [Mind-Affecting]

Level: Insanity 8

Range: Personal

Area: 20-ft.-emanation +5 ft./level centered on the caster

As *insanity*, except that everyone within the area is affected, except the caster.

Strengthen Fate

Abjuration

Level: Clr 1, Destiny 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target's saving throws are enhanced, as he desires. For every three levels of the caster, the target gains a +1 luck bonus to saving throws to be distributed as he sees fit amongst his Fortitude, Reflex, and Will saves. This is limited to a maximum total saving throw bonus of +6, regardless of how the bonus is distributed amongst the target's saves.

True Passage

Necromancy

Level: Endings 9

Components: V, S, M

Casting Time: 1 standard round

Range: Touch

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The *true passage* spell speeds a soul's trip to the great beyond. Once the spell is successfully cast the target is truly dead and cannot be resurrected, reincarnated, or reborn as an undead creature. Naturally, this spell can only be cast on dead targets; living creatures experience no effects. *True passage* has the same effect on an undead creature as a beheading or stake through the heart.

Material Components: A vial of holy water, which is poured over the target's lips during the casting.

Tunneling

Transmutation

Level: Clr 3, Drd 2, Rgr 2, Subterranean 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows the target to burrow at a rate equal to his usual land speed.

Unwill

Transmutation

Level: Clr 6, Distraction 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The target loses all independent will. He takes a -5 penalty to all Will saves, and obeys any order given, by anyone, as if the instruction had been given through a *suggestion* spell. This

is a curse, and cannot be dispelled, but can be removed by *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

Vessel of War

Transmutation

Level: Clr 9, Sor/Wiz 8, Weapons 9

Components: V, S, F, XP

Casting Time: 10 minutes per additional +1

Range: Touch

Targets: One magic weapon touched

Duration: Instantaneous

A powerful spell for anyone who considers himself to be a crafter of great magical weapons, the targeted weapon may be enhanced beyond the usual +10 weapon bonus limit. *Vessel of war* doesn't add a bonus to the weapon, it merely permits the weapon to be further enhanced by other means. Weapons affected by this spell are still restricted to a maximum +5 enhancement bonus, but their ability to hold additional special qualities is increased.

The usual bonus limit may be increased by a maximum amount equal to the caster's Int bonus, incurring costs as follows:

Bonus	Cost
+11	242,000 gp
+12	288,000 gp
+13	338,000 gp
+14	392,000 gp
+15	446,000 gp
+16	504,000 gp
+17	566,000 gp
+18	632,000 gp
+19	702,000 gp
+20	776,000 gp

XP Cost: 250 per +1 beyond the usual +10 limitation, in addition to the usual costs of enchanting the weapon.

Warrior's Heart

Evocation

Level: Clr 2, Courage 2, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell infuses the caster with divine energy, a power that becomes stronger the greater the odds are stacked against the caster. For every Encounter Level that the combat is beyond the caster's level of experience, he receives a +1 morale bonus to attacks and saving throw rolls.

Weapon of Strength

Transmutation

Level: Clr 5, Weapon 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One weapon touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

A weapon influenced by this spell grants its wielder both the Improved Sunder and Cleave feats (or Greater Cleave if the latter is already possessed). Furthermore, anyone struck by an attack from this weapon must make a Fortitude save (DC 10 + one-half the caster's cleric level + caster's Cha modifier + any weapon enchantment bonus) or be *stunned* for 1 round. *Stunned* targets lose all AC Dex bonuses, they can't act, and all attacks made against that stunned opponent are at +2.

Wellspring of Youth

Conjuration (Healing) [Time]

Level: Clr 8, Time 7

Components: V, S, M, XP

Effects of Wellspring of Youth

Race	+3 Str, Con, and Dex					
	Childhood	Adulthood	Middle Age	Old	Venerable	
Dwarf	20 years	40 years	125 years	188 years	250 years	
Dwarf, Crafter	25 years	50 years	150 years	225 years	300 years	
Elf	55 years	110 years	175 years	263 years	350 years	
Goblin, Bakad	10 years	20 years	50 years	75 years	100 years	
Goblin, Witch Hill	10 years	20 years	50 years	75 years	100 years	
Goblin, Voesti	12 years	25 years	60 years	90 years	120 years	
Half-elf	10 years	20 years	62 years	93 years	125 years	
Half-orc	7 years	14 years	30 years	45 years	60 years	
Halfling	10 years	20 years	50 years	75 years	100 years	
Half-ogre	9 years	18 years	45 years	68 years	90 years	
Human*	7 years	15 years	35 years	53 years	70 years	
Iguanalon	7 years	15 years	35 years	53 years	70 years	
Kavbroed	9 years	18 years	45 years	68 years	90 years	
Lavayne	40 years	80 years	150 years	225 years	300 years	
Mentor	13 years	26 years	50 years	75 years	100 years	

*Faedians, Midwyn, Rilgoth, and Spirans are treated as regular humans.

Casting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
 Directed at a single target, this spell allows one person to regain his youth at a rapid rate — cells repair themselves, and wrinkled skin regains its youthful firmness and glow. The recipient of this spell becomes one aging step younger as per the **Effects of Wellspring of Youth** chart; his Strength, Constitution, and Dexterity are modified the amount specified

above his new age. A character's ability score cannot be reduced below 1 in this way. Undergoing *wellspring of youth* multiple times produces cumulative affects, but casting the spell on a character of Childhood age changes him only cosmetically; the spell cannot kill and is not able to undo death.

The subject of the spell may feel and look younger, but the time allotted to his soul remains the same; for instance, although a Middle Aged human character is now the Adult age of 15 years for most intents and purposes, he still has only his original 35+2d20 years left to live. Although this spell doesn't

provide immortality, it is very popular with the wealthy classes as a way to preserve beauty and vigor throughout a lifetime.

Wellspring of youth works to counteract the effects of *hastening of age* (see page 141). It can only affect mortal creatures that suffer the affects of normal aging; undead creatures and the like are immune.

Note: An unwilling target (such as an adult who does not wish to be reduced to a child's body in the middle of combat) is entitled to a Will saving throw, if he or she so chooses.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Magic Items

Brewing Higher-Level Potions

Using the Improved Brew Potion and Greater Brew Potion feats (See **Chapter Four: Skills & Feats**) it is possible to concoct potions and oils that utilize spells of levels 4 to 9. The brewer of such a potion must abide by the usual rules for creating a potion of lower levels (0 to 3rd), including the requirements for what spells may be used.

However, the volatility of the magic that the brewer tries to distill into these more powerful potions requires that a Craft (alchemy) check be made if the attempt is to be successful.

Table 12-1: Potion Base Prices (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Pro, Sor	Brd	Pal, Rgr*	Brew DC
4	1,400 gp	1,600 gp	2,000 gp	1,400 gp	20
5	2,250 gp	2,500 gp	3,250 gp	–	24
6	3,300 gp	3,600 gp	4,800 gp	–	28
7	4,550 gp	4,900 gp	–	–	32
8	6,000 gp	6,400 gp	–	–	36
9	7,650 gp	8,100 gp	–	–	40

* Caster level is half class level.

Prices assume that the creator makes the potion at the minimum caster level.

Table 12-2: Base Cost to Brew a Potion (By Brewer's Class)

Spell Level	Clr, Drd, Wiz	Pro, Sor	Brd	Pal, Rgr*
4	700 gp +56 XP	800 gp +64 XP	1,000 gp +80 XP	700 gp +56 XP
5	1,125 gp +90 XP	1,250 gp +100 XP	1,625 gp +130 XP	–
6	1,650 gp +132 XP	1,800 gp +144 XP	2,400 gp +192 XP	–
7	2,275 gp +182 XP	2,450 gp +196 XP	–	–
8	3,000 gp +240 XP	3,200 gp +256 XP	–	–
9	3,825 gp +306 XP	4,050 gp +324 XP	–	–

* Caster level is half class level.

Costs assume that the creator makes the potion at the minimum caster level.

The DC for this roll is given on **Table 12-1: Potion Base Prices (By Brewer's Class)**, along with the base gp and XP costs for each potion spell level. A failed skill roll means that the potion was not successfully made and a roll on **Table 12-3: Brewing Failure Results** must be made to see if the failure has any further repercussions.

Remember that the base price to buy a potion is double the gp value that it costs to brew it.

New Magic Armor Special Qualities Arcane Accommodation

The armor has been enchanted for use by arcane spellcasters. For every +1 market price bonus a suit of armor's chance of arcane spell failure (if any) is lowered by 5%, to a minimum chance of 5%.

Strong (no school); CL 14th; Craft Magic Arms and Armor, *limited wish*, Price +1 bonus per 5% reduction.

Table 12-3: Brewing Failure Results

d%	Result
01-50	Attempt fails. Materials cost is wasted although no XP are lost. No further results.
51-60	Attempt fails but results in a randomly determined potion of the same spell level. Gold and XP cost are as per the intended spell.
61-65	Attempt fails and detonates! The blast affects everything within 5 feet for spell levels 4 and 5, 10 feet for levels 6 and 7, and 15 feet for levels 8 and 9. Damage is 1d6 per spell level. Reflex save (DC 15 + spell level) for half damage.
66-75	Attempt fails but results in a randomly determined potion of lower spell level. Gold and XP cost are as per the intended spell.
76-85	Attempt fails and is poisonous. GM randomly selects an ingested poison to determine the failed potion's contents.
86-90	Attempt fails but results in a randomly determined potion of higher spell level. Gold and XP cost are as per the intended spell.
91-97	Attempt succeeds but at double the normal XP cost.
98-00	Attempt succeeds but at an increased potency! One of the spell's aspects (duration, damage, range, and so on; GM's choice), operates at double the usual strength.

Divine Armor

It is possible to bind the essence of a particular divine domain into armor, enabling the wearer access to that domain's granted power as if he were a cleric who had selected that domain. If the wearer already possesses the domain instilled in the divine armor, then the granted power's effects are doubled in potency (if applicable.) For example, a cleric who knows the Law domain wearing *divine armor of law* would cast law spells at +2 caster levels, whereas a cleric who knows the Air domain wearing *divine armor of air* would be able to turn or destroy earth elementals and rebuke or command air elementals as often per day as 6 + double his Charisma modifier.

