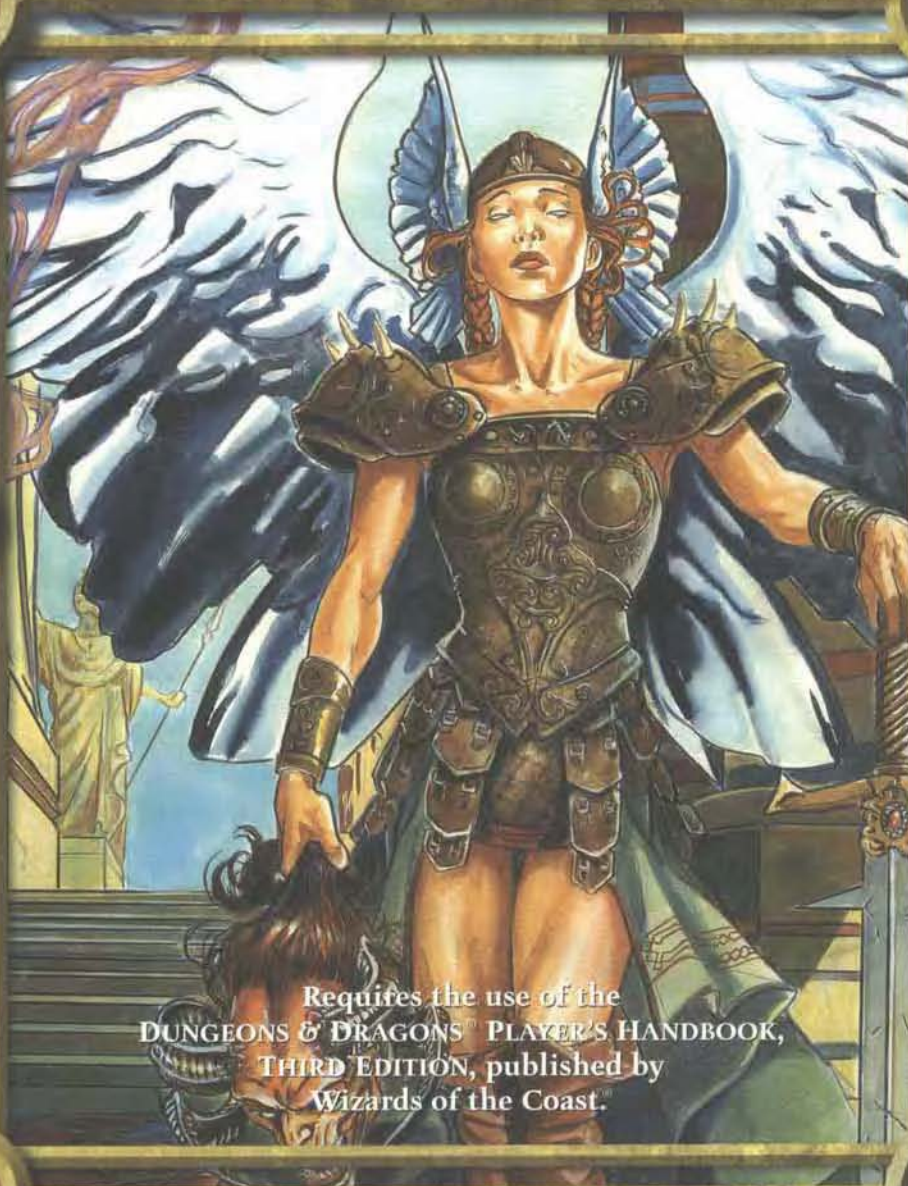


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system

GOOD™



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AEG™

GOOD



**Leave the gold, power, and greed to those who need it.
Our quest is noble and right. We shall not be deterred
by promises of silver linings and gap-toothed grins.**

INTRODUCTION

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SPECIAL THANKS

To everyone who helped bring this together. The writers and artists did a fantastic job on this one. Thanks.

Extra special thanks goes out to:

D.J. Trindle for being the eyes and ears.

Mike Mearls for being the sixth sense.

Malcolm McClinton for the stunning cover.

Dave Agoston for being so darn good.

DEDICATION

This one is for John Zinser, the original paladin, and Maureen Yates, our warrior monk. It's called good for a reason.



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INTRODUCTION

"No person was every honored for what he received. Honor has been the reward for what he gave."

— Calvin Coolidge

The good guys have style and class. In the movies, they always win. In books, they get all the cool lines. In games, they're the center of the campaign world. Everyone wants to be a good guy.

Why?

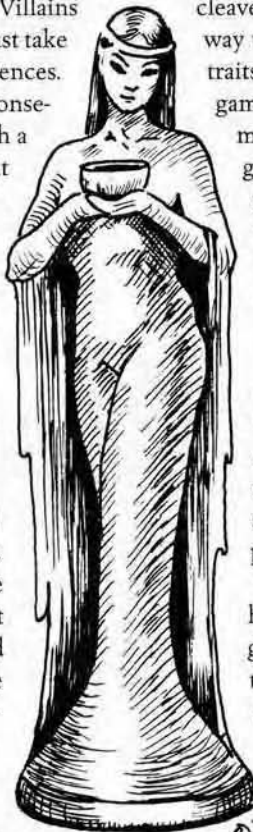
On the surface, that's a damn good question. The hero has to judge his actions based on morality, on whether he's doing the right thing for the right reasons. Villains never have to worry about stuff like that. They just take what they want and pay no mind to the consequences. But of course, that's the villain's problem: consequences. Ever read a book or watch a movie with a villain who had friends? I'm not talking about lackeys, minions, followers, or anyone else who's along for the blood and plunder ride. I'm talking companions, compadres, buddies, people who would take a bullet (or crossbow bolt) for him not because they're paid to, or because they'll be rewarded, but because they like the guy. And that's the core of it.

Nobody likes a villain. He'll steal your wallet, kick your dog, and knock over your mailbox. He's a jerk.

Everyone loves a hero. The hero helps old ladies across the street. He does things that, deep down inside, we wish we could do. We want to be heroes, because we know how good it feels when someone comes to save the day. Good deeds make us feel nice. Even small ones, like splitting your sandwich with a friend who forgot his lunch at home, or helping an old lady cross the road.

And if that feels good, imagine what saving the world from a fearsome demon king would feel like.

This book takes the concept that heroes are special and applies it to the d20 system. The typical fantasy campaign is about a group of friends who band together to make the world a better place, whether that involves overthrowing a tyrannical despot, crushing a legion of howling demons, or defeating a marauding dragon. The player characters are special, the stars of the story. This book takes that concept and runs with it. The rules and material presented here give the characters more options and abilities in their endless quest against the forces of evil. DMs won't find too much to use here, but players will find options for making their characters truly heroic.



Chapter one covers the different types of good: lawful, neutral, and chaotic. Each alignment has its own take on what must be done to defeat evil and how those actions can be undertaken. The ultimate good character class, the paladin, is expanded and modified to account for that fact that lawful good is but one of three types of good. The defender and the avenger are champions of neutral good and chaotic good respectively. Alternate rules for paladins allow you to customize the paladin to better fit a specific deity or ethos.

Chapter two presents rules that good characters can use to aid in their heroic endeavors. Optional rules introduce monster hordes, rules that allow powerful heroes to cleave through large mobs of weak monsters on their way to confronting the true menace they face. Heroic traits and action dice add an emotional element to the game. If your character swears to defeat the necromancer that destroyed his hometown, these rules grant him bonuses during the final battle against the wizard as your character draws on his emotions and takes heroic risks to fulfill his goal. A bevy of prestige class and feats round out this chapter, presenting new tricks heroes can use against the villains they face.

Chapter three holds magic spells, items, and artifacts. All of these items make excellent additions to the arsenal of good in its quest against evil. While good may believe in peace, it's always ready to go to war to protect the innocent. These spells and items will come in handy for characters preparing for a crusade of their own.

Chapter four presents two new concepts in d20, heroic orders and worship points. Orders are groups, unions, or other organizations that band together to pursue a goal. Characters must impress the members of an order with their heroic actions and dedication to the cause to move up in the ranks. Worship points keep track of where in a god's graces a character stands. If a warrior who worships the god of bravery runs from one fight too many, he may find himself receiving a divine bolt upside the head. On the other hand, a devout worshiper gains the gods' favor and their blessings.

The fifth and final chapter of this book presents creatures dedicated to the cause of good. Even the mightiest hero may need allies. If that's the case in your campaign, this chapter has plenty of reinforcements for any heroic quest.

Read on, and may all your quests to rescue the princess (or prince), slay the fearsome dragon, or defeat the marauding outlaws end as wild successes.



Chapter 1:

The Righteous

I breathe sin. It seeps through every pore of my flesh, weighing my soul to the unclean earth. It blinds me to the nature of my own deeds, and deafens me to the cries of those truly in need. It tempts to me to kneel before unworthy lords, and drives me to fight when other options exist. My sins are many, but in trying to overcome them I find redemption in small doses. No man has an excuse not to do so.

Not even you, O my father.

— Sir Jean du Estan, Paladin

GOOD AND EVIL

The path of heroism is inherently more difficult than that of villainy — the latter rewards selfishness, while the former promises little other than opportunities to get hurt. While a villain looks upon suffering as an opportunity to exploit others, a hero moves to correct the problem as best he can, and may risk his life to do so. The hero fights his basic impulse of self-preservation so that others might survive. This behavior, while not unheard of among neutral or even evil persons, is amplified in good-aligned characters, and many a hero has died a lonely, uncelebrated death saving the lives of total strangers. While it is not evil to surrender to the natural fear of death, the defining act of the hero is to embrace his fate, however terrible, as necessary for others.

The greater danger, one felt keenly by paladins, is of conflicting needs. Evil characters do not balk at any task, even “good” ones, though they find such duties uncomfortable or bemusing. Good characters, in contrast, must

decide how to balance idealism with realism. In the best of times, societal pressure forces the best from people, but in the worst, even paladins can fall.

CHAOTIC GOOD

Although the code of honor is invariably associated with lawful good individuals, it would be wrong to assume that no chaotic good character has such a code. A chaotic good character's moral code is instead simplistic and occasionally fluid (i.e. theft is wrong, but it's not really theft to take your own possessions back). Chaotic good characters understand that some people feel laws are necessary, but believe that people only become strong through rugged self-reliance. Their family and friends are the only societies they need, and they ignore or oppose any outside imposition on either. Chaotic good characters keep their word to friends and family, but have no qualms whatsoever in returning evil's treacheries in kind.

Chaotic good people resent their frequent typecasting as bumpkins or rebellious lunatics, and even many barbarians fancy themselves philosophers (albeit of a non-traditional bent). Chaotic good characters have difficulty trusting neutral good characters, whom they see as either wishy-washy or manipulative. While they may disagree with lawful good characters, chaotic good characters respect and follow worthy leaders, whether that leader is a barbarian or a paladin.

When evil is near, this deference falters. The chaotic good character believes wholeheartedly that the best weapon against evil is swift, decisive action. While not suicidal, he considers the direct approach best, the better

to divert villains from their victims. Chaotic good characters will listen to reason, however, and follow plans that seem likely to succeed. They nevertheless do not care for compromise, and follow orders only until they believe a better opportunity has arisen.

Chaotic good characters view all evil as equally repugnant, though they find the dispassion of lawful evil so chilling that chaotic evil is comparatively honest. Though no more easily deceived into attacking innocents than anyone else (such is a function of Wisdom, rather than alignment), they are nonetheless more willing than any other good character to fight other good characters, though they prefer to avoid killing them.

In their rush to do things their way, chaotic good characters may endanger far more than they aid. As they are more willing than any other good-aligned characters to view the ends as justifying the means, they can and do fall to evil through the best of intentions.

Chaotic good societies exist through a mixture of respect for others and a desire for friendship, while leadership is awarded through merit alone. Each person chooses his own place, his own level of commitment, and goads laggards into action through peer pressure. Many chaotic good groups have a low opinion of coins and gems, preferring a barter system. This stems not from a barbaric nature (even among actual barbarians), but rather from the idea that utility is more important than potential future trades. In such groupings, coins and gems demand anywhere from half to a tenth of their listed value, depending on the climate. Goods and services still command full price, if only in terms of receiving other commodities in return. Chaotic good societies tend to be isolated hamlets, traveling bands or tribes, and democratic communes of self-exiles, all of which aid trustworthy outsiders when possible. Punishment tends to be ruthless, with retribution sometimes overtaking justice.

NPCs of this alignment neither flaunt the law nor follow it, ignoring the nonsensical rules of others when they can, and doing their best to subvert constraints when they must. Gang members who protect the locals, scouts who spend months in enemy lands, and self-appointed philosopher-warriors are all likely to be chaotic good.

Chaotic good characters believe in self-determination as the dominant form of good, fiercely upholding their own natures even in the threat of powerful opposition. DMs may rule that charmed chaotic good characters may discover more actions against their alignment than most, granting more frequent saving throw checks.

LAWFUL GOOD

Drawing upon the sterling examples of paladins, many believe lawful good characters to be "true good," though this can be a dangerous conceit. Lawful good characters believe that the society is greater than its parts, and that a

structured society working towards the betterment of all is the best method of serving the cause of good. Lawful good characters live according to a strict set of ethics, and even in lawful neutral and lawful evil societies prefer to work within the system.

In groups of mixed-good characters, lawful good characters frequently butt heads with chaotic good ones, finding it frustrating to deal with people for whom laws do not exist. Lawful good characters have a brighter view of neutral good characters, whom they view as reasonable if unreliable allies. Surprisingly, lawful good characters can make terrible followers, particularly when chaotic good leaders make them choose between following orders and obeying the law. They also dislike the reputation of being emotionless automata, and enjoy carousing, joking, and sometimes even wenching as much as anyone.

Despite being the stereotypical honorable character, a lawful good person is no more perfect than any other. If anything, he feels temptation more acutely than would a chaotic good person (whose morality is more flexible). Paladins are especially vulnerable to black-and-white worldviews, as they must balance morality with their duty as soldiers. Contrary to popular opinion, paladins can and do lie — they would be the first to point out the disadvantage to a general who could not deceive his foes. They still feel guilty, and if they lie to someone when they do not have an immediate need (such as in battle, or directly protecting an innocent), they suffer the penalties of violating their code. Most paladins feel uncomfortable with even this relatively mild allowance, and prefer to use partial or misleading truths.

Where chaotic good characters irresponsibly abandon victims to attack enemies, and neutral good characters try to do everything at once, lawful good characters repair harm and prevent future injury before destroying evil. They see that there is more to good than simply fighting evil.

In the battle against evil, the lawful good character views the most likely plan as the best one, and may take years to decide on such a plan. While they view the lives lost in the interim as a terrible loss, they also view the death toll with a chilling pragmatism: better that some die now so that the enemy is defeated, than allow the enemy a better chance to survive to make all suffer.

It is this tendency to reduce options to mathematics which ultimately leads to many lawful good characters' undoing. This willingness to sacrifice others, however necessary, is not a trademark of a good mindset, but of an evil one. This is a slow descent into evil, and one that some paladins have not noticed until they have become blackguards.

Lawful good states are dedicated to the progressive betterment of their citizens. While not necessarily enlightened, lawful good societies have due process, a public

THE RIGHTEOUS



code of laws, and a system of balanced punishment, though none of this is necessarily clear to the public (a lawful evil society's laws are purposefully vague; a lawful good one's work in spirit, but the fine points get lost in wording). Such societies are also aggressively expansionist, and view their conquests to be in their enemies' own interests. Societies often revolve around a benevolent dictator or monarch.

Lawful good NPCs are hard-working souls who do their best to support the world around them. Hidebound clergy, by-the-book officials, and proud craftsmen are all likely to be lawful good.

Lawful good characters believe in self-sacrifice to preserve the greater good. A lawful good character might, for instance, push an ally out of the path of a blue dragon's lightning breath, automatically failing the save himself but granting his friend the benefit of his Reflex save bonuses.

NEUTRAL GOOD

Where chaotic good characters move to combat evil quickly, and lawful good ones confront it methodically, a neutral good character does whatever he considers necessary for the greater good. Such a character can alter his plans on a moment's notice, while considering the long-term effects of any impulses that occur to him.

In mixed groups, neutral good characters soothe the arguments between lawful and chaotic camps, or alienate both equally. Both sides view him as lacking commitment to a moral standard. Neutral good characters function equally well on their own or with a group, adapting as the situation demands.

Neutral good characters protect good by any means necessary. While they do not seek to harm innocents, they also realize that innocence itself is among the first casualties of war. Neutral good characters can therefore find it difficult to resist the lure of evil — a lawful good character has his moral code, and a chaotic good character has his love of freedom, but a neutral good character's desire to do good is his driving force... and it is seductively easy to make the leap from doing whatever is necessary for the greater good to imposing that vision on others. Many would-be heroes have become lawful evil through their zealotry.

Neutral good societies are rough clubs at best, with a general policy of non-interference. Such groups are, like their evil counterparts, formed when those of a like mind come together, and dissolve just as quickly. Summary judgment is as common as actual trials, but few neutral good characters are comfortable with vigilante justice. More often, they exist on the periphery of both lawful and chaotic good societies, tempering these groups' trends with their more worldly perspectives.

Neutral good NPCs care only for doing what is right, and sometimes act ruthlessly toward that end. City guardsmen who bend the letter of the law to serve its spirit, rogue masterminds who steal only from the corrupt, and spies who infiltrate enemy dens while remaining loyal to their heroic masters are all examples of neutral good characters.

Neutral good characters believe in doing good at any cost, even when it harms themselves or others. Some neutral good characters may be so dedicated to this ideal that they can periodically perform an evil act without risking their alignment, so long as it serves the ultimate good. Cutting corners like this is dangerous, however, and even neutral good characters will fall if they employ such methods when other means are available.

WHY GOOD?

Unlike evil characters, good ones face a large number of restrictions on their goals. Murder and other forms of mayhem a character might use to gain power are not just unavailable to the good character, but abhorrent to him. Even neutral characters have great leeway in their ambitions. What, then, is so great about being good?

Loyalty.

Party loyalty is a start. While lawful neutral and lawful evil characters honor obligations, and any character can feel close to another, good characters are notorious for their loyalties. An evil character welcomes the death of a party member he hates; a good character swears as he leaps to his rival's defense. While trust is not always available (few paladins trust rogues), good characters find themselves compelled to help others. When preparing to face a threat with a good party, a good character (or at least one who seems such) can expect his friends to guard his back; an evil character expects others to take advantage of his weakness, and would do so to others as well. Infighting among evil groups is one of evil's greatest flaws, and while it is not necessarily absent from good parties, it is much less frequent.

Surprisingly, many villains prefer to rely on the actions of good characters. Not only are such people more predictable than those villains surround themselves with, but heroes are usually far more trustworthy as well. While some villainous groups shun good outright (mostly devoutly lawful evil organizations and societies), manipulative villains still enjoy the irony involved.

This loyalty extends beyond party ties. Good-aligned gods rarely abandon their followers, whereas evil gods are notoriously unforgiving of weakness. Similarly, a good-aligned party may find aid in time of need from those they have previously aided; not only are evil-aligned

characters not likely to provide such aid to others in the first place, but have probably not ingratiated themselves in so doing. Even intelligent evil-doers may aid those who helped them in the past (it is, after all, a good idea to reward those who saved your life, to encourage others to follow the example).

When conquest or destruction are the only goals, enemies are inevitable and allies are rare. In protecting others, allies are all but inevitable, and it is dangerous to attack a man with many allies.

In good-aligned areas, royalty and governments have no qualms about showing favor to successful servants — governor and governed have a bond of trust. Not so among villains, who promote people to positions attractive to assassins. This trend continues outside of mere politics; successful heroes can expect the blessings of their deities, attention from powerful patrons and teachers, and the creations of the finest craftsmen. The rewards for heroic service are less tangible than those of malevolence, but no less powerful.

In the long term, good is the most powerful alignment. Evil societies thrive on oppression, an environment which leads to angry commoners and weak leaders. Neutral nations may not unduly harm their citizens, but neither do they go out of their way to help them. Good societies nurture their people, which leads to expansion and few revolutions, leading in turn to a large, stable power base — not, of course, that dictators much care for the stability of their empires after they are gone.

GOOD AS BAD

The most dreaded enemy for a hero isn't a villain, but a rival hero. With his moral high ground no longer certain, the hero is in for dark days when he fights his own.

Worse, though, is how often this happens.

Good characters do their best to solve problems with minimal violence, particularly between each other, but sometimes politics fails. Perhaps two groups have an equal need for limited resources. Perhaps both sides, while good, find the others' beliefs too alien to comprehend, and mistake them for evil. Perhaps an outside evil force is responsible, manipulating all sides toward its own ends. Sadly, such scenarios are the exceptions. Heroes may number beyond counting, but ultimately the most common type of heroes are the tragic ones.

Being of good alignment implies a willingness to help others no matter the cost to oneself, with no thought of reward. It does not necessarily involve enlightened thought, or even extending the notion of self-sacrifice to all possible groups. Prejudice and outright bigotry are not excluded from the personalities of good individuals,

and indeed twist the moralities of otherwise righteous souls. Many a ranger has fallen prey to his own hatreds in this manner, murdering others not for their actions, but for their races. Similarly, slavery is not always viewed with distaste by good-aligned characters, particularly if slaves receive relatively fair treatment from their owners.

Problems worsen when religion enters the equation. While many gods preach forgiveness and understanding, at least as many favor war, especially as a way to spread their own doctrine. Player character paladins, clerics and druids frequently come from this latter category. Though PCs need not subscribe to such beliefs, those who have dealt with the PCs' religions before may not care.

Gods themselves are not automatically immune to narrow thinking, and the gods of elves and dwarves are equally infamous for the atrocities their champions have committed. While few among the orcish, goblinoid, kobold, or dark elven races are truly innocent, many clerics and especially paladins of dwarven or elven gods hunt their deities' foes with a zealotry that borders on genocide. Worse still, since neither their fellow supplicants nor the gods themselves acknowledge as evil the acts such characters perpetrate, such characters may fall to evil and corrupt others, even the gods themselves. Any who would make peace with monstrous humanoid nations must first deal with these fanatics, and reason is a notoriously poor counter to faith.

HIGH GOOD VS. LOW GOOD

For some, the choice of whether an action is right or wrong, good or evil, is academic. For others, there is no choice — celestials, metallic dragons, even normally evil creatures whose alignment has changed against their will. Unlike races with free will, such creatures find the concept of evil both abhorrent and incomprehensible. Worse, since acts of evil never even occur to these creatures, many see little difference between those who engage in evil acts with abandon, and those who occasionally fall prey to temptation. Evil is evil, regardless of quantity, and inhuman good is not always kind. As cold as they are perfect, creatures naturally attuned to good do not believe their actions to be correct — they are certain.

Creatures of sub-type (good) and creatures whose alignment is always some form of good are so inhumanly good that, in many ways, they have more in common with creatures of other absolute alignments than ordinary creatures of their own. While exceptions exist (mostly in human-like creatures), even paladins may feel threatened by the overwhelming force for good these entities represent.



At the other end of the spectrum are people who lack the power or the courage to do meaningful good, but who nevertheless possess the desire. These people are not heroic on a regular basis, though they possess the potential, but are usually too frightened or convinced of their own unworthiness to try. When low good characters are reasonably sure that they will not suffer for their actions, they will do their best to aid others. Many a passing kindness has been rewarded by such people.

ALTERNATE PALADINS

In the core d20 rules, the paladin is a holy warrior, a shining champion of good. He gains powers from his dedication to his god and is specially equipped to battle the minions of evil. The paladin stands in the front lines of the war on demons, devils, and their ilk. He is the epitome of the hero, a selfless warrior who risks his life to protect the weak and innocent.

In some cases the paladin fails to accurately model a campaign world. Since the d20 rules cover a wide range of fantasy campaigns, the paladin is intentionally rather generic. The class serves as a champion for one vague sort of deity and has a general code of conduct befitting a stereotypical lawful good warrior. However, in some campaign worlds a paladin may gain special abilities based on the deity he follows. The core paladin attempts to shoehorn all divine warriors into one class. A paladin of a god of justice has the same abilities as a paladin of a god of peace. Furthermore, the paladin must have a lawful good alignment, relegating chaotic good or neutral good holy warriors to a supporting role.

To add more flexibility to the paladin class, here are two alternate versions. The avenger presents a chaotic good holy warrior, while the defender represents neutral good's response to the paladin ideal. In addition, alternate rules allow you to modify the paladin core class, modifying the paladin concept to match different deities and alignments.

MODIFYING THE PALADIN

The paladin presented in the core rules is not the servant of a specific deity, which can cause some problems in reconciling the different types of paladins in a campaign world. The rules presented here allow you to turn the paladin class into a standardized holy champion class. Using this system, paladins gain abilities based on a god's alignment and clerical domains. Furthermore, a paladin may now have any good alignment, not just lawful good. The paladin's code still applies, although chaotic good paladins need not answer to any authority other than their deity and his clerics.

Paladins modified with this system operate as the standard character class except where noted below. To modify a paladin, choose from the options presented under each domain and alignment listed below for each of the paladin class abilities. Each paladin talent is given a list of alternate options linked to domains and alignments. A paladin or his deity must either meet the alignment requirements or feature one of the listed domains to select or grant an option.

Divine Grace, Divine Health, Aura of Courage, Turn Undead

These abilities remain unchanged. The gods' favored minions enjoy their protection regardless of their alignment.

Detect Evil

This ability may be modified to sense different alignment types.

Options:

- *Detect chaos*: Any lawful paladin or deity.
- *Detect evil*: Any good paladin or deity.
- *Detect law*: Any chaotic paladin or deity.

Lay on Hands

An important aspect of the paladin's power is his responsibility to protect the innocent. Some deities, however, consider it just as important to punish the wicked. A paladin may replace this ability with one of the following if he or his deity qualify for them.

- *Divine Strike*: Channeling the power of the gods, a paladin lashes out with sacred energy to smite his enemies. The paladin may make a ranged touch attack that deals damage equal to half the total he could cure using *lay on hands*. As with that ability, the paladin can make attacks that inflict in total half the damage a standard paladin could heal. A god's domains determine the type of energy this ability inflicts. Choose one energy type at 1st level, which will remain fixed for the paladin's career. If a paladin misses with his ranged touch attack, the damage he spent on it is wasted. This ability deals double damage against undead creatures. *Domains*: Air (electricity), Destruction (fire), Fire (fire), Sun (fire), War (fire).
- *Inflict Wounds*: As per *lay on hands*, except a paladin may inflict damage that totals the amount he could normally heal with a touch attack. With one attack, a paladin may not deliver more than his level in damage. Thus, a 7th-level paladin with a Charisma of 18 could deal a total of 28 points of damage with this ability, but in one strike could not inflict more than 7 points of damage. When used against undead, this ability deals double damage. A paladin may only use this ability once

per round. *Domains*: Death, Destruction, Fire, War.

- *Protection*: The paladin calls upon his deity to ward his allies from an attack rather than healing them afterward. By calling on his gods, a paladin may grant himself or an ally a +1 sacred bonus to saving throws for 1 round per level. A paladin grants these saves as a free action and may grant a total of a +3 bonus per round. The target of this ability must be in the paladin's line of sight. The paladin can grant bonuses equal to his level each day. *Domains*: Earth, Good, Luck, Protection.

Smite Evil

Destroying evil in all its forms is a critical part of a paladin's duty, yet some faiths place a greater emphasis on protecting others, defending the weak, or healing the sick. A paladin may replace his smite evil ability with one of the options below.

- *Domain Ability*: The paladin may opt to replace his smite evil ability with a granted power chosen from any of his deity's domains.
- *Fanatic's Rage*: Once per day, the paladin may enter a rage similar to a barbarian's. The paladin draws on his fanatical hatred of evil to fuel his attacks. This ability works like a barbarian's rage, except the paladin gains a +2 bonus to Strength and Constitution rather than +4. *Domains*: Chaos, Destruction, Strength, War.
- *Smite Law/Chaos*: A paladin may choose to modify his smite ability so that he may use it against lawful or chaotic creatures rather than evil ones. *Prerequisite*: Chaotic deity (smite law) or lawful deity (smite chaos).
- *Spontaneous Casting*: Much like a cleric, the paladin can trade in his prepared spells to spontaneously cast a cure. The standard rules for the cleric class ability apply to this feature. *Domains*: Good, Healing.

Remove Disease

The classic paladin can cure infections with a touch of his hands, but such an ability does not necessarily mesh with every faith's interpretation of the paladin's role. A paladin may choose to replace *remove disease* with any 3rd-level or lower spell taken from his deity's domains. The paladin uses this class feature as a spell-like ability cast at his current paladin level. Once a paladin chooses a spell to use, he may use that spell the same number of times per week as he could employ *remove disease*.

Special Mount

The standard paladin gains a warhorse, but a paladin from a race of sea-going elves would find little use for it. A paladin may instead choose an animal companion of CR 2 or less. This creature must fall into the animal or beast categories and cannot be evil. Otherwise, apply the special mount's abilities to the animal as standard for this class ability.

ALTERNATE PALADIN CLASSES

There are more good-aligned groups in the world than lawful good ones, but the neutral good and chaotic good need not fear their lack of paladins. A paladin's primary motivation is justice, not law.

To this end, defenders and avengers exist as sub-types of paladins. Though not truly paladins (who are effectively knights of the church), they are companion spirits to the paladins. Where paladins bring the laws of heaven to earth, avengers are scourges against evil and defenders protect of the innocent and weak. While no more or less likely to get along with each other than any other class, they are ultimately more alike than different. They are all divine agents of good.

They are also mechanically similar. This is intentional — three classes attempting similar tasks will have similar abilities even if they come at the tasks from different angles. Sorcerers and wizards are more similar than they are different, and even bards bear more in common with other arcane spellcasters than they do with, say, druids. While this is both thematically appropriate and intentional, it is also something that at least one person in every gaming group will most likely want to consider very carefully before accepting.

This person is the DM. While every effort has been made to make the avengers and defenders similar but distinctly different from both themselves and the paladin class from which they sprang, the DM may decide that

they are either not different enough or too powerful or weak in comparison to each other or the paladin class. The DM may disallow either or both classes outright, or modify them to suit his campaign.

THE AVENGER

Chaotic cousins of the paladins, avengers abandon the role of knight of the church to become a holy scourge against evil. Though no less devout than paladins or defenders, avengers view themselves as chosen by the gods to pass judgment upon the cruel and despotic. While they do not abandon the meek or pure in time of need, neither do they molly-coddle innocence. It is not their calling to protect the just, but to unleash divine judgment upon the unworthy.

Adventures: Avengers actively seek out despots, tyrants, and bullies. Many avengers lack a sense of scale, and do not distinguish between an evil overlord's depredations and a street gang's actions. Avengers pronounce judgment on any evil at hand, but have difficulty distinguishing mere law from true evil, and sometimes misguided avengers attack lawful neutral or lawful good institutions for the crime of tyranny. During the rare times that appropriate targets are not at hand, avengers are exceptionally aggressive protectors of good environs.

Characteristics: Divine anger flows through the avenger, literally turning him into a weapon of greater good. He terrifies evil-doers and becomes progressively more fearsome as he gains in skill and knowledge.

TABLE 1-1: THE AVENGER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1	+1	+2	+2	+0	Paladin soul, <i>detect evil</i> /law, divine health	—	—	—	—
2	+2	+3	+3	+0	Aura of righteousness, unbridled wrath	—	—	—	—
3	+3	+3	+3	+1	Spells	0	—	—	—
4	+4	+4	+4	+1		0	—	—	—
5	+5	+4	+4	+1	Beast companion	1	—	—	—
6	+6/+1	+5	+5	+2		1	—	—	—
7	+7/+2	+5	+5	+2		1	0	—	—
8	+8/+3	+6	+6	+2	Summary judgment	1	0	—	—
9	+9/+4	+6	+6	+3		1	1	—	—
10	+10/+5	+7	+7	+3		1	1	0	—
11	+11/+6/+1	+7	+7	+3		1	1	0	—
12	+12/+7/+2	+8	+8	+4		1	1	1	—
13	+13/+8/+3	+8	+8	+4		2	1	1	0
14	+14/+9/+4	+9	+9	+4		2	1	1	0
15	+15/+10/+5	+9	+9	+5		2	1	1	1
16	+16/+11/+6/+1	+10	+10	+5		2	2	1	1
17	+17/+12/+7/+2	+10	+10	+5		3	2	2	1
18	+18/+13/+8/+3	+11	+11	+6		3	2	2	1
19	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20	+20/+15/+10/+5	+12	+12	+6		3	3	3	3

The avenger's comrade-in-arms, his beast companion, aids him in the hunt, and his capacity for destruction is only matched by his zeal for justice.

Alignment: As individualistic warriors bent on ending evil and overthrowing despotic regimes, all avengers are of chaotic good alignment.

Religion: Avengers are devoutly religious, and sometimes experience divine visions. Though faintly opposed to organized religion (avengers receive their orders directly from their gods — why should anyone else rely on an intermediary?), each is as devoted to their god as any paladin. Avengers almost invariably serve gods of chaos or war, and never serve an evil deity.

Background: Avenger, like paladin, is a class few enter willingly, rather embarking upon the profession as a result of some cataclysmic upheaval by evil's minions. The most common thread is being a solitary survivor of an assault, wandering off after the battle's end and seeing a vision of a god. The god grants the character power to exact vengeance on the forces that ruined them, and the new avenger unleashes his anger upon an unsuspecting world.

Given the circumstances of their creation, few avengers are properly trained in combat, at least compared to fighters or paladins. What they lack in effective training, however, they more than make up for in raw, angry zeal. Avengers fight in a nearly barbaric style, though they lack the barbarian's true rage.

Though uncomfortable with organized churches, advanced avengers rarely operate individually. Most command small units of troops or even full armies in their holy wars. In such situations, avengers lead by example rather than by word. Avengers rarely work together, but are most respectful when they cross paths. Typically, an avenger leads a band of clerics, fighters, and other fighting members of his deity's congregation.

Avengers are especially common in chaotic societies, particularly those which produce barbarians. In these peoples, avengers sometimes serve as warrior-priests, though they are still poor religious leaders in comparison with true clerics.

Races: The primary requirement for avengers is one of history — being crushed by a powerful evil. Still, some groups face such punishment more often than others, and humans, dwarves, and elves have rarely wanted for avengers.

Among the monstrous humanoids, very few show either the ability or inclination to become an avenger, save for the rare good-aligned rebels of an evil race.

Other Classes: Unsurprisingly, avengers favor the company of similarly-minded souls, and enjoy working with barbarians, rangers, sorcerers, and chaotic good fighters and clerics. Avengers tolerate bards and rogues,

THE AVENGER'S BEAST COMPANION

Like the paladin's mount, the avenger's beast companion is not truly an animal, but a magical beast appearing to be an exemplary member of a hunting animal species. The standard animals are hawks or dogs, but your DM may choose that a different animal answers your summons, based on your background and the local environment. In any case, an avenger's beast companion is invariably capable of tracking (whether by scent, by an avian's perspective, or some other natural means), and is less a combatant than an aide.

Avenger Bonus Natural

Level	HD	Armor	Str Adj.	Int	Special
5–7	+2	4	+2	5	Improved evasion, share spells, empathic link, share saving throws
8–10	+4	6	+3	6	Sneak attack +1d6
11–14	+6	8	+4	7	
15–20	+8	10	+5	8	Sneak attack +1d6

All of the above abilities of a beast companion function precisely as they would for a paladin's mount. Sneak attack functions as the rogue ability of the same name.

provided that they are careful in picking their targets. Avengers are pointedly indifferent to druids, paladins, and defenders, desiring only that others help them or get out of their way.

GAME RULE INFORMATION

Avengers have the following game statistics.

Abilities: As combatants, avengers receive benefits from high Dexterity, Strength, and Constitution scores, but high Wisdom is useful for casting spells, destroying undead, and other class features. Several other class features rely on Charisma.

Alignment: Chaotic good.

Hit Die: d10.

Class Skills

The avenger's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

Skill Points at 1st Level: (2 + Int Modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are class features of the avenger class.

Weapon and Armor Proficiency: Avengers are proficient with all simple and martial weapons, and all light and medium armors. They are not trained with heavy armor or shields, but are not prohibited from using either.

Paladin Soul: Avengers are considered to be paladins for the purposes of casting and memorizing spells, gaining feats, joining prestige classes, and using magical items, excepting when the above reference a paladin's alignment as lawful good. Avengers gain no other abilities associated with paladins, save those which follow.

Detect Law/Evil: Avengers can *detect evil* and *detect law* at will as a spell-like ability. This mimics the effects of the two spells, but the avenger's prejudices render him unable to differentiate between lawful creatures and evil ones. With some effort, an avenger can discern subtle differences between the two with a successful Sense Motive check (DC 20).

Divine Health: Avengers are immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Aura of Righteousness: Beginning at 2nd level, an avenger inspires terror in the hearts of evil and lawful individuals. The avenger gains a +2 morale bonus to his Intimidate checks against such opponents, increasing to +4 at 8th level. At 10th level, avengers may use Intimidate against lawful or evil opponents as a free action once per round, but may not Intimidate the same target more than once per encounter.

Unbridled Wrath: Once per day, an avenger of 2nd or greater level may unleash his wrath on an opponent as part of a melee attack. The avenger adds his Wisdom modifier (if positive) to his attack roll for the designated attack. If the strike is successful, the opponent is staggered for a number of rounds equal to the avenger's Wisdom modifier, or double the Wisdom modifier on a successful critical hit. Unlike the similar smite evil ability of paladins, unbridled wrath functions against all creatures. Use of this ability on a non-evil, non-lawful opponent constitutes a breach of the avenger's honor (see *ex-avengers*, below).

Spells: Beginning at 3rd level, an avenger gains the ability to cast a small number of divine spells. The avenger uses the paladin's spell list. To cast a spell, the avenger's Wisdom score must be at least 10 + the spell's level, and the saving throws for these spells have a Difficulty Class equal to 10 + spell level + Wisdom modifier. An avenger prepares and casts spells as does a cleric, and may substitute a prepared spell to cast an *inflict* spell as would an evil cleric. Spontaneous casting from avengers follows all rules of clerical spontaneous casting.

Beast Companion: After achieving 5th level, an avenger can call upon an unusually intelligent, powerful, and loyal animal to aid him in his quests (see *Beast Companion*, sidebar). These animals are usually hunting or tracking creatures such as hounds or falcons, but is native to the avenger's home (a dwarven avenger, for instance, might have a bat, while an orcish avenger could have a hunting boar).

Should the beast companion die, the avenger can summon a new one after a year and a day. The new beast companion has all of the accumulated abilities due to a companion for the avenger's level.

Summary Judgment: An avenger's wrath is a terrible, all-consuming force which the unrighteous can never escape.



At 8th level, the avenger can perform a coup de grace as a move-equivalent action that does not draw an attack of opportunity.

Code of Conduct: An avenger must be of chaotic good alignment, and loses all special class abilities if he ever willingly commits an act of evil. Additionally, the avenger's code dictates that he must respect the wishes of those who harm no one with their actions, help those in need, and avenge the innocent.

Associates: While he may adventure with characters of any good or neutral alignment, avengers cannot knowingly associate with evil characters, and will likely refuse to work with anyone who continually offend their moral code. Avengers may only hire henchmen or accept followers who are chaotic good.

Ex-Avengers: An avenger who ceases to be chaotic good, who willfully commits an evil act, or who grossly violates his code of conduct loses all special abilities and spells, including the service of his beast companion, and he may not progress in levels as an avenger. He regains his abilities and level advancement capability if he atones for these violations, as per the *atonement* spell.

As with other classes, avengers may multi-class, but they face a special restriction. An avenger who raises another class level (excepting prestige classes) may never again raise his avenger level, though he retains all of his class abilities.

Starting Gear:

6d4 × 10 gp worth of equipment.

THE DEFENDER

Where the avengers cut away at evil wherever it takes root, and the paladins lead the righteous, the defenders seek to preserve and protect the good. Defenders prefer low profiles, and many conceal themselves in the rank and file or in a worthy lord's personal guard. They stand with any worthy of their shield.

Adventures: Defenders take their responsibilities as paragons of good very seriously. They do not, however, feel the need to lead others into battle. The defense of others is their primary duty. Many confuse defenders with would-be martyrs, but defenders love life, and have no desire to die. They simply do not let their desire for self-preservation outweigh the safety of their charge. While protective of innocents, they understand that sometimes the best defense is a good offense, and do their best to ensure the success of any adventuring party they travel with.

Characteristics: Defenders, as their name suggests, are far more interested in keeping people alive than putting opponents down. They are adept at protecting others and stymieing enemies, but lack in offensive power.

Alignment: Devoted to the protection of good above all else, defenders are always neutral good. They do not care for laws that would restrict them in their sacred duties, but obey rightful authority when it does not interfere with their mission. Defenders understand the need for law, even if they sometimes choose to ignore it.

Religion: Defenders are pious, though usually quieter about their views than avengers or paladins. Overall, they show no preference to any god, with their desire

TABLE 1-2: THE DEFENDER

Level	Base	Fort	Ref	Will	Special	Spells per Day			
	Attack	Save	Save	Save		1	2	3	4
1	+1	+2	+0	+2	Paladin soul, <i>detect good</i> , <i>lay on hands</i> , shield familiarity	—	—	—	—
2	+2	+3	+0	+3	Shield press	—	—	—	—
3	+3	+3	+1	+3	Remove disease, turn undead	—	—	—	—
4	+4	+4	+1	+4	Spells	0	—	—	—
5	+5	+4	+1	+4		0	—	—	—
6	+6/+1	+5	+2	+5	Stalwart defender	1	—	—	—
7	+7/+2	+5	+2	+5		1	—	—	—
8	+8/+3	+6	+2	+6		1	0	—	—
9	+9/+4	+6	+3	+6		1	0	—	—
10	+10/+5	+7	+3	+7		1	1	—	—
11	+11/+6/+1	+7	+3	+7		1	1	0	—
12	+12/+7/+2	+8	+4	+8		1	1	1	—
13	+13/+8/+3	+8	+4	+8		1	1	1	—
14	+14/+9/+4	+9	+4	+9		2	1	1	0
15	+15/+10/+5	+9	+5	+9		2	1	1	1
16	+16/+11/+6/+1	+10	+5	+10		2	2	1	1
17	+17/+12/+7/+2	+10	+5	+10		2	2	2	1
18	+18/+13/+8/+3	+11	+6	+11		3	2	2	1
19	+19/+14/+9/+4	+11	+6	+11		3	3	3	2
20	+20/+15/+10/+5	+12	+6	+12		3	3	3	3

to preserve good overcoming most others. Those who do serve gods usually choose to serve gods of healing or protection, and always serve gods of good.

Background: As with paladins and avengers, people do not choose to become defenders; fate chooses them. Most are lowly foot soldiers or guardsmen who failed to protect an innocent. Believing themselves cowards and failures, these penitent men and women seek forgiveness from their gods, their conscience, or the world, abandoning their former duties to take up a greater one: the preservation of all that is good.

Defenders are trained warriors, but unlike paladins or avengers rely on their fellows. Most receive their formal training in their craft by working alongside other defenders, but some learn from war clerics and specialized fighters.

When grouped into a squad, a leader is chosen on merit, usually determined by the overall power of the would-be leader. When in mixed company, they quietly acknowledge each other, but are uncomfortable with admitting that they, too, are kin to paladins — a defender finds himself unworthy of such high praise.

Races: Defenders, like avengers, find that fate, rather than race, prompts their path in life. Still, any society which places an emphasis on defense rather than offense finds a few defenders in its midst. Those dwarves who would be uncomfortable with the demands on a paladin may find the protective instinct of the defenders more suitable.

Among the savage humanoids, defenders are even more rare than paladins or avengers. Defenders require not only a defensive mindset and a desire for redemption, but the means to assume such a role while not arousing suspicion. Defenders do come from such groups, but unsurprisingly meet with suspicion from their charges, and so usually achieve recognition for their deeds only after monumental self-sacrifice.

Other Classes: Defenders do not care about their comrades' classes, but only their conduct. Still, some classes are more familiar to the defender, and defenders are at ease among paladins, clerics of good, fighters, and druids. Strangely, they also enjoy the company of bards, whose tales soothe the defenders' spirits for a little while.

GAME RULE INFORMATION

Defenders have the following game statistics.

Abilities: Charisma increases the defender's healing abilities, as well as his ability to turn undead. Strength, Dexterity, and Constitution are all useful as well, due to the defender's role as both combatant and protector. A high Wisdom score is necessary for the casting of divine spells.

Alignment: Neutral good.

Hit Die: d10.

Class Skills

The defender's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Climb (Str), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at 1st Level: (2 + Int Modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

The following are class features of the defender class.

Weapon and Armor Proficiency: Defenders are familiar with all simple and martial weapons, all shields, and all light, medium, and heavy armor.

Paladin Soul: Defenders are considered to be paladins for the purposes of casting and memorizing spells, gaining feats, joining prestige classes, and using magical items, excepting when the above reference a paladin's alignment as lawful good. Defenders gain no other abilities associated with paladins, save those which follow.

Detect Good: At will, the defender can *detect good* as a spell-like ability. This ability duplicates the effects of the spell of the same name.

Lay on Hands: A defender can heal wounds by touch. Each day he can cure a total number of hit points equal to his Charisma modifier (minimum 1) times his level. The defender may cure himself, or he may choose to divide his curing among several recipients, and he does not have to use it all at once. *Lay on hands* is a spell-like ability whose use is a standard action.

Alternately, the defender may use any or all of these points to deal damage to undead creatures. Treat this attack like a touch spell. The defender decides how many cure points to use as damage after successfully touching the undead creature.

Shield Familiarity: Defenders are more familiar with their shields than most fighters, and can use them to greater effect. Defenders receive no off-hand penalty when shield-bashing, and may take the Weapon Specialization (shield) feat at 4th level or higher.

Shield Press: When using a shield bash, a defender can choose to push his opponent back or pin him against a wall instead of inflicting damage. At second level, the defender may declare that he is attempting to press his opponent before successfully hitting the opponent with a shield bash. Roll for damage as normal, but any damage inflicted is reduced to zero. The defender forces the opponent back a number of feet equal to the damage roll. The defender must wield a large shield against an opponent of equal or smaller size to push the opponent.

If an opponent is within two feet of a wall or other large obstruction, the defender may pin the opponent beneath his shield. The defender gains all applicable bonuses from

using his shield as bonuses for a grappling check, and shield spikes (if any) automatically wound the grappled opponent each round that the opponent spends pinned. A defender may only grapple an opponent of equal size or one size larger or smaller (a creature two sizes or more smaller than the defender is too small to pin), and only if the defender is using a large or tower shield. Multiple defenders, however, may attack a larger creature en masse (two Medium-size defenders for a Large monster, four for a Huge one, eight for a Gargantuan one, etc.) as though they were cooperating for a skill check. One attacker makes a grapple check to pin the target, while the rest attempt to grant the primary attacker a +2 bonus by rolling 10 or higher with their attack rolls.

Remove Disease: Beginning at 3rd level, a defender can remove disease, as per the spell of the same name, once per week. He can use this ability once more per week for every three levels (twice per week at 6th level, three times per week at 9th level, and so on). *Remove disease* is a spell-like ability for defenders.

Turn Undead: When a defender reaches 3rd level, he gains the supernatural ability to turn undead. He may use this ability a number of times per day equal to 3 plus his Charisma modifier. He turns undead as a cleric of two levels lower.

If a defender's shield has a holy symbol affixed to it, he may turn undead as a move-equivalent action. A defender turning undead with his shield may not use it for any other purpose that round, and gains no AC bonus from it.

Extra Turning: As a feat, a defender may take Extra Turning, just as a paladin can.

Spells: Beginning at 4th level, a defender gains the ability to cast a small number of divine spells. To cast a spell, the defender's Wisdom score must be at least 10 + the spell's level, and the saving throws for these spells have a Difficulty Class equal to 10 + spell level + Wisdom modifier. A defender prepares and casts spells as does a cleric, and may substitute a prepared spell to cast a *cure wounds* spell as would a cleric. The defender uses the paladin's spell list.

Stalwart Protector: If he has a large or tower shield at the ready and has the Expertise feat, a defender of sixth or greater level may apply the benefits of the Expertise feat (if he has it) to any target within his threatened area. While doing this, the defender lends this other target the benefit of his own AC bonus from his shield, giving it instead to his target. Unless the defender forfeits all of his other actions, this provokes an attack of opportunity.

Code of Conduct: As with paladins and avengers, defenders must adhere to a code of conduct, though one far less strenuous than the paladin's. The defender's code demands that he show mercy, protect as many people as possible, and that he not preserve himself when he could instead save someone truly innocent.

Associates: Defenders may not knowingly associate with evil companions, and may enter into frequent conflicts with neutral members of the party, who are unlikely to care for the defender's insistence on defending the weak. Defenders are notoriously unwilling to countenance such attitudes, and have few qualms against abandoning those who let others die.

Ex-Defenders: Defenders who ever commit an evil act, change alignment from neutral good, or violate their code of conduct loses the following abilities: *paladin soul*, *detect good*, *lay on hands*, *remove disease*, *turn undead*, and the capability to cast spells. In addition, he may not progress in levels as a defender. He regains his abilities and level advancement capability if he atones for these violations, as per the *atonement* spell.

As with other classes, defenders may multi-class, but they face a special restriction. A defender who raises another class level (excepting prestige classes) may never again raise his defender level, though he retains all of his class abilities.

Starting Gear

6d4 × 10 gp worth of equipment.

NEW CHARACTER CLASSES

In addition to the variant paladin classes given above, other crusaders take up the cause of good as adventurers. The priest is a cleric variant that focuses on spellcasting. The adherent is a new NPC class that provides a divinely inspired version of the adept.

THE PRIEST

Though rarely adventurers themselves, priests fill the upper hierarchies of most formal religions, and represent the formal face of the religion itself. Where clerics act as agents of the religion, priests direct dogma and church law, and lead the faith's adherents in celebrations.

Adventures: Priests have little or no combat training, and typically hold higher positions in their religion than clerics. Still, while many priests are content to lead their followers from a pulpit, some lead by example, and personally take up important quests.

Characteristics: Though their methods are different, and the priest has a far more expansive (if defensive) allotment of spells, priests and wizards are quite similar. Priests rely heavily on their spell capabilities, as they lack clerics' martial training. Priests otherwise fulfill similar roles to clerics, and can turn undead and heal in much the same fashion.

Alignment: Unlike clerics, priests must match their alignment to their god's precisely. The gods scrutinize priests more carefully than they do clerics, so priests face more stringent restrictions.

Religion: Priests, like clerics and paladins, are the agents of the gods in the world, and cannot divorce religion from their daily routines. The primary difference between priests and other divine spellcasters is that of responsibility; while clerics act as direct agents and paladins noble laymen, priests lead their god's people. While most priests demonstrate their devotion in the temples, some venture forth to prove their worth not only to their gods, but to their community and themselves.

Priests who serve no gods are a tiny minority. Such priests speak of achieving personal enlightenment through correctness in thought and action. Such priests attract followers based on personal merit, as opposed to gaining them by appointment. Such priests frequently have access to the Knowledge, Law, and Protection domains, though elemental variations (Air, Animal, Earth, Fire, Plant, and Water) are not uncommon, particularly among samurai cultures. In some settings, religious leaders who would otherwise be priests have a special class instead.

Background: Priests have a surprisingly wide array of members, from devout men of low birth who receive divine visions, to the younger sons of nobles who can expect no inheritance. While some would-be priests lack the devotion to join the class (becoming clerics or, more often, adherents or experts), those with a pure faith and a sharp mind can expect great futures.

Compared to clerics and paladins, priests enjoy an almost secular lifestyle in their early years, fulfilling peripheral duties within the church. Their early life is rather like an apprenticeship, as the junior priest toils at minor duties while learning the basics of his craft — in this case, historical and religious training. During this time, he learns the basic methods of channeling divine will, both casting and turning or rebuking, and suffers the traditional initiation rituals.

Adventurous priests, while quietly frowned upon by their superiors, are still considered slightly superior to clerics in most cases, though clerics have greater voice in most manners deemed "unsavory" for the greater clergy.

As with clerics, priests of a church are expected to be polite to each other, if not necessarily friendly. Unfortunately, they usually occupy a political hierarchy within the church, tempting the ambitious. Since they closely follow the strictures of their faith, priestly infighting normally remains between the involved parties, with few casualties among the laity.

Priests of war are extremely rare. Any religion which elevates war to an artform expects its clergy to train in combat as clerics. Priests of these religions serve primarily as assistants to clerics. War priests bless their people before battles and perform ceremonies too unimportant for clerics such as weddings of commoners, funerals of the enemy's dead, and so forth.

Races: Priestly origins, as mentioned above, usually have more to do with geography and society than race, though some races are more likely to have large settle-

TABLE 1-3: THE PRIEST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Church leadership, miracles, turn or rebuke undead	3	1+2	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2+2	—	—	—	—	—	—	—	—
3	+1	+3	+1	+3		4	2+2	1+2	—	—	—	—	—	—	—
4	+2	+4	+1	+4		5	3+2	2+2	—	—	—	—	—	—	—
5	+2	+4	+1	+4		5	3+2	2+2	1+2	—	—	—	—	—	—
6	+3	+5	+2	+5		5	3+2	3+2	2+2	—	—	—	—	—	—
7	+3	+5	+2	+5		6	4+2	3+2	2+2	1+2	—	—	—	—	—
8	+4	+6	+2	+6		6	4+2	3+2	3+2	2+2	—	—	—	—	—
9	+4	+6	+3	+6		6	4+2	4+2	3+2	2+2	1+2	—	—	—	—
10	+5	+7	+3	+7		6	4+2	4+2	3+2	3+2	2+2	—	—	—	—
11	+5	+7	+3	+7	Favored of the gods	6	5+2	4+2	4+2	3+2	2+2	1+2	—	—	—
12	+6/+1	+8	+4	+8		6	5+2	4+2	4+2	3+2	3+2	2+2	—	—	—
13	+6/+1	+8	+4	+8		6	5+2	5+2	4+2	4+2	3+2	2+2	1+2	—	—
14	+7/+2	+9	+4	+9		6	5+2	5+2	4+2	4+2	3+2	3+2	2+2	—	—
15	+7/+2	+9	+5	+9		6	5+2	5+2	5+2	4+2	4+2	3+2	2+2	1+2	—
16	+8/+3	+10	+5	+10		6	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2	—
17	+8/+3	+10	+5	+10		6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	2+2	1+2
18	+9/+4	+11	+6	+11		6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2
19	+9/+4	+11	+6	+11		6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2
20	+10/+5	+12	+6	+12		6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	4+2	4+2

ments and therefore many priests. Humans and dwarves unsurprisingly boast the largest priestly population.

Among other humanoids, priests are a rare commodity indeed. Certain illithid cultists bear strong resemblances to priests, though their gods defy normal mindsets. Dark elves have a tiny population of priests, as clerics are pre-eminent in their societies.

Other Classes: Priests know that they are not combat-ready, and prefer an entourage of fighters, paladins, and clerics, though some clerics find priests too haughty to tolerate for long. Priests of trickery enjoy working with bards and rogues, though priests of all stripes find sorcerers and wizards faintly distasteful, partially due to these classes' greater offensive ability.

GAME RULE INFORMATION

Priests have the following game statistics.

Abilities: Wisdom is clearly the main attribute of the priest class, as it provides them with their spell base. Charisma is useful for turning or rebuking undead and also for leading congregations. As with any non-combat class, Dexterity and Constitution help ensure a priest's survival. Because priests have access to healing spells, this is less an issue for them than it is for most.

Alignment: As deity.

Hit Die: d6.

Class Skills

The priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at 1st Level: $(4 + \text{Int Modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

The following are class features of the priest class.

Weapon and Armor Proficiency: Priests are skilled with the club, dagger, heavy crossbow, light crossbow, light mace, and quarterstaff. They are not proficient with other simple weapons, armors of any type, or shields, and may incur spell failure for using armor or shields they are unfamiliar with (assuming the spells have somatic components).

Spells: Priests cast divine spells, and may prepare and cast any spell that a cleric of the same level could, though their alignments or standing with their gods may suffer for using certain spells (a priest of destruction had better have an excellent reason to cast *true resurrection*, for instance). The Difficulty Class for a saving throw against a priest's spell is $10 + \text{the spell's level} + \text{the priest's Wisdom modifier}$.

Priests do not acquire their spells from books or scrolls, but rather through either a direct communion with their god or through meditating upon the ideals of their religion (as based upon their domains). As with clerics, priests must choose a time of day for their memorizations of spells, with good priests favoring dawn or noon while evil priests prefer dusk or midnight. Additionally, the priest needs a specific focus to aid in his preparations. Usually this focus is his holy or unholy symbol, though some religions use sacred texts, hymns, icons, or burning incense as their foci. While priests can memorize and cast spells without the focus, it is more difficult, and a priest who lacks his focus when memorizing his spells cannot memorize a second domain spell for that day. Like clerics, priests need not rest before preparing their spells.



In addition to his standard spells, a priest gets two domain spells at each spell level, beginning at his first level. When a priest prepares his domain spells, they must each come from one of the priest's domains, but cannot be from the same domain.

Deity, Domains, and Domain Spells: Choose a deity for your priest. The priest's deity dictates his alignment and influences his magic, his values, and others' views of the priest.

Priests may choose up to three domains of their deity. While priestly sects are like clerics' in that each sect emphasizes aspects of its deity as represented by the sect's domains, priests are usually both higher in the hierarchy and closer to the deity itself, allowing greater access to the gods' powers. Additionally, priestly training emphasizes orthodoxy and downplays the priest's own views, enforcing a common perspective on the deity's teachings (though deities with four or more domains still have this problem). Deities with only three domains usually have either a small following or a powerful orthodoxy; deities with two or fewer domains cannot support priests, and clerics fulfill their functions.

Priests not devoted to a specific deity still select three domains to represent their philosophical devotions and the powers these emphasize, but must obey all other restrictions. Priests with no alignment domain are quite rare, even for non-deity priests, as their religious views would suggest a means to enlightenment or serving the universe that defies any sense of morality at all (gods without alignment domains are almost always neutral, and their priests and clerics submit to those philosophies instead of utter amorality).

Each domain grants a priest access to a domain spell at each level, as well as a granted power. A priest gains the granted powers of all his domains. If a domain spell is not on the cleric spells list, the priest can prepare it only in a domain spell slot.

Spontaneous Casting: Only priests of Good, Healing, or Protection may spontaneously cast *cure* spells, and only priests of Death, Destruction, or Evil may spontaneously cast *inflict* spells. Priests without these domains lack the proper training, as clerics and priests of these domains expect situations where spontaneous casting becomes necessary. Priests may not spontaneously cast *cure* or *inflict* spells if their gods specifically disallow those spells.

Chaotic, Evil, Good, and Lawful Spells: Like clerics, priests cannot cast spells of a domain opposed to one of their alignments. Priests of absolute neutrality may cast spells from any alignment domain, but risk alienating themselves from their gods if they indulge in any alignment domain's spells to excess.

Turn or Rebuke Undead: Priests may turn or rebuke undead as would clerics of their alignment and deity. Neutral priests without either the Death or Healing

domains must choose between turning or rebuking undead when they first enter this class, unless their deity demands one or the other. Neutral priests of the Death domain rebuke undead (unless their deity demands otherwise), while neutral priests of the Healing domain turn undead (again, unless their deity demands otherwise). Neutral priests with access to both Death and Healing domains can both turn and rebuke undead unless their deity bans either.

Priests may turn or rebuke undead as if a cleric of one higher level, a number of times per day equal to 4 plus his Charisma modifier.

Extra Turning: As a feat, a priest may purchase Extra Turning.

Church Leadership: Priests form the dominant hierarchy of most religions, and can expect the support of their church in most matters. Once per game, a priest may gain a favor from one NPC of a level equal to or lower than the priest's level in his class plus his Charisma modifier. This NPC is a devoted member of the priest's church (or would like people to think that he is), and will expect a similar favor from the priest at a later date. These favors do not include free goods, but may include free services (including a craftsman's works; in this case, the craftsman does not charge for anything other than the materials used). Examples could include reduced work or spellcasting rates (the priest pays only for the materials), access to public officials (including the NPC himself), access to sensitive information, use of a spell or skill, or performing (or not performing) a duty without question or curiosity. Favors requested in return may include the priest accepting an apprentice, performing a marriage or funeral for free, or casting a spell on the NPC's behalf. Priests must report the use of this ability to a superior (including their god), nominally to ensure that the NPC receives his due in turn but also to keep records of priests' interactions with the secular world. Priests who abuse this ability may develop a shady reputation, and lose the ability.

Priests may not use this ability in locations where the priest's religion is unwelcome, but may use it on NPCs who would otherwise be opposed to the priest (such as a guardsman who has captured the priest committing a crime). NPCs will not commit acts against their alignment.

Miracles: With his close bond to his deity and years of training in the gospels, myths, and church canon, the priest gains a deeper understanding of his god's divine power. Once per day per spell level, the priest may spontaneously cast a spell from the cleric lists of the same level or lower as the spell slot he uses in this manner. The priest chooses a single spell and replaces it with any spell of the same or lower level. He cannot opt to use domain spells with this ability, and can only use one spell slot of a given level per day. For example, a 6th-level priest has access

to 0, 1st, 2nd, and 3rd-level spells. He may thus use one spell slot from each of those levels in this manner per day. If the priest chooses to replace a prepared spell with a spontaneously chosen one, he must spend a move-equivalent action to prepare the miracle before casting it with his next action. If he uses an empty slot, one that he has not allocated to a prepared spell, he may select and cast a spell as a standard action.

Favored of the Gods: Priests of 15th level and higher are public figures, known as holy leaders of the church whom the gods themselves favor. Once per week, the priest may call down a terrible curse on those who strike him. Unless the priest has lost the favor of his god, any one person who strikes the character with a melee or ranged attack must make a Fortitude save (DC equal to the cleric's level plus Charisma modifier plus Wisdom modifier) or be struck dead. Those who make the save take damage equal to the damage they inflicted upon the priest. Creatures who can cast divine spells or who are of equal or greater level (or Challenge Rating) than the priest are unaffected by this ability.

In addition, the priest receives a permanent +3 sacred or profane bonus (as per his alignment) to all saving throws so long as he has not lost his god's favor.

Characters with this class feature are among the greatest members of their church in history, and may become saints or other servitors of their gods once they die. Any attempt to resurrect a priest of 15th level or higher requires the blessing of another priest of equal or higher level to succeed.

Bonus Languages: A priest's list of bonus languages includes Abyssal, Celestial, and Infernal, in addition to any other bonus languages from the character's race.

EX-PRIESTS

A priest who grossly violates his deity's expected code of conduct or changes alignment loses all spells and class features until he atones (as per the atonement spell). Priests who multiclass as clerics or paladins may not advance in levels as a priest ever again, as they have willingly abandoned their ability to ascend church hierarchy. Priests who multiclass lose the favored of the gods class feature if they take levels in a different class after gaining that ability.

Starting Gear

6d4 × 10 gp worth of equipment.

THE ADHERENT

The Adherent is an NPC class.

Most of those who serve the gods do not serve as priests, clerics, or paladins, but rather work the will of the heavens by maintaining the libraries, the crypts, and the churches. Though their tasks are humble, they are still important, and without their labors the church would grind to a halt.

Players are unlikely to play adherents, who occupy the dullest levels of any religion, and are most useful as an information source for adventuring parties. Every religious institution that can support more than a handful



of clerics will have a staff of adherents, and most NPC priests have a full retinue to follow them. Adherents can also act as holy advisors when priests or clerics are unavailable; as experts in their fields who are often ignored by their own churches, an astounding number of adherents are willing to bend rules for recognition and power.

Hit Die: d4.

Class Skills

The adherent's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (any 2, taken individually) (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

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 adherent NPC class.

Weapon and Armor Proficiency: Adherents are proficient with any one simple weapon, with only adherents of the War domain bothering to train in combat beyond this meager regimen. Adherents are not proficient with armor or shields of any type.

Spells: An adherent casts divine spells, and is limited to a certain number of spells of each spell level per day, according to his class level. Like a cleric, he prepares his spells ahead of time.

The DC for a saving throw against an adherent's spell is 10 + spell level + the adherent's Wisdom modifier.

Adherents, unlike wizards, do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they pray for their spells, receiving them as divine inspiration. Each adherent receives his daily allotment of spells by praying or meditating for an hour in supplication, during which time he may not be dis-

turbed without having to start over. Adherents may only perform this ritual at a specific time each day, but may do so without concern for time spent resting.

Adherents also have a bonus spell slot for each level of spells they can cast, which they must use for a domain spell. At some levels, the adherent has access to a domain spell of a given level but no others. These levels are marked as 0+1 in the adherent's spell table.

Each adherent has a holy symbol (commonly a cheap leather or wooden one) as a divine focus for his spells.

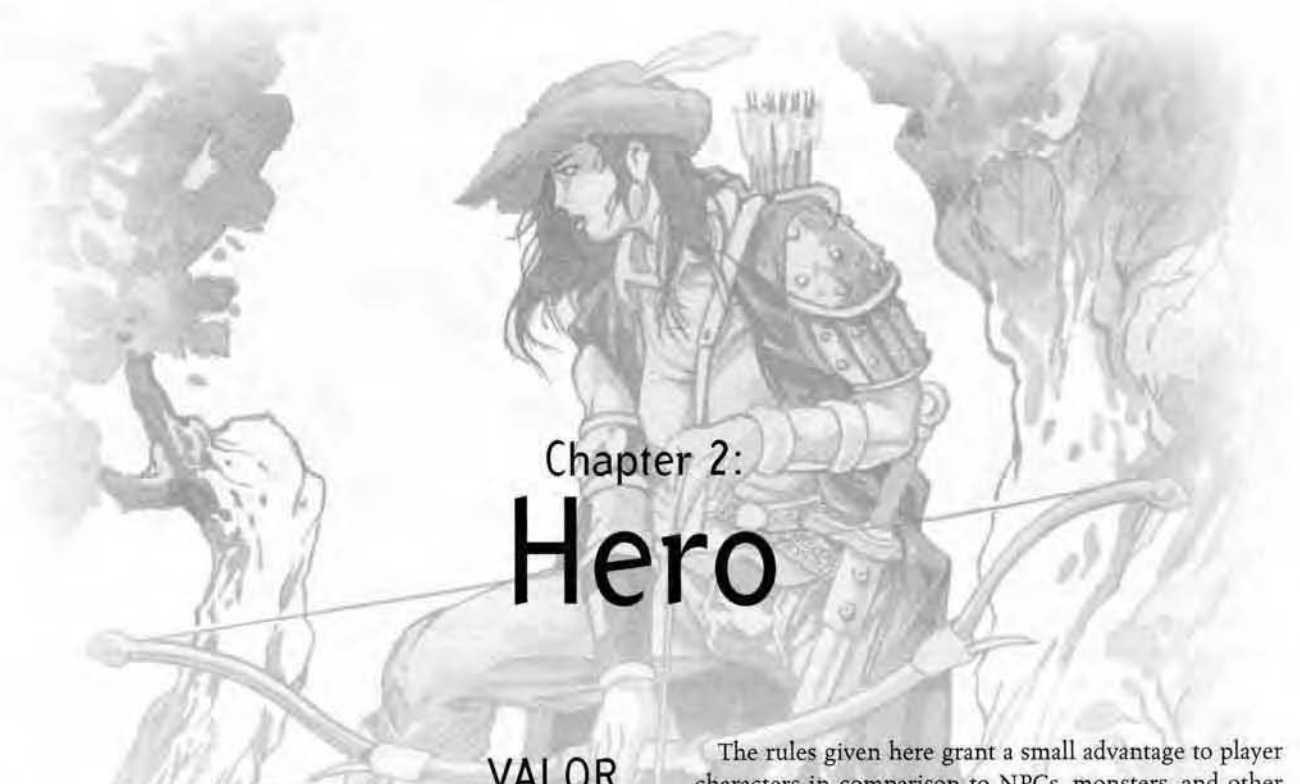
Domains: Adherents may choose a single domain of their deity, as a cleric does. If the domain is alignment-based (Good, Evil, Lawful, or Chaotic), the adherent must be of that alignment. This is the only alignment restriction for adherents after they enter the class; while they must begin their class no more than one alignment step away from their deity's, their alignment may vary afterwards, such that an adherent may turn chaotic evil and still gain benefits from a lawful good god (until such time as he is exposed, at least).

Starting Gear

2d4 × 10 gp worth of equipment.