Divine armor may not have any additional special armor qualities with abilities or prerequisite spells or spell-like abilities that are listed amongst the domain spells of their opposing domains (unless they exist in both domains), as follows:

Domain	Opposing Domains
Air	Earth
Animal	Plant
Blood	Healing
Chaos	Law, Mentor
Corruption	Nobility
Courage	Lust
Crafting	Destruction
Darkness	Sun
Death	Endings, Hearth
Destiny	Distraction, Enchantment, Luck
Destruction	Crafting
Disease	Healing
Distraction	Destiny, Law
Dwarf	Giant, Humanoid, Orc
Earth	Air
Enchantment	Destiny
Endings	Death, Undeath
Evil	Good, Lavayne, Mentor
Fire	Water
Giant	Dwarf, Halfling
Good	Evil, Mentor
Halfling	Giant
Healing	Blood, Disease, Necromancy, Pestilence, Plague, Rot, Weapons
Hearth	Evil, Lust, Death
Humanoid	Dwarf, Lavayne
Insanity	Knowledge
Knowledge	Insanity
Lavayne	Evil, Humanoid
Law	Chaos, Distraction, Mentor
Luck	Destiny
Lust	Courage, Hearth
Magic	War
Mentor	Chaos, Evil, Good, Law
Necromancy	Healing
Nobility	Corruption
Orc	Dwarf
Pain	Protection
Pestilence	Healing, Strength
Plague	Healing
Plant	Animal
Protection	Pain
Rage	Trickery
Reptile	Shapechanger
Rot	Healing
Secrecy	Strength
Shapechanger	Reptile

Strength	Pestilence, Secrecy
Subterranean	Sun
Sun	Darkness, Subterranean
Time	Travel
Travel	Time
Trickery	Rage
Undeath	Endings
War	Magic
Water	Fire
Weapons	Healing

Strong (no school), CL 12th; Craft Magic Arms and Armor, the domain must be one of the creator's chosen domains, may not possess any of the selected domain's opposing domains; Price +2 bonus.

God Armor

While all suits of magic armor are masterwork items, *god armor* is always a step beyond, being some of the best made and most beautiful armor a god's followers can craft. The type of armor

Table 12-4: Magical Firearms, Artillery, and Ammunition

Weapon	Weapon Cost *
.22 bullets (10)	+301 gp
.32 bullets (10)	+301 gp, 5 ap
.44 bullets (10)	+302 gp
.44 Eagle bullets (10)	+306 gp
.50 bullets (10)	+303 gp, 5 ap
.55 bullets (10)	+304 gp
.69 bullets (10)	+304 gp, 4 ap
.90 bullets (10)	+307 gp
Goblin fangs (10)	+306 gp
Fowling cartridges (10)	+303 gp
3-pounder, all types (1)	+300 gp + type base cost
6-pounder, all types (1)	+300 gp + type base cost
9-pounder, all types (1)	+300 gp + type base cost
12-pounder, all types (1)	+300 gp + type base cost
18-pounder, all types (1)	+300 gp + type base cost
Pocket pistol	+625 gp
Cavalry pistol	+675 gp
Common pistol	+675 gp
Mage pistol	+610 gp
Military pistol	+700 gp
Precision pistol	+700 gp
Arkanoclian eagle musket	+2,850 gp
Cavalry carbine	+1,050 gp
Common musket	+1,070 gp
Dwarven axe musket	+1,250 gp
Dwarven volley gun	+1,275 gp
Fowling piece	+1,050 gp
Goblin fang gun	+1,350 gp
Light musket	+1,025 gp
Military musket	+1,150 gp
Two-barreled fowling piece	+1,090 gp
Hand Cannon, pistol	+1,110 gp
Hand Cannon, musket	+1,200 gp
3-pounder cannon	+5,500 gp
6-pounder cannon	+6,500 gp
9-pounder cannon	+7,000 gp
12-pounder cannon	+9,000 gp
18-pounder cannon	+14,000 gp

* Add to the enhancement bonus to determine total market price. All magic firearms, artillery, and ammunition are masterwork weapons.

depends on the preferences of the deity: *god armor of Spiros* would, of course, be full plate, while the devotees of Cinnoldis, god of arcane magic, might imbue ordinary robes with this special quality. If the deity has no personal preference for armor type, then any armor can be granted the *god armor* quality. Whatever the type of armor, it is prominently decorated with an image of the deity (unless for some reason the deity is a clandestine one)

Once per week, for a period of not more than 10 rounds, the wearer of *god armor* can channel an infinitesimal portion of the deity's power through the armor and into himself. As a result, he gains a +2d4 bonus to a single ability score (the ability most appropriate to the deity invoked), a +1 bonus to each of his other abilities, a +2 deflection bonus to his Armor Class, damage reduction 5/magic, and a +4 morale bonus to saves against fear effects. A wearer with Lesser Gift of Divine Heritage receives a +2d6 bonus (instead of a +2d4) but only if wearing *god armor* that matches his divine heritage. A wearer with Greater Gift of Divine Heritage receives a +2d8 bonus if wearing the proper *god armor*.

In addition, the wearer's image is overlain with the translucent image of the god (who might be dressed or armed differently than the wearer, or even be of a different race or gender). The sight of this image causes a -1 morale penalty on attack rolls, saves, and skill and ability checks in all of the wearer's opponents who recognize the deity revealed. If the wearer's enemies don't know what the image represents, they aren't frightened by seeing it.

Unfortunately, the mortal frame is not meant to bear even a small fraction of the energy of a deity. Every round that he invokes the deity through the *god armor*, the wearer must make a DC 20 Fortitude save or suffer 1d10 hit points of damage. Although this damage is not visible (nor in fact felt) while the god's power is in the armor and its wearer, when the god withdraws his power from the armor the damage surfaces as various burn marks. It can be healed normally.

If the wearer of a suit of *god armor* is not a worshiper of the specified deity, he takes 3d6 damage the moment he attempts to invoke (unsuccessfully, of course) the armor's special power (no saving throw). If he has Lesser Gift of Divine Heritage matching the god of the armor the damage is only 2d6, and if he has the appropriate Greater Gift of Divine Heritage the damage is only 1d6.

Suits of armor with this special quality are very rare, made specifically for the premier champions of a deity's religion (although eventually many suits do end up in the possession of lesser paladins and clerics), not necessarily because of their power, but because of the sign of the deity's favor they suggest when employed.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *bear's endurance, bull's strength, cat's grace, cause fear, eagle's splendour, fox's cunning, owl's wisdom, remove fear, shield of faith*; Price +4 bonus.

Lightweight

The armor weighs half as much as a normal suit of its type, thereby reducing all armor check penalties by half (minimum of -1 if such a penalty exists for that armor type) and increasing the maximum Dex bonus by 50% (minimum of +1 increase). Lastly, consider heavy armor to be medium armor and medium armor to be light armor for the purpose of movement, encumbrance, etc.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *freedom of movement*; Price light +1 bonus; medium +2 bonus; heavy +3 bonus.

Shifting

The armor alters its form, appearance, and size to remain with the shapeshifting wearer, no matter what alternate form the wearer may take. This allows the shapeshifter to retain all the armor's benefits

regardless of the form assumed, although, in some cases, the enhancement bonus may actually be worse than the alternate form's natural armor class bonus.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *freedom of movement, polymorph any object*; Price +2 bonus.

New Specific Magic Armor

Sentinel's Shield

Emblazoned with the symbol of the Sentinels of the Homeguard, a leaping hart and a sprig of holly, this +2 *heavy steel shield* cancels all *fear* effects within 15 feet. These shields are granted to heroes of this warrior brotherhood.

Faint enchantment; CL 6th; Craft Magic Arms and Armor, *rally*; Price 34,170 gp; Cost 17,170 gp + 1,367 XP.

New Magic

Weapon Special Qualities

Bursting

This special quality may only be cast on non-thrown ranged weapons, thus bestowing the quality on their ammunition, or directly upon such a weapon's ammunition.

Anyone caught within a 5-foot radius of the ammunition's impact also takes damage, but may attempt a Reflex save (DC 14 +1 per dice of damage caused) to take half damage. The target directly hit by the ammunition does not receive a save. In addition, everyone in the burst radius, including the initial target, must make a Fortitude save (DC 14 +1 per die of damage caused) or be stunned (the character loses all Dexterity bonuses to AC, is -2 to AC, drops anything he's holding, and is unable to take any action) for the listed duration.

This special ability may not be placed on ammunition that already has an area or radius of effect.

Strong abjuration; CL 12th; Craft Magic Arms and Armor, *explosive runes*; Price +2 bonus.

Dismantling

A dismantling weapon is filled with chaotic energy that works to tear apart machines, constructs, and creatures bestowed with artificial life. This energy allows constructs to be affected by critical hits when struck by this weapon. Bows, firearms, artillery, crossbows, slingers, and slings so enchanted bestow the effect upon their ammunition.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *shatter, confusion*; Price +2 bonus.

Duplicating

This special quality may be added to any weapon that ejects a projectile, such as a bow, sling, or firearm.

When the weapon is used, the projectile or ammunition fired is duplicated; one arrow, bullet, cannonball, and so on turns into two. Roll a separate attack roll against the same target using the same bonus for each. The duplicate missile has the same qualities as the original.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *minor creation*; Price +2 bonus.

Infused

The weapon draws upon the power of the Positive Energy Plane, allowing it to cause critical strikes against undead opponents.