TABLE 1-4: THE ADHERENT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Spells	3	0+1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	1+1	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		4	2+1	0+1	—	—	—	—	—	—	—
4	+3	+4	+1	+4		5	2+1	1+1	—	—	—	—	—	—	—
5	+3	+4	+1	+4		5	3+1	2+1	0+1	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3+1	2+1	1+1	—	—	—	—	—	—
7	+5	+5	+2	+5		6	3+1	3+1	2+1	0+1	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4+1	3+1	2+1	1+1	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	4+1	3+1	3+1	2+1	0+1	—	—	—	—
10	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
11	+8/+3	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	0+1	—	—	—
12	+9/+4	+8	+4	+8		6	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—
13	+9/+4	+8	+4	+8		6	4+1	4+1	4+1	3+1	3+1	2+1	0+1	—	—
14	+10/+5	+9	+4	+9		6	5+1	4+1	4+1	4+1	3+1	2+1	1+1	—	—
15	+11/+6/+1	+9	+5	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	0+1	—
16	+12/+7/+2	+10	+5	+10		6	5+1	5+1	4+1	4+1	4+1	3+1	2+1	1+1	—
17	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	0+1
18	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	4+1	4+1	4+1	3+1	2+1	1+1
19	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
20	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	4+1	4+1	4+1	3+1	2+1



Chapter 2: Hero

VALOR

Heroes are defined by their actions, not their words. A hero is brave in the face of his enemies, kind to those weaker than he, generous with his talents and resources, and willing to risk his life for the principles he holds dear. But more importantly, a hero must attempt and accomplish heroic deeds. He wades through crowds of the villain's henchmen, sending them flying with his bare fists or trusty swords. He launches himself into death-defying stunts with reckless abandon, relying on his panache to bring him through safely.

The d20 System™ supports a lot of those actions. Characters with many ranks in skills such as Jump or Tumble are world-class athletes, while a skilled warrior can rely on his high base attack bonus and many feats to outclass and outfight a lesser combatant. However, the d20 system™ makes no judgments about a character's motives, his place in the story, or his goals. A fighter gains the same bonuses when he duels a bandit chief as when he fights the blackguard who killed his father and against whom he swore revenge. The rules presented in this section allow you to distinguish between a hero and a run-of-the-mill NPC. Heroes who remain true to their nature, even when doing so causes them problems in the short term, gain bonuses to specific checks or attacks and have a better chance to live up to their heroic nature. Characters who consistently take the easy way out of situations, tremble in the face of a threat, or shirk their duties as heroes face difficulties in achieving their goals.

The rules given here grant a small advantage to player characters in comparison to NPCs, monsters, and other opponents they face. They are suggestions rather than ironclad rules. When running a game that uses these rules, the DM has final say in how an action is interpreted. To some extent, all fantasy RPG characters are brave, daring, and heroic. However, it is left up to the DM to determine when a character's motivations drive him to be a hero and if those motives are worthy of reward.

MONSTER HORDES

Movies, comics, and novels all feature the hero who takes on a massive group of bad guys with barely a scratch. Whether they feature a super-spy who judo chops his way through a gang of pitiable henchmen or a lean, deadly barbarian who cuts through a throng of men-at-arms on his way to confront an evil sorcerer, in many stories the villain's followers are cannon fodder. They are an annoyance to the hero and can perhaps buy enough time to allow a villain to escape, but they never pose much of a threat to the main character.

In the d20 System,™ as characters gain levels come monsters cease to be a threat to them. While a grick may be a worthy foe for a 1st-level character, a 10th-level hero can defeat one with ease. Yet such creatures still have a place in the campaign. A villain needs lackeys, and sometimes the PCs can enjoy sweeping through a mob of weak opponents on the way to their sworn enemy.



THE RULES

Some monsters are simply too puny to challenge the player characters. The hero easily overcomes these enemies in route to his showdown with the real enemy.

Against creatures who are eight or more levels lower than a PC or monsters whose CR is eight or more less than a character's level, fighters, paladins, rangers, and barbarians automatically reduce their opponent to -1 hit points with a successful hit. Furthermore, for every five points the character beats the AC he needs to hit with his total attack roll, he strikes an additional weak foe. This bonus attack applies only against creatures that are eight levels lower than a PC or have a CR eight less than the PC's level. Furthermore, a natural 1 is not an automatic miss against such foes. The PC so thoroughly outranks his foes that he literally cannot miss them. Optionally, this rule may not apply to any creature above CR 10 or NPC above level 10. While some DMs may feel comfortable with high-level characters cleaving through weaker foes, in certain cases a 10th-level character should be able to trade blows with a 20th-level hero.

Rogues, clerics, and druids can defeat enemies in this manner who are ten or more levels below their own or whose CR is 10 or more lower than their level. Wizards and sorcerers lack the martial expertise to take advantage of these rules.

Characters may use these rules whether they make melee or missile attacks, but they must use physical weapons rather than spells. In melee, characters crumple several foes with one mighty swing. With missile weapons, an archer pumps several missiles into the enemy and cuts down several in a quick volley. However, a character must be able to physically make enough shots to take down the total foes he overcomes in this manner. For example, an archer must have enough ammunition to cut down the foes he eliminates. Archers with crossbows cannot take advantage of these rules unless they

have some way to reload their weapons without using a move-equivalent action.

When using these rules, group outclassed enemies into mobs. The individuals within these mobs move and fight as normal, but when a PC attacks them he may remove opponents even if they are not within his threatened area. On a successful attack, a player may remove any opponents he wishes to defeat from the mob he attacked. The foes he chops down are quickly replaced by the enemy's charge towards him.

For example, Sir Eglund, a 15th-level fighter, faces 20 1st-level orc warriors. At the bidding of their master, the orcs rush forward to surround Sir Eglund and pummel him into submission. The orcs are AC 16 and Sir Eglund's attack bonus is +22. With his first attack, he scores a total of 27. Since he beat the orcs' AC by 11, he hits and drops one orc for beating their AC, plus two more for exceeding their AC by 10. All three orcs are considered to be at -1 hit points. Sir Eglund's player can choose any three of the orcs to remove from the battlefield, not just ones that are immediately adjacent to him, so long as one orc is within his threatened area.

Heroic characters can also move through mobs of outclassed foes. If a character uses an attack action to cut down one or more such enemies, he may use a move action to move through spaces occupied by those foes. He still suffers attacks of opportunity as normal, but his foes step aside in the face of his assault. If a character ends his move in a space occupied by an opponent, his foe is immediately displaced to the nearest open area.

Extending on the example above, Sir Eglund could move through any space occupied by the orc mob he just attacked. However, he could not move through a space occupied by any other opponents. If Sir Eglund ends his move in a space occupied by an orc, the DM places the orc in the closest open space on the battlefield.

Feats such as Cleave and Great Cleave are particularly devastating against hordes of monsters. Treat each attack made with those two feats as you would any other made against a large group of weak enemies.

USING THESE RULES

Before instituting these rules, consider their effects on game play. They increase the already considerable gap between weak creatures and powerful PCs. True, most fighting types can already kill a weak creature in one blow. However, the rules that allow characters to move through creatures and defeat several in one blow have a big effect on play. Weak creatures no longer screen villains effectively and the characters can quickly cut down those that threaten weaker allies or innocent victims. On the other hand, weak creatures are just nuisances to high-level characters, and these rules merely highlight that reality. Orcs without class levels may suit your villain's plans, but they slow the game down and prevent the players from spending more time dealing with the real star of the adventure. In many ways, these rules make it easier and more fun to stage a battle with a few dozen orcs trying to defend a powerful lich or an evil warlord.

You do not have to use these rules for all encounters involving weak creatures. For large battles and climactic encounters, these rules keep the focus on the main participants in the action. In other situations, they allow the PCs to strike a heroic pose. Every player likes it when his character does something exceptional, and with these rules every fight is an opportunity for a powerful fighter to show off his talents. Remember, at most levels these rules apply only to creatures that already pose little threat.

If you are unhappy with designating stronger creatures as subject to this system, place a cap on it. For example, you could use these rules only for creatures below level or CR 3. In this way, you can prevent creatures such as trolls, weaker demons, and other monsters from quickly falling in battle. Remember, though, that these creatures do not pose a threat to powerful adventurers. Using them in large numbers might slow down combat or cause your game sessions to drag during what should be the unimportant bits.

Since creatures subject to this system are much easier to defeat, the characters gain no XP for defeating them. The characters simply go through, around, or over them to engage their foes. You may instead award the PCs half experience for these creatures. In the core d20 rules, most creatures that qualify for this system are too weak to offer an XP award to the characters anyway.

HEROIC TRAITS AND ACTION DICE

A hero is defined not only by his deeds but by the motives that drive him to action. A mercenary who drives back an orc invasion purely for profit may have helped defend innocent people, but at his core he lacks the virtue of the true hero. As soon as the fight turns sour or the profits dry up, the mercenary flees. On the other hand, a paladin who has sworn to defend his liege's realm fights because he respects his lord and is compelled to defend the weak. He stands and fights despite the odds, remaining on the field when the realm needs him the most.

A hero is defined by his actions under pressure. When things are at their worst, the hero is at his best. To model this in the d20 System,™ a character gains action dice when his heroic traits come into play during an adventure. For instance, Sir Eglund has sworn to defend his lord's kingdom. When an orc horde invades, his emotional investment in the conflict and his heroic nature allow him to perform beyond his normal abilities. He gains a bonus during the conflict in the form of action dice that he may spend to improve skill checks, attacks, and saves.

On the other hand, Sir Eglund's conscience prevents him from turning his back on his duties. If the realm comes under attack and Eglund avoids the conflict, he has trouble focusing on his endeavors and his performance suffers. He takes penalties to his actions as his conscience drives him to distraction. In this way, heroes must live up to the mantle they accept. A hero who shirks his duty is wracked with guilt.

HEROIC TRAITS

Heroic traits are goals, personality traits, and other aspects of a character that separate him from the norm. A dwarf wizard may swear vengeance against the red dragon that destroyed his clan's home, while a halfling rogue steals from the rich and gives to the poor. A heroic trait drives a character to seek a life of adventure and to risk himself for the good of others.

At 1st level, each character begins play with a single heroic trait. For the rest of the character's career, each time he gains a level the DM may assign him a new heroic trait based on his actions, or the player may opt to add one to his character with his DM's approval. If you ever achieve a goal connected to your trait, you may pick a new one to take its place. It is not necessary for a character to have heroic traits. Some heroes fulfill their goals and are content with their success.

To create a heroic trait, think of what makes your character adventure. People do not choose to risk their lives battling fearsome creatures on a whim. A good heroic trait should involve the following aspects:

- A heroic trait should involve self-sacrifice. Pursuing a trait should not hinge on gaining wealth, magical power, or other personal concerns.
- A trait should involve danger. A character who swears to defend a mountain realm against a horde of giants is a hero. One who strives to defend his backyard garden from weeds is not.
- A trait should include something that the character can reasonably pursue. Killing a god is a bit beyond most characters, while defeating the goblin king is within a mortal's grasp.
- The trait's goal must be specific. This point is open to DM interpretation, but heroic traits are not an excuse to gain a bonus in every situation imaginable. A vague goal such as "Fight evil" is not an acceptable trait. A better goal names a specific villain, a village or city, or a single person.
- A trait must involve responsibility. It should drive a character to action, rather than requiring him to take a passive stance against a problem or sit on his hands to fulfill his goals. For example, a heroic trait of obedience doesn't mean much if the character's liege lord never requires him to undertake missions.
- A heroic trait must always be a fundamentally good action or characteristic. PCs cannot select selfish or malevolent actions as their heroic traits, though evil NPCs may do so.

A heroic trait can be something as simple as a one-word description, such as "generous," or a more detailed summary of the character's goals or traits. Regardless of their actual phrasing, a character's traits should fulfill the criteria given above.

ACTION DICE

When Sir Eglund fulfills his vow to defend the realm against invaders, he is filled with confidence. His heroic nature drives him to make the most of his skills. When a character fulfills the role or pursues the goal outlined by his heroic traits, he gains action dice he can spend to improve his efforts.

Action dice are d6s a character can roll and add to the result of an attack, a skill check, a saving throw, or a damage roll. After determining a die roll's result, you may spend up to three action dice to improve the result. For each die you spend, roll 1d6 and add it to your result. You may spend one die, add it to your result, and then spend another die if you wish and so on. However, you may never spend more than three total action dice on any single roll or effect. If you add action dice to a damage roll, you never multiply them on a critical hit. Since you add action dice after rolling a result, these dice are never multiplied. Simply add them directly to your total damage.

GAINING ACTION DICE

Whenever a character attempts an action that directly fulfills one of his heroic traits, he may gain an action die at the DM's option. Generally speaking, a character may not gain more than one action die for a single trait per game session. This limit may be relaxed during very long sessions (six or more hours), or in campaigns where the PCs are extremely important heroes. Action dice may only be spent on actions that have a direct bearing on your heroic traits. You can gain a die from one trait and use it to fuel another, but the action must have some bearing on at least one of your heroic traits.

You may never keep more action dice on hand than your total number of heroic traits. Until you spend an action die gained from a specific trait, you cannot gain another action die from it. As a rule of thumb, a character cannot have more than three heroic traits at any one time.

To gain an action die, you must undertake a dangerous action that directly fulfills or makes progress toward one of your heroic traits. Your DM decides if your actions fulfill a trait and are daring enough to warrant an action die. In campaigns where the characters regularly engage in dangerous actions against powerful foes, action dice should flow freely. Characters gain up to their maximum in each session and spend them as fast as they gain them. In grittier games, action dice are a rare bonus handed out only under the most trying circumstances.

You may spend an action die immediately upon earning it. For example, if the DM rules that your leaping to attack a demon lord that just teleported into the king's reception hall is worth an action die, you may immediately spend it to make your attack.

USING ACTION DICE

Aside from adding a d6 to a roll, you may also use action dice in other ways.

Additional Attacks: You may spend two action dice to gain an additional melee attack at your base attack bonus minus 5. You must use a standard action or a full action to attack in order to use action dice in this manner. You gain the extra attack in addition to the attacks you make with your standard or full attack action.

Confirming Critical Threats: By spending two action dice, you may automatically confirm a critical threat. Do not roll any dice; simply deduct the two dice from your total.

Defense: When an enemy hits you in combat with an attack, you may grant yourself a temporary AC bonus against that specific attack, and only that specific attack, by spending action dice to increase your AC by 1d6 each.

Improving Spells: By spending an action die, you may increase the save DC of a spell you cast by one. You may

spend up to three dice in this manner at one time, but must use the dice before the spell's targets attempt their saving throws.

Using Untrained Skills: By spending a single action die, you may attempt to use a skill in which you do not possess any ranks. You count as having zero ranks in the skill, but may attempt to use it untrained even if the skill is normally not usable untrained. In practice, you do not gain any extra knowledge or talent in the skill but instead experience a stroke of luck that allows you to attempt the skill. For example if you spend an action die on an Open Lock attempt and succeed, the lock turns out to be unlocked or you manage to jiggle it in just the right way. You may use additional action dice to improve the result of your check.

NPCs AND ACTION DICE

When creating villains, allies, and other NPCs, assign them traits just as you would with a player character. As a rule of thumb, a major villain has three action dice on hand if his current actions help fulfill his traits, while minor NPCs have at most one die. Evil NPCs may select villainous traits. These function exactly as heroic traits, but they are all fundamentally evil in nature. For example, a villain may have "Slay King Thordar and usurp his throne" as one of his villainous traits.

TROUBLE DICE AND LOSING ACTION DICE

While you gain action dice by fulfilling your heroic traits, you incur penalties when you ignore your calling as a hero. If by action or inaction you fail to fulfill a heroic trait, one of two things can happen. Either you lose an action die and cannot gain action dice from the violated trait for the rest of the session, or the DM banks a trouble die to use against you. A trouble die is a penalty that can be applied to any attack, check, or saving throw. After you determine the total of your die roll and spend any action dice, your DM may roll 1d8 and subtract the result from your total. You may not spend action dice to modify the result after subtracting the penalty die.

By ignoring or working against your traits, you deny your character's fundamental nature. Your conscience distracts you, your gods work against you, and luck seems to turn against you. Generally speaking, you gain a trouble die (or lose an action die) if you have an opportunity to fulfill a heroic trait and refuse to follow up on it. You can also incur this penalty if you take an action that actively opposes your heroic traits. If, for instance, you swore to always obey the king and then disregard a command from him, you gain a trouble die or lose an action die.

NEW FEATS

ANGEL OF MERCY [GENERAL]

Your composure in battle and drive to aid those in need allows you to use healing magic even during the distraction of battle. Not even grievous injury can prevent you from tending to a fallen comrade.

Prerequisite: Any good alignment, Iron Will.

Benefit: When cast cure spells or using the Heal skill, you gain a +8 bonus to any Concentration checks you must make to successfully cast the spell or complete the skill check. This feat stacks with all other modifiers.

BLESSINGS OF THE DIVINE [GENERAL]

Your dedication to your god have earned his notice, and he grants you a few minor spells each day.

Prerequisite: Any good alignment, Divine Champion.

Benefit: You may choose three 0-level cleric spells. You may cast each of these spells once per day as a 1st-level cleric.

DIVINE CHAMPION [GENERAL]

The gods have chosen you as their champion. In battle, you strike down their enemies — the undead and evil clerics — with ease. The gods even provide you with a measure of protection against such foes.

Prerequisite: Any good alignment.

Benefit: When attacking undead or evil characters with one or more levels in the cleric class, you gain a +1 bonus to hit. When such enemies attempt to attack you, you receive a +1 divine bonus to AC.

Special: Choose a god that has granted you this feat. At your DM's option, if you violate that god's strictures you lose the benefits of this feat until you receive an atonement spell.

DIVINE SMITE [METAMAGIC]

Due to your close association with a deity or other divine power, your magic is shot through with divine energy. When you use it against evil creatures, you shatter their bodies and cleave through their mystic defenses.

Prerequisite: Any metamagic feat.

Benefit: A spell altered with this metamagic feat only works against targets of a specific alignment. When preparing the spell, or casting it if you do not prepare spells, name a specific alignment. Only creatures with that alignment suffer the spell's effects. For example a *divine smite fireball* targeted for chaotic evil enemies leaves all others within its area of effect untouched. A *divine smite* spell takes up a spell slot two levels higher than the spell's actual level.

HERO'S AURA [GENERAL]

Your demeanor reflects your inner goodness. Good people are drawn to you and find comfort in your presence, while you strike fear into evil doers.

Prerequisite: Any good alignment, level 5+.

Benefit: You gain a +1 bonus to all Charisma-related skill and ability checks when dealing with good-aligned NPCs. Against evil creatures, you receive a +1 bonus to Intimidate checks. You also attract more followers than normal to your banner. You gain a +2 bonus to your Leadership score as per the feat of the same name.

HERO'S CALM [GENERAL]

Despite noise, confusion, and other distractions, you can coolly assess a situation. While others panic and rush their work, you are both fast and methodical.

Prerequisite: Any good alignment.

Benefit: Once per day, you may opt to take 10 on any skill check, so long as conditions are met. Instead of rolling, simply declare that you are using this feat.

HERO'S COURAGE [GENERAL]

When dreaded monsters appear on the battlefield, you stand tall while others shrink back in terror. You are at your best fighting against creatures that truly challenge you.

Prerequisite: Any good alignment.

Benefit: You gain a +2 bonus to hit any creature whose CR or total level is higher than your current level. You also gain a +2 bonus to save against all fear-based effects.

HERO'S DARING [GENERAL]

You are a daredevil in battle, leaping into great mobs of the enemy and cleaving through their ranks. When you are surrounded, your reflexes push your combat skills to higher levels.

Prerequisite: Any good alignment.

Benefit: When you are flanked in combat, you gain a +2 bonus to hit on all attacks. This bonus applies to any attack you make, even those against opponents who do not flank you. Your opponents must gain the +2 bonus to hit for flanking in order for this feat to activate. If you have a special ability that prevents you from being flanked, you must ignore it in order to gain the benefits of this feat. Furthermore, you must make your attack while you are flanked. You cannot move out of a flanking position, make an attack, and still gain the benefits of this feat.

HERO'S ENDURANCE [GENERAL]

You can ignore the pain of your wounds to continue fighting. Grievous injuries cannot stay your hand.

Prerequisite: Any good alignment, Toughness.

Benefit: Once per day, you gain 1 temporary hit point per level for a total of 5 rounds + your Constitution modifier. Any damage you take is applied against these hit points first. When this feat's duration ends, you lose any unused temporary hit points.

HERO'S LUCK [GENERAL]

Whether through divine providence, sharply honed reflexes, or plain old luck, you can dodge spells, traps, and other hazards.

Prerequisite: Any good alignment.

Benefit: Once per day, you may gain a +5 bonus to a single saving throw. You may decide whether you gain this bonus after rolling your save but before learning if your total result is enough to meet or exceed a DC.

HERO'S SKILL [GENERAL]

You are at your peak while under intense pressure. Your reserves of bravery and daring push you to succeed in impossible situations.

Prerequisite: Any good alignment.

Benefit: Once per day, you may reroll a failed skill check or ability score check. After making your check and learning its result, you may then reroll and accept the second roll's result, even if it is a second failure, in place of your first check. In the case of an opposed roll, your opponent keeps his initial result.

HERO'S STRENGTH [GENERAL]

When the time is right and you must strike a decisive blow, you can focus your strength and skill into a single, powerful attack.

Prerequisite: Any good alignment.

Benefit: Once per day, you may gain a +4 bonus to a damage roll. You must elect to use this bonus before determining damage. On a critical hit, this bonus damage is not multiplied.

HERO'S WILL [GENERAL]

Your focus transcends magical influence. Attempts to divert you from your purpose with magical means fail utterly.

Prerequisite: Any good alignment, Iron Will.

Benefit: Once per day, you may activate this feat. For five rounds, you become immune to all mind-influencing effects. If you are currently under the influence of such an effect, you may immediately make a saving throw against it.

QUESTING HERO [GENERAL]

You seek to accomplish a specific goal. While undertaking actions that directly advance that goal, you enjoy great confidence.

Prerequisite: Iron Will.

Benefit: Name a goal you wish to accomplish. If, in the DM's judgment, your current actions help you accomplish that goal, you gain a +1 bonus on all saving throws. Your goal must be exact, involve an element of danger, and fit into your alignment and personality. Once you name a goal, you cannot change it until you fulfill it or someone else fulfills it for you.

SHOW OF FAITH [GENERAL]

Your faith keeps the legions of undead away from you.

Prerequisite: Wis 13+, Good alignment.

Benefit: Just as a cleric has the ability to turn undead, this feat allows you to hold undead at bay by brandishing a blessed holy symbol of your god.

This effect duplicates clerical turning, with the following exceptions.

- You only turn a number of Hit Dice of undead equal to your level.
- This effect only lasts for a number of minutes equal to your Wis modifier (minimum 1 minute).
- You may not destroy undead in this fashion, even if you are twice their Hit Dice in level.

Normal: Only clerics and paladins may turn undead.

Special: You must brandish a blessed or sanctified divine focus to use this ability (see page 63 in *Undead book*).

TRUE FAITH [GENERAL]

Your faith in your gods is unshakable. In the face of evil, you can call upon them to strike down creatures of darkness.

Prerequisite: Any good alignment, Divine Champion or Show of Faith.

Benefit: Once per day, you may call upon your deity to smite the unholy. You gain the ability to turn undead once per day as a cleric with your total character level.

NEW PRESTIGE CLASSES

The forces of good count among their numbers a wide array of crusaders who follow a particular set of beliefs, have been tapped by the forces of good to serve as a champion, or who pursue the cause of justice in a unique manner. All of the prestige classes below embody a unique facet of good in its endless struggle against the forces of darkness.

CELESTIAL HERALD

The forces of good sometimes must rely on weapons more subtle than a *flame strike* or a paladin's *holy avenger* blade. In the face of evil, hope, faith, and trust can be more powerful weapons than any weapon or spell. The celestial herald is a living example of this truth. Charged by the gods with carrying word of their power to the people, the herald inspires the forces of good and rallies them in the face of terrible evil.

The celestial herald belongs to an elite order of musicians chosen by the god's agents. A valiant performer may be contacted in a dream by an ethereal figure in gleaming white robes. This figure, the dream image of a powerful angel, begins instructing the bard in the powerful songs of hope and courage the angels sing when they fly into battle against demons, devils, and other foul creatures. With this knowledge, the bard becomes a celestial herald, a powerful figure of good who brings hope and courage to those who would stand against the forces of evil.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any good.

Perform: 8 ranks.

Feat: Skill Focus (perform).

Special: Access to the bardic music class ability.

Special: The celestial herald must use bardic music to rally or inspire allies in battle against an evil outsider of CR 5 or higher.

TABLE 2-1: THE CELESTIAL HERALD

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Bardic music, keening chorus, song of hope	
2	+1	+0	+3	+3	Silvered ear	+1 level of existing casting
3	+2	+1	+3	+3	Discordant notes	
4	+3	+1	+4	+4		+1 level of existing casting
5	+3	+1	+4	+4	Inspire heroism	
6	+4	+2	+5	+5		+1 level of existing casting
7	+5	+2	+5	+5	Soothing song	
8	+6	+2	+6	+6		+1 level of existing casting
9	+6	+3	+6	+6	Song of banishment	
10	+7	+3	+7	+7	Song of heroic effort	+1 level of existing casting

CLASS SKILLS

The celestial herald class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial herald prestige class.

Weapon and Armor Proficiency: Celestial heralds gain no additional proficiency with weapons, armor, or shields.

Bardic Music: For each level gained in this prestige class, the celestial herald gains an additional use of the bardic music class ability per day. He may use his bardic music for the core bard class's abilities and the new abilities gained via this prestige class.

Spellcasting: At each even-numbered level in this prestige class, the celestial herald gains an additional level of spellcasting ability in the bard character class.

Keening Chorus: With aid from benevolent deities, the celestial herald's music can cut through magical areas of silence. By spending one of his daily uses of bardic music, the herald may attempt a Perform check (DC 25) to destroy any silence effect while he is in its area of effect. On a successful check, silence spells and abilities with a finite duration immediately end. Permanent magical effects are temporarily suppressed for 2d6 minutes.

Song of Hope: The celestial herald's bardic music ability can drive fear from his allies. After the celestial herald spends one full round singing and spends one use of his bardic music ability, his allies may re-roll any failed saves against fear-based effects with a +4 bonus.

Silvered Ear: The celestial herald enjoys the protection and care of his divine sponsor, making him immune to deafness. At 2nd level, it is impossible to snuff out his sense of hearing.

Discordant Notes: A celestial herald's music can hinder his foes. At 3rd level, by expending one use of his bardic music ability, the celestial herald plays a rapid song that good and neutral creatures find pleasing but evil ones hear as a painful screech. Evil creatures that can hear the herald's music must make a Will save (DC equal to the herald's Perform check) or suffer a -2 penalty to hit

and a -4 penalty to all Concentration checks. The targets of this ability must hear the herald perform for one full round before they make a saving throw. These penalties persist while the herald plays his music and 5 rounds after he stops.

Inspire Heroism: As the bearer of the gods' words, at 5th level the celestial herald can inspire hope, strength, and an iron will in those heroes that travel with him. Using his bardic music ability, the herald may sing a soaring tune that lifts his companions' spirits and allows them to fight with renewed vigor. The herald's good-aligned allies gain a +2 bonus to hit and damage with ranged or melee attacks, +1 temporary hit point per hit die, and a +2 morale bonus to all Will saves. This song can affect only one person per level the herald has in this prestige class. To be affected by this ability, the celestial herald's allies must hear him sing for one full round. This effect continues as long as the herald sings and for 5 rounds after he stops. The herald's allies suffer damage to their temporary hit points first.

Soothing Song: As the celestial herald gains experience, his music becomes infused with divine power. At 7th level he may play a song of healing that mends his allies' wounds. The celestial herald uses his bardic music to form a song of mending. After playing for one full round, he may heal 1d4 points of damage to all of his allies who can hear his music. Unlike other bardic songs, the herald cannot continue to play this song to extend its effects. It only heals his allies once. A herald may use this ability a number of times per day equal to his Charisma modifier.

Song of Banishment: Once per day, the celestial herald can call upon his divine music to drive an evil outsider back to its home realm. At 9th level, the herald employs two uses of his bardic music ability to sing a loud, screeching tune that hammers an evil outsider with magical energy equivalent to the spell *banishment*. The herald makes one Perform check to beat the creature's SR and another one to serve as the Will save DC the creature must save against in order to resist this effect. This ability may only be used once per day, and unlike *banishment* it may target one creature whose total hit dice are no more than twice the herald's level in this prestige class.

Song of Heroic Effort: Once per day, the celestial herald may use his music to invigorate and inspire his allies to epic feats. At 10th level, by expending two uses of his bardic music ability, the herald sings a short, energetic tune that functions as a *mass haste* spell cast as a 10th-level sorcerer.

DIVINE HEALER

Some clerics develop such a passion for healing the hurts of others that they transcend the abilities of normal clerics. They can heal terrible wounds, attach severed limbs, cure diseases on a mass scale, and even grant new life to the slain. Nearly every society reveres healers with such amazing powers. Their reputation precedes them, and grows with each miracle.

Such compassion is rare. None know why a divine healer gains his extraordinary powers; his abilities seem to develop spontaneously. However, these blessed few know in their hearts that their powers come directly from their deity.

A divine healer must never knowingly cause harm to another living being. Any divine healer who harms another creature has his powers immediately revoked. Some fallen divine healers have been said to have regain their gods' favor, but the tales always involve a great quest or years of penance.

How divine healers use their wondrous gift is as varied as people themselves. Some travel the world alone, helping everyone they meet. Some settle in particular areas and devote themselves to the people of those regions. And some choose to travel with a group of adventurers, to aid them in their fight against the forces of evil.

Hit Die: d6.

REQUIREMENTS

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

Alignment: Any good.

Heal: 12 ranks.

Special: Ability to cast 3rd level divine spells and have access to the Healing Domain.

CLASS SKILLS

The divine healer class skills (and the key ability for each) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (reli-

gion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the divine healer prestige class.

Weapon and Armor Proficiency: Divine healers gain no further proficiency with armor or weapons.

Spells per Day: A divine healer continues training in divine magic. Whenever a divine healer magician gains a new level, he gains new spells per day as if he had gained a level of the spellcasting class he belonged to before he added the divine healer prestige class. He does not gain any of the other benefits that would be bestowed by that character class (metamagic or item creation feats, etc.). He therefore adds his level of divine healer to his level in an existing spellcasting class, then determines caster level and spells per day accordingly. If he had more than one spellcasting class before he became a divine healer, he must decide to which class he adds each level of divine healer for purposes of determining additional spells per day.

Associates: While he may adventure with characters of any good or neutral alignment, a divine healer will never knowingly associate with evil characters, nor associate with someone who offends his moral code. A divine healer may only hire henchmen or accept followers of non-evil alignment. The divine healer constantly proselytizes to non-good followers and associates.

Divine Oversight: The divine healer swears to uphold the tenets of kindness, compassion, righteousness, and any other major tenets required by his deity. The divine healer must devote his life to helping others and not causing harm. He may no longer cause harm to any living being, although he may still seek to destroy undead creatures. He must act in good faith (not lying, not cheating, not using poison, etc.) and help those in need (provided they do not use the help for evil ends). If he ever purposely acts contrary to these vows, his deity immediately revokes his powers. The character immedi-

TABLE 2-2: THE DIVINE HEALER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Divine oversight, know the craft	+1 level of existing class
2	+1	+3	+0	+3	Gifted healer	+1 level of existing class
3	+1	+3	+1	+3	Heart of the lamb	+1 level of existing class
4	+2	+4	+1	+4	Potent healer	+1 level of existing class
5	+2	+4	+1	+4	Shared lifeforce	+1 level of existing class
6	+3	+5	+2	+5	Save the flock	+1 level of existing class
7	+3	+5	+2	+5	Great healer	+1 level of existing class
8	+4	+6	+2	+6	Revered holy one	+1 level of existing class
9	+4	+6	+3	+6	Group heal	+1 level of existing class
10	+5	+7	+3	+7	Extraordinary healer	+1 level of existing class

ately loses all special abilities of the divine healer prestige class, and may no longer advance in levels in this class.

Know the Craft: At 1st level, the divine healer gains great insight into how to heal the body. He gains a +4 competence bonus to all Heal checks.

Gifted Healer: At 2nd level, the divine healer's curative powers are increased. All *cure* spells he casts gain a +1 enhancement bonus to their results. This bonus may exceed the spells normal maximum.



Heart of the Lamb: As the divine healer becomes ever more devoted to his calling at 3rd level, he radiates such tranquility that harming him causes many to pause. Any living creature attempting to directly harm him with melee attack, ranged attack, or target him with a hostile spell or spell-like effect, must make a Will save (DC 10 + character level) or change its target. If no other target is available, the attacking creature loses that action. This ability has no effect on anyone else, or on area effects such as *fireball*, *ice storm*, *stinking cloud*, etc. Once the creature makes this save, it may attack freely for the duration of the encounter.

Potent Healer: At 4th level, the divine healer's curative powers are further increased. All *cure* spells he casts gain another +1 enhancement bonus to their results. This bonus is cumulative with the Gifted Healer special ability and may exceed the spells' normal maximum.

Shared Lifeforce: At 5th level the divine healer can temporarily give a portion of himself to another creature. Once per day, he may make a Will save (DC 20) and touch a friendly creature to transfer up to 1d4 character levels to the target. This confers upon the target all benefits of increased level, including hit dice, attack bonuses, caster level, etc. It does *not* include skill points. This effect lasts for a number of rounds equal to the divine healer's character level. During this effect the divine healer temporarily loses an equal number of levels, with all corresponding losses in hit dice, attack bonuses, caster level, etc. He must make a Fortitude save (DC 25) or suffer negative levels equal to those he conferred for 2d4 days. At the end of this time period, these negative levels disappear. If a divine healer drops below zero levels, he immediately dies.

Save the Flock: At 6th level, the divine healer can attempt to protect friends from attack once per day. When this effect is activated, it functions exactly as the spell *sanctuary*, except that it affects all friendly creatures within 10 ft. of the caster.

Great Healer: At 7th level, the divine healer's curative powers are further increased. All *cure* spells he casts gain another +1 enhancement bonus to their results. This bonus is cumulative with the Gifted Healer special ability and may exceed the spells' normal maximum.

Revered Holy One: At 8th level, the divine healer's reputation awes others. He receives a +4 competence bonus to all Charisma-based skill checks.

Group Heal: At 9th level, the divine healer may heal all of his allies. Once per day as a full round action, the healer may cast *healing circle*. This ability may not be used with other bonuses the divine healer receives. It is considered a spell-like ability.

Extraordinary Healer: Once a divine healer reaches 10th level, his ability to heal the hurts and afflictions of others becomes almost divine. Once each per day, he can cast *heal*, *greater restoration*, and *regenerate*. These spells are not considered part of his normal spells-per-day limits.