Table 12-5: Firearm, Artillery, and Ammunition Special Abilities

Firearm	Artillery	Ammunition	Special Ability	Market Price Modifier*
01-03	01-02	01-03	Bane	+1 bonus
04-06	-	-	Defending	+1 bonus
07-11	03-06	04-08	Dismantling	+1 bonus
12-16	07-11	09-12	Flaming	+1 bonus
17-18	12-16	13-16	Frost	+1 bonus
19-20	17-18	17-20	Infused	+1 bonus
21-29	19-32	-	Longeye	+1 bonus
30-31	-	21-24	Paralyzing	+1 bonus
32-35	33-35	25-28	Shock	+1 bonus
36-46	36-46	-	Silent	+1 bonus
47-48	47-48	29-30	Ghost touch	+1 bonus
-	-	31	Keen	+1 bonus
49-50	49	32	Lethal (+1)	+1 bonus
-	-	33	Mighty cleaving	+1 bonus
51-57	50-59	-	Smokeless	+1 bonus
58	60	34	Spell storing	+1 bonus
59	61-65	35-36	Thundering	+1 bonus
60	66	37-41	Anarchic	+2 bonus
61	67	42-45	Axiomatic	+2 bonus
-	-	46-54	Bursting	+2 bonus
62-69	68-75	-	Duplicating	+2 bonus
70-72	76-77	54-58	Flaming burst	+2 bonus
73-74	78	59-61	Icy burst +2 bonus	
75	79	62	Lethal (+2)	+2 bonus
76-83	80-86	63-64	Penetrating	+2 bonus
84-87	87	-	Quick	+2 bonus
88-89	88-89	65-68	Shocking burst	+2 bonus
90-91	90-91	69-78	Wounding	+2 bonus
92	92	79-82	Holy	+2 bonus
93	93	83-86	Unholy	+2 bonus
94	94	87	Lethal (+3)	+3 bonus
95†	95†	-	Speed	+3 bonus
96-97	96-97	-	Spell fueled	+3 bonus
-	-	88-95	Brilliant energy	+4 bonus
98	-	-	Dancing	+4 bonus
-	98	96	Lethal (+4)	+4 bonus
99	99	97	Lethal (+5)	+5 bonus
-	-	98-99	Vorpal	+5 bonus
100	100	100	Roll again twice**	-

* Add to enhancement bonus to determine total market value

** Re-roll if you get a duplicate special ability, an ability incompatible with an ability you've already rolled, or if the extra ability puts you over the regular +10 limit.

† This may only be taken if the weapon has some other special quality that allows it to reload and be ready to fire again as a free action.

Adding this special ability to a weapon that already allows undead to suffer the effects of a critical strike instead increases the critical multiplier by +1; for instance, an *infused sun blade* would have a critical strike multiplier of x4 against undead instead of its usual x3. Bows, firearms, artillery, crossbows, slingers, and slings so enchanted bestow the effect upon their ammunition.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward, restoration*; Price +2 bonus.

Lethal

A lethal weapon is more devastating when a critical hit is landed. Increase the critical hit multiplier of the weapon by the indicated amount. Bows, firearms, artillery, crossbows, slingers, and slings so enchanted bestow the effect upon their ammunition.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge, true strike*; Price +2 bonus per +1 multiplier increase, to a maximum +5 bonus.

Longeye

A longeye weapon, be it a bow, crossbow, thrown weapon, firearm, or artillery piece, reduces all attack penalties due to range by half. This can never reduce the penalties imposed due to range to less than -1/2 per increment (-1 to attack per two range increments.)

Moderate divination; CL 6th; Craft Magic Arms and Armor, *true strike*; Price +1 bonus.

Paralyzing

When a wielder of a paralyzing weapon successfully confirms a critical hit with this weapon, the target must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds in addition to the critical damage. Bows, firearms, artillery, crossbows, slingers, and slings so enchanted bestow the effect upon their ammunition.

Moderate necromancy; CL 10th; Craft Magic Arms and Armor, *ghoul touch*; Price +1 bonus.

Quick

The wielder gains the advantage of the Quick Draw feat with a weapon empowered with this ability. Moreover, the weapon's magical enhancement bonus to attack is added to the wielder's initiative (including with any other weapons, spells, or abilities being used) so long as the quick weapon is being wielded; if the quick weapon is sheathed or disarmed, the character's initiative loses the enhancement bonus. If the weapon has an attack bonus that improves or worsens under given circumstances, such as a *sun blade* used against evil opponents, then the initiative bonus likewise changes to suit the new conditions.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *haste, cat's grace*; Price +2 bonus.

New Specific Magic Weapons

Baton of Blunting

A magic weapon much prized by the violence-eschewing Motith Farr and Gavrinn Farr monks (see **Chapter Nine: Prestige Classes**), this skinny +1 *club* does only 1d3+1 damage (1d2+1 if Small size) on an attack, but it can be used to parry an attack by a sharp weapon. A parry with a *baton of blunting* doesn't prevent the attacker's blow from hitting the baton's wielder (roll the attack normally), but if the baton's wielder succeeds on a melee attack roll (substituting the baton wielder's Dexterity bonus for his Strength bonus) against an AC equal to the attacker's Dexterity, the *baton of blunting's* wielder has managed to interpose the baton in the attacker's weapon's path, and the weapon is blunted, suffering a -1 damage penalty and a -1 reduction of its critical hit threat range until repaired (either through use of an appropriate Craft skill or a spell like *mending* or *make whole*).

Damage penalties as a result of repeated use of a *baton of blunting* stack, but they can never reduce a weapon's damage below 1 hit point. Similarly, a weapon's threat range can't be reduced to less than 20. Magic weapons can attempt a Fortitude save (DC 10) to avoid being blunted by the baton.

The baton isn't harmed by sharp-weapon attacks.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *mending*; Price 5,300 gp; Cost 2,800 gp + 212 XP.

Dagger of Piercing

Attacks with a *dagger of piercing* ignore all armor bonuses to AC except for enhancement bonuses. For example, a wearer of +4 *full plate* only gains the +4 bonus to AC and not the armor bonus. Furthermore, an object's hardness is reduced by 75% against this weapon, or to 0 if the hardness would be reduced to a value lower than 1. No matter whether the blade is used to cut flesh, wood, or adamantine, it's never dulled.

The *dagger of piercing* counts as a +2 *keen dagger*, but otherwise has the same characteristics as a normal dagger.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *bull's strength*, *keen edge*, *shatter*; Price 30,302 gp; Cost 15,302 gp + 1,212 XP.

Dark Rider's Bow

Developed by an unknown Dark Rider to better slay his hated foe, the kavraen, this weapon functions as a +1 *longbow*. When used against a kav, the bow counts as a +3 *longbow*, deals an additional +2d6 damage, and gains the wounding property (see the *DMG* for details).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *summon monster I*; Price 32,375 gp; Cost 16,375 gp + 1,295 XP.

Sword of Foe Slaying

This sword, either a longsword or greatsword, acts as a simple +2 *sword* until used against a favored enemy. In such cases the weapon's enhancement bonus increases to +4, it deals an additional +2d6 damage, its threat range doubles, and its wielder gains a +2 bonus to all saves against that enemy's attacks, spells, abilities, and so on.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*, *summon monster I*, and must have at least 2 ranger levels; Price 28,315 gp (longsword), 28,350 gp (greatsword); Cost 14,315 gp + 1,133 XP (longsword), 14,350 gp + 1,134 XP (greatsword).

Warlord's Cleaver

This magical battle cleaver comes with one of three enhancements, ranging from +1 to +3. Designed for use by ogre warlords, this immense weapon is a terror on the battlefield. In addition to its enhancement bonus to attack and damage rolls, both heads of the weapon bestow the mighty cleaving property (see the *DMG* for details). For statistics on the battle cleaver, see **Chapter Eleven: Equipment & Black Powder Rules**.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *Cleave*, *divine power*, *keen edge*, *harm*; Price 37,835 gp (+1), 61,835 gp (+2), 91,835 gp (+3); Cost 19,085 gp + 1,513 XP (+1), 31,085 gp + 2,473 XP (+2), 46,085 gp + 3,673 XP (+3).

Crafting Magic Black Powder Weapons

Enchanting a black powder weapon has many of the same requirements necessary to enchant a more archaic melee or ranged weapon, such as a sword or longbow. The black powder weapon must be of masterwork quality and the creator's caster level must be at least three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Standard Magic Firearm and Artillery Special Qualities

Many standard special qualities can be applied to magical black powder weapons. If the ammunition and weapon both possess the same traits then their bonuses are restricted in how they stack, as normal for magical bonuses. Unless otherwise stated, magic bullets and artillery ammunition are single-use items that lose their enchantment after use.

The following special qualities are usable in the creation of magical firearms and artillery pieces: bane, chaotic, dancing, defending, dismantling*, distance, flaming, flaming burst, frost, ghost touch, holy, icy burst, infused*, keen, lawful, longeye*, mighty cleaving, quick*, speed, spell storing, unholy, and wounding.

The following special qualities are usable in the creation of magical bullets and artillery ammunition: bane, brilliant energy, chaotic, dismantling*, flaming, flaming burst, frost, ghost touch, holy, icy burst, infused*, keen, lawful, longeye*, mighty cleaving, shock, shocking burst, spell storing, thundering, unholy, vorpal (artillery only, despite the normal restriction only to slashing weapons), and wounding.

*For more information on these new magical weapon special qualities, see pages 148-149.

New Magic Black Powder Weapon Special Qualities

The following new special qualities may only be applied to firearms and artillery, each of which indicates if it is placed on the weapon itself or upon the ammunition. If the ammunition and weapon both possess the same traits then their bonuses are restricted in how they stack, as normal for magical bonuses.

Penetrating

This weapon is better at penetrating than normal. Improve the weapon's penetration value by its enhancement bonus. This means a +3 *penetrating military pistol* would have its penetration improved from -1 to -4. Furthermore, the entire penetration value of the weapon becomes effective against deflection bonuses.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *Spell Penetration*, *keen edge*; Price +2 bonus.

Silent

The weapon makes no noise, be it the cocking, loading, or even firing of the weapon. It is completely silent in all respects of the functions involved in its firing; this silence effect does not include any noise made while moving or aiming the weapon, nor does it affect any sound made by the ammunition once it has left the weapon.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *silence*; Price +1 bonus.

Smokeless

The black powder artillery or firearm produces no flash or smoke when it fires. There is still the usual noise, but no visible signal that the weapon has been fired.

Moderate illusion; CL 7th; Craft Magic Arms and Armor; Price +1 bonus.

Spell Fueled

Instead of being loaded with ammunition and black powder in the usual manner, the weapon may instead be reloaded, primed,

and readied to fire by the user's sacrifice of a spell that he would otherwise currently be capable of casting. The number of shots provided by the sacrificed spell depends on its level, as follows:

Spell Level	Shots Acquired *
0	2
1	4
2	8
3	16
4	24
5	32
6	40
7	48
8	56
9	64

* A cannon requires four shots of spell fuel for each pound of its rating in order to be fueled; *i.e.*, a 3–pounder requires [4x3] 12 shots of spell fuel.