THE HOSPITALER

Hospitalers are the unofficial saviors of the battlefield, the honored knights who tend to the fallen, keeping mortality to a minimum. They reject the notion that the only good enemy is a dead one, and believe that mercy is available to all at least once. Though battle-hardened warriors, hospitalers firmly believe that it is the responsibility of each man to hold the line against evil.

Hospitalers are almost always former paladins or clerics who seek to balance necessary deaths with their greater ability to preserve life. Fighters may have the will to join, but often lack the skill, while druids view death as a natural part of life, and view the hospitalers as well-intentioned but misdirected men of honor.

Hospitalers do exist as a formal organization — a small unit of mercenaries equally adept with weapons and bandages — but the term has spread beyond them to include any person who espouses a similar philosophy. The Hospitalers proper began as an elite unit of knights during the early battles of the Orc Wars, a corps of human fighters who matched orcish atrocities with their own. So brutal were they that many other units deserted rather than work with the infamous butchers, and while the future Hospitalers won battles, their actions cost their masters the moral high ground in the war.

The generals could not simply disband the unit — they were so skilled and so cruel that they would likely have attacked their former comrades — but neither could they stand idly by and suffer the knights' villainies. The solution presented itself accidentally, when a sudden blizzard delayed their reinforcement of other units, and they arrived only to find a snowy battlefield of half-frozen wounded. With standing orders to attend to any allies, but unable to distinguish friend from foe, the knights chose to heal all survivors. Their report also noted that the healed orcs bore little enmity, returning to their people or remaining with the unit as each orc saw fit. The orcs, unused to seeing their own fight alongside humans, fell back in confusion before the knights and their newfound allies, and the standing order to heal allies expand-

ed to include enemies as well. With these changes, the newly-christened Hospitalers soon became a better propaganda weapon than a military one.

Hospitalers are a welcome addition to almost any battlefield, with only unnatural or undead armies taking exception to their presence. Survivors can attest to their dedication, and their mercies are without bound, though not always without consequence.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any non-evil.

Base Attack Bonus: +6.

Diplomacy: 8 ranks.

Heal: 8 ranks.

Special: Must have accepted a surrender from an honorable enemy, or prevented an honorable enemy from dying through use of the Heal skill or healing spells.

Special: The character may not have performed a coup de grace attack ever, except as a mercy attack (such as a character dying from a painful poison, a character whose wounds would cause unpreventable lycanthropy or undeath, etc.).

Special: To advance beyond the 5th level of the hospitaler prestige class, a character must find the original Hospitalers, and petition to join their ranks. 6th through 10th level presents class features unique to this organization, which are only open to those who have earned the Hospitalers' trust.

CLASS SKILLS

The hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Listen (Wis), Profession (Wis), Ride (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 3 + Int modifier.

TABLE 2-3: THE HOSPITALER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Mercy strike
2	+1	+3	+0	+3	Know the blade
3	+2	+3	+1	+3	Crippling Bblow
4	+3	+4	+1	+4	Field medic
5	+3	+4	+1	+4	Life debts
6	+4	+5	+2	+5	Free rein
7	+5	+5	+2	+5	Protective custody
8	+6	+6	+2	+6	Sanctified protector
9	+6	+6	+3	+6	Savagery in kind
10	+7	+7	+3	+7	Old wounds

CLASS FEATURES

The following are class features of the hospitaler prestige class.

Weapon and Armor Proficiency: Hospitalers gain no additional familiarity with weapons, armor, or shields, but the vast majority carry over such knowledge from previous classes.

Mercy Strikes: Hospitalers believe that the opposing soldiers deserve mercy, even when their leaders do not. At 1st level, when attacking an opponent, an hospitaler may declare a mercy strike, dealing normal damage but purposefully missing vital organs. Characters brought to below 0 hp by mercy strikes have a circumstance bonus equal to the hospitaler's level for their Fortitude saves to stabilize themselves, and hospitalers making a Heal check to stabilize such people have a +5 insight bonus to these checks. If an hospitaler makes a Heal check to save a victim of his mercy strikes, he brings the victim's hit points up to zero or adds his hospitaler level in hit points to the victim's total, whichever would result in the greater gain.

This ability may not be used on opponents immune to critical strikes or subdual damage, including aberrants, constructs, elementals, oozes, outsiders, plants, and undead, and any other opponents without discernible or functional anatomies.

Know the Blade: Due to their work on the battlefield and in hospitals, the hospitalers' expertise with weapons extends beyond their mere use. They can identify the types of weapons and fighting styles that inflicted the wounds the hospitalers later treat. From 2nd level on, the hospitaler may make a Heal check to determine the nature of wounds, with the DC as follows:

Information Gained	DC
Weapon type (exotic, martial, natural, or simple)	10
Rough estimate of the attacker's combat prowess (whether the attacker used sneak attacks, whether the attacker is from a combat-ready class, etc)	15
Precise weapon (i.e. longsword or scimitar)	20
The race and/or region from which the attacker hails (learned by understanding the fighting style and weapon used)	30
Whether the weapon was supernatural in origin (e.g. a spell, a wight's claws, etc.) (+0 if the wound has signs of obviously supernatural damage, such as acid burn on the tissues surrounding a longsword strike); an additional +10 to determine the precise origin of the damage (continuing from the previous example, how strong the acid was and the quality of the sword, which may in turn suggest the enchanter behind the blade).	+10

Depending on the nature of the attacks, the DM may choose to grant the hospitaler a series of +2 synergy bonuses from any or all of the following skills, as he feels is appropriate: alchemy, craft (weaponsmithing), knowledge (arcana), knowledge (nature), or other applicable skills.

Hospitalers experience far greater difficulty in examining victims who are mauled (suffering 10 hit points or 25% or more their total hit points, whichever is greater, from physical damage; sneak attacks and coup de grace attacks do not qualify unless the killer chooses to mutilate the victim).

Crippling Blow: So familiar are the hospitalers with the principles of anatomy that they can strike a foe just hard enough to disable him. Hospitalers of 3rd or greater level may, when declaring the target for his melee or ranged attack, announce that he intends to cripple rather than wound his foe. Such an attack is difficult, and the hospitaler only gains bonuses for this strike from a high Dexterity (assuming the hospitaler has the weapon finesse feat for his melee weapon). If the hospitaler successfully hits his opponent, he chooses to damage the opponent's Strength, Dexterity, or Constitution, and makes a Heal check with a DC equal to 20 + his target's ability score. The hospitaler gains a circumstance bonus to this roll equal to the difference between his attack roll and the target's AC. If the hospitaler fails the Heal check, he inflicts half his weapon's damage in normal damage. If he succeeds, he deals his weapon's damage in temporary ability loss to the target, taking possible critical multipliers or damage resistances into account.

Hospitalers may only use this ability with a ranged attack if the victim is within 30 ft. of the hospitaler, and cannot use this ability on creatures without discernible anatomies or against abominations, oozes, plants, or non-corporeal creatures. The hospitaler's sneak attack ability, if any, deals normal damage in addition to the temporary ability loss.

Field Medic: Experienced hospitalers move over battlefields like the wind, granting others mercy even under heavy attack, then advancing to the next casualty. Hospitalers of 4th or greater level do not provoke attacks of opportunity while making Heal checks to stabilize the dying. In addition, the Hospitaler may make a Heal check as a partial move action, but at a +10 to the DC. Finally, the Hospitaler may determine at a glance (a free action) whether a person below 0 hit points has already died.

Life Debts: Few experiences change people as much as having their lives saved by an enemy. At 5th level, the hospitaler's past returns to him in a manner that draws envy from the more peaceable legions of good. An hospitaler with the Leadership feat may now recruit followers and cohorts regardless of alignment, so long as the hospitaler has used his abilities to heal the NPC in the past.

Followers and cohorts recruited this way gradually drift toward the hospitaler's alignment, so long as he respectfully guides his former foe. Hospitalers may not recruit characters of directly opposed alignment (e.g. a neutral good hospitaler recruiting a neutral evil dark elf), may not recruit creatures with an alignment sub-type (such as slaadi or chromatic dragons), and may not recruit cohorts of a class which requires an evil alignment.

Hospitalers without the Leadership feat may recruit a cohort whose life they have saved, as per the above restrictions, as though they had the Leadership feat.

This is as far as a character may advance in this prestige class without joining the actual Hospitalers group.

Free Rein: The Hospitalers are welcome in almost any conflict, as they minimize losses on both sides. At 6th level, when the Hospitalers officially join a conflict, they inform all parties of their presence, and do their best to keep casualties low even if they are officially aiding one faction. In such environs, people who bear a standard or crest of the Hospitalers usually receive a dispensation to aid others in the worst of combat, and may expect fair treatment even when unarmed. Hospitalers never refuse to aid anyone, even those who break this unspoken covenant, but such people may find themselves attended by new recruits or last to receive aid. The same can be said of any persons who forge the Hospitaler crest and attempt to use it for treachery. Those who assume the Hospitalers are weak because of their compassion are sadly mistaken, and the organization returns assaults in kind.

Unsurprisingly, many evil groups ignore this tradition outright. Races, nations, and societies which are xenophobic, genocidal, or otherwise contemptuous of outsiders generally ignore this custom. Evil groups bent on conquest weigh their options carefully in manners concerning the Hospitalers, particularly if there is a serious chance of losing an engagement.

Should an opponent accept a Hospitaler's surrender, the Hospitaler relinquishes his weapons and tends to be wounded and dying on his captor's side of the conflict. Most captors either release or ransom the Hospitaler after the end of the conflict. Until his release, the Hospitaler can expect fair if not kind treatment. Should a Hospitaler be slain by his captors after surrendering to them, the order will dispatch brother knights to investigate and avenge his death.

Protective Custody: On rare occasions a Hospitaler must guard a fallen warrior. As far as Hospitalers are concerned, a fallen leader has surrendered, though the Hospitalers are often the only soldiers who see the situation that way. Hospitalers never condone the murder of a helpless patient, and demand quite forcefully that any would-be attackers accept their fallen foe's surrender.

At 7th level, a Hospitaler may declare that he is protecting an unconscious or dying person within his threat area. The Hospitaler may, as free actions, intercept any number of attacks in a round that target this person, up to his Dex modifier (if positive; minimum 1). All attacks intercepted target the Hospitaler instead. In addition, anyone who attempts to attack the protected character with a melee strike provokes an attack of opportunity from the Hospitaler, whose Critical Threat range is doubled for this attack.

Sanctified Protector: The Hospitaler ultimately believes in the sanctity of peace, and can attempt to force the issue. At 8th level, by sheathing his weapon (not throwing it down, which is implicitly surrendering), the Hospitaler forces all creatures in his threat area to make a Will save (DC equal to twice the Hospitaler's level in this class, plus any magical bonuses from the



sheathed weapon, including market price bonuses). If everyone within the threat area fails, they must do likewise, and cannot attack anyone else until the next dawn or dusk (whichever comes first), or until someone first attacks them. This is an all-or-nothing ability, and if even one person makes the save nobody suffers the effects. This ability does not stifle tensions or calm angered opponents, but forces them to abandon the conflict or argue without the threat of arms.

A Hospitaller can use this ability once per hour. If he uses it successfully, he too must wait until the next dawn or dusk, or the next time someone attacks him, before he can attack again.

Savagery in Kind: Much as they hate to admit it, sometimes Hospitallers are left with the unmistakable conclusion that the best way to end bloodshed is to slay the person committing it. Hospitallers of 9th level become quite skilled at such killings, though they do not revel in their prowess. Each time an opponent in the Hospitaller's threat area kills someone, the Hospitaller may make an attack of opportunity against that enemy.

Old Wounds: The worst moment in an Hospitaller's life comes with the realization that his mercy has cost others their lives. On the occasion that someone an Hospitaller has healed betrays that kindness and continues their destructive ways, it falls to that Hospitaller to correct his mistake. After achieving the apex of his ability in this class, a 10th level Hospitaller can complete this mission with a chilling efficiency. When an Hospitaller is within threat range of an opponent whom he has previously stabilized, he may choose to rescind his previous aid to the opponent, causing the foe's old wounds to violently and painfully reopen. The Hospitaller may take any amount of damage to force his opponent to make a Fortitude save (DC equal to half the damage the Hospitaller took, rounding up) or die instantly, with a successful save dealing damage to the opponent equal to the damage the Hospitaller took. Hits inflicted with this ability (including those the Hospitaller inflicted upon himself) resist magical healing, which always heals the minimum possible amount and leaves scars. The Hospitaller may only target any single foe with this class feature once per time the Hospitaller has stabilized the foe previously.

Use of this ability is a standard action that does not draw an attack of opportunity.

Ex-Hospitallers: Avengers, defenders, and paladins may multiclass to and from the Hospitaller prestige class without penalty, and they may continue to use all of their former class abilities in this class. Hospitallers who change alignment to evil, or who choose to let individuals die when they could prevent it, can never again advance in this class.

KNIGHT CRUSADER

Paladins are the ideal divine warriors, the pinnacle of goodness and chivalry. But there are others who, though they cannot meet the paladin's exacting requirements, nevertheless wish to serve their deity. Those individuals are the knight crusaders, whose fervent desire to enter combat makes them dangerous foes. Not only do they despise the forces of evil, they are relentless in the pursuit of its destruction. While they are sometimes mistaken for paladins, their abilities instead serve the divine through pure martial prowess. They are less hesitant than paladins to dirty their hands in pursuit of their goals.

Nearly all who become knight crusaders come from the ranks of warriors, although some are disgraced former paladins. Most of them are just fighting men who want their efforts to have divine purpose, to serve the wishes of their deity with all their strength and spirit.

Knight crusaders are formidable adversaries whose skill at mounted combat rivals that of paladins. Some consider them even more dangerous than paladins because they are more dedicated to getting the job done than maintaining their honor or upholding chivalrous ideals. When they take on a task, they often consult their deity in prayer or ask the nearest cleric of that deity. When they have taken on a quest, they never abandon it willingly.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Lawful good, neutral good, or lawful neutral.

Base Attack Bonus: +6.

Knowledge (religion): 4 ranks.

Feats: Cleave, Martial Weapon Proficiency (any), Mounted Combat.

Special: The knight crusader must be a devout worshipper of a lawful good, lawful neutral, or neutral good deity.

CLASS SKILLS

The knight crusader class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the knight crusader prestige class.

Weapon and Armor Proficiency: Knight crusaders are proficient with all simple and martial weapons, one exotic weapon, with all types of armor, and with shields.

Code of Conduct: A knight crusader loses all special class abilities if he ever willingly commits an evil act. His code requires him to respect legitimate authority, to act with honor (not lying, not cheating, not using poison, etc.), to help those in need (provided they do not use the help for evil ends), and to punish those that harm or threaten innocents.

Associates: While he may adventure with characters of any good or neutral alignment, a knight crusader will never knowingly associate with evil characters, nor with someone who consistently offends his moral code. A knight crusader may only hire henchmen or accept followers of good or neutral alignment.

Fanatic Will: At 1st level, the knight crusader's fanatical devotion to his task grants him a +2 sacred bonus to all saving throws.

Detect Evil: At will, the knight crusader can *detect evil* as a spell-like ability. The ability duplicates the effects of the spell. If he already has this ability due to another character class, the range of the spell is doubled.

Spells: Beginning at 1st level, a knight crusader gains the ability to cast a small number of divine spells. To cast a spell, the knight crusader must have a Wisdom score of 10 + the spell's level, so a knight crusader with a Wisdom of 10 or less cannot cast any spells. Knight crusader bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the knight crusader's Wisdom modifier. When the knight crusader gets 0 spells of a particular level, he gets only bonus spells. The knight crusader's spell list appears below. He prepares and casts spells just as a cleric does.

Knight Crusader Spell List

Knight crusaders choose their spells from the following list:

- 1st level — *cause fear, command, detect undead, divine favor, endure elements, protection from evil, remove fear, resistance, shield of faith.*
- 2nd level — *bull's strength, death knell, endurance, resist elements, shield other, undetectable alignment.*
- 3rd level — *discern lies, dispel magic, heal mount, magic circle against evil, prayer, protection from elements.*
- 4th level — *death ward, divine power, freedom of movement, holy sword, spell immunity.*

Smite Evil: Once per day, a knight crusader of 2nd level or higher may attempt to smite evil with one normal melee attack. He adds his Wisdom modifier (if positive) to his attack roll and deals 1 extra point of damage per character level. For example, a knight crusader with 8 character levels would inflict 1d8+8 points of damage with a longsword, plus any additional bonuses for Strength or magical effects that normally apply. If the knight crusader accidentally smites a creature that is not evil, the smite has no effect but is still expended for that day. If this character possesses the smite evil ability from another character class, he gains an additional +2 points to his damage roll on a successful smite.

Bonus Feats: At 3rd level, 5th level, 7th level, and 9th level, the knight crusader gets bonus feats in addition to any other feats normally acquired. These bonus feats are drawn from the same list as fighter bonus feats.

Righteous Fury: At 4th level, the knight crusader gains the ability to rage as a barbarian or equal level. This ability can be used only when facing evil adversaries.

Great Horseman: By 6th level, the knight crusader is so at home in the saddle that he performs feats of horsemanship without thinking. He gains a +4 competence bonus to all Ride checks.

War Cry: An 8th level knight crusader has extensive combat experience, inspiring his associates and followers. Once per combat, he can unleash a thunderous war

TABLE 2-5: THE KNIGHT CRUSADER

Level	Base	Fort	Ref	Will	Special	Spells per Day			
	Attack	Save	Save	Save		1st	2nd	3rd	4th
1	+1	+2	+0	+0	Detect evil, fanatic will	0	—	—	—
2	+2	+3	+0	+0	Smite evil	1	—	—	—
3	+3	+3	+1	+1	Bonus feat	1	0	—	—
4	+4	+4	+1	+1	Righteous fury	1	1	—	—
5	+5	+4	+1	+1	Bonus feat	1	1	0	—
6	+6	+5	+2	+2	Great horseman	1	1	1	—
7	+7	+5	+2	+2	Bonus feat	2	1	1	0
8	+8	+6	+2	+2	War cry	2	1	1	1
9	+9	+6	+3	+3	Bonus feat	2	2	1	1
10	+10	+7	+3	+3	Dispel evil	2	2	2	1

cry that inspires all friendly creatures within 60 ft. that can hear the cry. Inspired creatures gain a +1 morale bonus to attack rolls, damage rolls, and saves.

Dispel Evil: At 10th level, the knight crusader can *dispel evil* as a spell-like ability. The ability duplicates the effects of the spell and can be used a number of times per day equal to one-fifth of the knight crusader's character level (round down).



MASKED AVENGER

Oppressed people tell tales of the masked stranger, the man who comes to save them from the tyranny of their merciless overlords. Many of these stories are true, though embellished, based on actual events. None know of his origins, but often he comes from the oppressed area itself. The masked avenger takes on this secret life to fight back against those whose rule is without compassion. He is a champion of the common man, the righter of wrongs, and he loves nothing more than to stick his thumb in the eye of the evil king and escape into the night.

The masked avenger strikes quickly and fades away. He prefers expertise to brute force, but is not averse to it when necessary. He thwarts the plans of the oppressor, blackening his eye, not slitting his throat. He can kill, but he saves his vengeance for those in charge. He knows that if he becomes an assassin, he is no better than those he fights against. Besides, henchmen left alive can return to their master to tell the tale and spread the word.

A masked avenger most often remains in one area to fight against a large and powerful enemy. Quite often he comes from there, using his knowledge of the region to plan escapes and ambushes. He wears his mask only while at work against the oppressor, and guards against anyone getting a good look at him. He is a master of misdirection and diversion, but he cooperates with those who share his goals. A party of stout adventurers might be just what he needs to triumph once and for all.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any good.

Base Attack Bonus: +4.

Hide: 8 ranks.

Move Silently: 8 ranks.

Feats: Martial Weapon Proficiency (any), Weapon Finesse (any)

CLASS SKILLS

The masked avenger class skills (and the key ability for each) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the masked avenger prestige class.

Weapon and Armor Proficiency: Masked avengers are proficient with all simple and martial weapons, and light armor, but not shields.

Favored Enemy: The 1st level masked avenger takes up arms against a particular despised enemy. The masked avenger may select a particular organization or group as a favored enemy. Examples include the evil King of Luria and all his minions, the outlaw ogre chieftain Nob'lahk and his band of orcs, hobgoblins, and ogres, or the dragon Yellowtooth and his henchmen. Due to his extensive study of his foes, the masked avenger gains a +1 insight bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using those skills against his enemy. He gets the same bonus to weapon damage rolls against his enemy. This damage bonus also applies to ranged weapons, but only against targets within 30 ft. The bonus doesn't apply to creatures that are immune to damage from critical hits.

At 4th level, 7th level, and 10th level, he may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1. For example, a 10th level masked avenger will have four favored enemies, with bonuses of +4, +3, +2, and +1.

Ambush: At 2nd level, the masked avenger has become a master of surprise and ambush. During the surprise round he gains a +4 competence bonus to all attacks rolls, damage rolls, ability checks, and skill checks.

Bonus Feats: At 3rd, 6th, and 9th level, the masked avenger gets a bonus feat in addition to any feats he would normally gain. Other feats gained normally are not limited to this list. These bonus feats must be drawn from the following list: Ambidexterity, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency (may be taken more than once, but must be for a different weapon each time), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative,

Improved Unarmed Strike, Mounted Combat (Mounted Archery, Ride-By Attack), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting).

Some of the available feats cannot be acquired until the masked avenger has gained one or more prerequisite feats; these are listed parenthetically after the prerequisite feat.

Darkness is My Ally: At 4th level, the masked avenger begins to use the darkness around him to aid his quest. The masked avenger now gains the benefits of low-light vision, if he does not already possess it.

At 7th level, the masked avenger gains the benefits of darkvision up to 30 ft. If he already has darkvision, it increases by 15 ft.

At 10th level, the masked avenger gains the Blind Fight feat. If he already possesses this feat, he gains a +4 bonus to all Spot checks under poor lighting conditions.

Face of the Unseen: The 5th level masked avenger knows how to remain hidden even in a crowd. He gains a +4 insight bonus to all Disguise, Hide, and Move Silently checks.

Strike Fear Into the Enemy: At 6th level, the masked avenger has gained such a reputation among the ranks of his enemies that the sight of him strikes fear into their hearts. Whenever he faces a favored enemy in combat, each opposing creature must make a Will save (DC 10 + character level) or suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws, and try to flee. If it cannot flee, it fights as best it can. Non-intelligent creatures, undead, and creatures with 6 or more Hit Dice are immune to this effect. This effect may be countered with *remove fear*.

Lightning Speed: At 9th level, the masked avenger's speed and reflexes become almost legendary. His base movement increases by 10 ft. per round and he gains +2 bonus to his initiative checks.

TABLE 2–6: THE MASKED AVENGER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Favored enemy
2	+2	+0	+3	+3	Ambush
3	+3	+1	+3	+3	Bonus feat
4	+4	+1	+4	+4	Favored enemy, darkness is my ally
5	+5	+1	+4	+4	Face of the unseen
6	+6	+2	+5	+5	Bonus feat, strike fear into the enemy
7	+7	+2	+5	+5	Favored enemy, darkness is my ally
8	+8	+2	+6	+6	Lightning speed
9	+9	+3	+6	+6	Bonus feat
10	+10	+3	+7	+7	Favored enemy, darkness is my ally

NATURE'S CHAMPION

Where a paladin may ride forth to challenge the horrid monsters that threaten the city, nature's champion instead defends the woodland realms. Nature's champions are chosen, not made. The benevolent spirits of the wood seek out those who love nature and wish to protect it. When they find a suitable champion, they appear before him as a chorus of angels wreathed in leaves, flowers, and vines. The chosen character may either accept the mantle of nature's champion or turn aside from the offer. Once the choice is made, it cannot be reconsidered.

Nature's champions are the mortal agents of the gods of the forests, hills, and rivers. They guard wild nature and stand ready to smite those who would despoil the natural realm. As chosen heroes of the gods, they possess great power to throw down evil and protect their chosen homelands. One nature's champion dwells within each stretch of virgin forest home to good fey and other peaceful creatures.

Hit Die: d8.

REQUIREMENTS

To qualify to become a nature's champion, a character must fulfill all the following criteria.

Alignment: Any good.

Knowledge (nature): 8 ranks.

Spellcasting: Ability to cast 3rd-level divine spells.

Special: Access to the Animal or Plant domains or the ability to wild shape at least once per day.

Special: Defend a forest area from attack or destruction at the hands of evil creatures, particularly demons or devils.

CLASS SKILLS

The nature's champion class skills (and the key ability for each) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the nature's champion prestige class.

Weapon and Armor Proficiency: The nature's champion gains no additional proficiencies with weapons, armor, or shields.

Nature's Avenger: The nature's champion must avenge any wrongs done to the wild. In combat, the nature's champion may opt to smite an opponent that has, on its previous round, injured a creature with the animal, beast, or plant type. With any spells, ranged attacks, or melee attacks, the nature's avenger deals +2 point of damage per die against such targets. This ability applies to area of effect spells, ranged attacks, and anything else that deals hit points of damage. Abilities that deal a flat amount of damage deal +2 damage.

Nature's Defender: Not only must he smite enemies, but the nature's champion must also protect the animals and plants of the forest. He gains access to the spells listed under the Good and Protection domains and may prepare them as he would other spells from his class list.

Spellcasting: At every even-numbered level in this prestige class, the nature's champion gains an additional level of spellcasting ability in a previous class. He gains more spells per day and casts spells as a higher level caster. He does not gain any of the other abilities from his old class or classes.

Nature's Healer: The nature's champion can now repair the damage done to the wilderness. At 3rd level, the nature's champion gains the ability to spontaneously cast *heal* spells as per the cleric class. He must use a spell that corresponds to a *heal* spell's level on his own spell lists in order to spontaneously cast them. For example, a druid must use a 3rd-level spell to spontaneously cast *cure moderate wounds*.

Celestial Form: At 5th level, the nature's champion gains the ability to *wild shape* as per the druid class once per day. Characters that already have the *wild shape* class ability gain an additional use of it. Furthermore, the champion's close attunement to the forces of good allows him to take the guise of an angelic creature. Once per day,

TABLE 2-8: THE NATURE'S CHAMPION

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Nature's avenger, nature's defender	
2	+1	+3	+0	+3	Spellcasting	+1 level of existing class
3	+2	+3	+1	+3	Nature's healer	
4	+3	+4	+1	+4	Spellcasting	+1 level of existing class
5	+3	+4	+1	+4	Celestial form (1/day)	
6	+4	+5	+2	+5	Spellcasting	+1 level of existing class
7	+5	+5	+2	+5	Celestial allies	
8	+6	+6	+2	+6	Spellcasting	+1 level of existing class, celestial form (2/day)
9	+6	+6	+3	+6	Legion of angels	
10	+7	+7	+3	+7	Spellcasting	+1 level of existing class, celestial form (3/day)

the nature's champion may use his *wild shape* ability to assume the form of an animal with the celestial template. The champion gains all benefits of this template, including supernatural and spell-like abilities. At 8th and 10th level the nature's champion gains an additional use of *wild shape* that he may use to assume the guise of a celestial creature.

Celestial Allies: The nature's champion can at 7th level gather to himself powerful creatures from beyond the mortal realm. He may use *animal friendship* to befriend animals and beasts with the celestial template.

Legion of Angels: As a nature's champion gains power and renown, he attracts a flock of angelic creatures. At 9th level, he may use *animal friendship* to win the support of celestials who aid his cause. The following table summarizes the celestials that a nature's champion may call upon and their total hit dice toward his companion HD limit.

To call upon these allies, the nature's champion must sacrifice 10 XP per hit die the celestial has and complete a ritual that requires one full day of prayer and meditation. Upon doing so, the celestial appears and the nature's champion may cast *animal friendship* on it to seal the bargain. The nature's champion may not use *animal friendship* in this manner under any other circumstances. Celestials do not gain the benefits of the celestial template as the nature's champion's other companions.

Celestial	Hit Die Cost
Lantern Archon	2
Hound Archon	8
Avoral	12

THE PALADINE

In some campaigns, the path of the paladine is only available to those who prove themselves worthy. This prestige class fits the paladin's traditional role as a heroic, holy warrior who swears to champion good and strives to cast down the forces of evil. Unlike traditional prestige classes, the paladine takes a core class's abilities and rebuilds them as a prestige class. This option works best in campaigns where characters cannot begin play as paladins but may have the option to enter the class at a later time. It provides some flexibility in determining exactly what a paladine can do in terms of class features and special abilities.

The paladine is not meant to be accessible only to characters who fit the traditional paladine mold. Instead it supports a number of holy warriors, from the wizard who uses his magic to drive back demonic creatures to the bard whose music inspires and comforts the champions of good. Its abilities follow the same general purpose and function as the paladine core class, with some modified to fit with a wider range of base classes.

Hit Die: d10.

REQUIREMENTS

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

Alignment: Any good

Base Attack Bonus: +5.

Knowledge (religion): 4 ranks.

Special: To become a paladine, a character must accept an epic quest from his deity or serve as a perfect model of his god's ideals. The paladine must never have strayed from the path of righteousness nor committed any evil deeds during his lifetime. If the character has ever broken the paladin's code as per the core class, he is not eligible for this prestige class.

CLASS SKILLS

The paladine class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). In addition the skills listed here, the paladine may choose, from other classes in which he has gained levels, any four skills to count as paladine class skills.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Paladines are proficient with all simple and martial weapons, shields, and light, medium, and heavy armor.

Path of Righteousness: Once a character has chosen to walk the paladin's path, he cannot stray from it lest he lose his god's support. If a paladine takes a level in any other class after gaining a level in this prestige class, he may never again advance as a paladine.

Spellcasting Ability: At 2nd level and each even-numbered level thereafter, the paladine gains an additional level of spellcasting ability. These levels may be gained in any spellcasting class in which the paladine previously gained levels. Otherwise, the paladine gains a level of cleric casting ability. This ability grants only extra spells per day and improves casting ability. It does not confer the other benefits normally gained from achieving a higher level in a character class.

Turning Undead: A paladine turns undead as a cleric of his level in this prestige class. A paladine may channel divine energy in this manner 3 + his Charisma modifier times per day or the total number of times he may turn undead using his other class's features, whichever is greater. If a paladine has levels in other classes that grant this ability, stack his levels in this prestige class with his levels in other turning classes to determine his skill with this ability.

Detect Evil: At will, the paladine can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell *detect evil*.

Divine Grace: A paladine applies his Charisma modifier (if positive) as a bonus to all saving throws.

Lay on Hands: Each day a paladine can cure a total number of hit points equal to his Charisma bonus (if any) times his level in this class. The paladine can cure himself. The paladine may choose to divide his curing among multiple recipients, and needs not use it all at once. *Lay on hands* is a spell-like ability; using it is a standard action.

The paladine can instead use any or all of these hit points to deal damage to undead creatures. Treat this attack like a touch spell. The paladine decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health: At 2nd level, a paladine is immune to all diseases, including magical diseases.

Smite Evil: Once per day, a paladine of 3rd level or higher may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per level. If the paladine accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

Aura of Courage: Beginning at 4th level, a paladine is immune to fear (magical or otherwise). Allies within 10 ft. of the paladine gain a +4 morale bonus on saving throws against fear effects.

and a certain amount of ingenuity, or else he might be duped as easily as everyone else.

Shadow seekers rely on their own wits, cunning, and perception to be successful in their investigations. When an investigation ends in violence, the shadow seeker must rely on the martial prowess of other classes to finish the job or resolve the situation. The shadow seeker does not use magic or divination to uncover the truth; he does not need it.

Shadow seekers often remain in one area for long periods, becoming familiar with the region. They learn whom to contact for information, the hiding places of the local criminal element; they learn the disposition of the populace, and get to know some of them personally. By staying in one place, they develop a network of spies and informants to aid them in their investigations.

Hit Die: d6.

REQUIREMENTS

To qualify to become an shadow seeker, a character must fulfill all the following criteria.

Alignment: Any good or lawful neutral.

Base Attack Bonus: +4.

Knowledge (any): 4 ranks

Listen: 4 ranks.

Search: 6 ranks.

Sense Motive: 4 ranks.

Spot: 6 ranks.

CLASS SKILLS

The truth seeker class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

SHADOW SEEKER

An shadow seeker makes it his business to ferret out secrets, to expose evil conspiracies, and to help those who might need his special skills. Some become shadow seekers merely because they like to snoop; some believe in secret conspiracies that must be thwarted; other enjoy the chase, matching wits with those who wish to remain hidden. To become a shadow seeker, a character must have a heartfelt desire to see that the truth is uncovered

TABLE 2-9: THE PALADINE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	<i>Detect evil</i> , divine grace, <i>lay on hands</i>	
2	+2	+3	+0	+0	Divine health	+1 level of existing class
3	+3	+3	+1	+1	Smite evil	
4	+4	+4	+1	+1	Aura of courage	+1 level of existing class
5	+5	+4	+1	+1		
6	+6	+5	+2	+2		+1 level of existing class
7	+7	+5	+2	+2		
8	+8	+6	+2	+2		+1 level of existing class
9	+9	+6	+3	+3		
10	+10	+7	+3	+3		+1 level of existing class



CLASS FEATURES

All of the following are class features of the shadow seeker prestige class.

Weapon and Armor Proficiency: Shadow seekers gain proficiency with all simple weapons, two martial weapons, one exotic weapon, and light armor.

Improved Perception: When a character becomes a shadow seeker, he hones his skills at observation and perception. The shadow seeker gains a +4 competence bonus to all Listen, Search, and Spot checks.

Information Draw: At 2nd level the shadow seeker learns the art of sifting knowledge from conversations with others, or gathering information in the streets and alleys. He gains a +4 competence bonus to all Gather Information and Innuendo checks.

Read the Unwilling: At 3rd level, the shadow seeker can read the actions and demeanors of others with great accuracy. He gains a +4 competence bonus to all Read Lips and Sense Motive checks.

Uncanny Dodge: Starting at 4th level, the shadow seeker gains the extraordinary ability to react to danger before his senses would normally allow him to be aware of it. He retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if he is immobilized.

At 7th level, the shadow seeker can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This denies rogues' ability to use flank attacks to sneak attack the shadow seeker. The exception to this defense is that a rogue at least four levels higher than the shadow seeker can still flank him.