“Reloading” between spell-fueled shots is a free action, as the hammer of a firearm only need be pulled back or the breech of a cannon tapped for the next shot to be readied. Channeling the spell into the weapon requires the same amount of time normally needed for the spell, and the caster must be in contact with the weapon as the spell is released. Both arcane and divine spells may be used to power spell-fueled weapons. This special quality cannot be used on ammunition.

Strong conjuration; CL 12th; Craft Magic Arms and Armor; Price +3 bonus.

New Specific Magic Black Powder Weapons

Egelhue's Musket of Far Killing

Originally manufactured by the famous elf ranger-wizard Egelhue Mistry, this +2 *lethal, silent, longeye, penetrating* .55 *military musket* allows its user to kill at a distance with incredible reliability. The musket has a critical multiplier of x4, makes no noise when fired, suffers only half the usual penalties due to range, and has a penetration value of -3 that also works against deflection bonuses.

The weapon has since spread across Dracos to be replicated by others, although it has always retained the name of the man who made it famous.

Moderate divination; CL 10th; Craft Magic Arms and Armor, Spell Penetration, *keen edge, true strike*; Price 99,130 gp; Cost 50,130 gp + 3,965 XP.

Relgia's Dueling Pistol

First crafted by Relgia the Wily, a mage with an eccentric penchant for challenging his fellow spellcasters to pistol duels rather than single combat by spell, these rare weapons are much sought after by practitioners of the arcane arts and those who would hunt them.

Against most opponents, this pistol works as a +2 *quick, spell-fueled precision pistol*, but its true worth is revealed against foes that rely upon magic. Anything shot by this pistol is considered to have been targeted by a *dispel magic* spell cast by an 8th-level caster, although only the target and its carried possessions (armor, weapons, and so) can be affected.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, Spell Penetration, *keen edge, dispel magic*; Price 146,800 gp; Cost 73,800 gp + 5,872 XP.

Volley Bullet

Although unassuming in appearance, a single *volley bullet* can give one musket or pistol user the power of a dozen soldiers fighting as one.

A *volley bullet* looks exactly like a plain lead musket ball, except that it has a fine line of silver filigree circumscribing its middle, dividing it into two identical hemispheres. Loading and firing a *volley bullet* follows the normal procedure for a bullet of its caliber, but as the bullet leaves the musket or pistol it begins to duplicate itself, doubling the number of bullets flying through the air every two range increments.

The moment the bullet emerges from the barrel, it replicates, becoming two identical bullets. These two bullets fly for the weapon's first two range increments before doubling again. The resulting four bullets fly for two more range increments and turn into eight, and then 16, and then 32 bullets that fly the final two range increments before being entirely spent.

The multiplying bullets create a cone of flying lead balls expanding out from the musket. The width of the cone at a given distance from the firer is half its length; *i.e.*, at 10 feet from the firer, the cone is 5 feet wide, and at 150 feet it is 75 feet wide. Because the bullets spread out away from the point they were originally aimed at, they take a -1 attack roll penalty per range increment passed through, starting with the second. This penalty only applies to the original target of the shot, as a bullet angling away from the first target may be squarely pointed at someone else.

Range Increment	Number of Bullets	Attack Roll Penalty*
1	2	0
2	—	-1
3	4	-2
4	—	-3
5	8	-4
6	—	-5
7	16	-6
8	—	-7
9	32	-8
10	—	-9

*Only applies to the original target of the shot.

As the wave of bullets passes through each range increment, the current number of bullets is divided evenly among all potential targets within the spreading cone at that range. A separate attack is rolled for each bullet, using the firer's full ranged attack bonus (plus the bullet's enhancement bonus, minus range penalties and the special penalty on attacks against the original target). Those that hit do the same damage as a normal bullet of the *volley bullet's* caliber (plus its enhancement bonus). Those that miss by 5 or less continue on to attack targets in the next range increment. Those bullets that miss by 6 or more plow into the dirt or other obstacles that stop them.

If any bullets are lost from the *volley bullet* spread because they hit a person or object, then the number of bullets left to duplicate further down range is reduced; *i.e.*, if one bullet of a four-bullet volley hits a target in the third or fourth range increment, only three bullets will remain to double at the start of the fifth increment, resulting in 6, 12, and 24 bullets down range (instead of the 8, 16, and 32 of an uninterrupted spread). Only if no constituent bullets hit targets (or missed targets by more than 6) along the way will a full spread of 32 replicated bullets make it to the very end of the musket's maximum range.

Volley bullets are one-use magic items. After their initial flight, none of the constituent bullets, either alone or in a group, retain any magical powers -- even their enhancement bonus disappears. They

are found in a variety of calibers, logically enough favoring those who use mage pistols and other low-damage weapons. No *volley* cannonballs, Eagle bullets, goblin fangs, or fowling piece pellets are known to have been created.

d20	Bullet Caliber
1-5	.22
6-9	.32
10-11	.44
12-15	.50
16-17	.55
18-19	.69
20	.90

The silver detailing on a *volley bullet* is not sufficient to cause any additional harm to a lycanthrope, and silver *volley bullets* are never found. If a *volley bullet* is silver-plated, the plating is destroyed the first time the bullet doubles.

The Hawkeye feat (see page 113) doesn't apply when using a *volley bullet*. A marksman's calm aim, dead eye, disarming shot, maiming shot, deadly aim, and one shot, one kill abilities cannot be used with *volley bullets*, nor can a pistoleer's trick shots of the same name or the precise aim ability. Using the ricochet trick shot with a *volley bullet*, a pistoleer takes a -4 penalty to his attack roll. (See **Chapter Nine: Prestige Classes** for the marksman and pistoleer.)

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *minor creation*; Price (for 10) 18,307 gp (+1), 32,307 gp (+2), 50,307 gp (+3), 72,307 gp (+4), 98,307 gp (+5); Cost (for 10) 9,307 gp + 732 XP (+1), 18,307 gp + 1,292 XP (+2), 25,307 gp + 2,012 XP (+3), 36,307 gp + 2,892 XP (+4), 49,307 gp + 3,932 XP (+5).

New Wondrous Items

Arkanocles' Powder (Minor Item)

Empowered by Arkanocles' faithful, this blessed black powder is twice as powerful by weight as normal black powder. As such, the amount of powder needed to prime and reload a firearm or artillery piece is halved. It also means that blowing up a store of *Arkanocles' powder* has twice the normal effect for the given amount of powder. In addition, a firearm or artillery piece using *Arkanocles' powder* is immune to misfires involving its powder; all misfire results other than jams are ignored.

If *Arkanocles' powder* is mixed with regular powder, it loses all its magical benefits.

d%	Amount
01-50	20 oz. (powder horn)
51-80	30 oz. (powder horn)
81-90	50 oz. (powder horn)
91-98	240 oz. (keg)
99-00	640 oz. (keg)

Strong enchantment; CL 14th; Craft Wondrous Item, Craft (alchemy) 12 ranks, *bless*, creator must be a priest of Arkanocles, creator must have selected the Crafting domain; Price 12 gp per oz.; Cost 6 gp + ½ XP per oz.

Bracers of Arcane Arsenal (Major Item)

These rare metal bracers, engraved and embossed with images of battle, allow a single person to become a walking arsenal. The bracers are able to magically store personal equipment, weapons, and armor in a dimensional pocket, allowing the wearer to call the

desired item by spending a standard action while speaking the command word.

When a piece of equipment is summoned, it automatically appears in the appropriate location; a cape appears around the wearer's shoulders and a dagger appears in either a boot or hanging from his belt (depending on where it was kept before it was stored by the bracers). Speaking the second command word returns the item to storage or fills the spot left by the original item with a new piece of equipment; the user must have physical contact with the item to place it into storage. The bracers may store the following amount of items, by type, at any given time:

- 3 headbands, hats, or helmets (1)
- 2 pairs of lenses or goggles (1)
- 4 cloaks, capes, or mantles (2)
- 6 amulets, brooches, medallions, necklaces, periapts, or scarabs (1)
- 2 suits of armor (3)
- 2 robes (2)
- 10 tiny or small weapons (1 per two weapons)
- 4 medium-size weapons (1; a quiver of arrows or bag of bullets counts as one weapon)
- 2 large weapons (2)
- 4 vests, vestments, or shirts (1)
- 2 pairs of gauntlets or gloves (1)
- 10 rings (1)
- 3 belts (1)
- 4 pairs of boots or shoes (1)

Every instance of an item being summoned or returned to storage also requires the expenditure of charges. The bracers have 10 charges per day with the number of charges used to summon or return each item of a specific type being given in parenthesis.

Moderate conjuration; CL 8th; Craft Wondrous Item, *secret chest*, *instant summons*; Price 54,000 gp; Cost 27,000 gp + 2,160 XP.

Bulging Bag of Bullets (Minor Item)

Although it may look like a simple, worn leather bullet pouch, this item is far more than that. By reaching into the bag, a person can always find and pull forth a bullet of the bag's designated type (see chart). The bag never runs out, although no more than 50 rounds of ammunition may be pulled from it per day. Any object put into the bag and released within disappears, never to be retrieved again.

Note: Only bullets, not powder charges for loading or priming, are to be found in the bag.

Roll to randomly determine what type of bullet is to be found in the bag or select one.

Roll	Type
1-2	.22
3-4	.32
5-6	.44
7-8	.44 Eagle
9-10	.50
11-12	.55
13-14	.69
15-16	.90
17-18	Goblin fang
19-20	Fowling cartridge

Faint conjuration; CL 5th; Craft Wondrous Item, *secret chest*; Price 2,500 gp; Cost 1,250 gp + 100 XP.

Bottomless Powder Horn (Minor Item)

This item appears as a normal 30 oz. powder horn except for the arcane runes tracing its base and mouth. No matter how often black powder is poured from a *bottomless powder horn*, it never empties,

although no more than 30 ounces may be poured from it in a single round and no more than 640 ounces may be poured per day.

Faint conjuration; CL 5th; Craft Wondrous Item, *secret chest*; Price 12,250 gp; Cost 6,250 gp + 490 XP.

Scope of the Hawk (Medium Item)

This enchanted telescopic sight magnifies the chosen target to such a degree that the user may fire the weapon to which the scope is attached as though the target were at point blank range, eliminating all range penalties (although not granting any bonuses to the roll). This only applies to the user's attack roll (including for the purpose of the Point Blank Shot feat), however, and in no way influences any of the weapon's other characteristics, such as a shotgun's varied effects over range.

Moderate divination; CL 9th; Craft Wondrous Item, *clairvoyance*; Price 22,700 gp; Cost 11,700 gp + 908 XP.

Sentinel's Saddle

Bestowed upon the Sentinels' best cavalry troops and more renowned heroes, these saddles transform an already skilled horseman into a truly daunting opponent. When placed on a mount, a *Sentinel's saddle* grants the rider a +3 competence bonus to Handle Animal checks and a +5 competence bonus to Ride checks. The rider can never fall from the horse unless he chooses to or is killed. Riders who have the appropriate proficiency receive a +3 circumstance bonus to attack rolls with lances.

Moderate enchantment; CL 9th; Craft Wondrous Item, *charm animal*; Price 14,400 gp; Cost 7,200 gp + 576 XP.

Cursed Items

Backfiring Powder

Magical analysis leads one to believe this dark powder is actually *Arkanocles' powder*, and much like the latter, *backfiring powder* need only be used in half the usual amount in order to bring about the desired results. However, use of this powder triples the weapon's misfire range and increases any rolls on the misfire tables by +30% should a misfire occur. *Backfiring powder* that is detonated produces quadruple the normal effect for the amount of powder.

If *backfiring powder* is mixed with regular powder, no matter the amount, the misfire range is doubled instead of quadrupled and misfire table rolls are modified by +15%.

d%	Amount
01-50	20 oz. (powder horn)
51-80	30 oz. (powder horn)
81-90	50 oz. (powder horn)
91-98	240 oz. (keg)
99-00	640 oz. (keg)

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft (alchemy) 12 ranks, *bestow curse*, creator must be a priest of an evil god and must have selected the Crafting domain; Price 9 gp per oz.; Cost 4 gp, 5 ap per oz. + 1/3 XP per oz.

Mask of Bones

Identified by magical analysis as *masks of the skull*, which they physically resemble, these cursed items are crafted by servants of the Magus of Bones to sow disorder and fear of his undead masses amongst the living.

Any living creature who wears a *mask of bones* is affected as though he were an undead of the same HD and level. This means that the wearer becomes subject to a cleric's turning, destruction, rebuking, and control abilities, *control undead* and *detect undead* spells, weapons of disruption, and similar abilities, weapons, and spells. The mask may only be removed by means of a *limited wish*, *wish*, or *miracle*.

Strong necromancy; CL 12th; Craft Wondrous Item, *bestow curse*, *create undead*, *desecrate*; Price 66,600 gp; Cost 33,600 gp + 2,664 XP.

Moon's Lust Ring

This ring works like a *ring of protection +1*, and it appears as such to magical analysis, until the first coming of the full moon, when the ring's true nature is revealed. The ring then ceases functioning as a *ring of protection +1*, and instead afflicts the wearer with shiftblight (see page 11). Once the ring's curse is revealed, it may not be removed by anything short of a *remove curse* spell.

Strong transmutation; CL 14th; Forge Ring, *bestow curse*, *polymorph*, *shield of faith*; Price 50,700 gp; Cost 25,700 gp + 2,028 XP.



Appendix: Glossary

Akrasia (Ah-kras-sia): Goddess of distraction, tricksters, and lost dreams. Akrasia's other names include: Thief of Time, Goddess of Distraction, Lady of Lost Dreams, the Delayer, and the Promise Breaker (Faedian). See page 14 for more information.

Antigonos (An-tig-oh-nos): Demi-god of agility, cunning, sword fighting. He is also called the Gentleman of Swords and the Welcome Hunter (Faedian). He sometimes travels with the demi-god Gasperos. See page 19 for more information.

Arkanmedia (Ar-can-mehd-ih-a): It is widely believed that the lavayne still dwell under Fire Eye Mountain, living in the ruins of the old city, while eking out an existence amongst the lava and rock. Although the lavayne have not acknowledged the existence of their supposed homeland, let alone named it, the citizens of the Archduchy call it Arkanmedia, meaning "Place of Doom." See page 22 for more information.

Arkanocles (Ar-can-ah-cleese): The god of dwarves, mines, and technology. Arkanocles' other names include: the Maker, Lord with the Steel Fist, and the World Stone (Faedian). See page 15 for more information.

Askalan (Ask-ah-lan): Askalan is known as the City of Enlightenment. Once a simple fishing village, Askalan became a thriving city of clay brick, gray timber, and ashen stone during the Era of Colonization. Duke Marcus Derillian I rules the duchy that is named for the city. See page 23 for more information.

Bakad (Bah-Kahd): A race of intelligent, shrewd goblinoid merchants and traders. They are also called hagglers. See page 59 for more information.

Barbas Fusiliers (Bar-bahs Fuse-ill-leers): The Barbas Fusiliers are expert marksmen with advanced forest skills who serve as scouts for Kannis, patrolling the lands for miles and keeping a lookout for raiders, bandits, and other threats. See page 40 for more information.

Biddethomia (Bid-deh-thome-ih-a): Lesser goddess of witchcraft, spiders, darkness, unrequited love, the moon, and poisonous plants. Biddethomia's other names include: the Lady of the Unknown, Mistress of Hemlock, and the Hanging Moon (Faedian). See page 18 for more information.

Black Flames: See **Flames of Black Hope**.

Cinnoldis (Kin-nold-iss): God of magic, alchemy, entropy, and time. Cinnoldis' other names include: the Celestial Magus, the Eternal Void, and the Black Emptiness (Faedian). See page 15 for more information.

Crimson Company: Members of the Crimson Company wear white robes with crimson highlights and sashes over their armor. With a tradition reaching back to the reign of the first Pontiff, they steadfastly guard the See of Vas, filling both practical and ceremonial roles. A full platoon always guards the Pontiff himself, even if they are not always visible to those in holy ruler's presence. See page 40 for more information.

Dark Riders: Formed in Nonum soon after the kav inflicted horrors upon the village during the Clan Wars and strengthened after the Shiftblight troubles, the Dark Riders are a secret society of humans who have adapted their hate to include all races other than their own. Marked by a tattoo of three black, tapering thorns that spiral

toward the right on the same axis, these twisted souls plot to make the Archduchy safe for humanity. See page 40 for more information.

Deledos (Day-lay-dos): The god of love, art, passion, romance, poetry, and song. Deledos' other names include: Master of Charm and the Brooding Cat (Faedian). See page 15 for more information.

Demedreas (Dem-eh-dray-ahs): The god of the seas, rain, storms, and sailors. Demedreas' other names include: the Lord of Waves, the Stormherald, and the Rolling Thunder (Faedian). The Midwyn raiders also worship a more chaotic aspect of him they call Harrimast, a god of the pirates. See page 15 for more information.

Dooned (Doh-oh-ned): A deity of the collective Horde, Dooned is the goddess of gluttony, greed, and excess. Dooned is also called the Feasting Demon and the Swollen Earth (Faedian). See **Horde** and page 17 for more information.

Dracos (Dray-Kos): The continent on which the Archduchy of SpirosBlaak resides.

Drej (Drey): Dreij is called the City of Gold because it houses the Archduchy's mints. It is the second most fortified city in the lands. Treasurer (Duke) Xyxal Garlnne'mom rules the Duchy of Dreij. See page 24 for more information.

Ducal Legions, The: The ducal legions consist of 1,000 common, self-sufficient legionnaires and their command staff. Each legion is divided into two cohorts of five maniples each, with each maniple containing two centuries of 10 phalanxes of 10 men each. The legion is designed so that every soldier can carry his own weapons, personal gear, and man's share of camp equipment, thereby foregoing the need for a heavy support staff, except when on long campaigns. See page 40 for more information.

Eaovata (Ee-ae-oh-vah-tah): Goddess of agriculture, animals, elves, dawn, fertility, and the restful dead. Eaovata's other names include: the Rising Flame, the Quieter of Darkness, and the High Sun (Faedian). See page 15 for more information.

Faedians (Fah-ae-dih-ans): A race of wild, nomadic humans who lived in the Wildlands long before the Spirans civilized it. They currently live on the outskirts of society, preferring the wilderness to the towns and cities. See page 64 for more information.

Fire Eye Mountain: The mountain that is believed to house the fabled lavayne city of Arkanmedia. See page 22 for more information.

Flames of Black Hope: Also known as the Black Flames, this group contains some of the deadliest and most feared assassins in the whole Archduchy, possessing a reputation for completing contracts that are considered to be impossible. The only difficulty in hiring these masters of disguise is finding one of their agents to negotiate and arrange the contract with. See page 41 for more information.

Gallentros (Gah-len-tros): The heavens from which the Spiran gods fell.

Gamia (Gah-me-ah): Goddess of travelers. Her other names include: the Wandering Voice, the Waylaying Merchant, and the Hopping Raven (Faedian). See page 14 for more information.

Gasperos (Gahs-sper-ros): Demi-god of strength, unarmed combat, wrestling, and monks. Gasperos' other names include: the Wanton Brawler, Old Rock Fist, and the Unbreaking Arm

(Faedian). He sometimes travels with the demi-god Antigonos. See page 19 for more information.

Gavrinn Farr (Gahv-rin Far): An order of warrior monks who devote their mental and physical energies toward protecting others. They previously protected only pilgrims seeking enlightenment, but they have since come to use their mental disciplines and mord'oi blades to defend those who cannot defend themselves. See page 41 for more information.

Gilded Company: Notorious heroes (or villains, depending upon the storyteller), this band of adventurers gained its name from the universal gold trim of their armor and clothing. Led by an enigmatic human warrior named Esteel Lytokees, a man rumored to be the only mortal offspring of Sallous Yar, the Gilded Company wanders the Archduchy, liberating artifacts from tombs and ruins, unraveling plots, and generally getting in everyone's faces. See page 41 for more information.