At 10th level, the shadow seeker gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

If the shadow seeker has another class that grants him the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Sense Deception: At 5th level, the shadow seeker can sense if someone is telling a lie. He must concentrate on a visible target within 50 ft. for one round, and makes a Sense Motive check versus the target's Bluff check. If the shadow seeker is successful, he knows if the subject is deliberately telling a lie. This ability does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

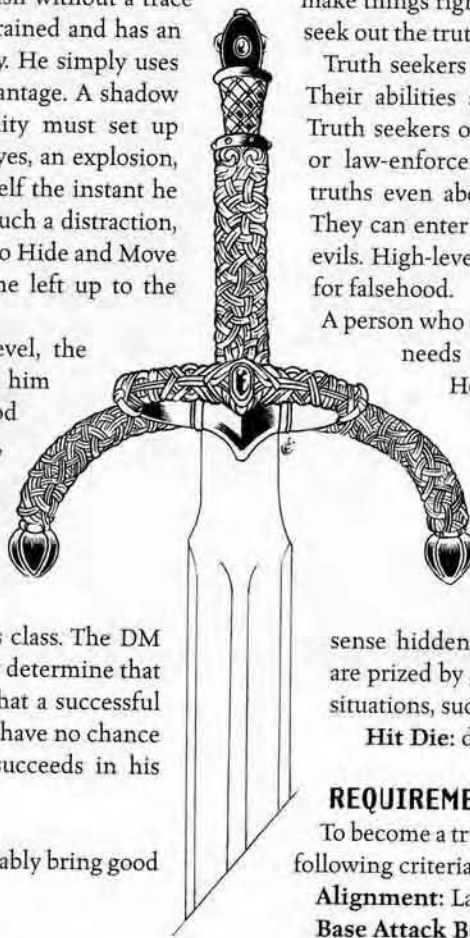
Skulking: At 6th level, the shadow seeker has perfected the art of skulking about, remaining hidden in plain sight. He gains a +4 competence bonus to all Disguise,

Hide, and Move Silently checks. This ability is as much about knowing how to remain nondescript as it is about not stepping on dry twigs.

Vanishing Act: The 8th level shadow seeker can fade into the shadows in an instant. When no one is looking at him, the shadow seeker can vanish without a trace so long as he is not physically restrained and has an unguarded avenue of escape nearby. He simply uses his surroundings to maximum advantage. A shadow seeker intending to use this ability must set up a distraction (such as sand in the eyes, an explosion, or a fire, for example) to give himself the instant he needs to escape. If he can arrange such a distraction, he gains a +10 circumstance bonus to Hide and Move Silently checks for a length of time left up to the DM's discretion.

Following a Hunch: At 9th level, the shadow seeker's instincts can tell him whether an action will have good or bad consequences. For example, if he is debating about which suspect to follow, he might be able to tell which one would bring better results to his investigation. The base chance for success on his hunch is 70% + 1% per level in this class. The DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the shadow seeker succeeds in his hunch, he gets one of four results.

- "Go with it" (if the action will probably bring good results).
- "Bad feeling" (for bad results).
- "Let's do it, but be careful" (for both).
- "Nothing" (for actions that don't have especially good or bad results).



TRUTH SEEKER

Some individuals have a nearly supernatural ability to sense when they are being deceived, or when something "just isn't right." Such people are often driven to make things right, to restore order or balance. They must seek out the truth, uncovering and correcting deceptions.

Truth seekers can come from any walk of life or race. Their abilities stem from intuition rather than logic. Truth seekers often have backgrounds in peacekeeping or law-enforcement, intuitively determining hidden truths even about people they don't know personally. They can enter a new community and sense its hidden evils. High-level truth seekers have supernatural senses for falsehood.

A person who chooses to become a truth seeker usually needs to work within a group to be effective.

He retains his abilities from his previous occupation, but uses his experience to hone his abilities in uncovering secrets or discerning the truth. If the evil he uncovers is too powerful or too extensive for him to handle alone, he requires the aid of others.

But because of their abilities to sense hidden dangers or obstructions, truth seekers are prized by groups entering dangerous or unknown situations, such as a party of adventurers.

Hit Die: d8.

REQUIREMENTS

To become a truth seeker, a character must fulfill all the following criteria:

Alignment: Lawful good or neutral good.

Base Attack Bonus: +5.

Wisdom: 13+.

Listen: 4 ranks.

Search: 6 ranks.

Sense Motive: 4 ranks.

Spot: 8 ranks.

TABLE 2-4: THE SHADOW SEEKER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Improved perception
2	+1	+0	+3	+3	Information draw
3	+2	+1	+3	+3	Read the unwilling
4	+3	+1	+4	+4	Uncanny dodge
5	+3	+1	+4	+4	Sense deception
6	+4	+2	+5	+5	Skulking
7	+5	+2	+5	+5	Uncanny dodge
8	+5	+2	+6	+6	Vanishing act
9	+6	+3	+6	+6	Following a hunch
10	+7	+3	+7	+7	Uncanny dodge

CLASS SKILLS

The truth seeker class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the truth seeker prestige class.

Weapon and Armor Proficiency: Truth seekers gain no proficiency in weapons, armor, or shields.

Improved Intuition: The truth seeker's intuition guides his physical senses to increase his ability to sense his surroundings. He gains a +4 insight bonus to all Listen, Search, Sense Motive, and Spot checks.

Sense Alignment: At 2nd level, the truth seeker can sense the inner motivations of others. The truth seeker can nominate any humanoid, monstrous humanoid, or giant target within 40 ft. and line of sight and make an opposed Wisdom roll with the target. He gains a +1 bonus to this roll. If the truth seeker is successful, he knows the target's alignment. If the target's alignment is being concealed somehow, the truth seeker cannot sense the alignment, but he is aware of the concealment.

Know the Mind: At 3rd level, 6th level, and 9th level, the truth seeker's intuition transcends the natural. Once per day, the truth seeker may read the surface thoughts of any visible target within 60 ft. The amount of information revealed depends on how long the truth seeker studies his target. The target receives no saving throw. At 6th level, this ability can be used twice per day, and at 9th level, three times per day.

Sixth Sense: At 4th level, the truth seeker develops a sixth sense, the ability to know the unknowable. Once per day, he can cast one of the following spells: *detect secret doors*, *detect undead*, *identify*, *detect thoughts*, and *see invisibility*.

These spells require no spell components, and are all considered to be supernatural abilities rather than spells or spell-like abilities.

Feel the Future: When a truth seeker reaches 5th level, he can sometimes discern whether a particular action will bring good or bad results. A number of times per day equal to one-third of his character level, a truth seeker can cast the spell *augury*. This spell requires no components, and is considered to be a supernatural ability rather than a spell or spell-like ability.

Improved Sixth Sense: At 7th level, the truth seeker's sixth sense becomes even more powerful. Once per day, he can cast one of the following spells: *clairaudience/clairvoyance*, *detect scrying*, *scrying*, *Rary's telepathic bond*, *analyze dweomer*, *legend lore*, and *true seeing*. These spells require no spell components, and are all considered to be supernatural abilities rather than spells or spell-like abilities. *Scrying* requires the truth seeker to gaze into a pool of still water.

Sense the Past: At 8th level, the truth seeker can search a subject's memories for answers to a single question. The truth seeker and the subject make opposed Wisdom rolls, with the truth seeker receiving a +1 insight bonus to this roll. If successful, the truth seeker gains the answer of a single question from the target's memories. The question need not be as specific as yes or no, but neither can it be as broad as "What evil acts have you committed?" The question must pertain to a single incident or relatively short span of time, such as "What did you do three nights ago?" The amount of information gleaned is at the DM's discretion. This ability works on any living creature visible within 60 ft. and can be used a number of times per day equal to one-third the truth seeker's character level.

Greater Sixth Sense: At 10th level, the truth seeker's sixth sense is incredible. Once per day, he can cast one of the following spells: *greater scrying*, *vision*, and *foresight*. These spells require no spell components, and are all considered to be supernatural abilities rather than spells or spell-like abilities. *Greater scrying* requires the truth seeker to gaze into a pool of still water.

TABLE 2-10: THE TRUTH SEEKER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Improved Intuition
2	+1	+0	+0	+3	Sense alignment
3	+2	+1	+1	+3	Know the mind
4	+3	+1	+1	+4	Sixth sense
5	+3	+1	+1	+4	Feel the future
6	+4	+2	+2	+5	Know the mind
7	+5	+2	+2	+5	Improved Sixth Sense
8	+5	+2	+2	+6	Become Totem
9	+6	+3	+3	+6	Know the mind
10	+7	+3	+3	+7	Greater sixth sense

WANDERING DEFENDER

There are those with an insatiable wanderlust, who travel the cities and towns and trackless wastes of the world with no plan or agenda. They yearn for a purpose to life and seek it in the wilderness and byways, aiding the needy and the helpless wherever they might find them. They are forever drawn into others' trials and troubles, and take on their problems as their own. Such is the life of a wandering defender.

Sometimes a wandering defender travels alone, but he can easily take up with a group. A group makes it safer to travel and may help extract the wandering defender from any trouble he might stir up. A wandering defender could choose his path out of a desire to do good, or perhaps a need to atone for some past questionable acts. Most often, the wandering defender was once a monk. A life of meditation and the search for enlightenment often sparks the desire to look for answers on the road.

A wandering defender's travels and special motivations give him a unique set of special abilities, which he does not hesitate to employ against the forces of evil, oppression, and tyranny. He becomes an astute judge of character and motivation; the itinerant benefactor, the righter of wrongs, and the protector of the weak. He abhors killing, subduing enemies when he can and convincing them of the error of their ways.

Hit Die: d8.

REQUIREMENTS

To become a wandering defender, a character must fulfill all the following criteria:

Alignment: Any good.

Dexterity: 13+.

Wisdom: 13+.

Base Attack Bonus: +4.

Feats: Improved Unarmed Strike.

CLASS SKILLS

The wandering defender class skills (and the key ability for each) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the wandering defender prestige class.

Weapon and Armor Proficiency: Wandering defenders are proficient with all simple weapons, but gain no proficiency with armor or shields.

Defend the Weak: Whenever the wandering defender enters combat while defending a weaker or helpless creature, he gains a +1 morale bonus to all attack rolls, damage rolls, skill checks, and saving throws.

Stunning Attack: At 2nd level, the wandering defender can stun enemies with his unarmed attacks. This ability functions as the monk ability. If the character already possesses this ability, the target's DC to avoid being stunning is increased by 2.

Subdue the Enemy: At 3rd level the wandering defender becomes expert at subduing his enemies. Whenever he hits in an attempt to deal subdual damage, he gains an additional +1d6 points of subdual damage to the regular subdual damage roll. Also, whenever he uses a weapon that inflicts normal damage in an attempt to do subdual damage, such as striking with the flat of the blade, he is not subject to the normal -4 penalty on the attack roll.

Sense the Situation: By 4th level, the wandering defender's experiences have given him a greater insight into the true nature of any situation. He gains a +4 competence bonus to any Listen, Search, Spot, and Sense Motive checks.

TABLE 2-11: THE WANDERING DEFENDER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Defend the weak
2	+2	+3	+3	+3	Stunning attack
3	+3	+3	+3	+3	Subdue the enemy
4	+4	+4	+4	+4	Sense the situation
5	+5	+4	+4	+4	Righteous wrath
6	+6	+5	+5	+5	Protect the helpless
7	+7	+5	+5	+5	Improved dodge
8	+8	+6	+6	+6	Disarm the oppressor
9	+9	+6	+6	+6	Startling speed
10	+10	+7	+7	+7	Turn the blade

Righteous Wrath: A 5th-level wandering defender becomes incensed whenever he sees injustice or oppression. Anytime he sees a helpless innocent being abused, he flies into a rage and attacks the nearest perpetrator. This abuse can include bullying, outright attack, violent intimidation, or theft of valuables, or any other situation the DM may wish to apply. If the character wishes to avoid this effect, he must make a Will save of DC 18. If he avoids the rage for the time being, he is able to hold it within until the proper moment when it can be released. When faced with the same perpetrator or one who is closely affiliated in the future, he may release the rage at will. This rage functions as the barbarian special ability. The "rage storage" can last indefinitely, but he can only "store" one at a time.

Protect the Helpless: The wandering defender at 6th level becomes ever more passionate about defending others. Whenever he enters combat while defending a weaker or helpless creature, he gains a +1 morale bonus to all attack rolls, damage rolls, skill checks, and saving throws. This ability is cumulative with the 1st-level ability defend the weak.

Improved Dodge: At 7th level, the wandering defender becomes skilled at the dodging opponents' blows. During his action, he designates an opponent and receives a +2 dodge bonus to AC against attacks from that opponent. He can select a new opponent on any action. A condition that makes the character lose his Dexterity bonus to AC (if any) also makes him lose dodge bonuses.

Disarm the Oppressor: At 8th level, the wandering defender learns to take an enemy's weapon away with greater efficiency. He does not suffer an attack of opportunity when attempting to disarm an opponent, nor does the opponent have a chance to disarm him. Furthermore, the wandering defender gains a +4 competence bonus to the opposed Strength roll when attempting to disarm.

Startling Speed: At 9th level, the wandering defender's movement speed increases. He gains +10 ft./round to his normal movement rate.

Turn the Blade: At 10th level, the wandering defender has learned to deflect the attacks of his enemies. He gains a +3 natural bonus to AC.

WANDERING HIGHWAYMAN

To the poor, the wandering highwayman is a gift from the gods. No one knows where he comes from, nor why he does what he does, but he exists solely to help the starving poor by stealing from the rich. The poor love him for his generosity and charisma, and the rich hate him for not only robbing them, but doing it with grace and audacity.

The wandering highwayman most often operates in wilderness areas with well-traveled roads passing through. He preys upon rich-looking carriages or merchant caravans passing through his chosen domain, ambushing the travelers, stealing their riches, and giving the lion's share of the booty to the poor. He sometimes keeps a portion of the spoils to feed or equip his followers, but he has no interest becoming wealthy. He does what he does to right the injustices of the world, even though his actions make him an outlaw. The wandering highwayman may come from a life of poverty himself, giving him an innate distrust of the rich. But he knows that not all wealthy individuals are evil, and he takes special care not to prey too heavily on those with a good heart. He does not want to incur the wrath of good people, only thumb his nose at corrupt governments and unscrupulous merchants.

Wandering highwaymen can come from a variety of backgrounds. Most wish to fight the injustice of an oppressive government or thwart the plans of those who tread upon the backs of poor peasants. The organization or regime that he fights is usually large and powerful, so he is quite happy to work with others to achieve his goals.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Neutral good or chaotic good.

Base Attack Bonus: +4.

Hide: 8 ranks

Move Silently: 8 ranks

Wilderness Lore: 6 ranks.

Feats: Point Blank Shot.

TABLE 2-12: THE WANDERING HIGHWAYMAN

Level	Base Attack	Fort Save	Ref Save	Will Save
1	+1	+0	+2	+2
2	+2	+0	+3	+3
3	+3	+1	+3	+3
4	+4	+1	+4	+4
5	+5	+1	+4	+4
6	+6	+2	+5	+5
7	+7	+2	+5	+5
8	+8	+2	+6	+6
9	+9	+3	+6	+6
10	+10	+3	+7	+7

Special

Favored enemy, evasion

Leadership

Bonus feat

Favored enemy

Ambush

Bonus feat, improved evasion

Favored enemy

Master of the bow

Bonus feat

Favored enemy

CLASS SKILLS

The truth seeker class skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the wandering highwayman prestige class.

Weapon and Armor Proficiency: wandering highwaymen are proficient with all simple and martial weapons, one exotic weapon, light and medium armor, and shields.

Code of Conduct: The wandering highwayman strives to uphold the tenets of goodness, kindness, and compassion for society's most downtrodden. He loses all special class abilities if he ever willingly commits an evil act. His code requires him to refrain from killing non-evil creatures without first demanding surrender, to help those in need (provided they do not use the help for evil ends), and punish those that harm or threaten innocents. At least 75% of everything he steals must be given to the poor.

Associates: While he may adventure with characters of any good or neutral alignment, a wandering highwayman will never knowingly associate with evil characters, nor with someone who consistently offends his moral code. A wandering highwayman may only hire henchmen or accept followers of good alignment.

Favored Enemy: The 1st level wandering highwayman chooses a particular enemy and focuses his efforts on robbing him blind, thwarting his plans, and being a thorn in his side. The wandering highwayman may select a particular organization or group as a favored enemy. Examples include the evil Sheriff of Dunbar and his henchmen, the Prince of Dorn's Keep and his kobold minions, or the Merchant's Guild Guardsmen of Darkwater. Due to his extensive study of his foes, the wandering highwayman gains a +1 insight bonus 0 to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using those skills against his enemy. He gets the same bonus to weapon damage rolls against his enemy. The bonus doesn't apply to creatures that are immune to damage from critical hits.

At 4th level, 7th level, and 10th level, he may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1. For example, a 10th level wandering highwayman will have four favored enemies, with bonuses of +4, +3, +2, and +1.

Evasion: At 1st level, the wandering highwayman gains the ability to evade effects that allow a Reflex save. If exposed to any effect that allows a character a Reflex save for half damage (like fireball, for instance), he takes no damage with a successful saving throw. Evasion can only be used if the wandering highwayman is wearing light armor or no armor.

Leadership: At 2nd level, the wandering highwayman begins to gather followers to help him bring down the evil organization. He gains the Leadership feat. If he already has this feat, he gains a +2 to his Leadership score.

Bonus Feats: At 3rd, 6th, and 9th level, the merry bandit gets a bonus feat in addition to any feats he would normally gain. Other feats gained normally are not limited to this list. These bonus feats must be drawn from the following list: Ambidexterity, Blind Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency (may be taken more than once, but must be for a different weapon each time), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Improved Unarmed Strike, Mounted Combat (Mounted Archery).

Some of the feats available cannot be acquired until the wandering highwayman has gained one or more prerequisite feats; these are listed parenthetically after the prerequisite feat.

Ambush: At 5th level, the wandering highwayman has become a master of surprise and ambush. During the surprise round he gains a +4 competence bonus to all rolls and checks. When setting up an ambush, the wandering highwayman gains this bonus to Hide and Move Silently checks as well, and may confer this bonus to the Hide and Move Silently checks on a number of friendly characters equal to half his character level.

Improved Evasion: At 6th level, the wandering highwayman's evasive abilities are incredible. This ability works like the evasion ability, but the wandering highwayman now takes only half damage on a failed save.

Master of the Bow: The 8th level wandering highwayman is a master of the bow. He gains a +2 competence bonus to all attack and damage rolls when using a bow. This does not include crossbows.

Lightning Speed: At 9th level, the wandering highwayman's speed and reflexes become legendary. He gains 10 ft./round of normal movement, and a +2 bonus to his initiative rolls.

WHITE MAGICIAN

In many cultures, the color white is associated with purity and good. It symbolizes light, life and brightness, and is the antithesis of the color black, which stands for darkness and death and evil. The same is true among those who call upon the power of the universe to do their bidding — those who can shape the forces of arcane magic.

A white magician is the pinnacle of all that is good in arcane magic. He shows compassion to those in need, and always strives to do what is right. He devotes himself to the pursuit of righteousness, but without the divine touch of clerics. White magicians often wear snowy robes to signify their arcane path.

There are many types of white magicians. Their approaches to good are as varied as the faces of good itself. Some choose to aid the defenseless, some to thwart the forces of evil; some devote their lives to the creation of arcane spells; some simply demonstrate charity toward all they meet, and some keep a low profile, working for the good in their own quiet way. But regardless of the path they choose, white magicians are a true force of good in the world. The powers conferred on them by adhering to such a pure and virtuous path exceed those of normal spellcasters.

White magician schools are not common, but those who seek them with enough fervor can find them. These schools are often located near prominent arcane magic schools, so promising students or other spellcasters can be given the opportunity to devote themselves to the service of good. The only way to become a white magician is study at one of these schools.

Hit Die: d4.

REQUIREMENTS

To become a white magician, a character must fulfill all the following criteria:

Alignment: Any good.

Wisdom: 15+.

Feats: Any three metamagic feats.

Spellcasting: Ability to cast 3rd-level arcane spells.

CLASS SKILLS

The white magician class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the white magician prestige class.

Weapon and Armor Proficiency: White magicians gain no proficiency in any weapon or armor.

Code of Conduct: The white magician swears to uphold the tenets of good, kindness, compassion, and righteousness. A white magician loses all special class abilities if he ever willingly commits an evil act, and may never again advance as a white magician. Additionally his code requires him to refrain from killing whenever possible, to act with honor (not lying, not cheating, not using poison, etc.), help those in need (provided they do not use the help for evil ends), and punish those that harm or threaten innocents. White magicians believe certain magic can foul the spirit just as surely as evil acts. A white magician must never cast Necromancy spells. If he knows any Necromancy spells, he must remove them from his spell book and never attempt to cast them from scrolls or memory. To a white magician, Necromancy is evil.

Associates: While he may adventure with characters of any good or neutral alignment, a white magician will never knowingly associate with evil characters, nor with someone who consistently offends his moral code. A white magician may only hire henchmen or accept followers of good alignment.

Spells per day: A white magician continues training in magic. Whenever a white magician gains a new level, he gains new spells per day as if he had gained a level of the spellcasting class he belonged to before he added the white magician prestige class. He does not gain any of the other benefits that would be bestowed by that character class (metamagic or item creation feats, etc.). This means

TABLE 2-12: THE WHITE MAGICIAN

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+0	Code of conduct, sense the heart	+1 level of existing class
2	+1	+0	+0	+0	Protection's power	+1 level of existing class
3	+1	+1	+1	+1	Bonus metamagic feat	+1 level of existing class
4	+2	+1	+1	+1	Evil's unease	+1 level of existing class
5	+2	+1	+1	+1	Light of good	+1 level of existing class
6	+3	+2	+2	+2	Bonus metamagic feat	+1 level of existing class
7	+3	+2	+2	+2	Evil's bane	+1 level of existing class
8	+4	+2	+2	+2	Stand away the dark	+1 level of existing class
9	+4	+3	+3	+3	Bonus metamagic feat	+1 level of existing class
10	+5	+3	+3	+3	Power of light	+1 level of existing class

he adds his level of white magician to his level in an existing spellcasting class, then determines caster level and spells per day accordingly. If he had more than one spellcasting class before he became a white magician, he must decide to which class he adds each level of white magician for purposes of determining spells per day when he adds the new level.

Sense the Heart: The white magician is able to see into the hearts of others to know their true spirit. A number of times per day equal to one-third his character level (rounding up), the white magician may sense the alignment of any creature within line of sight. No roll is required; success is automatic. If the target's alignment is being concealed somehow, the white magician cannot sense the alignment, but he is aware of the concealment.

Protection's Power: At 2nd level, the white magician gains increased powers of protection. He casts abjuration spells as a caster level two levels higher. A number of times per day equal to his Wisdom bonus (if any), he can "cast the bones" to perform the spell *augury*. The spell has an $(80 + \text{caster level})\%$ chance of success. The DM should determine the results based on the *augury* spell.

Bonus Metamagic Feat: At 3rd level, 6th level, and 9th level the white magician may choose any metamagic feat from the following list: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Quicken Spell, Silent Spell, and Still Spell. This bonus feat is in addition to any feats the character gains normally.

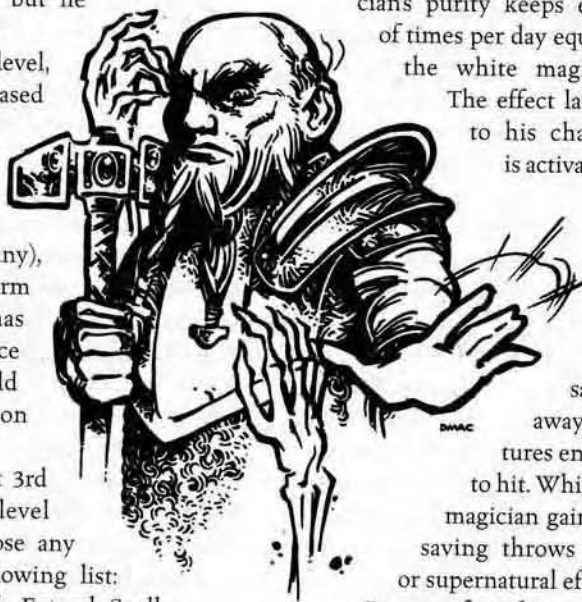
Evil's Unease: At 4th level, the white magician is becoming such a force for good that evil creatures try to avoid him. Evil creatures within 30 ft. and line of sight of the white magician feel distinctly uneasy. They suffer a -1 penalty to all attack rolls, skill checks, and saving throws.

Light of Good: At 5th level, the white magician gains the ability to lead non-evil creatures. He gains the Leadership feat, but he may only attract followers of good alignment. Furthermore, he gains a +4 enhancement bonus to all Charisma-based skill checks involving non-evil creatures. This bonus applies to his Leadership score as well.

Evil's Bane: At 7th level, the white magician becomes a force of good that evil creatures loathe and fear. Any spells the white magician casts at evil creatures have their saving throw DC increased by 2. The white magician gains a +2 enhancement bonus to all saving throws versus effects targeting him from evil creatures.

Stand Away the Dark: At 8th level, the white magician's purity keeps evil creatures at bay. A number of times per day equal to one-third his character level the white magician can activate this ability. The effect lasts for a number of rounds equal to his character level. When this ability is activated, no evil creature may approach within 30 ft. of the white magician without first making a Will save (DC 10 + character level). Any evil creature within this area when the effect is activated who fails the Will save must immediately move 30 ft. away. Missile attacks from evil creatures entering this area suffer a -4 penalty to hit. While this ability is in effect, the white magician gains a +4 enhancement bonus to all saving throws against any magical, spell-like, or supernatural effects from evil creatures.

Power of Light: At 10th level, the power of good so imbues the white magician that evil has all but lost power over him. The white magician gains Spell Resistance 15 versus any spells or spell-like effects from evil creatures. Versus neutral creatures, this Spell Resistance is 8. The white magician also gains Damage Reduction 5/+1 versus attacks from evil creatures.



Chapter 3:
Magic

SUMMONING

“Be careful what you summon, lest it answer your call,” goes the saying. Sometimes spellcasters like to pretend that summoning creatures from foreign planes to do their bidding is a simple matter: you speak an invocation, wave your arms just so, and in an eyeblink a servant from beyond appears, eager to receive orders. But experienced spellcasters know better. Extraplanar creatures have minds of their own, and their moods, temperaments and desires can affect their willingness to help. In other words, you can summon a celestial unicorn from the planes of Good, but you can’t make it fight for you.

Summoning is no easier for good spellcasters than it is for anyone else. Not everyone (or everything) likes good beings well enough to blindly follow their orders. In fact, some neutral beings resent those who follow the good alignments for being self-righteous and — literally — holier-than-thou. Even the differences between the three main variations on the good alignment are enough to make summoning a matter of persuading or begging rather than commanding.

It’s always easiest for a good spellcaster to summon a creature of his own exact alignment. The greater the ideological difference between the summoner and the summoned, the harder it is for the former to get the latter to do his bidding. Of course, evil creatures don’t respond at all to good spellcasters — and a good spellcaster who tries to summon a beast of evil comes dangerously close to violating his alignment. Even neutral creatures have a hard time working up enthusiasm for the cause of good.

They may openly distrust a good spellcaster, because they have had bad experiences with someone of his alignment, or because they suspect that serving the cause of good interferes with their own goals. Or perhaps they just aren’t interested by what their summoner has in mind.

As DM, if you want to add a little unpredictability to reflect the difficulties involved when a good spellcaster tries to summon neutral creatures, use the following rules. Whenever a good spellcaster chooses to summon a neutral, lawful neutral or chaotic neutral creature, that spellcaster must make a Spellcraft skill check (DC 20). If he is trying to summon more than one creature with any of those alignments at a time, he makes one roll to cover all of them. If he succeeds, the summoning spell functions normally. If he fails, roll a d10 and consult the following table:

Roll	Result
0-1	The summoned creatures arrive according to the normal operation of the spell, but they have been called away from their native planes somewhat against their will. They are in no mood to obey their summoner. The summoner must make a successful Charisma check (DC 10 + summoned creature’s HD) for each summoned creature in order to command them to do anything other than attack. Alternately, the summoner may substitute a Diplomacy skill check if dealing with an intelligent creature or an Animal Empathy skill check if dealing with an unintelligent creature. If the summoner cannot command them, they attack the nearest opponent or wait patiently for the spell to expire.

- 2-3 The summoned creatures put up a struggle as they leave their native plane, causing a slight delay. They arrive 1 round after the spell that summons them is cast, not in the same round.
- 4-5 The summoner's appeals fall on deaf ears (assuming the creatures he's calling even have ears). Fewer or less-powerful creatures heed his call. He may only summon as many creatures as would be permitted by a *summon* spell of half the level of the spell he actually cast (rounded up). For instance, if he cast *summon monster V*, he could only summon as many creatures as if he had cast *summon monster III*.
- 6-7 The summoner's magic proves less efficacious when it's applied to neutral creatures instead of good creatures. The caster may only summon creatures appropriate to a spell one level less powerful than the one he actually cast. For instance, if he cast *summon monster III*, he could only summon as many creatures as if he had cast *summon monster II*.
- 8-9 Spell functions normally.

An overlap in alignment or domain can make things a little easier for the caster. Add +1 to the die roll if a chaotic good caster is trying to summon a chaotic neutral creature, or if a lawful good caster is trying to summon a lawful neutral creature. Add another +1 if the caster has Chaos as a domain and is trying to summon a chaotic neutral creature, or if he has Law as a domain and is trying to summon a lawful neutral creature.

Even minor differences within the good alignment can make summoning tricky. Lawful good summoners can rub chaotic good creatures the wrong way, and the same is true of chaotic good summoners and lawful good creatures. Even neutral good casters and creatures, who are generally pragmatic and try to get along with everyone, don't always succeed in smoothing over minor differences in ideology. In short, the good don't always cooperate smoothly with the good.

As DM, you can reflect this difficulty by using the following rules. Whenever a good spellcaster chooses to summon a good creature not of his exact alignment, that spellcaster must make a Spellcraft skill check (DC 20). If he is trying to summon more than one creature with any of those alignments at a time, he makes one roll to cover all of them. If he succeeds, the summoning spell functions normally. If he fails, roll a d10 and consult the table below:

Roll	Result
1-2	The summoned creatures arrive according to the normal operation of the spell, but they have been called away from their native planes somewhat against their will. They are in no mood to obey their summoner. The summoner must make a successful Charisma check (DC 10 + summoned creature's HD) for each summoned creature in order to command

them. Alternately, the summoner may substitute a Diplomacy skill check if dealing with an intelligent creature or an Animal Empathy skill check if dealing with an unintelligent creature. If the summoner cannot command them, they act according to the DM's discretion.

- 3 The summoned creatures put up a struggle as they leave their native plane, causing a slight delay. They arrive 1 round after the spell that summons them is cast, not in the same round.
- 4 The summoner's appeals fall on deaf ears (assuming the creatures he's calling even have ears). Fewer or less powerful creatures heed his call. He may only summon as many creatures as would be permitted by a *summon* spell of half the level of the spell he actually cast (rounded up). For instance, if he cast *summon monster V*, he could only summon as many creatures as if he had cast *summon monster III*.
- 5 The summoner's magic is less persuasive to creatures not of his precise alignment. The caster may only summon creatures appropriate to a spell 1 level less powerful than the one he actually cast. For instance, if he cast *summon monster III*, he could only summon as many creatures as if he had cast *summon monster II*. Spell functions normally.
- 6-9 0 The caster's magic produces a pleasant surprise. Not only does the *summon* spell work as it is supposed to, but the summoned creatures arrive full of pep and eager to serve the cause of good. All summoned creatures receive a +1 bonus to their attack rolls and a +1 morale bonus to all saving throws. These bonuses stack on top of any other relevant bonuses.

Even if you choose not to use these suggestions, you may still find useful the following rules of thumb about how various good creatures react to being summoned.

SUMMONING CHAOTIC GOOD CREATURES

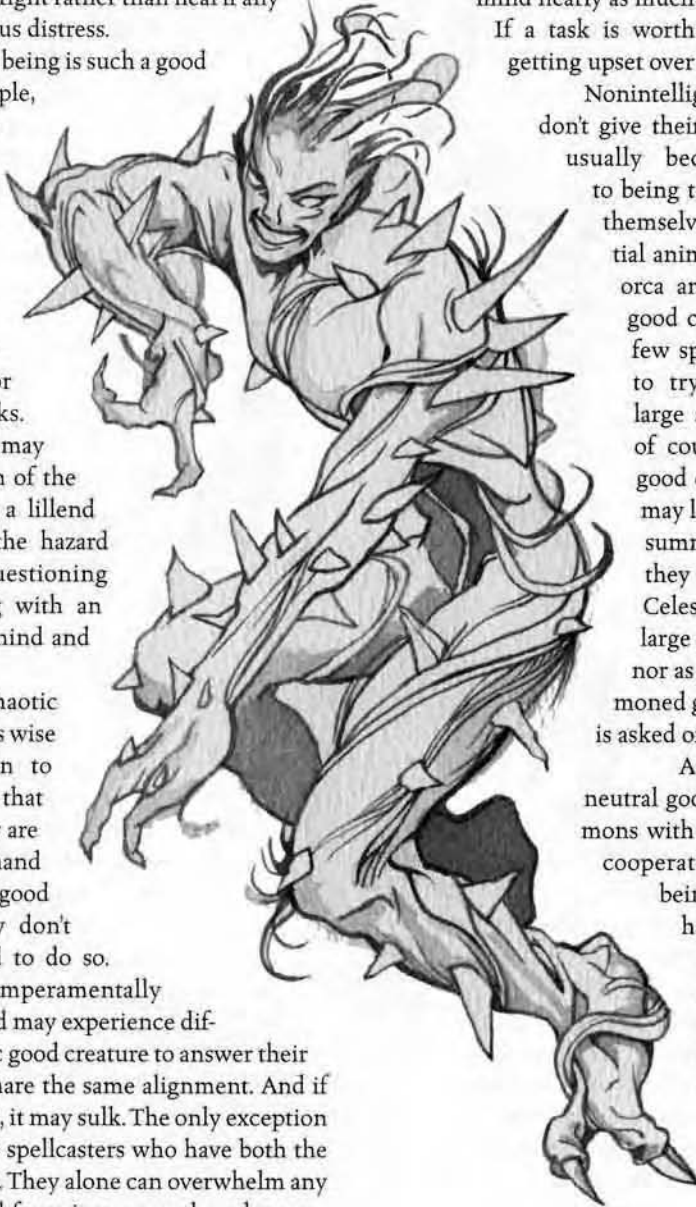
The problem with summoning a chaotic creature, even one of chaotic good alignment, is that the whole idea of being compelled to travel from its native plane just to do someone else's bidding goes against its temperament. This is only marginally less true when the caster is also chaotic. Chaotic animals fight the transportation process all the way, and when they emerge into the caster's plane they generally look ragged, having been dragged against their will. It's not at all unusual for them to arrive clawing and howling. This may work to the advantage of casters who are in a fight, but it's an impediment if the animals are needed for other purposes.