Gods' Fall: The term used to describe the cataclysm that heralded the gods' exile from Gallentros, their heavens. This time of troubles is also called the Great Madness.

Griij (Grihj): A deity of the collective Horde, Griij is the god of assassination, murder, slavery, and poison. He is also called the Stalking Dream and the Midnight Cloud (Faedian). See **Horde** and page 17 for more information.

Hagglers: Another name for the goblinoid bakad. See **Bakad** and page 59 for more information.

Halicsvol (Hal-ics-vol): A deserted village now filled with nasty ghosts, specters, and evil spirits. See page 25 for more information.

Harrimast (Hahr-rih-mast): The Midwyn raiders' pirate god, an aspect of Demedreas. Harrimast was first introduced (named, that is, for Freeport's generic God of Pirates) in Green Ronin's *Black Sails Over Freeport*. See **Demedreas** and page 15 for more information.

Hiltaenos (Hill-tay-nos): Meaning "Warder of Light" in the Old Rilgoth tongue, the walled town of Hiltaenos was constructed by Spiros' faithful after the defeat of Sallous Yar at Fire Eye Mountain. Hiltaenos lies on the westernmost point of the Path of Faith, a road connecting Hiltaenos to SpirosBlaak. Hiltaenos appears as a series of small, cramped-together fortresses rather than an orthodox metropolis. Duke Paratros Daelian XXVI rules the Duchy of Hiltaenos. See page 25 for more information.

Horde, The: The collective entity known as the Splintered God and They-Of-The-Many. The Horde is comprised of the following seven deities: Dooned, Griij, Jestale, Mikret, Poden-mol, Tennefron, and Zackria. See page 16 for more information.

Iguanalons (Ih-gua-nah-lons): A race of peaceful lizardfolk who live in the Swamp of Woe. Their society is matriarchal. See page 68 for more information.

Inquisition of Swords: The Inquisition of Swords is an order of blindly devoted priests who worm out heretics and pagans throughout the Archduchy of SpirosBlaak. See page 41 for more information.

Jestale (Jess-tale): A deity of the collective Horde, Jestale is the god of pestilence, infestation, and disease. He is also called the Rotting Lord, the Plague Walker (Faedian). See **Horde** and page 17 for more information.

Kannis (Kah-niss): Called the Stout Stone, Kannis is considered to be a holding of the entire Archduchy, beholden to no one duke. Kannis is a vital extension of man's taming of the Wildlands. Truly little more than an immense citadel constructed upon the crest of a rising, 300-foot, wooded escarpment with its civilian buildings and roads stretching down the ridge's eastern slope, Kannis guards against trouble from the west and north. Lord Marshal of the Western Watch Gaffidious Bordistole rules the city. See page 26 for more information.

Kav (Kahv): A generic term that encompasses the kavbroed and kavraen races. See pages 47 and 70 for more information.

Kavbroed (Kahv-brohd): The "born" lycanthropes (natural lycanthropes). Kavbroed are nearly universally human in humanoid form. See page 70 for more information.

Kavraen (Kahv-rain): The "cursed" lycanthropes (those afflicted with lycanthropy). Kavraen can be of any humanoid race. See page 70 for more information.

Kirvos (Kihr-vos): Kav comprise the citizenry of the independent Duchy of Kirvos. The werewolf Duke Ryshon Misska II leads them. As Kirvos resides near the dangerous Pharran Vode, the city itself is contained by a high palisade with an even taller rampart behind. The city sits upon a series of three wide hills, granting it an excellent view of all approaches. Beyond the walls are the town's orchards, crops, and the walled stockades that house the slaves that work them. Crude homes, shops, inns, and taverns line Kirvos' dirt streets, and only kav may visit the establishments (other races must be accompanied by a kav): In Kirvos, the prejudices that condemn kav just about everywhere else are reversed, relegating humanity and other races to second-class status (if even that). See page 27 for more information.

Kith of Witchfinders: Granted an unfettered license to seek out arcane spellcasters and outlawed supernatural, the power wielded by these predators is unrivaled throughout Vas by all save the uppermost echelons of the See itself. See page 42 for more information.

Kutsutema (Kuht-sue-tame-ah): The goddess of deception, lies, and seduction. She is also the mother of Panathon and Shivanos and Phaetos' consort. Kutsutema's other names include: the Whispering Mistress, the Obsidian Harlot, and the Will Taker (Faedian). See page 16 for more information.

Lavayne (Lah-vain): A race birthed from dwarven, elven, and human bloodlines. The gods Arkanocles and Spiros forged this race as a weapon to use against Sallous Yar. Lavayne means "They-of-the-blood" in the sacred language of Gallentros. See page 73 for more information.

Logothos (Loh-goth-thos): The god of knowledge, learning, and secrets. His other names include: the Hand of Inner Sight, the Keeper at the Gate, and the Wise Jackal (Faedian). See page 14 for more information.

Meleatan (Mel-lay-tan): Built upon the rising crest of a series of especially steep cliffs, Meleatan is unquestionably the center of seafaring trade and shipbuilding in the Archduchy. The remarkably wide city is surrounded by a short stone wall with most of its defenses turned seaward, including cannon positions mounted in forts atop the cliffs and within tunnels carved into the sheer faces beneath. The city is known as the City of Sails, and Duke Mospar Dargonsovis rules the duchy of its name. See page 28 for more information.

Mentors (Men-tors): A race of small, gray-skinned, psionically endowed humanoids. They formerly lived in subterranean caverns in the Great Below, but they abandoned their underground homes to make new lives in the Archduchy of SpirosBlaak, where they now work to educate the humanoids they formerly preyed upon. They are commonly called grays. See page 74 for more information.

Merithia (Mer-ith-ia): An advanced human civilization that once ruled much of Dracos thousands of years ago. See Eden Studios' *Akrasia: Thief of Time* and *Wonders Out of Time* for more information.

Midwyn (Mid-win): A group of humans who live in a chain of islands south of Archduchy of SpirosBlaak who make their living through piracy. Freeport (See Green Ronin's *Freeport: City of Adventure*) is among their biggest cities. See page 66 for more information.

Mikret (Mih-kret): A deity of the collective Horde, Mikret is the god of famine and drought. He is also called the Master of the Withering Fire and the Dead Earth (Faedian). See **Horde** and page 17 for more information.

Monks of Eskelyn (Es-key-lahn): An order of monks that consists of four separate sects, each representing one of the four spirits of creation from which all things, including the gods, are derived. Each sect, be it of air, earth, fire, or water, studies the nature of their devoted spirit with such depth and intensity that they come to see their particular spirit as the driving force behind existence. The See of Spiros in Vas holds the monks' views of creation to be blasphemous. See page 42 for more information.

Monvas (Mohn-vass): This area is also known as Witch Hill and is home to the Witch Hill goblins. Incomparably the filthiest place in the Archduchy, a smoky pall from its inestimable smokestacks hovers above the city of Monvas, drifting over the lake. Rubbish lines the streets and soot covers the walls of every building, all of which are sectioned off by dirt streets and trails that define the areas controlled by the various forgeholds. The forgeholds are ruled by their separate forgelords, who make the laws within their particular parts of town, but each must then answer to the sovereign, the sole forgelord who rises above the others by his own wits and the strength of his henchmen. Sovereign Nrunst Brassknuckle rules this duchy. See page 29 for more information.

Motith Farr (Moh-tith Far): Formed during the Wildlands' taming, this order of monks concerns itself with healing and aiding others. The monks now work their good will from a stone monastery west of Pleardys. They preach the path of pacifism, a mindset that has seen more than a few former warriors who have renounced the way of the sword join their ranks with the hope of finding peace. See page 42 for more information.



Mundaes (Muhn-days): A dwarven city-fortress once ruled by the god Arkanocles. During the Gods' Wars, a great battle took place between Sallous Yar and the forces of Arkanocles and Spiros. It was in this city that Arkanocles and Spiros combined their powers and forged the mighty lavayne race, a mixture of elves, humans, and dwarves. Mundaes lies in the mountains of Sycleese's Tears. See page 39 for more information.

Navodys (Nah-voh-diss): Technically a holding of the city of SpirosBlaak, Navodys' authorities carry out their responsibilities as they see fit. The main village consists of about 20 homes, an inn, armory, barracks, blacksmith, postal outpost, and two general stores. A wooden palisade and shallow ditch surround the village. Farms, ranches, and logging camps lie outside the village proper and contain most of the village's population. Sheriff Neeton rules the village. See page 30 for more information.

Nolmedron (Nole-meh-dron): A dwarf holding founded as the new home of the Arkanoclian dwarves following the doom of Mundaes, Nolmedron is unique among the dwarven cities of Dracos. Erected at the base of the foothills of Sycleese's Tears rather than within the mountains themselves, Nolmedron is built on a stretch of plain with access to both the River of Fire and Drome Lok. His Divinely Appointed Highness Bordren Dragonscale XXIII rules Nolmedron. See page 31 for more information.

Nonum (No-num): Located midway along the Path of Faith, Nonum was founded as a place for pilgrims to refresh during the Era of Colonization and as a waystation for Sentinel patrols. As such, the village has a well-constructed fort and a large garrison. Historically, even these provisions couldn't prevent Nonum's recurring doom. Of all the Archduchy's cities, towns, and villages, none has been ransacked, marauded, or burned to the very last timber as often as Nonum. Thus its alternate name: The Village of Doom. Lord Dewinder Felenkopidis currently rules Nonum. See page 32 for more information.

Panathon (Pan-nah-thon): Son of Kutsutema and Phaetos, twin brother of Shivanos, and lesser god of wine, fornication, song, and merriment. Panathon's other names include: Filler of the Cup, the Decadent Lord, and the Joyous Otter (Faedian). See page 18 for more information.

Phaetos (Fate-ohs): The god of fate, prophecy, and fortune. Phaetos is also Akrasia's brother, the father of Panathon and Shivanos, and Kutsutema's consort. Phaetos' names include: the Grand Weaver, the Blind God, and the Pathfinder (Faedian). See page 16 for more information.