Intelligent chaotic good creatures are more tractable. Djinni are the most agreeable, being summoned so often that they are used to it. They accept such service as their

lot. In fact, some relish the prospect of being summoned, because it gives them an opportunity for adventure and amusement. Ghaeles, who fancy themselves celestial knights-errant, rush to the aid of good creatures in distress; they, too, respond to summoning with enthusiasm. Evangels of grace welcome the chance to help those who are worthy of their aid, especially if dispatched directly by their god. However, it takes a bit of persuasion to get them to fight rather than heal if any of their allies are in obvious distress.

Not every chaotic good being is such a good sport. Lillends, for example, don't like to fight unless they are convinced that the enemy fulfills one of their personal grudges. A caster may have to do a rhetorical tap dance to convince a lillend that a foe is a despoiler of nature or a destroyer of artworks. Un-prepared summoners may spend the entire duration of the spell trying to persuade a lillend to help them. Such is the hazard of trying to get unquestioning obedience from a being with an intelligent, questioning mind and a chaotic temperament.

When summoning chaotic good creatures, it is always wise to tailor the invocation to allow the creature to feel that serving is its choice. They are keen to lend a helping hand in the name of all that is good and righteous, but they don't enjoy being commanded to do so. Spellcasters who are temperamentally disinclined to beg or plead may experience difficulty in getting a chaotic good creature to answer their summons, even if they share the same alignment. And if the creature does show up, it may sulk. The only exception to this tendency is divine spellcasters who have both the Chaos and Good domains. They alone can overwhelm any chaotic good creature and force it to serve them by compulsion, so they don't need to show any concern for its feelings. Appealing to the creature in the name of the deity it follows (assuming it follows one) may also work. Of course, any attempt to summon an evangel of grace must be couched as an appeal (as sincere or desperate as the caster may credibly make it) to a chaotic good deity, who will then send the evangel as its emissary.



SUMMONING NEUTRAL GOOD CREATURES

Neutral good (or "true good") creatures are generally the easiest for a summoner to deal with. They are ideologically flexible, and don't like to quibble over fine points. As long as they believe that a deed serves the cause of good and combats evil, they are willing to do it. And they don't mind being called away suddenly from whatever it is they're doing to fight evil — at least, they don't mind nearly as much as do chaotic good creatures.

If a task is worth doing, there's no point in getting upset over the circumstances.

Nonintelligent neutral good creatures don't give their summoners much trouble, usually because they're accustomed to being treated with a certain respect themselves. Most neutral good celestial animals are pretty big — bisons, orca and elephants are all neutral good celestial animals — and very few spellcasters are dumb enough to try to bully a creature that large and powerful. The flip side, of course, is that a large neutral good creature that is treated badly may lose its temper and turn on its summoner, regardless of whether they agree in alignment or not. Celestial owls are not nearly as large as killer whales or elephants, nor as prone to bad temper. A summoned giant owl generally does what is asked of it with a minimum of fuss.

As a general rule, intelligent neutral good creatures also accept summons with relatively little bother. They cooperate easily with other good beings, in large part because they handle the ideological tics of others with pragmatism and good humor. They accept the necessity of doing whatever needs to be done in the name of righteousness.

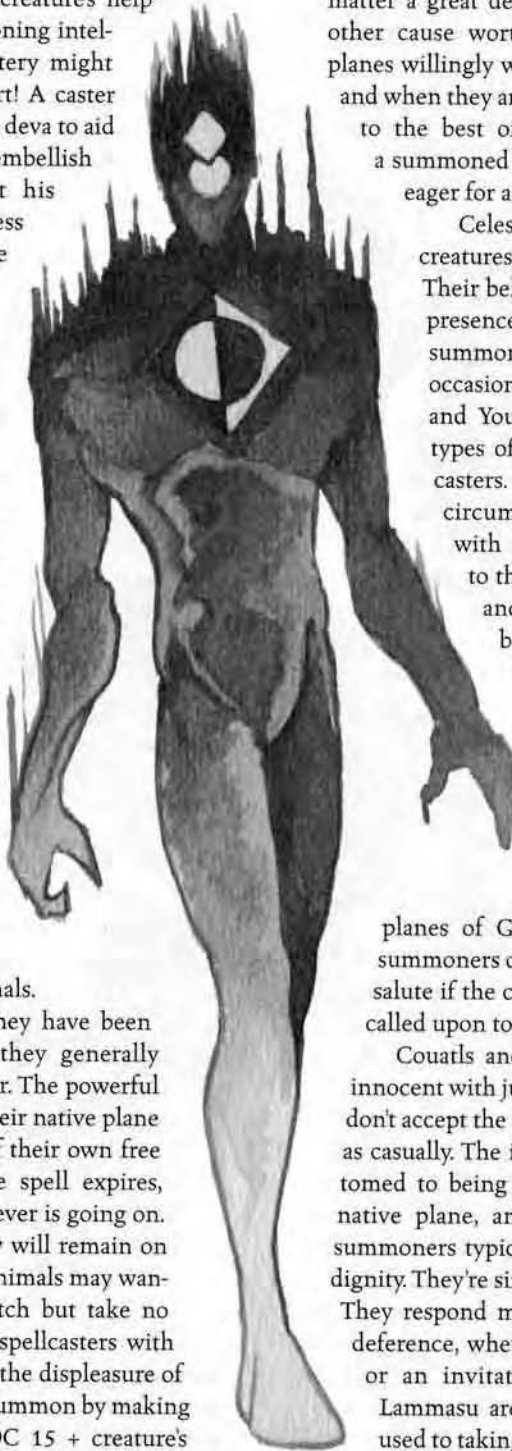
Certainly, neutral good celestials such as avoral guardinals or astral devas make it their business to help the cause of good

however and whenever they can. Tritons willingly aid good creatures, but they are more insular and remain something of an enigma. They feel uncomfortable outside aquatic environments and may refuse outright a summons that involves coming onto dry land. They are also leery of surface dwellers, regardless of alignment, and hes-

itate if summoned by someone who doesn't live underwater. The only summons that tritons accept with unconditional enthusiasm is a call to fight their archenemies, sahuagin.

The key to summoning neutral good creatures is to emphasize the need for the creature's help in the invocation. When summoning intelligent beings, a little bit of flattery might help, and certainly wouldn't hurt! A caster who wished to summon an astral deva to aid in a fight, for example, might embellish the invocation, declaring that his straits are so dire than nothing less than a mighty warrior from the planes of Good can rescue him from his distress. Appeals based on the summoned being's wisdom, beauty, virtue, benevolence, etc. also prove useful. Invoking the name of a neutral good deity also helps when summoning neutral good celestials, and is an essential element when calling for the aid of an evangel of benevolence. It's far less important when summoning other neutral good creatures. If they believe in a cause, they'll help just as much for the sake of helping as out of devotion to a deity.

However, neutral good creatures are not pleased to be summoned under false pretenses. This is true across the board, whether one is dealing with celestials or animals. If they find upon arrival that they have been deceived by their summoner, they generally react with a brief gesture of anger. The powerful magic that brought them from their native plane prevents them from returning of their own free will before the duration of the spell expires, but they remain aloof from whatever is going on. If there is combat going on, they will remain on the sidelines and take no sides. Animals may wander off; intelligent creatures watch but take no part in the proceedings. Divine spellcasters with the Good domain may overcome the displeasure of neutral good creatures that they summon by making a successful Charisma check (DC 15 + creature's HD). The creature then becomes amenable to the caster's commands.



SUMMONING LAWFUL GOOD CREATURES

When summoning lawful good creatures, it is absolutely crucial that summoners persuade them of their honorable intentions, and set them a task of fighting evil and/or defending the innocent. Purity of heart and motive matter a great deal to them, and they acknowledge no other cause worth fighting for. They travel between planes willingly when they believe that the cause is just, and when they arrive they perform their appointed tasks to the best of their ability. More often than not, a summoned lawful good creature arrives ready and eager for a good scrap.

Celestial animals and other nonintelligent creatures show deep loyalty to their summoners. Their behavior can resemble that of a pet in the presence of its master, especially if a caster summons the same animal on more than one occasion (see below, "Your Summoned Creature and You"). This is even true of the different types of celestial bear favored by lawful good casters. As ferocious as they are under normal circumstances, they treat their summoner with perceptible deference. They will fight to the death in defense of their summoner, and preserving their summoner's well-being is their first priority in the absence of clear orders to the contrary.

Intelligent lawful good creatures, on the other hand, tend to treat their summoners as allies, or at least equals. Lawful good celestials (such as archons) hail summoners of like alignment as comrades-in-arms as they appear from the planes of Good and plunge into the fray. Even summoners of differing alignment get a nod or brief salute if the celestial feels confident that it has been called upon to serve the cause of good.

Couatls and lammasu fight evil and defend the innocent with just as much fervor as celestials, but they don't accept the servitude implied by summoning quite as casually. The imposingly beautiful couatls are accustomed to being treated with great reverence in their native plane, and the language of compulsion that summoners typically use in an invocation insults their dignity. They're simply not used to being told what to do. They respond more favorably to summons that show deference, whether they are couched as a plea for aid or an invitation to join a crusade against evil.

Lammasu are proud and solitary beings, no more used to taking orders than are couatls. They are more than happy to cooperate with other lawful good beings, but they prefer to see themselves as wise coun-

selors rather than as servants. They feel most comfortable giving strategic or tactical advice, or imparting information of which their allies may not be aware. Any invocation designed to summon them should take their temperament into account.

When summoning a lawful good creature, the best invocations emphasize the need for its help in the fight against evil. The plea should be sincere, however, because if a lawful good creature arrives on the scene only to find that it has been duped, it may well become angry enough to turn on its summoner. Those of lawful good alignment place a high premium on honesty and keeping one's word, and a summoned creature deeply resents deception. Intelligent beings are generally content to give the summoner an angry lecture on the sinfulness of deceit, or even use a nonlethal spell or spell-like ability to inconvenience him. Nonintelligent creatures may avenge their betrayal by attacking the summoner. Divine spellcasters with both the Law and Good domains are immune to the wrath of summoned lawful good creatures, but such spellcasters would come dangerously close to violating their alignment if they asked so much as a celestial dog to risk its life under false pretenses. Appending the name of a lawful good deity (any one known to the creature being summoned will do) to an invocation helps convey sincerity, of course. And properly invoking the name of a god is a must when summoning an evangel of justice.

DUALITY

In most instances, spellcasters do not form much of a relationship with the creatures they summon. Even the most powerful casters have trouble keeping extraplanar creatures in their direct service for more than minutes at a time. And, of course, summoned creatures often die in combat with scarcely any chance to interact with the caster who called them forth. This is particularly true of lower-level creatures that don't have much staying power. In fact, some casters like to argue that summoned creatures are no more than magical fodder, that they have no other purpose than to perish in the service of those who call them. Evil casters in particular delight in the expendability of summoned creatures.

But powerful extraplanar creatures may well survive an encounter and return to their native planes, in which case they may find themselves summoned to service yet again, and again, and again. Over time, repeated summoning can take its toll, especially on creatures that are not used to taking orders and acting under compulsion. Experienced spellcasters who have seen it happen call it "summoning fatigue." Good creatures that suffer from summoning fatigue do not turn on their summoners or otherwise behave in ways that would violate their alignment. But their morale may suffer, and they sometimes demonstrate considerable reluctance to obey their summoners.

In his memoirs, the wizard Serus Panthan recalls his mistake in summoning a lillend named Aylus to help him fight a tribe of fire giants. The unfortunate Aylus had been summoned from her native plane once too often for her liking, and instead of attacking the giants, she upbraided him for disturbing her rest. Even as the giants' rocks whizzed past her and crashed around Serus, she lectured him on his presumption and the virtues of showing a little consideration for those who dwell in other planes. Only after he improvised a tale about how their present foes had used some valuable tapestries as washclothes did the lillend shift her attention to the attacking giants.

DMs may invoke summoning fatigue at their own discretion, to set powerful PCs at a slight handicap, or as an exercise in roleplaying. You may impose upon the summoned creature some sort of morale penalty, such as -1 to Will saving throws, or a -1 attack penalty to reflect the fact that they aren't eager to fight. Alternatively — as in the case of Serus Panthan and his recalcitrant lillend — the summoned creature may show a marked reluctance to fight at all. It whines, grouches, pouts — all in all, it needs to be persuaded to do what it was called to do.

In still rarer cases, a spellcaster calls upon the same extraplanar creature often enough that the two form a friendship. Sometimes, a caster receives the services of an individual creature that it had summoned on a previous occasion as a matter of pure chance, and over time they become familiar with each other. In any event, a summoner may request a specific individual creature simply by adding its name to the spell's incantation (i.e., the verbal component). Whether or not that particular creature responds is a matter of its own availability or its loyalty to the summoner.

In the case of less powerful nonintelligent creatures, summoners come to regard them as pets, and the summoned creatures for their part behave like pets. Serus Panthan tells of a celestial badger that he summoned so often that it became accustomed to him, and he swore that he had tamed it. It responded to the name that he gave it and served him loyally. Even after he had learned how to summon much more powerful creatures to do his bidding, Serus still enjoyed calling forth his favorite celestial badger from the planes of Good. On quiet days, he would summon it just for the pleasure of feeding it and playing with it for several minutes, even when having a badger wandering around worried his companions.

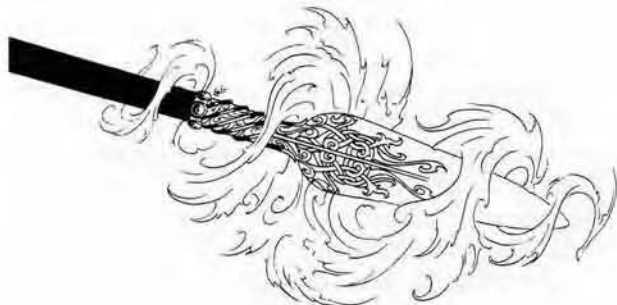
Serus also theorized that it was possible to keep a summoned creature as a familiar, based on conversations with sorcerer friends of his, and indeed he was correct. Members of a character class capable of keeping a familiar may attempt to retain a creature that they summon beyond the normal duration of the spell, and make it a familiar. First, the caster must go through the standard preparation involved in attracting a familiar. Then he

summons the creature he wishes to retain. Finally, he must make a successful Charisma check (DC 12 + the target creature's HD), reflecting the process of convincing the creature to serve him in this way. If he is unsuccessful, the creature simply returns to its native plane when its time expires.

With intelligent creatures, such as djinni and lillends, the relationship between summoner and summoned takes on an aspect of friendship, even partnership between near-equals. Where this is the case, a summoned being feels special solicitude toward its summoner, and ensures his welfare before considering anyone else. It may also give advice and offer aid (other than fighting as an ally) within the limits of its knowledge and abilities.

The story of Erol, the Paladin-Archbishop of the great city of Glaus, offers an example of such a relationship. Erol spent much of his adult life warring against the ogres, orcs and other evil creatures that raided Glaus' outlying villages. In his later campaigns, he frequently called upon a particular djinn to aid him in combat. Over time, he came to rely upon this djinn to the extent that it became more like an aide than a fighting servant. Sometimes Erol would summon it just to get its judgment of a tactical situation. Finally, the djinn was slain while helping Erol fight some fiends that a powerful orc shaman had summoned. Despondent over his friend's death, Erol resolved to make a pilgrimage to the Elemental Plane of Air in its honor, in spite of the obvious hazards involved. He never returned from it.

Celestials are especially likely to form bonds with casters of the same alignment. As constant defenders of good, they value allies who share their cause, but feelings of personal friendship may also enter into the equation if a celestial has been summoned by the same caster enough times. In one sense, evangels are more likely than other celestials to form friendships with casters who call on them, since they spend more time with their summoners than do other creatures. But on the other hand, evangels are notorious for their aloofness and their sense of their own superiority, so they tend to choose their friends from other planes carefully.



NEW SPELLS

Baptism of Faith

Enchantment (Compulsion)

Level: Clr 9

Components: V, S, DF, XP

Casting Time: 1 hour

Range: Touch

Target: One infant of a sentient species

Duration: Permanent (see text)

Saving Throw: None

Spell Resistance: No

You may baptize a child in the faith of your chosen deity. Although no longer generally practiced in the allied kingdoms, this spell was once considered a perfectly appropriate way to ensure the future viability of a given temple or church. By conducting this ritual, the cleric creates a permanent link between himself and the infant being subjected to the ritual. So long as the infant remains true to the faith in which he or she is baptized, the cleric gains spiritual energy from the link. This practice was widely abandoned after the dark clerics serving Arcus, the fallen paladin and warlord of the outlands, began kidnapping large numbers of infants and bonding them in their own dark faith, greatly bolstering their own infernal powers. The horror of this ritual's abuse was enough that most clerical orders no longer officially sanction its use, although there are many among the rural villages and kingdoms who continue to employ it with their flocks.

For every subject of this ritual who remains true to the faith in which you baptized them, you add a permanent +1 to the saving throw DC to resist your spells. This is cumulative with all feats and similar effects that increase the saving throw DC of spells.

XP Cost: 1,000 XP per casting.

Blessed Beast

Transmutation

Level: Clr 4, Drd 3, Pal 4, Rgr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You may temporarily instill celestial energy into the essence of any natural animal, greatly increasing its strength and abilities. The infamous fallen paladin Arcus developed this spell centuries ago, long before his descent into madness and chaos. Arcus used the spell

to infuse his hunting dogs with more power before entering combat. Later, he used the same spell on the same hounds for his dreaded "hunts", which invariably resulted in the deaths of several innocents as well as that of his intended prey. Although Arcus is universally reviled, this spell continues to see wide use by paladins and clerics.

You may temporarily grant a creature with the animal subtype the celestial template. Magical beasts, dire animals, vermin, and other such creatures may not be affected, even if they are normally viable candidates for the celestial template. This spell does not compel the target creature to serve the caster or act on his behalf.

Material Component: A tuft of hair taken from the mane of a lawful paladin's horse.

Celestial Weapon

Evocation [Force]

Level: Clr 5, War 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: Magical weapon of force

Duration: 1 rounds/level (D)

Saving Throw: None

Spell Resistance: No

You may summon a weapon of pure celestial energy in the form of your deity's favored weapon. This is similar to *spiritual weapon* in several respects, but more powerful, as the weapon you summon is considerably more potent than a standard weapon of its type. This spell was first developed by the war priests of the city-state Hylaren in the days when that august city was repeatedly attacked by the barbarians of the exiled Boar Clan. These men of faith disdained fighting at a distance in the manner of the spell *spiritual weapon*, and thus developed a version of the spell that would afford them the pleasure of close-quarters combat. By most historical accounts, the efforts of the war priests turned the tide of that battle and secured Hylaren's sovereignty.

The weapon summoned is a +1 *weapon* of the type favored by your deity. In addition, the weapon also has either the *holy* or *unholy* enchantment depending upon the nature of the deity you follow. The weapon is luminescent and appears to be constructed of pure light energy or darkness, again dependent upon the deity you revere, and cannot be mistaken for a mundane weapon.

Compel Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal of Medium size or smaller

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You may compel a single animal Medium-sized or smaller to perform a single task for you. This task may take only a single round (run away in one direction to create a distraction), a day (hunt and bring food), or the entire spell's duration (deliver a message to an individual three kingdoms away). This spell was first developed by the ranger Kerryn Treestalker to send messages to her fellow law officers despite her tendency to roam far abroad. Since that time, her students and followers have used the spell to facilitate their survival in the wilderness, and many young rangers have survived only thanks to wolves hunting on their behalf while they recovered from injuries.

This spell affects only mundane animals, not magical beasts, vermin, or any dire version of a mundane animal, despite its size. Animals under the influence of this spell may risk their lives for the caster (attacking a foe, for example), but succumb to instinct and flee if injured or if frightened, e.g. by fire.

Convert

Transmutation (Compulsion) [Mind-Affecting]

Level: Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 hour/caster level

Saving Throw: Will negates

Spell Resistance: Yes

You may convert any target being to your deity and alignment. For the duration of the spell, the affected creature is treated in all ways as having your alignment and it must behave appropriately. It is also temporarily a follower of your deity and must behave accordingly.

Convert may only be cast by paladins, good clerics, or other divine spellcasters of good alignment.

Defend the Right

Evocation

Level: Clr 3, Pal 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 10-ft.-radius sphere + 5 ft. radius/caster level

Duration: 1 minute/caster level

Saving Throw: Will negates

Spell Resistance: Yes

Defend the right calls upon a good deity of your choice to favor those worthy of the god's protection. It forms a sparkling dome (sphere, if you are not on the ground) centered on you. Within the area of effect, the spell grants all beings of good alignment any one of the following benefits: +1 deflection bonus to AC, or +1 morale bonus to Reflex, Fortitude, or Will saving throws. You choose which benefit the spell grants at the moment that you cast it, and you may not alter your choice thereafter.

Conversely, *defend the right* has the opposite effect upon creatures of evil alignment caught within the area of effect. All such creatures must make a successful Will saving throw against the spell or else suffer any one of the following penalties: -1 penalty to AC; -1 morale penalty to Reflex, Fortitude, or Will saving throws. You choose which penalty the spell inflicts at the moment that you cast it, and you may not alter your choice thereafter.

Defend the right does not affect neutral beings caught within the area of effect unless they attack or cast a spell in an attempt to harm a creature of good alignment, in which case they become evil for purposes of applying the spell's effects.

In all cases, the effects (positive and negative) of the spell last only as long as the creatures in question remain within the area of effect.

Material component: A shard of clear quartz.

Dormant Energy

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Pal 6, Rgr 6, Healing 5

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You can suffuse a single target with the energy normally expended during a healing spell. The energy lies dormant within the target until he or she begins to suffer from physical injuries, at which time the energy is activated and cures that person's wounds. This spell sees wide use among the rangers who patrol the lands of the kingdom of Aramyst. With its vast tracts of wilderness, the rulers of Aramyst require a large number of rangers to patrol the lands and look after the commoners. Since there are few among Aramyst's clerical orders that fare well in the wilderness for long periods of time, this spell was developed to protect them during their wide-ranging exploits.

You target a single creature with this spell, infusing him or her with energy. At any point when the target has lost 10 hit points or more, the energy discharges itself, result-

ing in an effect just as if you had cast *cure serious wounds* on the target of the spell. This energy has a finite duration and can be dispelled with a *dispel magic* spell. An individual harboring *dormant energy* who is instantly slain (such as by *wish* or *power word kill*) cannot be resurrected by this spell.

Extension

Conjuration (Summoning)

Level: Clr 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 HD worth of summoned creatures/2 caster levels

Duration: 1 round/caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With *extension* you compel summoned creatures to stay beyond the time prescribed by the spell that summoned them. Each creature affected by this spell may remain on the prime plane for its duration. *Extension* must be cast on creatures before they leave to return to their native planes, and it affects 1 HD worth of creatures per 2 caster levels (fractions rounded down). The caster who summoned the affected creatures need not be the one to cast *extension* on them. A summoned creature may gain the benefits of this spell only once before it must return to its plane.

Material component: A lit taper.

Favor the Righteous

Evocation

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 10-ft.-radius sphere + 5 ft. radius/caster level

Duration: 1 minute/caster level

Saving Throw: Will negates

Spell Resistance: Yes

Favor the righteous calls upon a good deity of your choice to bestow a substantial measure of divine power upon those worthy of the god's protection. It forms a milky-white, opaque glowing dome (sphere, if you are not on the ground) centered on you. Those outside of the area of effect cannot see into it without magical aid, nor can those inside it see outside. The dome does not create a physical barrier, and creatures may move through it as normal or cast spells into its area. The spell grants all creatures of good alignment in the area of effect any one

of the following benefits: +1 to all melee attack rolls and +1 to saving throw DC for spellcasters; +2 deflection bonus to AC; or +1 morale bonus to all saving throws. You choose which benefit the spell grants at the moment that you cast it, and you may not alter your choice thereafter.

Conversely, *favor the righteous* has the opposite effect upon creatures of evil alignment caught within the area of effect. All such creatures must make a successful Will saving throw against the spell or else suffer any one of the following penalties: -1 to all physical attack rolls and -1 to DC for spellcasters; -2 penalty to AC; or -1 morale penalty to all saving throws. You choose which penalty the spell inflicts at the moment that you cast it, and you may not alter your choice thereafter.

Favor the righteous does not affect neutral beings caught within the area of effect unless they attack or cast a spell in an attempt to harm a good creature, in which case they become evil for purposes of applying the spell's effects.

In all cases, the effects (whether positive or negative) of the spell last only as long as the creature in question remains within the area of effects.

Material component: Any non-precious gemstone.

Guardian Spirit

Conjuration (Summoning) [see text]

Level: Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Summons a spectral guardian to defend you

Duration: 5 minutes/level (D)

Saving Throw: No

Spell Resistance: No

You may summon a spectral guardian from the realm of the dead to protect you. This is not a forced servitude, but a call for help that is answered by a willing subject. This spell has proven invaluable in the defense of villages and kingdoms, as wizards in service to the throne have used their guardian spirits to hold off attackers while preparing offensive spells. The most notable instance of this was when the armies of the tyrant Gaaroth attempted to annex the city-state of Hylaren. The wizards' academy of the city, one of the largest in the allied kingdoms, lent dozens upon dozens of wizards to defend the city. The use of this spell nearly doubled the number of defenders available to Hylaren, and allowed the wizards to concentrate their efforts on large, area-effect spells that decimated Gaaroth's forces. The incident was a huge victory for both the city and the wizard's academy, which has grown significantly since that time and become the largest and most prestigious center of magical learning in the known world.

You may summon the spirit of a long-dead warrior from beyond the grave to defend you in combat. This spirit has the outsider type, but other than that functions exactly as an individual of its race and level should. The spirit shares the race of its summoner, and is a fighter (if the caster is chaotic) or a paladin (if the caster is lawful) of level equal to half the caster's level, rounding down. These spirits have abilities and equipment exactly as normal members of their class type.

Material Components: A miniature replica of a longsword (5 sp in any magical components shop).



Improved Detect Evil

Divination

Level: Good 4

Components: V, S, DF

Casting Time: 1 action

Range: 120 ft.

Area: Quarter circle emanating from you to the extreme of range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You may cast this spell and gain all of the benefits of *detect evil*. Besides the increased range, the improved version of this spell gives you two additional benefits:

- You can detect any individual of evil alignment, not just clerics of an evil deity. They have an Evil Power equal to their level.
- When you cast this spell, the lingering effects of an aura are doubled.

Improved Holy Smite

Evocation [Good]

Level: Good 7

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half, plus
see below

Spell Resistance: Yes

You may cast this spell and

gain all of the benefits of *holy smite*. Besides the increased burst radius, the improved version of this spell gives you two additional benefits:

- Double the damage you do to evil creatures (i.e., $5d8 \times 2$).
- If you blind an evil creature, it must make a Will save every subsequent round to regain its eyesight. If it fails, it remains blinded for that round and may try again on the next round.

Magic Circle of Life

Conjuration (Healing)

Level:Clr 7, Drd 7

Components: V, S

Casting Time: 1 action

Range: Personal

Area: 20-ft.-radius around caster + 30-ft.-radius beyond
(see spell description)

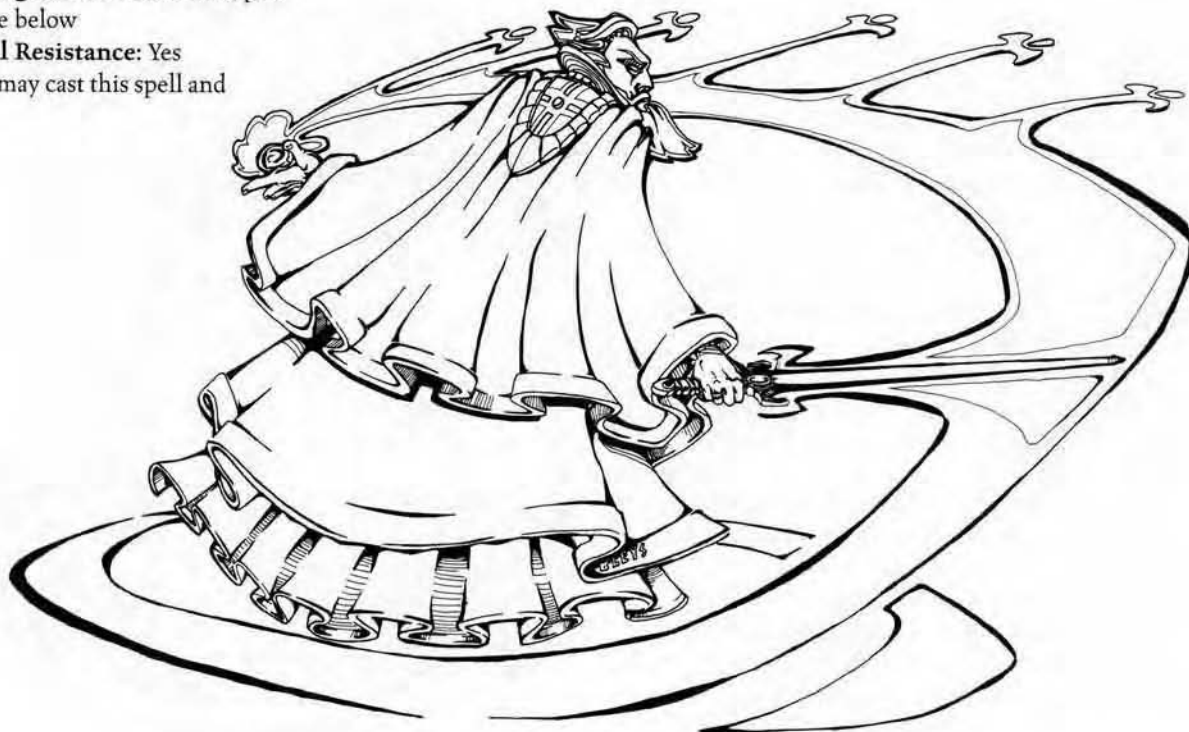
Duration: Instantaneous

Saving Throw: Will half (harmless);
Will negates (see spell description)

Spell Resistance: Yes (harmless)

Magic circle of life channels the healing energy of a good deity through the caster and into the area immediately around him. The spell heals each living creature within the immediate area of effect for 1 point/caster level.

As with other healing spells, *magic circle of life* has



the opposite effect on undead. All undead caught within the immediate area of effect suffer 1 hit point/caster level of damage each round. A successful Will saving throw halves the damage.

Magic circle of life manifests as a flash of divine light that encloses the area of immediate effect. This flash can daze evil creatures that are too close to it. All evil living creatures (except for those that lack eyes or any such organ for perceiving light) more than 20 ft. but less than 50 ft. away from the caster must make a successful Will saving throw or else be dazed for 1 round. While dazed, these creatures cannot move, make physical attacks, cast spells, or use mental abilities. This secondary effect does not apply to creatures within the immediate area of effect.

Magic Circle of Restoration

Conjuration (Healing)

Level: Clr 8, Drd 9

Components: V, S

Casting Time: 1 action

Range: Personal

Area: 20-ft.-radius around caster + 30-ft.-radius beyond (see spell description)

Duration: Instantaneous

Saving Throw: Will negates (harmless);

Will negates (see spell description)

Spell Resistance: Yes (harmless)

Magic circle of restoration channels the energy of a good deity into the area immediately surrounding the caster, curing ailments that run deeper than simple physical wounds. The spell has one of the following effects of the caster's choice on all living creatures within 20 ft. of him:

It cures 1d4 points of temporary ability damage to any one ability score (caster's choice if there is more than one possibility). It does not restore permanent ability drain.

It delays poison, as if casting the spell *delay poison*, except that all creatures within 20 ft. of the caster are affected.

It removes disease, as if casting the spell *remove disease*, except that all creatures within 20 ft. of the caster are affected.

Magic circle of restoration manifests as a flash of divine light that encloses the area of immediate effect. This flash can daze evil creatures that are too close to it. All evil living creatures (except for those that lack eyes or any such organ for perceiving light) more than 20 ft. but less than 50 ft. away from the caster must make a successful Will saving throw or else be dazed for 1 round. While dazed, these creatures cannot move, make physical attacks, cast spells, or use mental abilities. This secondary effect does not apply to creatures within the immediate area of effect.

Mass Blessing

Enchantment (Compulsion) [Mind-affecting]

Level: Clr 4, Good 4, Pal 5

Components: V, S, DF

Casting Time: 1 full round

Range: 75 ft.

Area: All allies within 75 ft.

Duration: 2 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You can bestow the blessings of your god on all around you, filling them with strength, courage, and fortitude to act on behalf of that which is good and lawful. This spell is a natural outgrowth of other variants of the *bless* spell, and was developed specifically for use on the front lines of the battle against the forces of darkness. Like so many other spells common to the clergy of good-aligned gods, the origins of this spell date back to the divine wars between the allied kingdoms and the outland hordes of the evil gods centuries ago. Clerics worked tirelessly to bring the blessings of the gods to the soldiers of the kingdoms' armies, but there were simply too many warriors and not enough clerics. In an attempt to reduce the sheer number of spells being expended on such a task, the clerics of the sun goddess developed a means of sharing the fruit of the gods' blessings with multiple targets at once. Although this was a more complicated spell and required more energy, it was still merely one spell and allowed the clerics to reserve a larger portion of their energy for battle with their insidious enemies.

Mass blessing's effect is identical to *aid*, except that it affects a much larger area.

Mass Sanctuary

Abjuration

Level: Clr 7, Protection 7

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature/level

Duration: 1 round/level (D) (see spell description)

Saving Throw: Will negates

Spell Resistance: No

You may cast this on as many creatures (including yourself if you desire) as permitted within range. Any opponent trying to strike or otherwise directly attack any creature you have warded, even with a ranged attack or targeted spell, must attempt a Will save. If the save succeeds the opponent can attack normally and is unaffected by this casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker

can't directly attack the warded creature for the duration of the spell. The attacker may attempt to attack someone else within the warded area. This spell does not prevent warded creatures from being attacked by area or effect spells. Any warded subject who attacks breaks the spell. Warded creatures who move further away from you than the range of spell no longer gain the protective benefits of this spell. Warded creatures may use non-attack spells or other actions.