Pleardys (Plea-ahr-diss): Found nearly halfway between the Crown of Keeps and the extensive fortress of Kannis, Pleardys began as a stronghold and waystation for settlers during humanity's initial immigration to the Wildlands. Since then, goblin raiders have demolished the original fortress and wandering monks have come to reside at the outpost, later developing into the small monasteries of the Motith and Gavrin Farr. Baroness Sephy's Vodvydynne currently rules Pleardys. See page 33 for more information.

Poden-mol (Poh-den-mohl): A deity of the collective Horde, Poden-mol is the goddess of madness and chaos. She is also called the Lady of Randomness, She-Who-Is-Without-Form (Faedian). See **Horde** and page 17 for more information.

Rilgoth (Rihl-goth): Barbarian descendants of the once-mighty Rilgoth Empire, these clanar peoples live north of the Archduchy of SpirosBlaak, although many now make their home in the Archduchy. See page 67 for more information.

Sallous Yar (Sal-lus Yahr): The half-brother of Eaovata and lesser god of the restless dead and necromancy. Sallous Yar's other names include: the Night's Sun, Magus of Bones, and the Man Under the World (Faedian). See page 18 for more information.

Saviors of the Twisted Fang: A highly organized group of kav who refuse to accept the Archduchy's rule, the Saviors of the Twisted Fang conduct savage terrorist strikes and covert subversion against the government and the Church of Spiros, all in the name of revolution. See page 42 for more information.

Sentinels of the Homeguard: A brotherhood of veteran warriors who began as patrolmen of the Path of Faith, beating back countless raids from the Swamp of Woe, the Fristian Grasslands, and the Roaming Plains, allowing the fledgling human towns to build up along the Path of Faith. This dutiful group is now a militant order of the Church of Spiros and is the Archduchy's first line of defense against its enemies, both foreign and domestic. They patrol the borders, command garrisons, train militias, and sometimes act as spies in foreign nations. See page 42 for more information.

Shining Cavalier: Another name for the god Spiros.

Shivanos (Shi-vah-nos): Son of Kutsutema and Phaetos, twin brother of Panathon, and lesser god of orcs, goblinoids, war, genocide and slaughter. Shivanos' other names include: the Hafted Doom, the Crimson Butcher, and the Blooded Warrior (Faedian). See page 18 for more information.

Spirans (Spear-ahns): The major branch of humans who are citizens of the Archduchy of SpirosBlaak.

Spiros (Spear-ohs): God of justice, righteous battle, and valor. Spiros' other names include: Sword of Righteousness, the Shining Cavalier, and the Bronze Warrior (Faedian). See page 16 for more information.

SpirosBlaak (Spear-ohs-Blahk): Meaning "Spiros' Tribute," SpirosBlaak was constructed by Spiros' faithful after the defeat of Sallous Yar at Fire Eye Mountain. SpirosBlaak rests on the easternmost point of the Path of Faith, the road that connects it to Hiltaenos. SpirosBlaak is the capital of the Archduchy, but it is also a duchy in its own right. Archduchess Ailea Baedabin I rules both the Duchy of SpirosBlaak and the Archduchy of SpirosBlaak. See page 34 for more information.

Splintered God: The name used to describe the Horde, a deity composed of many entities, each having their own personality and worshippers. See **Horde** and page 16 for more information.

Sri Senn Sindh (Sree-Sen-Sin-deh): A red dragon of incomparable size and the weaponsmith of the gods, Sri Senn Sindh is the lesser god of serpents, evil dragons, and weaponry. His other names include: the Sibilant Moloch, He-of-the-

Shadowed-Lair, and the Whispering Serpent (Faedian). See page 19 for more information.

Sycleese (Sy-cleez): Goddess of marriage, healing, birth, death, and the seasons. Sycleese's other names include: the Radiant Mother of All, She-Who-Bears-the-Cycle, and the Unrelenting Seasons (Faedian). See page 16 for more information.

Taervas (Tear-vass): Located upon the road stretching between Monvas and Vas, this small village was founded during the Era of Blood and has since often been victimized by orcs and humans alike. Sheriff Obron Uktonikis rules this village. See page 35 for more information.

Tennefron (Ten-eh-fron): A deity of the collective Horde, Tennefron is the god of fear, brutality, and tyranny. He is also called the Shielded Terror and the Howling Wolf (Faedian). See **Horde** and page 17 for more information.

Tuskadeen Protectors (Tusk-a-dean): Rilgoth warriors who are members of the Tuskadeen clan. They loyally serve as the personal guard to the ruler of SpirosBlaak. See page 42 for more information.

Vas (Vass): Known almost as well for its architecture as it is for being the seat of the Church of Spiros, Vas is a thriving seaside metropolis whose columned designs and marble edifices have inspired similar designs all over Dracos. Nominally Duke Killian Zapodys XII rules Vas, but all know the real power in the duchy is actually His Divine Voice Rafael XIII, the Pontiff of Spiros. See page 36 for more information.

Voesti (Voh-ess-tea): A race of amphibious goblinoids, also called wave mites. See page 61 for more information.

Wildlands: The original name of the untamed lands that SpirosBlaak now claims.

Wildmen: Another name for the Faedian humans who live in the wilderness. See **Faedians** for more information.

Witch Hill Goblins: A very intelligent and inquisitive race of technology-wise goblinoids. Witch Hill (also called Monvas) refers to their home base. They are also called the mad smiths. See page 62 for more information.

Zackria (Zahk-ri-ah): A deity of the collective Horde, Zackria is the god of pain, torture, and fire. He is also called the Reaver of Bliss, the Burning Wind (Faedian). See **Horde** and page 17 for more information.



Index

A

Academy of Fellowship 26
Academy of Tybenan 29
Age of Prophecy 12
Ailea Baedabin I 35
Akrasia 14, 154
Alliance of Silver Swords 10
Antigonos 10, 19, 154
Arcane Archer 92
Archers of Navodys 31
Archmage 92
Arizekones 12
Arkanmedia 22, 154
Arkanocles 7, 9, 15, 154
Arkanoclian Dwarves 58
Arkanoclian Navy 32
Armada of SpirosBlaak 29
Artillery Accessories 125
Askalan 8, 9, 10, 11, 12, 13, 23, 40, 154
Askalanian Academician 92
Assassin 80, 92
Assassin Spells 130
Athetica 10
Avatar 80
Axe of Defiant Thunder 10

B

Baedabin 13
Bakad 59, 154
Barbarians 67
Barbas Fusiliers 27, 40, 154
Barbas Vode 7, 37
Bard Spells 130
Basilica of Cinnoldis 23
Biddethomia 18, 154
Black Flames 154
Black Powder Artillery 123
Black Powder Combat 126
Black Powder Grenadelike Weapons 126
Black Powder Weapons 120
Bordren Dragonscale XXIII 32

C

Calendar 21
Calm of Whispers 11
Cinnoldis 15, 154
Cinskar Zyzane 27
Clan Goldheart 32

Clan Wars 8

Clerics 77

Cleric Domains 130

Blood 130
Corruption 131
Courage 131
Craft 131
Darkness 131
Destiny 131
Disease 131
Distraction 131
Dwarf 132
Enchantment 132
Endings 132
Giant 132
Halfling 132
Hearth 132
Humanoid 133
Insanity 133
Lavayne 133
Lust 133
Mentor 133
Necromancy 133
Nobility 133
Orc 134
Pain 134
Pestilence 134
Plague 134
Rage 134
Reptile 134
Rot 135
Secrecy 135
Shapechanger 135
Subterranean 135
Time 135
Undeath 135
Weapons 135
Coal Mines 30
Coast of Songs 37
Coliseum of Devotion 13, 34
College of Sycleese 23
Commoners 21
Compact of Trust 8
Concord of Founding 12
Conundrum Hall 35
Council of Admirals 29
Cree Bowerbright 31
Criminals 21
Crimson Company 40, 154
Crypt Hills 37

D

Daelian War College 26

Darkmire River 37

Dark Riders of Nonum 11, 40, 154

Day of Hallowing 20, 21

Deacon Blackwater 35

Deledos 15, 154

Demedreas 15, 154

Demon Bole 13, 33

Dewinder Felenkopidis 32

Dire Werehawk 72

Dire Wererat 72

Dire Wereraven 72

Divine Wolf 70

Dooned 17, 154

Dracos 6, 7, 154

Dragon Disciple 93

Dreij 8, 11, 12, 24, 40, 154

Dress 20

Drome Lok 13, 38

Druids 77

Druid Spells 136

Drybus Grimaxe 9

Drynne 10, 11

Ducal Legions 40, 154

Duelist 93

Dwarven Defender 93

Dwarves 58

E

Eaovata 15, 154

Education 20

Eldritch Knight 93

Eliara Triavovas 33

Elves 59

Enlightened Council of Scholars 24

Era of Blood 10, 11

Eskelyn 11

F

Faedians 6, 12, 64, 154

Fanged Legion 30

Fawllastide 22

Feats

Amphibious Endurance 107

Animal Intuition 107

Arcane Warrior 107

Armored Shapechange 107

Armor Prowess 108

Artillery Proficiency 109

Beast Speaker 109

Bestial Tracker 110

Blade and Claw 110

Brawler 110

Cautious Loader 110

Claws of Vengeance 110

Contortionist 110

Dexterous 110

Eagle Eyes 110

Endurance Swimmer 110

Exotic Weapon Proficiency 111

Fast Healing 111

Favored Enemy 111

Fearful Presence 111

Firearms Proficiency 111

Form Mastery 111, 112

Grace of Lunis 112

Greater Brew Potion 112

Greater Gift of Divine Heritage 112

Hawkeye 113

Heart of the Alpha 113

Impressive Immunity 113

Improved Brew Potion 113

Inspiring Foreman 113

Kav Ancestry 113

Kav Stalker 113

Leaper 113

Lesser Gift of Divine Heritage 113

Lookout 114

Master Gunner 114

Master Pilot 114

Might of Lunis 114

Naval Heritage 114

Odd Man Out 114

Outlandish Weapon Finesse 114

Pious Link 114

Polyglot 114

Port Savvy 115

Precision 115

Pressure Survival 115

Rapid Gunner 115

Rope Climber 115

Savage Claw 115

Savage Warrior 115

Savant 115

Sea Brother 115

Sea Dog 115

Shadow 115

Shift Quickened 116

Sight of the Moon 116

Smooth Talker 116

Speedy Recovery 116

Speed Loader 116
Speed of the Hunter 116
Sprinter 116
Steady Captain 116
Steady Legs 117
Steel Fur 117
Storm Sense 117
Strength of the Beast 117
Studious 117
Superior Pilot 117
Swing-By Attack 117
Touch of Clarity 117
Weapon Kick Up 117