Minor Blessing

Enchantment (Compulsion) [Mind-affecting]

Level: Clr 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You may confer a small blessing upon one ally nearby, giving him additional strength and courage for a very short time. This spell is similar to *bless*, but weaker, with a shorter duration. It is one of the earliest orisons taught to new followers of the clerical paths, and clearly demonstrates how a deity's faithful can benefit others as well as themselves. In many cases, it is exactly the sort of definitive proof that young, doubting clerics need before devoting themselves to a lifetime of service to an honorable, lawful, and merciful deity. Although many forsake this spell in favor of the more powerful and broadly applied *bless*, it continues to see use among clerics of lesser spell-casting acumen and those who travel with a single companion.

You may target any single ally within 10 ft. That ally gains a +1 on all attack rolls and on all saving throws for the duration of the spell. This effect is not cumulative with other variations of the *bless* spell (such as *aid*, *bless*, or *mass blessing*). This spell does not counter the effects of *bane*, but is dispelled by *bane* if that spell is cast upon an individual already benefiting from *minor blessing*.

Oath's Fulfillment

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Pal 5

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: You

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes (harmless)

You may take a sacred oath to perform some task or service, and this spell gives you strength to fulfill that vow, no matter the consequence. This spell is very popular in certain paladin orders, who invoke it whenever they set out on a quest. The spell must be renewed each morning, but it confers energy on the caster that affects every action they take in fulfillment of their sacred vow. History is full of examples of noble warriors defeating nefarious foes thanks to this spell.

When casting this spell, you must identify a certain specific and detailed task. A vow to hunt down the man who killed your father is acceptable, but a vow to rid a major city of all crime is not. The DM has the final authority on whether or not a given oath is appropriate. While this spell is active, you gain a +1 enhancement bonus on every action taken toward fulfilling the goal. In the example of apprehending your father's killer, you would gain the bonus on all rolls to track your foe, gather information regarding his whereabouts, or to attack him. You would not gain the bonus on a bartering check to purchase a weapon needed to fight the villain from a shopkeeper, however. This bonus extends to saves versus the spells of your opponent, if applicable.

Perfect Shield Others

Abjuration

Level: Clr 5, Pal 4, Protection 5

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a mystic connection between you and the warded subject. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saves. The subject takes no damage from all wounds and attacks (including those inflicted by special abilities) that deal hit point damage. Instead, you suffer all such damage. Forms of harm that do not involve hit point damage are not affected. If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 100 gp each) worn by both you and the subject.

Righteous Fire

Transmutation [Fire]

Level: Clr 2, Fire 2, Good 2, Pal 4, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)



Targets: Up to one creature per level, no two of which can be more than 10 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You may summon mystical flames that incinerate evil individuals. Like so many other spells and innovations, this spell has its origins during the Divinity Wars early in the history of the realm, when the followers of the various evil gods warred on the good kingdoms and settlements. During the initial stages of the war, the minions of the evil gods razed many outlying villages, taking hundreds of prisoners that they sometimes used as human shields. Unable to distinguish hostages from enemies at a distance, the forces of good were hindered in their ability to engage their foes at long range. In response, the forces of good developed this spell, which sought out only evil targets and left the innocent unscathed.

You may target a number of creatures up to your level. No two of the creatures may be more than 10 ft. apart. Targets hit by the fiery bolts suffer 1d6 points of fire damage per two caster levels (to a maximum of 6d6). This damage only affects individuals of evil alignment; others are unscathed. These flames are mystical and do not damage inanimate objects, only living beings.

Material Components: A pinch of ash from the altar of a good-aligned temple.

Sacred River

Enchantment (Compulsion)

Level: Clr 4, Good 4, Pal 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 full round

Range: Touch

Target: Up to 50 gallons of water/level

Duration: 1 week/level

Saving Throw: Fort negates

Spell Resistance: Yes

You can purify large amounts of water, removing all contagions from the water and making it slightly poisonous to evil individuals. This ancient spell has been used throughout history to deny resources to invaders and make villages unwelcome places for evil. It is most common in the lawful kingdoms of the northern reaches, although it sees widespread use throughout the realm among small, good-aligned communities. You may affect large bodies of water, although most lakes are too large to benefit from the spell and rivers move too swiftly to be affected for more than a few minutes. It is most often used on wells.

Good- and neutral-aligned individuals who drink water affected by this spell gain a +1 enhancement bonus on all saves for six hours after the water is ingested. Characters of evil alignment who drink the water must succeed at a Will save or suffer a -1 modifier to all checks, saves, and rolls for two hours after drinking the water.

Material Components: A vial of holy water.

Scent of the Hound

Transmutation

Level: Drd 1, Rgr 1**Components:** V, S**Casting Time:** 1 action**Range:** Touch**Target:** You**Duration:** 1 hour/level**Saving Throw:** None**Spell Resistance:** No

You can enhance your senses to superhuman levels, tracking your foes like a hunting animal. Pioneered by the legendary ranger Kerryn Treestalker, this spell bestowed her skills on those who followed her but who could not achieve her incredible symbiosis with the wilderness. By taking on the attributes of the animals they protected, they could better pursue threats to the wilderness. Although most effectively used by the Treestalkers, rangers who patrol the wilderness between the allied kingdoms and the outlands, this spell is common everywhere. City guards of major cities in the allied kingdoms have begun contracting rangers who have an affinity for urban environments in order to benefit from this spell, which is exceptionally useful in solving crimes and trailing suspects, yet remains more subtle than the use of magical items which achieve similar results.

For the duration of the spell, you gain a +4 competence bonus on all checks to track an opponent using Wilderness Lore as well as on other sense-related skills such as Listen, Search, and Spot. At the DM's discretion, this spell also gives you a chance to detect things that would normally be out of range for human senses, such as smoke on the wind several miles away.

Shield of Good

Abjuration [Good]

Level: Clr 8, Law 8**Components:** V, S, F**Casting Time:** 1 action**Range:** 20 ft.**Targets:** One creature/level in a 20-ft.-radius burst centered on you**Duration:** 1 round/level (D)**Saving Throw:** See text**Spell Resistance:** Yes (harmless)

A dim gold glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and slowing evil creatures when they strike the subjects. This abjuration has four effects.

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. This benefit applies against all attacks.

Second, the warded creature gains SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds at a melee attack against a warded creature, the attacker is *slowed* (Will save negates as the *slow* spell, but against *shield of good's* save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a text of good. The reliquary costs at least 500 gp.

Theft of the Infernal

Transmutation

Level: Clr 7, Sor/Wiz 7**Components:** V, S, XP**Casting Time:** 10 minutes**Range:** Long (400 ft. + 40 ft./level)**Target:** One creature possessed of the infernal or half-fiend template**Duration:** 2 minutes/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You may temporarily sever an infernally empowered individual from its nightmarish powers. It was this spell that halted the campaign of the blackguard Arcus, once a shining and lawful champion of the realm. When Arcus finally lost his sanity, several infernal beings eagerly formed pacts with the legendary warrior, who would be a strong pawn against the lawful kingdoms of the northern reaches. Commanding an army of evil mercenaries, undead, and beings from the abyss, Arcus laid waste to three kingdoms before he met the armies of Aramsyt. The two forces were stalemated for several weeks before an elite unit of war priests and paladins teleported inside Arcus's command camp. The war priests cast *theft of the infernal* on Arcus, weakening him enough for the paladins to destroy him, breaking his hold on his forces and routing his armies. Although fortunately there is little daily need for this spell, the vast majority of clerical and paladin orders keep their elder members well versed in its use, as do several unaligned colleges of magic and sorcery.

You may temporarily remove the fiendish or half-fiend templates from one individual. For the duration of the spell, any target that fails its Will save has all abilities and bonuses conferred by such a template completely negated. Spells or other effects which target fiendish or half-fiendish creatures no longer affect the target during this time.

XP cost: 500 XP.

Ties of Hatred

Enchantment (Compulsion) [Mind-affecting]

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two evil creatures within range

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: No

You can turn those of evil alignment on one another, setting them at each other's throats for a short period of time. Hoping to capitalize on evil's propensity for violence, several war priests developed a means to redirect its hostility toward others of the same tendencies. Although the spell cannot dispel violence, it can redirect it from innocents to more deserving targets. Good clerics have saved entire villages from bandits, and some evil clerics use it to pit treacherous lieutenants against one another.

This spell targets any two evil creatures within its range. Both targets immediately become hostile toward one another. The targets get a Will save to prevent this effect, but if they fail and there is no other immediate threat to them, they begin arguing and most likely attack one another. The targets may make additional Will saves each hour after the casting in order to shrug off the effect.

Vapors of Heaven

Conjuration (Creation)

Level: Clr 4, Drd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Area: 50-ft.-radius circle centered on the caster

Duration: 1 minute/level

Saving Throw: Fort negates (see below)

Spell Resistance: Yes

You may summon an otherworldly mist that obscures vision and chokes those of evil alignment. This spell originated with the druids of the distant Kheldar swamps. Nestled as they are in the outlands and surrounded by various evil cults, the Kheldar swamps have nonetheless never been successfully invaded. This includes not only their nefarious neighbors, but also the invading armies of lawful kingdoms, as when Lord Justin of Bynora invaded the outlands to cure the evils found there. Much to his chagrin, Lord Justin found that the druids of Kheldar had equal proficiency in repelling both good and evil from their homelands. It isn't that they wish to avoid being

overrun by the outlanders, it seems, but that they wish to be left alone altogether. Lord Justin returned home unsuccessful in his quest, but with a healthy respect for the Kheldar druids and a few new spells in his arsenal.

You summon a thin, greenish haze that obscures vision exactly as the spell *obscuring mist*. In addition, this spell causes evil-aligned individuals within the mist to make a Fortitude save or be wracked with violent choking spasms that limit them to a single standard action per round (as opposed to a standard action and a move-equivalent action). Evil individuals within the area of effect must continue to test each round, regardless of whether or not they pass the initial save.

Vengeance of the Afflicted

Conjuration (Healing)

Level: Clr 7, Healing 7

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

Effect: Cures one magical disease and smites the one who created it

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

You can cure diseases, magical and otherwise, and visit a portion of the suffering upon the responsible party. This spell was the product of decades of research by Farissa, a devotee of the goddess of healing and the creator of the Benevolent Order of Mercy, an unaligned clerical order that heals any in need, regardless of alignment or allegiance. After her younger sister's death in a lycanthrope attack near the Kheldar swamps, Farissa sought out the werewolf, believing it to be an evil creature. To her surprise, the werewolf was an innocent young boy who had been cursed by a necromancer purely out of malice. Outraged, Farissa led an outfit of rangers to destroy the necromancer, then devoted years of study to finding a cure for the boy and others like him. The cure did not develop until years after the boy's death, but Farissa finally mastered the secrets of magical diseases.

You can cure diseases that are magical in nature, including mummy rot, lycanthropy, and demon fever, among others. In addition, if the disease was willfully and maliciously inflicted upon the subject, then the party responsible for that act suffers a smite evil effect equivalent to a paladin of half your level (rounded down). This only affects individuals who actually carry out the infection, not those who plan it.

MAGIC ITEMS

ARMOR AND SHIELDS

Defender's Shield: The defender's shield is a +2 shield constructed in the style of any large shield. Any individual wielding the shield may, at the beginning of a combat round, choose to confer the AC bonus of the shield on anyone within line of sight rather than receiving it themselves as normal. The target of this benefit is not encumbered in any way by the effect, and acts as he would normally. This shield bonus is cumulative with other shield bonuses.

Caster level: 9th; *Prerequisites:* Craft Magic Arms and Armor, shield; *Market price:* 6,170 gp; *Weight:* 15 lbs.

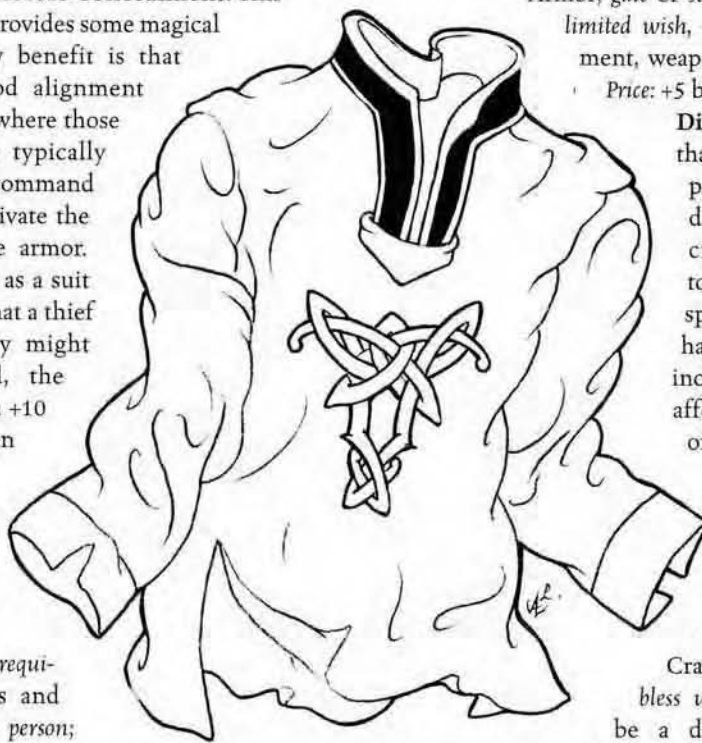
Studded Leather of Heroic Concealment: This suit of +2 studded leather provides some magical protection. Its primary benefit is that it allows those of good alignment to blend into situations where those of evil inclination are typically present. By uttering a command word the wearer can activate the glamered quality of the armor. The armor then appears as a suit of clothing of the type that a thief or villainous mercenary might wear. When activated, the armor gives the wearer a +10 to all Bluff checks when trying to pass as a villain to other villains. The armor cloaks the wearer's alignment against all magic, except true seeing.

Caster level: 10th. *Prerequisites:* Craft Magic Arms and Armor, alter self, charm person; *Market Price:* 10,700 gp.

Vestment of the Righteous: Vestments of the righteous appear as rough clerical robes of the sort worn by simple men of the cloth all across the world. They vary in color, although they are commonly brown, and close inspection reveals that they weigh very slightly more than a normal garment of their kind.

The vestment of the righteous is equivalent to a set of +1 studded leather armor. Individuals wearing the vestment of the righteous are under a constant protection from evil effect. Those wearing a vestment of the righteous cannot be caught flat-footed.

Caster level: 10th; *Prerequisites:* Craft Magic Arms and Armor, alarm, protection from evil; *Market price:* 24,325 gp; *Weight:* 4 lbs.



NEW SPECIAL ABILITIES FOR MAGIC WEAPONS

Death: A death weapon has been imbued with incredible destructive power. On a successful critical hit, the target is affected as by the spell *disintegrate* cast at 16th level.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor; *disintegrate*; *Market Price:* +4 bonus.

Demon Slayer: This special type of weapon strikes fear into even the most powerful demons. Its potent abilities are activated only when facing evil outsiders. Any evil outsider hit by this weapon has all of its supernatural and spell-like abilities negated for one day. There is no saving throw; the negation is automatic. Furthermore, in addition to any other damage bonuses, the weapon does +2d6 points of damage to any evil outsider.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor; *gate* or *summon monster IX*, *dispel evil*, *limited wish*, creator must be good alignment, weapon must also be *holy*; *Market Price:* +5 bonus.

Divine: A divine weapon is one that has been imbued with holy power, making it a potent divine focus. Good-aligned creatures with the ability to cast cleric, druid, or paladin spells using this weapon have their effective caster level increased by +2. This does not affect the number or level of spells the wielders can cast; it increases their caster level when casting spells.

This weapon can be used as a divine focus by any good-aligned spellcaster.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor; *bless weapon*, *hallow*, creator must be a divine spellcaster of good alignment; *Market Price:* +2 bonus.

Haste: This enchantment can be activated once per day. Activating the power is equivalent to the wielder being affected by a *haste* spell cast at 10th level.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor; *haste*; *Market Price:* +4 bonus.

Leadership: A leadership weapon augments the abilities of any character with the Leadership feat. Any character who possesses this weapon has his Leadership score increased by +2. If the bearer does not have the Leadership feat, he gains it for as long as he possess this weapon; however, he does not receive the +2 bonus.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor; *charm monster*; *Market Price:* +2 bonus.

Petrification: This enchantment gives the weapon the ability to petrify its target. On any successful critical hit with this weapon, the target is subjected to the spell *flesh to stone* cast at 15th level.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor; *flesh to stone*; **Market Price:** +4 bonus.

Piercing: This enchantment doubles the threat range of a piercing weapon. For instance, if placed on a long-spear, the threat range would become 19–20. If placed on a crossbow bolt, the threat range becomes 17–20.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor; *magic fang*; **Market Price:** +1 bonus.

Smashing: This enchantment doubles the threat range of a bludgeoning weapon. For instance, a *smashing flail* would have a threat range of 17–20, while a *smashing sling bullet* would have a threat range of 19–20.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor; *spiritual hammer*; **Market Price:** +1 bonus.

Smiting: A *smiting* weapon is implacably hostile to evil. Once per day, the wielder may attempt to smite an enemy with one normal melee attack. He adds his Charisma bonus (if any) to his normal attack roll and deals one extra point of damage per level. The character also receives any magical or Strength bonuses that normally apply. If the wielder accidentally smites a creature that is not evil, the smite has no effect, but it is still used for that day.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor; *bless weapon*, creator must be a divine spellcaster of good alignment; **Market Price:** +2 bonus.

Subdual: A *subdual* weapon only deals subdual damage. Its wielder suffers none of the normal penalties for attempting to subdue an enemy, and all the weapon's damage is converted to subdual damage. The weapon deals an additional +2d6 points of subdual damage.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor; *sleep*; **Market Price:** +2 bonus.

SPECIFIC WEAPONS

Blessed Daggers: These simple weapons are given to clergy who serve in especially dangerous areas. Because of their expense, these daggers are only bestowed upon clergy who are particularly resourceful, lessening the risk of the dagger's loss to thieves or bandits. The *blessed daggers* appear to be normal daggers with elaborate silver inlays along the blade's surface.

Anyone wielding a *blessed dagger* is automatically proficient in its use, even if they do not normally possess such a weapon proficiency. A *blessed dagger* is a +1 *defending dagger* that may, up to three times per day, cast *protection from evil* upon the wielder when drawn. The wielder chooses whether or not to cast the spell each time he draws the weapon. Thus, he may draw the weapon and cast this spell as one action, using the standard rules for readying a weapon.

Caster level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *protection from evil*; **Market price:** 15,750 gp; **Weight:** 1 lb.

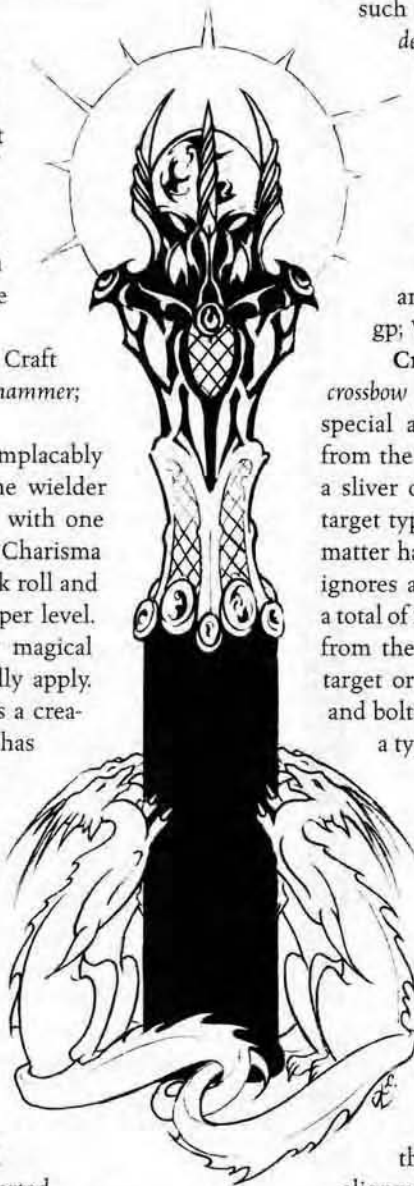
Crossbow of Vampire Slaying: This +2 *light crossbow* has a modified version of the *brilliant energy* special ability. When the user fires a crossbow bolt from the *crossbow of vampire slaying* it is transformed into a sliver of white light. This light has no effect on any target type except the undead and passes through living matter harmlessly. Against an undead opponent the bolt ignores any armor worn and does +1d8 of damage (for a total of 2d8 damage). The bolts only remain bolts of light from the moment they are fired until they strike their target or pass through it. Because of this the crossbow and bolts cannot be used as a source of illumination like a typical weapon with *brilliant energy*.

Caster level: 16th. **Prerequisites:** Craft Magic Arms and Armor, *bless*, *gaseous form*; **Market Price:** 32,300 gp.

Mace of St. Ivan: The *mace of St. Ivan* is unremarkable. The only thing that distinguishes it from an ordinary weapon (besides its magical aura) is Ivan's name, inscribed on the handle right above the grip.

Besides being a +3 *light mace*, this weapon stores a single targeted spell of up to 4th level within its haft. In all other ways the weapon's capability to store a spell works like the *spell storing* special ability. Only clerics of good alignment can place a spell in this weapon and only a clerical spell may be so cast.

Caster level: 10th. **Prerequisites:** Craft Magic Arms and Armor, creator must be a cleric of at least 14th level. **Market Price:** 18,300 gp.



Soren's Flail: Despite its holy powers Soren's flail has no distinctive appearance. It has no inscriptions and no special or magic inlay.

This +1 *light flail* gives the wielder an ability to inflict damage similar to that of a paladin's *smite evil* ability. For one combat per day the wielder may utter the command word to activate the flail's special property. When so activated the flail user (who must be of good alignment) receives his or her Charisma modifier as an enhancement bonus to attack and does +1 damage/level against all creatures of evil. This ability is not cumulative with a paladin's special ability to *smite evil*.

Caster level: 9th. **Prerequisites:** Craft Magic Arms and Armor, *holy smite*; **Market Price:** 12,800 gp.

Stasyn's Morningstar: This +3 *morningstar* combines the advantages of the *defending* and *disruption* special abilities. The wielder may allocate any of the weapon's enhancement bonuses to his AC. When the wielder strikes an undead creature it must make a Fortitude check (DC 14) or be destroyed.

Caster level: 14th. **Prerequisites:** Craft Magic Arms and Armor, *shield* or *shield of faith*, *heal*; **Market Price:** 72,300 gp.

Shifters' Bane: This +3 *punch dagger* has the *keen* special ability but only against shape-shifters. It has a threat range of 19–20 against shapeshifters and 18–20 against rakshasa. A *shifters' bane* is also *blessed* thus allowing it to kill rakshasa (treat as a *blessed crossbow bolt*).

Caster level: 10th. **Prerequisites:** Craft Magic Arms and Armor, creator must be lawful, *bless*, *keen edge*; **Market Price:** 32,300 gp.

The White Blade: The weapon is a typical scimitar in design but the blade itself is forged of a pure white metal. Currently the white metal is occasionally dimmed as wavelike patterns of gray flow across its surface.

This +4 *scimitar* is still partially corrupted by the forces of evil in whose hands it formerly rested. It does +2d6 damage to any creature of evil alignment (for a total of 3d6 damage). However, because of its corruption it bestows one negative level on any good creature as long as they wield it. Ten clerics of good alignment can remove the negative level effect with one month of continual prayer and casting of the *prayer spell*.

Caster level: 7th. **Prerequisites:** Craft Magic Arms and Armor, *holy smite*; **Market Price:** 72,300 gp.



POTIONS

Potion of Alignment Obfuscation: An individual imbibing a *potion of alignment obfuscation* must make a Will save (DC 20). If successful, the imbiber may choose any alignment. All attempts to divine the imbiber's true alignment reveal his new alignment to be true. Those who drink the potion and fail their Will save have their alignment represented at random from the table below:

1d20 roll	Alignment Divines As:
1–2	Lawful Good
3–4	Lawful Evil
5–6	Lawful Neutral
7–8	Chaotic Good
9–10	Chaotic Evil
11–12	Chaotic Neutral
13–14	Neutral Good
15–16	Neutral Evil
17–18	True Neutral
19–20	All attempts to divine the drinker's alignment automatically fail.

Caster level: 4th; **Prerequisites:** Brew Potion, *undetectable alignment*; **Market price:** 400 gp; **Weight:** 1 lbs.

Salve of Good Concealment: Various orders of good alignment produce this salve and give it to their members so that they don't have to waste time and effort learning an *undetectable alignment* spell. In appearance it is a clear substance about twice as thick as water. Someone studying it carefully may notice small speckles of gold suspended in the liquid.

A character applying this salve externally gains the benefits of the *undetectable alignment* spell for 24 hours. A user can apply this salve to objects to conceal their nature. It has no effect if taken internally.

Caster level: 4th; **Prerequisites:** Brew potion; **Market Price:** 1,000 gp.

STAVES

Staff of Good: The *staff of good* is 6 ft. tall and made of ivory. It tapers from a 1-1/2 inch thickness at the top to 1 inch at the base. The staff is inlaid with gold along its entire length and is shod at the bottom with an iron cap. Only a user of good alignment may wield it to cast the following spells:

- *Aid* (1 charge)
- *Dispel evil* (1 charge)
- *Blade barrier* (2 charges)

Caster level: 15th. **Prerequisites:** Craft Staff, *aid*, *blade barrier*, *dispel evil*; **Market Price:** 52,500 gp.

Staff of Protection: *Staves of protection* have been common among powerful wizards and spellcasters who serve good-aligned deities for centuries. Often, the mere sight

of a mahogany staff in the hands of a wandering wizard is sufficient proof to those he encounters of his good will and intentions. *Staves of protection* are invariably crafted from mahogany with a single, pure-white pearl atop them. A *staff of protection* can cast the following spells:

- *Protection from arrows* (1 charge)
- *Protection from chaos* (1 charge)
- *Protection from elements* (2 charges)
- *Protection from evil* (1 charge)

Caster level: 12th; **Prerequisites:** Craft Staff, *protection from arrows*, *protection from chaos*, *protection from elements*, *protection from evil*, *protection from spells*; **Market price:** 36,000 gp.

WONDROUS ITEMS

Amulet of Favored Weaponry: These surprisingly simple amulets have been used by virtually every major clerical order. It is believed they were first created by the servants of duplicitous gods as a means of carrying weaponry where it is prohibited, but the secret of their creation soon came into the hands of more benevolent deities. *Amulets of favored weaponry* appear to be amulets carved with the image of a given deity's favored weapon, or in some cases the image of the deity's holy symbol.

When activated, the *amulet of favored weaponry* disappears and the favored weapon of the deity in whose name the amulet is created appears in the hand of the amulet's wearer. The weapon is non-magical, and has no exceptional qualities beyond its ability to instantly change back into an amulet upon the wearer's command. Rumors abound of amulets that transform into powerful magical weapons, but if these amulets exist, they are extremely rare.

Caster level: 6th; **Prerequisites:** Craft Wondrous Item, *enlarge*, *reduce*; **Market price:** 5,000 gp; **Weight:** 1 lbs.

Astrolabe of Yascen: Forward-seeking arcanists have been working to develop better means of navigation for years. Less than a decade ago, they created this astrolabe, which lets those of good alignment find pirates and other ships that bear evildoers. The most famous use of one to date was when the priests of Yascen were approached by the Harbor Merchant's Guild to track down a band of pirates of plaguing their shores. The Yascen cleric Enli led a small fast fleet of three ships to the cove that the pirates used as a base of operations and wiped them out to a man.

The astrolabe is gold-plated but otherwise looks normal. It should be noted that astrolabes, enchanted or otherwise, are uncommon. The skills and knowledge necessary to create them have been but recently developed.

Twice per day someone of good alignment using the *astrolabe against piracy* gains a +25 enhancement bonus to Profession (navigation) when trying to track down pirates or any other man-made craft in the service of evil. The user is considered trained in Profession (navigation).



All normal time limitations and other requirements to use Profession (navigation) must be met. The astrolabe leads the user to the closest such watercraft by the most direct route. The astrolabe gives no benefit, including its masterwork bonus, to someone of non-good alignment. A good-aligned user can use it normally but unless he does so for the circumstances specified above he only receives the +2 enhancement bonus for the astrolabe being a masterwork item.

Caster level: 13th. **Prerequisites:** Craft (glassmaking), Craft (metalworking), Craft Wondrous Items, *find the path*; **Market Price:** 5,100 gp.

Bracers of Purity and Benevolence: Typically clerics of good alignment don't create cursed items, which hurt others or put them in danger. But the followers of the chaotic good deity Strolg have a twisted sense of humor which led them to create the *bracers of purity and benevolence*.

These items appear as +5 *bracers of armor*. When donned for the first time their curse immediately takes place (Will save negates, DC 15). The bracers alter the alignment of the wearer if he is not of good alignment and cannot be removed unless the curse is broken. The evil part of the wearer's alignment changes to good (i.e., lawful evil becomes lawful good). The wearer's alignment does not change if he is already aligned with good. Alteration in alignment is entirely moral with no mental alteration. The wearer is perfectly aware of his former alignment and will most likely not be happy with the situation. The bracers force him to act in a good manner anyway. The wearer can make a Will save (DC 15, 10 if it is a life-threatening situation) to avoid taking any particular action. The compulsion to do good in all things always exists.

Once donned, the bracers cannot be removed and only a *wish* or *miracle* can restore former alignment. Under the compulsion of the bracers the wearer will not want to deal with evildoers, although he can resist this compulsion in the manner described above. A more serious problem is locating someone to cast such a spell for him. Good-aligned spellcasters simply laugh at the irony and wish him well. The cursed individual can try turning to evil spellcasters, who typically demand a high price and are unforgiving if the wearer has served the cause of good while cursed. Evil individuals powerful enough to cast the appropriate spell are notoriously unsympathetic. The cursed one's best chance is to find help from a neutral.

If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. This is a one-use item; once the *bracers of sweetness and light* are removed they lose all magical properties.

Caster level: 12th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 4,000 gp.

Everlocking Manacles: Perhaps one of the most valuable magic items used in upholding the law, the *everlocking manacles* are dreaded by evildoers everywhere. Unfortunately, they are expensive to produce, and so are possessed only by highly decorated officers of the law. They are often given to rangers, who tend to roam far afield in search of a particular criminal. The manacles have proven quite useful in maintaining control over suspects who need to be transported long distances. They appear as a matched set of manacles that resemble bracers. One is worn by the law officer, the other by the criminal being transported. The manacles appear to be forged from regular steel and have no unique characteristics beyond a large semi-precious gem set into each.

The *everlocking manacles* are activated by a command word set into each individual manacle by the owner. When activated, the two seal around the wrists and cannot be removed until the owner repeats the command

word a second time. While the manacles are activated, whenever the criminal ventures more than 100 ft. from the wearer of the other manacle he is affected by a *shocking grasp* spell every round until he returns within 100 ft.. In addition, the individual wearing the criminal's manacle must succeed at a Will save (DC 30) or be unable to take any offensive action against the wearer of the matching bracer.

Caster level: 12th; **Prerequisites:** Craft Wondrous Item, *arcane lock*, *shocking grasp*; **Market price:** 72,000 gp; **Weight:** 4 lbs. (per manacle)

Goggles of Tracking: With these magical goggles, even the least observant ranger can easily follow a trail. The goggles faintly highlight the trail upon which their wearer is concentrating, allowing the wearer to track though wilderness and city alike. The goggles themselves are bulky and unattractive, consisting of an elaborate leather headset with two small magical lenses in the front to allow for a limited field of vision.

The *goggles of tracking* bestow the benefits of the Track feat on the wearer. In addition, they confer a +10 competence bonus to all Wilderness Lore checks made to follow a trail. To the wearer, the trail appears just luminescent enough to be made out despite surroundings or weather conditions. The goggles cannot follow a trail that is more than two weeks old. Because of the limited field of vision, the wearer suffers a -2 penalty to all ranged attack rolls while wearing the goggles.

Caster level: 7th; **Prerequisites:** Craft Wondrous Item, Track, *pass without trace*; **Market price:** 3,000 gp; **Weight:** 2 lbs.

Labor's Boon: A *labor's boon* is an amulet that provides a +4 bonus to the wearer's Strength for non-combat purposes only. This bonus does not increase the amount of damage that a melee attack does, nor does it apply to any other combat situation that involves Strength. It does allow the wearer to lift more, jump farther, climb faster, and a large variety of other beneficial effects. Any Strength-based check can benefit from the *labor's boon*.

Caster level: 9th; **Prerequisites:** Craft Wondrous Item, *bull's strength*; **Market price:** 12,000 gp; **Weight:** 1 lbs.

Lantern of Kiziah: The *lantern of Kiziah* looks like a normal bullseye lantern, forged of a single piece of matte-black metal. The symbol of Kiziah is highlighted on the base in white inlay. The user can only open the shutter by uttering the command word "tera." When the shutter opens, a blinding beam of golden light shines forth to highlight the peculiarities of anything it falls upon.

Once per day anyone searching for something within the beam of the *lantern of Kiziah* gains a +15 enhancement bonus for Search checks for 30 minutes. All normal time limitations and other require-



ments to use Search must be met. The user can employ the Lantern as a regular source of illumination for the 30 minutes if they so desire.

Caster level: 12th; **Prerequisites:** Craft (metalworking), Craft Wondrous Items, *true seeing*; **Market Price:** 1,000 gp.

Merchants' Stone: A merchants' stone is a piece of granite of no one specific shape and size. It is typically about 1 ft. long by 6 inches on the other two sides. Its only distinctive feature is the veins of dull gold that run through it. Anyone touching a counterfeit item no larger than a man-sized fist to it gains a +20 bonus to Appraise checks to determine if the item is a counterfeit or not. The merchants' stone makes a ringing noise when a counterfeit is detected by its use.

Caster level: 12th; **Prerequisites:** Craft Wondrous Items, *true seeing*; **Market Price:** 8,000 gp.

Murdach's Bridle: This nondescript piece of enchanted leather turns any horse into the equivalent of a paladin's mount. It literally transforms the horse it is placed upon by making it larger and stronger. The horse is treated as a paladin's mount and gains the abilities of its kind as if the bridle's user were a paladin six levels less than his actual level. Thus a 10th level fighter who used the bridle would gain a horse with the abilities of a 4th level paladin's mount.

If a paladin places the bridle upon his mount, the mount is considered two levels higher than the paladin it belongs to (to a maximum of 20). The bridle has no effect if placed upon any other animal.

This powerful enchantment is not without its costs. The enchanted horse will only serve a master of lawful good alignment. It will attack anyone of evil alignment who places the bridle on it. It will simply run away from someone of a non-evil alignment who is not lawful good. Once it has escaped it will seek out someone of lawful good alignment to serve. If the horse is killed *Murdach's bridle* disappears. No one can predict where it goes, but eventually it turns up once again.