Fight Pits 30

Firearm Accessories 125
Firearm Accessory Weapons 123
Fire Eye Mountain 9, 154
Flames of Black Hope 41, 154
Forgehold Muzgin 30
Fristian Grasslands 7, 8, 38

G

Gaffidious Bordistole 27
Gallentros 7, 154
Gamia 14, 154
Gasperos 10, 19, 154
Gavrinn Farr 34, 41, 93, 155
Ghost Lake 38
Gilded Company 41, 155
Gnomes 59
Goblins 59, 61, 62
Gods' Fall 6, 155
Grand Library of Zoetha 9, 23
Grays 74
Great Madness 6
Grijj 17, 155
Guild District 25

H

Hagglers 155
Half-Elves 63
Half-Ogres 63
Half-Orcs 64
Halfings 63
Halicsvol 25, 155
Harrimast 155
Hierophant 95
Hiltaenos 7, 8, 10, 11, 25, 41, 155
Holidays 21
Horde 7, 11, 13, 16, 155
Horizon Walker 95
Hour of Righteousness 22
House of Waves 29
Humans 64, 66, 67, 68

I

Iguanalons 68, 155
Inquisition of Swords 41, 155

J

Javondis' Cathedral 34
Jestale 17, 155
Jorle Xygaek 8

K

Kannis 7, 8, 11, 13, 26, 155
Karditious 13, 24
Kav 8, 13, 107, 155
Kavbroed 7, 8, 70, 155
Kavraen 7, 8, 10, 11, 155
Kavslayer 95
Killian Zapodydys XII 37
Kirvos 10, 11, 27, 41, 155
Kith of Witchfinders 42, 155
Kraephos Island 38
Kutsutema 16, 155

L

Laervas Island 38
Lavayne 73, 155
Laws 20
Leodus 11
Logothos 14, 155
Logothos' Seat 33
Lok Finwane 38
Loremaster 97
Lunis 8
Lycanthropes 70

M

Madvydas Ranch 32
Magic Armor Special Qualities 146
Arcane Accommodation 146
Divine Armor 147
God Armor 147
Lightweight 148
Shifting 148
Magic Black Powder Weapon Special Qualities 150
Penetrating 150
Silent 150
Smokeless 150
Spell Fueled 150
Magic Items
Arkanocles' Powder 152
Backfiring Powder 153
Baton of Blunting 149
Bottomless Powder Horn 152
Bracers of Arcane Arsenal 152
Bulging Bag of Bullets 152
Dagger of Piercing 150
Dark Rider's Bow 150
Egelhue's Musket of Far Killing 151
Mask of Bones 153
Moon's Lust Ring 153

Relgia's Dueling Pistol 151
Scope of the Hawk 153
Sentinel's Saddle 153
Sentinel's Shield 148
Sword of Foe Slaying 150
Volley Bullet 151
Warlord's Cleaver 150

Magic Weapon Special Qualities 148

Bursting 148
Dismantling 148
Duplicating 148
Infused 148
Lethal 149
Longeye 149
Paralyzing 149
Quick 149

Marcus Artaenias 26

Marcus Derillian I 24

Marksman 97

Meleatan 8, 11, 12, 28, 41, 155

Mentors 74, 155

Merithia 6, 155

Merk Higsburrow 12

Midwyn 8, 13, 66, 155

Midwyn Isles 66

Mikret 17, 156

Miltaenos 13

Mineral Springs 33

Mint 25

Misska 12

Money 118

Monks of Eskelyn 42, 156

Monsters

Corrupted 43
Dire Fox 44
Dire Hawk 45
Dire Raven 45
Dire Werefox Lord 48
Dire Werchawk 49
Dire Wereraven 50
Dizwosina 45
Fallen War Golem 57
Fox 46
Kanershee 47
Kav 47
Lycanthrope 47
Necrozen 51
Orc 53
Shelzeen 55
Son of Shivanos 53
War Golem 56
Werefox 47

Monument of Leodus 37

Monvas 9, 29, 41, 156

Moon Claws 35

Morkis 13

Mospar Dargonsovis 29

Motith Farr 33, 42, 98, 156

Mound of Shivanos 36

Mundaes 7, 9, 156

Mystic Theurge 99

N

Nadyass 10, 12, 13
Navodydys 8, 11, 30, 156
Neeton 31
Nobility 21
Noble 80, 81
Nolmedron 10, 31, 41, 156
Nonum 8, 11, 13, 32, 156
Noose 29
Nrunst Brassknuckle 30

O

Obron Uktonikis 36

P

Paladins 77
Paladin Spells 136
Panathon 18, 156
Paratros Daclian XXVI 26
Path of Faith 9
Phaetos 16, 156
Pharran Vode 10, 13, 38
Pirate 84
Pistoleer 99
Pleardys 7, 33, 156
Poden-mol 17, 156
Potions 146
Predators 35
Priesthood 21
Prophet 86
Prophet Spells 136
Psions 80
Psychics 80
Psychic Warriors 80

R

Rafael XIII 37
Rangers 80
Ranger Spells 138
Rector Arphas 24
Red Silver 20
Rickus Earthpiper 32
Rilgoth 6, 11, 13, 67, 156
Rilgoth Empire 6
River of Fire 10, 38
Roaming Plains 7, 8, 10, 11, 13, 38
Ryshon Misska II 28

S

Sacred Kith of Witchfinders 37
Sallous Yar 7, 9, 10, 18, 156
Sasha Drakonik 9
Saviors of the Twisted Fang 10, 42, 157
Sealed Tower of Twilight 27
Sea of Wyrms 39
See of Spiros 10, 13, 36
See of Vas 13

Sentinels of the Homeguard 8, 10, 42, 100, 157
Sephys Vodvydynne 33
Shamans 80
Shield Wall 32
Shining Cavalier 157
Shivanos 10, 11, 13, 18, 53, 157
Silver Dragoons 26
Skills
 Control Shape 105
 Craft 105
 Handle Animal 106
 Knowledge 106
 Speak Language 106
Skyship Field 30
Slaves 21
Slayfang 8
Soldiery 21
Sorcerers 80
Sorcerer Spells 138
Soulknives 80
Spells 139
 Akrasia's Blessing 139
 Bolster Undead 139
 Borrow Knowledge 139
 Deaden Echo 139
 Detect Balance 140
 Detect Temporal Disturbance 140
 Dispel Temporal Effect 140
 Dry Powder 140
 Everlasting Hearth 140
 Eye-to-Eye 140
 Fascination 141
 Fate's Charm 141
 Greater Craftsmanship 141
 Harden Scales 141
 Hastening of Age 141
 Ignite Powder 142
 Indolence 142
 Interment 142
 Lesser Craftsmanship 142
 Lust for Undeath 143

Malaise 143
Master of Weapons 143
Oppression of Triviality 143
Pillar of the Earth 143
Plague 143
Plant Blight 143
Rally 143
Refresh 144
Remembrance 144
Scry the Ages 144
Steal Action 144
Steal Opportunity 144
Storm of Madness 144
Strengthen Fate 144
True Passage 144
Tunneling 145
Unwill 145
Vessel of War 145
Warrior's Heart 145
Weapon of Strength 145
Wellspring of Youth 145

Spirans 68, 157
Spiros 7, 10, 16, 157
SpirosBlaak 6, 7, 8, 9, 10, 11, 12, 34, 41, 157
Splintered God 7, 10, 157
Sri Senn Sindh 11, 19, 157
Storm Legion 28
Superstitions 20
Swamp of Woe 7, 9, 39
Sycleese 16, 157
Sycleese's Tears 6, 7, 39
Syvwen Bodl 27

T

Taervas 35, 157
Technologist 89
Technologist Gadgets 138
Tellian 10, 12
Tennefron 11, 17, 157
Thaumaturgist 101
Titan's Harbor 29
Tradesmen 21

Treaty of Soiled Pelts 8
Tuskadeen Protectors 13, 35, 42, 157
Twisted Temple 28

U

Uik Diffdek 35

V

Vale of Exiles 37
Vas 8, 9, 10, 11, 36, 41, 157
Vastanae River 39
Voesti 61, 157

W

Warder Hills 39
Weapons
 12-Pounder Cannon 124
 18-Pounder Cannon 124
 3-Pounder Cannon 124
 6-Pounder Cannon 124
 9-Pounder Cannon 124
 Arkanoclian Eagle Musket 121
 Battle Cleaver 118
 Bayonet 123
 Blade Lash 118
 Cavalry Carbine 121
 Cavalry Pistol 121
 Common Musket 121
 Common Pistol 121
 Dwarven Axe Musket 121
 Dwarven Volley Gun 122
 Fist Wrap 118
 Fowling Piece 122
 Gauntlet Crossbow 118
 Goblin Fang Gun 122
 Grand Bayonet 123
 Grenade 126
 Hammer Axe 119
 Iguanalon Slinger 119
 Light Musket 123

Mage Pistol 123
Military Musket 123
Military Pistol 123
Mord'oi 119
Musket Hand Cannon 123
Pistol Hand Cannon 123
Pocket Pistol 123
Powder Keg 126
Precision Pistol 123
Two-Barreled Fowling Piece 123

Welkfest 8, 22
Werebear 72
Wereboar 72
Werefox 72
Weretiger 72
Werewolf 73
Wilders 80
Wildlands 6, 7, 8, 10, 11, 12, 157
Wildmen 157
Wild Vode 8, 9, 39
Witches 80
Witchfinder 102
Witch Hill 13, 39
Witch Hill Goblins 62, 157
Witch Hill Navy 30
Witch Lords 9, 10
Wizards 80
Wizard Spells 138
Workers' Equality Movement 25
Wraez'kav 103

X

Xyxal Garlnne'mom 25

Z

Zackria 17, 157