Caster level: 16th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 184,000 gp.

Purifying Incense: *Purifying incense* is available in small quantities to faithful members of most good-aligned deities' churches in exchange for donations to the church. Most use it to keep their home free of evil, although it is also extremely popular with pious shopkeepers who want to keep the bad element out of their businesses. The incense comes in small sticks that are indistinguishable from mundane incense save for the smell and the effects thereof.

Purifying incense sticks burn for two, four, or six hours. The price for each stick takes the form of donation to the temple of an appropriate deity. The scent of burning *purifying incense* is pleasing to all good-aligned individuals, granting them the effect of a *bless* spell. Neutral individu-

als do not gain this benefit, finding the scent somewhat cloying. Evil-aligned characters are repulsed by the scent and must make a Will save (DC 20) every five minutes they are in the presence of the stuff, or become very sick for a full hour as per the results of a *bane* spell.

Caster level: 6th; **Prerequisites:** Craft Wondrous Item, *bane*, *bless*, *detect evil*; **Market price:** 600 gp (2 hours), 750 gp (4 hours), 900 gp (6 hours); **Weight:** —.

Sheath of Bless Weapon: The sheath casts *bless weapon* (as a 9th level caster) on any blade drawn from it. The sheath only functions for a single weapon at a time; if a second blade is placed in the sheath and drawn, the existing enchantment on the previous blade is dispelled immediately. The sheath may be used in this manner three times per day.

Caster level: 9th; **Prerequisites:** Craft Wondrous Item, *bless weapon*; **Market price:** 16,000 gp; **Weight:** 4 lbs.

Token of Stasis: *Tokens of stasis* are typically metallic discs that resemble large coins. The holy symbol of the goddess of healing is inscribed upon both sides of the token.

A *token of stasis* can cast a spell with effects identical to *gentle repose* upon a living being. This prevents the individual from suffering the ill effects of injury or disease, but causes them to fall into a coma-like sleep for the duration of the effect. A single token is created with 50 charges, and each use depletes one charge. A token with no remaining charges is merely a holy symbol.

Caster level: 14th; **Prerequisites:** Craft Wondrous Item, *gentle repose*; **Market price:** 4,000 gp; **Weight:** 1 lb.

Tracing Coins: These tiny magical devices are extraordinarily useful in locating and apprehending thieves. Faced with a rash of thefts, the local wizards began treating simple coins with an alchemical process that greatly facilitated scrying. While thieves might pass up a suspiciously gaudy piece of treasure, they couldn't resist a simple pouch of gold coins. Physically, *tracing coins* resemble the currency of the nation in which they are created, and have no distinguishing characteristics. That is, after all, the entire point of their creation.

Tracing coins are far easier to scry upon than a normal object. Any wizard who has handled the coin and later attempts to make a Scry check (in conjunction with a spell) to determine its location gains a +10 competence bonus to the roll. Furthermore, a wizard may use scrying upon the coin as if it were a living creature. This effect lasts for one week after the wizard handles the coin. After that, the connection fades and the bonus is lost.

Caster level: 9th; **Prerequisites:** Craft Wondrous Item, *scrying*; **Market price:** 2,000 gp; **Weight:** —.

Travel Stone: A *travel stone* may be activated three times per day to provide the effects of a *protection from elements* spell. The owner of the stone chooses the select-

ed energy type at the time of the stone's activation. These stones are most often used to protect the bearer from the effects of adverse weather conditions, but they can also ward against certain types of spell effects.

Caster level: 8th; *Prerequisites:* Craft Wondrous Item, *protection from elements*, creator must be chaotic good; *Market price:* 28,742 gp; *Weight:* 1 lb.

ARTIFACTS

Brand of Contrition: No item is as feared by the lawless as the *brand of contrition*, which many officers of the law believe is too severe a punishment for most criminals and offenders. Only three brands are known to exist: two are held by paladin orders and the third by the highest court in the lawful kingdom of Aramyst. The brands are supposedly the creation of the infamous paladin Arcus, who was feared for his unwavering, relentless devotion to his own view of justice. Arcus is said to have used the brands on anyone whom he believed to be a minion of evil, which included commoners committing such relatively minor offenses such as petty theft or littering. The brands are long, black steel rods with a leather-bound handle and the mark of Arcus on the end that is placed within the fire. Fortunately the brands were taken from Arcus before his descent into infernalism, or else their purpose could have become far more sinister.

Individuals who are branded with the *brand of contrition* suffer terrible mental anguish whenever they attempt to commit an evil act. At any time when the individual is attempting to commit a crime of any sort or to commit an act of unprovoked hostility against another person, they must succeed at a Will save (DC 35) or suffer the effects of an *inflict serious wounds* spell as cast by a 15th level cleric.

Benevolent Sapphire: No one knows how this gem came to be, nor how many exist. It is unusual because only creatures of neutral good alignment can use it at all. It is invisible to all other creatures, no matter what means they use to try to see it: *true seeing*, *detect magic*, and *invisibility purge* all fail. It cannot be seen with any spell short of a *wish* or a *miracle*. Those able to see the gem see a breathtaking aqua blue sapphire the size of a fist, cut with numerous sparkling facets.

Any neutral good character may use the *benevolent sapphire* at will. Each day, the bearer can use the gem to cast cure light wounds a number of times equal to 1d6+ his Charisma modifier.

Caster Level: 12th; *Weight:* 1 lb.

Bracers of Holy Fire: These bracers are said to be all that remain of the mighty paladin Gemetrius Lawhammer. During the great demon war known as the Cleansing, he stood in the path of the slaving hordes, and was one of the first to die in that terrible conflict. He was struck by a tremendous blast of hellfire and reduced to ashes. All that remained of him was his bracers,

lying amidst his charred remains. They were believed to be magical before Gemetrius's death, but afterward their properties seemed to change. They took on a somewhat sinister appearance; gleaming steel and well-oiled leather became blood-red metal and blackened hide straps. The metal's strange color could not be washed away, nor could the leather be softened or removed, and they remain so to this day. The other heroes were reluctant to touch them, fearing some sort of evil contamination, but despite their unwholesome appearance, the bracers are powerful items. Some who have worn them speak of strange dreams of Gemetrius's death, as if his spirit still haunts the bracers, but this has never been proven.

One of the more disconcerting aspects of these bracers is that once they are put on, they cannot be removed by any effect short of a wish or miracle for as long as the character lives. If he dies, they may be removed normally.

The *bracers of holy fire* function as +6 *holy bracers of fire resistance* in most circumstances, but when the wearer faces evil enemies, their more powerful properties are revealed. Any time an evil creature is successfully hit by this character in melee combat, a blast of searing fire erupts from the bracers, equivalent to the spell *burning hands*. Furthermore, the wearer is completely immune to all fire-based attacks from evil outsiders.

Caster Level: 16th; *Weight:* 3 lb.

Blade of Truth: It is believed that this longsword was created during The Cleansing (see the *bracers of holy fire*, above). In one of the world's most populous cities, almost the entire city government had been replaced by doppelgangers bent on securing the city's great wealth for themselves. The weapon's creator remains unknown, but the sword found its way into the hands of an elven ranger named Tonieth Sunspear. With it, he exposed the doppelganger infiltration and the evil rakshasa at its head. The rakshasa had subverted the will of the doppelgangers, and while the doppelgangers all thought they were acting of their own accord, the rakshasa was gleefully using them to take control of the city. The *Blade of Truth* was instrumental in getting to the root of the evil conspiracy.

The *blade of truth* functions as a +4 *shapechanger's bane keen longsword*. Whenever the wielder touches the hilt of the sword, he is affected as by the spell *true seeing*.

Caster Level: 20th; *Weight:* 4 lb.

The Chalice of Redemption: Although many children have heard of the Chalice, most grow up believing it to be a fairy tale. According to the tale, the chalice was filled with the blood of the god of valor after several of his followers were seduced away by the god of the night. Drinking of the divine blood caused any who had been converted to another faith to be returned to their original faith and orientation. While the tale is at least partially true, there is more to the story. The servants of the god of valor did receive their lord's blood in the

chalice, and it did possess divine qualities. The chalice was used as an offensive tool, however, as the servants of the god of valor would capture and convert their enemies in order to learn more about their foes and their forces. Today, the chalice is in the care of a zealous order of paladins. Despite the countless centuries since its creation, the chalice retains its incredible power. It appears to be no more than a simple cup such as those found in mead halls and taverns across the known world. It is made from roughly hewn iron and studded with a ring of semi-precious stones. Any liquid poured into the chalice retains its taste and smell, but assumes a deep crimson hue.

The *chalice of redemption* has only one power: any who drink from it must make a Will save (DC 50) or immediately have their alignment changed to lawful good. Those who succeed at the Will save instead have their alignment changed to lawful neutral. The chalice's power is active only once a month, on the evening of the new moon. This is a sacred date to the god of valor, and represents a chance for a new beginning.

Caster Level: 20th; *Weight:* 3 lb.

Chest of Concealment: Jeblik was an illusionist renowned throughout Kreln's Deep for his skills at misdirection, sleight-of-hand, and prestidigitation. He created a special container to conceal his most treasured artifacts and magical researches, a large wooden chest covered with intricate glyphs. Unfortunately Jeblik did not survive the Lich King's subjugation. He was killed and joined the undead horde, and after that his own treasure was lost to him forever.

This chest cannot be seen by evil creatures by any effect except by a spell effect like *true seeing*. It is invisible to all

forms of perception by evil creatures, from darkvision to blindsight. Evil outsiders cannot perceive its existence by any effect short of a *wish* or *miracle*. A creature who cannot see the chest cannot feel it either, even though he might be touching it. His mind is simply convinced that the space occupied by the chest is empty, and convinces his body of the same. He cannot touch it accidentally, because his movements unconsciously avoid its location.

Caster Level: 20th; *Weight:* 50 lb.

Foe Hammer: In the year of the rise of Ahksar, the Lich King, when the armies of the Bright Kingdoms were put to rout, there arose a great champion to stem the tide of the undead horde. His name was Cormac Steelfist, and he wielded the great weapon known as Foe Hammer. With this tremendous weapon, he sent hundreds of Ahksar's undead minions to their final rest. The records differ on who Cormac actually was. Some say he was a paladin; some say he was a simple fighting man; some say he was a priest of the sun god. Tragically, he was killed by the Lich-King himself. Ahksar appeared in Cormac's chambers, and slew Cormac before he had a chance to defend himself. The Lich King also slew all of Cormac's henchmen and followers, save one, whom he left alive to tell the tale. The following day, Cormac was among the ranks of the undead horde. Fortunately, the Lich King was unable to claim Foe Hammer for himself, and it was used many times in the struggles against Ahksar's dominion. There are apocryphal tales of Cormac being slain by his own weapon.

Foe hammer is a massive two-handed greathammer. The thick, leather-wrapped haft is nearly five ft. long, with a huge double-sided head. It functions as a +5 *undead bane*



holy thundering greathammer (2d6+5 bludgeoning damage, ×3 Critical). Furthermore, it grants the wielder a +3 enhancement bonus to Armor Class.

Caster Level: 20th; *Weight:* 20 lb.

Forge of the Favored: The Forge of the Favored is another ancient remnant of a war between the gods. During the peak of the war between the gods of good and evil millennia ago, the sun goddess bestowed upon her beloved followers a means of carrying her favor into battle against the inhuman minions of the moon god. With so many of her clerics and paladins already embroiled in the conflict, there was precious little way for her to bestow her favor to her other followers beyond direct intervention, a course of action that would have depleted her divine power in short order.



It is said the Forge of the Favored was created when Trask of Argoth, a well-known blacksmith and devout follower of the sun goddess, awoke with a vision of the Forge clear in his mind. He labored tirelessly for seven days until the Forge was complete, using rituals never seen before or since. When he was finished, he had crafted a forge that burned with the heat of the sun itself. Any weapon placed within it was burned away and remade with the power of the sun goddess. Suddenly, the number of warriors on the field of battle increased tenfold, turning the tide of the war and ending the threat of the moon cultists. The descendants and students of Trask retain possession of the Forge today, and its location is a tightly guarded secret known only to a tiny handful of the most gifted smiths in the land.

The Forge of the Favored is no different from any other typical blacksmith forge, visually speaking. It is slightly larger, and does seem to burn hotter and brighter than others, although only experienced smiths will notice anything unusual. The Forge is created from non-descript gray stone, although close examination will reveal tiny runes inscribed on many of the ancient blocks.

Any non-magical weapon placed inside the forge will be slowly infused with the power of the sun goddess and transformed into a +1 *lawful* version of the same weapon. Any previously enchanted weapon that is placed within the forge loses all pre-existing enchantments and becomes a holy avenger. Transforming a normal weapon takes a full two weeks, and transforming a weapon into an avenger takes a full month minus two days per +1 market price bonus the weapon possesses (to a minimum of two weeks).

Caster Level: 20th; *Weight:* 50 lb.

Giant Slayer: Cloud giants tell the story of the time two of their most prominent clans went to war. The Thunder Hail clan was powerful, far more ruthless in its plans to destroy the peaceful Graywise clan. The war lasted for years, with the Graywise clan suffering catastrophic losses. One of the Graywise clan's last remaining leaders, Nof Towerclub, entreated the gods of the clan to save his people from total destruction. He gathered spellcasters from other races, and some of the finest smiths in the world, and together they created ten spears to fight against the Thunder Hail clan. These spears were named Giant Slayers.

Seven of the ten Giant Slayers were lost in the final battle between the two clans, and the remaining three have been scattered across the world. Tales of the power of these weapons make them valuable to most giants, and the Giant Slayers' reputation is likely to cause even the largest giant a moment of hesitation.

A *Giant Slayer* usually appears as a Huge longspear weighing 22 lbs., but changes size for any good-aligned wielder. When it is held, it becomes one size category

larger than its wielder, to a maximum of Huge size. When no one is holding it, it reverts to Huge size. However, except for its weight and size, its statistics and abilities remain the same no matter what size it is. There is little else to distinguish it from a normal weapon, save the glyphs of power engraved on its broad, leaf-shaped head. Because the Graywise clan did not wish the Thunder Hail clan to be able to use the spears against them if they were captured, they can only be used by a good character. The weapon will not change size for any non-good character, nor will its special abilities function. Evil characters who touch this weapon suffer 2 negative levels, and take 1d4 points of holy damage per round.

In the hands of a Medium-size character, *Giant Slayer* becomes a Large weapon, weighing 9 lbs. For a Small character, it becomes Medium-size, and weighs 2 lbs.

A *Giant Slayer* functions as a +5 *thundering huge long spear* (2d6+5, ×3, +2d8 sonic damage on critical hit). Furthermore, the weapon is deadly to any Giant-type creature. On any successful critical hit against any Giant-type creature, the target is immediately hit by the spell *finger of death* as if it were cast by a 20th level wizard.

This weapon also gives the ability to sense the direction and distance to the nearest evil giant at any time.

Gods' Bones: No one knows the origins of the Gods' Bones; they are as old as the Northern Lands themselves. Most Northerners believe these twenty-four runestones are literally the bones of the Gods Above. The clerics of Danne keep them safe, occasionally lending them to outlanders who serve the cause of the North Lands and its gods.

The *Gods' Bones* are twenty-four gray pieces of stones about the size of gold pieces carved with ancient runes of the North Lands. When they are cast, the user mentally phrases a question and receives a vision of the answer sought (as if he had cast a *commune* spell). The *Gods' Bones* can be used once per twenty days but only answer questions that are to the benefit of the North Land gods of good alignment or the people who worship them. The Danne clerics reserve the *Bones'* use for important or desperate occasions.

On most occasions someone who asks an inappropriate question simply receives no answer. The few times when the *Gods' Bones* have been stolen and used by the forces of evil, the North Land gods have targeted the user with *energy drain*, *implosion*, or *storm of vengeance*. Most North Land tribes will organize and send their best adventurers out to seek the *Gods' Bones* if they are stolen but occasionally they seek adventurers from other lands to aid them if the *Bones* are taken into foreign lands.

Weight: 1 lb.

Hallowed Bell: This great bronze bell was cast by the Taachuk tribe of human nomads. Their travels often brought them into regions that had been tainted by evil.

One of the religious requirements of the Taachuk religion was that their rites had to be performed on sacred ground. Because of their wandering ways, they decided to make the ground sacred wherever they went. To accomplish this, their wisest holy men and their greatest smiths created the Hallowed Bell.

The Hallowed Bell is a massive bronze bell standing about three ft. tall. It is kept in a sturdy wooden frame stand about five ft. tall, with a special holy striker chained to the frame. The outer surface of the bell is intricately engraved with the history of the Taachuk tribe. Most often the bell is transported by placing it in a cart or wagon.

When struck ten times in succession, the bell casts the spells *hallow* and *consecrate* simultaneously. The bell may be struck once per round, and must be struck in ten successive rounds. Both spells' areas of effect are doubled, and the effects last until the bell is moved.

Caster Level: 20th; Weight: 400 lb.

Holy Ring of the Celestial Steed: Three hundred years ago, there existed a religious order called the Knights of Celestial Harmony. The order was founded by an aged paladin named Syrnar the Blind, who in his youth saved the life of a celestial at the cost of his own sight. In return the celestial gave the paladin four golden rings in the shape of an eagle eating its own tail. With these rings, Syrnar founded an order of religious knights whose purpose was to serve the will of the celestials, and to spread the works of good throughout the world. The order gathered the greatest knights in the world, and at its peak numbered nearly a hundred. The four rings were entrusted to the four greatest knights of the order. The Knights of Celestial Harmony became a true force of good in the world, but as their power and renown grew, they spurred the hatred of all the evil individuals, governments, and organizations they had fought. Many of these evil powers banded together to fight back against the knights. Because of their relatively small number, the Knights were defeated by assassinations, attrition, and a tragic final battle, wherein the last of the Knights were overwhelmed and wiped out by a large force of hobgoblins, orcs, and ogres, commanded by several vile anti-paladins. Their stronghold was sacked and razed, and the four rings were scattered.

Each of the rings has the power to summon a celestial griffon from one of the planes of Good (see *New Monsters*, page 115). A character wearing one of these rings can, at will, summon and control a single celestial griffon for as long as he wears the ring. Only one griffon can be summoned or controlled at a time per ring. The griffon can be released, at which time it returns to its native plane. When summoned, a celestial griffon arrives within 1d6 minutes. This griffon serves the ring-wearer for as long as the wearer wishes. The griffon maintains

free will; the relationship between ring-wearer and griffon is one of friendship or partnership, not master and slave. If the ring-wearer tries to violate that friendship or orders it to transgress against its alignment, the bond is broken, and the griffon immediately returns to its native plane.

A *holy ring of the celestial steed* can only be used by a character of good alignment. Any non-good character who puts on the ring immediately suffers four negative levels for as long as the ring is worn. Evil creatures suffer an additional 2d6 points of holy (good) damage per round the ring is worn. Furthermore, evil creatures must make a Will save (DC 20) to remove the ring, as they are racked with searing agony.

Caster Level: 18th; Weight: none.

Horn of Herazel: One of the most famous Knights of Celestial Harmony was Herazel Sunsinger. Her battle songs inspired the knights to great feats of valor and chivalry. It is said that she had a vision of an imminent catastrophe, and resolved to create an item to protect the order from those who would destroy it.

The result of her efforts was a beautiful ivory horn, encrusted with diamonds and platinum. The horn may only be blown by a character of good alignment; it remains silent for characters of any other alignment.

The *horn of Herazel* can be blown only once per day. When blown, it generates the spell *holy word* as if cast with the metamagic feats Empower Spell and Maximize Spell.

Caster Level: 20th; Weight: 5 lb.

Immaculate Tabard: This exquisitely beautiful raiment is said to have been made for a good deity by the legendary Elven craftsman Belmethiel Silverhands. Belmethiel received a vision from the deity that forewarned his city against a Drow sneak attack. To honor the deity, he labored for a year creating this tabard, and presented it to a high priest of the deity. In a flash of light, the deity called the garment to its home plane. When the deity wore the garment, it imbued the threads with divinity. None know how the tabard found its way back to the mortal world, but wherever it appears, the stories are told for generations.

The *immaculate tabard* is a brilliant iridescent white tabard shot through with threads of gold and silver. Some stories say the tabard bears the deity's holy symbol over the wearer's heart, but others dispute it. The garment can never be stained, and can only be used by characters of good alignment. Any neutral (non-good) character who dons the tabard suffers 2 negative levels for as long as it is worn. Evil characters who wear the tabard suffer 4 negative levels.

Good characters who don the *immaculate tabard* gain a +4 enhancement bonus to their Charisma, which may increase scores above his normal maximum. The wearer is considered to be affected by the spells *bless*, *death ward*,

protection from evil, *protection from normal missiles*, and *protection from fire/cold* at all times. Furthermore, the character gains damage reduction 5/+1, and spell resistance 10.

Caster Level: 16th; Weight: 1 lb.

Mace of Conversion: The fanatical dwarven cleric Tybold the Missionary traveled the world to spread the religion of the dwarven smith god. Not even evil creatures were spared his proselytizing. It is said that he walked alone into an orc village one night, carrying only his mace, and audaciously demanded to see the chieftain. The orc chieftain agreed to meet with him, surrounded by his most seasoned bodyguards. The rest of the tribe waited outside the chieftain's hut with great anticipation to listen to the screams. They heard loud voices, and the dwarf's spirited sermon.

When the dwarf's sermon ended, the orc chieftain laughed and ordered his bodyguards to attack. The orcs outside did finally hear sounds of fighting, but nothing that sounded like a dwarf gasping his last. When the melee ended, only Tybold remained on his feet. The orc chieftain and his bodyguards lay unconscious, strewn about the hut. The next morning, the orc chieftain and his entire tribe converted to the worship of the dwarven smith god, and became renowned as paragons of peace and goodwill.

The *mace of conversion* functions as a +5 *holy heavy mace of subdual*. Furthermore, any time a creature with Intelligence higher than 4 is successfully hit by the *mace*, it must make a Will save (DC 20), or its alignment changes immediately to become one step closer to lawful good. This weapon causes no damage to any creature of lawful good alignment. When not wielded by a lawful good creature, it does no damage of any kind.

Caster Level: 20th; Weight: 12 lb.

Medallion of Purity: This artifact was first used by elves in their sporadic wars against their dark cousins the drow. The drow used poison and dishonorable tactics during the wars, and the elves sought for some way to blunt these attacks without resorting to similar means.

This object is a gleaming silver medallion about five inches across, suspended from a stout golden chain. The face of the medallion is engraved with the coat of arms of an ancient elven house.

Any non-evil creature who touches the *medallion of purity* is immediately cured of all poison, paralysis, and disease. The medallion also makes the wearer immune to all such effects. Any non-evil creature within 30 ft. of the medallion gains a +2 sacred bonus to all saves versus poison, paralysis, and disease.

Caster Level: 16th; Weight: 2 lb.

Olvard's Shield of Righteous Fury: This powerful weapon was first used in the Demon War over four hundred years ago, when a demon lord ripped the fabric of the planes to allow his evil minions into the mortal

realm. The demons laid waste to great swaths of territory before they were slain or forced back through the dimensional portal.

Olvard Ingersson, a warrior from the freezing northern wastes, never said how he came by the powerful shield that would bear his name, but it protected him from the abyssal monstrosities as he fought alongside some of the greatest heroes of the age. Long after the demons were defeated, the shield was enshrined in Olvard's ancestral hall for generations. A hundred years ago, his village was wiped out by a mysterious disease, and looted by thieves. The shield's whereabouts have been unknown ever since.

Olvard's shield of righteous fury is a large shield of iron-bound wood. Some find it unusually cool to the touch. Its surface is emblazoned with the image of two iron eagles back to back, the symbol of Olvard's clan. It functions as a +5 *holy invulnerable large shield of fire resistance*. The shield gives complete protection from any fire-based attacks from evil outsiders.

Only good-aligned characters may use *Olvard's shield*. Any non-good creature who possesses the shield suffers two negative levels. Evil creatures suffer +2d6 points of holy damage per round they hold the shield.

Caster Level: 18th; *Weight:* 10 lb.

Sand of the Sun God: This earthen jar is supposed to hold only sand, but few have ever seen it. When the contents are exposed to light, they burst into blinding white light. The origins of this strange ancient artifact are unknown. The earthen jar — about a foot tall and eight inches wide — is made of primitive pottery with a representation of the sun painted on the side. It is carried in a rope basket that also keeps the lid firmly in place. Some believe that the mystic sand inside the jar was a gift to mortals from the sun god himself, perhaps to protect innocents from the restless dead.

The jar may be opened as a full action. If the sand inside the jar is exposed to any kind of light, the area centered on the jar is affected as by the spell *daylight*. Any magical darkness within its area of effect is immediately dispelled. Any invisible creature or object within the area of effect immediately becomes visible, including ethereal or astral creatures.

Any undead creatures within the area of effect when the jar is opened immediately suffer the effects of the spell *searing light*. They suffer an additional +1d6 points of fire damage and +1d6 points of holy damage per round for as long as they remain within the area of effect.

The *sand of the sun god's* effects will not start in pitch darkness. If the jar is opened in a pitch-black cave or an area of magical darkness, its effects will not commence until some sort of light source shines on the sand.

Caster Level: 20th; *Weight:* 10 lb.

Scroll of Purifying Fires: These scrolls are extremely rare, and their origins are unknown. No group or individual has ever taken credit for their creation, and nobody knows how many still exist. The scrolls are written in Celestial, and they describe the means to use them.

A *scroll of purifying fires* must be burned in a brazier of pure metal, on fir wood charcoal that is burning red. When the scroll is placed on the charcoal, and the smoke begins to rise from the scroll, the air around the brazier becomes redolent with the smells of incense. All non-evil creatures within 30 ft. feel a sense of contentment and well-being as the smoke swirls and twists like a living entity around them. After the scroll has been completely consumed by fire (1d4 minutes), a variety of effects occur.

First, all evil creatures within 30 ft. are subjected to the spell *disintegrate*. In the following round, all other creatures are effected by the following spells: *bless*, *heal*, and *greater restoration*. In the round after that, the area is affected by the spells *consecrate* and *hallow*.

Caster Level: 20th; *Weight:* 1 lb.

Shining Star: The origins of this powerful sword are unknown, but it first appeared five centuries ago during the great Wyrms' Nest Cleansing when King Lamnil struck at the great red dragon Red-Eye. The dragon had preyed upon the king's domain for decades, and when it hatched a clutch of eggs, the damage increased tenfold. The king gathered the greatest warriors and adventurers of the time to defeat it, for the dragon was old, powerful, and spiteful. There would be no second chance.



The battle was brief but fierce. When it was over, the dragon and its hatchlings lay dead, but the dragon's breath had slain over a thousand men, including most of the veteran adventurers. The sword known as Shining Star had been carried by a paladin named Belmir, who died from his wounds, and his sword passed into obscurity.

Shining star is a +5 *holy dragon's bane greatsword* of speed with one other powerful ability. The sword grants a lawful good wielder the ability to cast spells as a cleric of equal level for as long as it is in his possession. He gains no other abilities pertaining to the cleric character class and does not receive access to any Domains. *Shining Star* emits a glimmering white light whenever it is drawn, and radiates an aura of powerful good.

The sword may be wielded by good characters, but only lawful good characters gain the ability to cast divine spells. Neutral (non-good) characters suffer two negative levels for as long as the sword is in their possession. Evil characters suffer four negative levels and +2d6 points of holy damage per round.

Caster Level: 20th; *Weight:* 15 lb.

Spear of the Gods: These spears are not easily recognizable as divine items of great power, because they look like simple masterwork longswords, although they exude a powerful magical aura. When used to fight evil, however, they suddenly manifest their divine power.

A *spear of the gods* has several great powers. It functions as a +5 *wounding longsword of speed* (1d8+5, ×3 Critical, one extra attack per round, and extra bleeding damage). Whenever it is used against an evil creature in combat, it always hits except on a natural 1, and does triple normal damage. Any critical hits are tripled again. Against neutral creatures, attacks and damage are rolled normally. Against good creatures, the spear always misses, except on a natural 20, and does minimum damage.

Only good creatures may touch a *spear of the gods* without ill effects. Neutral creatures suffer 2 negative levels as long as they possess the *spear*; evil creatures suffer 4 negative levels and +2d8 points of holy damage per round.

Caster Level: 20th; *Weight:* 9 lb.

Staff of Nature's Purity: One of the favored tactics of Ahksar the Lich-King was to poison the water supplies of his enemies. Entire rivers and lakes were putrefied, wells fouled, reservoirs poisoned. Cities had to be evacuated, lest the entire population die and join Ahksar's undead horde.

A lone druid came from the wild to help the forces of good. He viewed Ahksar and all his minions as abominations to be cleansed, so the damage to the land could be made right again. The god of nature heard the druid's supplications, and gave him a gnarled oaken staff. With this staff, the druid purified the poisoned waters, undoing the Lich King's vile work.

The staff functions as a +4 *quarterstaff of disruption* with one other powerful ability. The staff gives the power to cast *purify food and water* on large bodies of water. The casting time is drastically increased, but the staff can purify even lakes and rivers.

The casting time for purifying a stream up to 20 ft. across or a pond up to 50 ft. across is 1d4 hours. Streams from 20 ft. to 100 ft. across and ponds or reservoirs up to 100 yards across require 2d6 hours. Rivers from 100 ft. to 400 yards across and lakes from 100 yards to half a mile across require 3d10 hours. Anything larger is left up to the discretion of the DM.

To use the staff, one end must be placed in the body of water, and the caster must remain motionless and concentrate for the entire period. He may do nothing else, including talking, eating, and drinking, or the attempt automatically fails. He may attempt the purification again one day later at the earliest. If the user maintains his concentration throughout the casting time, the purification is automatically successful.

Caster Level: 20th; *Weight:* 4 lb.

Striker: From great battles and terrible times come objects of great power. One of the greatest such objects is the mighty warhammer Striker, wielded by the dwarf king Borin Stormhelm in the great demon battles of the Cleansing. If the dwarves remember the secret of its creation, they are not telling. The stories claim that Borin Stormhelm slew a marilith with this weapon. In fact, the head of the hammer is stained black with what is said to be the remnants of the demon's blood.

After the Cleansing, the dwarves kept Striker in a place of honor in one of their greatest halls. They are believed to have it still, and they say it has not been used since those days. There has been no battle so desperate to warrant risking its loss.

This ancient warhammer is heavier than a normal warhammer, with a double-sided square head and a thick steel haft wrapped in leather with a stout wrist thong. The head has been stained black in places, obscuring the intricate dwarven runes graven into the ancient steel. The weapon may only be used by lawful good characters with Strength and Wisdom scores of 18 or more. No one else can even lift it.

Striker functions as a +6 *smashing warhammer of smiting*, the only +6 weapon known to exist. Because it is heavier than a normal warhammer, it causes more damage in combat (1d12+6 bludgeoning damage, ×3 critical).

Caster Level: 20th; *Weight:* 16 lb.

Syrnan's Lance: The famous paladin Syrnan acquired the cognomen "the Blind" when he was captured by a balor, which tortured him and plucked out his eyes. Even blinded, Syrnan escaped the demon's clutches, saving the life of a celestial who had also been imprisoned by the balor. His exploits became legendary, and his deity saw fit to expand his renown with the gift of a lance.

Syrnan's lance is a lance of warm, rich brown wood, chased with gold and silver. The head is leaf-shaped and razor sharp, engraved with the deity's holy symbol.

Syrnan's lance functions as a +5 *divine piercing heavy lance of demon slaying*. Furthermore, the wielder gains the supernatural ability *Blindsight* (100 ft.).

Only lawful good characters may use Syrnan's lance to its fullest ability. For all non-lawful good creatures, it is only a +5 *heavy lance*. Any non-good creature who possesses the lance suffers two negative levels; evil creatures instead suffer four negative levels.

Caster Level: 18th; Weight: 10 lb.

Tattoo of Divine Will: It is said that the good deities once gathered to create scrolls to manifest their wills in the mortal world. A *tattoo of divine will* is not itself an item, but originates from one of these divine scrolls. The number of existing scrolls is not believed to be very large; there is perhaps one scroll for each good deity.

These scrolls are written in encrypted Celestial on exquisitely woven silk. They are impossible to decipher without the keys, which are presumably held by the deities themselves. Each scroll is associated with one of the three Good alignments, depending on which deity scribed the scroll. If the alignments of the scroll and the would-be reader are the same, the power of the scroll is activated. The reader need not be able to read or understand Celestial; his alignment needs only match that of the scroll.

When the power of a scroll is activated, the subject is suddenly bathed in a pillar of blinding white radiance for several seconds. He experiences a terrible stinging pain, like a million tiny needles piercing his flesh. This incapacitates him for 1d6 rounds. When the radiance fades, every square inch of his flesh is covered in a beautiful multicolored tattoo. The tattoo extends even across his scalp, perhaps hidden by his hair, and cannot be removed by any effect short of a *wish*, *miracle*, or divine intervention. The tattoo consists of hundreds of tiny Celestial-language characters in numerous bright colors. With its purpose completed, the scroll disappears in a flash. How the scroll makes its way around the world is unknown.

The subject is, for the next year, one of the "Chosen," a mortal agent of the deity who created the scroll. This distinction brings a broad array of powers as well as some stringent obligations. The Chosen's entire body now radiates divine magic and exudes an aura of Good. This aura makes evil creatures more likely to react with hostility when meeting the Chosen for the first time; the exact ramifications are left up to the DM.

The gods choose their servants carefully. These scrolls do not find their way into the hands of the undeserving. These scrolls have never been known to appear together.

Any creature of non-good alignment that touches one of these scrolls suffers 4 negative levels for as long

as they possess the scroll. Evil creatures suffer an additional 4d6 points of holy damage each round for as long as they touch the scroll.

Chosen Base Powers

The Chosen gains:

- +2 enhancement bonus to all ability scores, affecting all related modifiers, hit points, AC, skill checks, etc. This bonus may increase ability scores above the normal maximum.
- the spell-like ability to *detect evil* at will.
- the supernatural ability to generate a righteous aura around him whenever he fights or becomes angry. Any hostile creature within 20 ft. must succeed at a Will save (DC 15) to resist its effects. Those who fail the save suffer a -2 morale penalty to attacks, AC, and saves for one day, or until they successfully hit the Chosen. A creature that has resisted or broken the effect cannot be affected again by the Chosen's aura for one day.
- a *magic circle against evil* always surrounds the Chosen, identical with the spell cast by a sorcerer of equal level to the Chosen. The effect can be dispelled, but the Chosen can create it again during his next turn as a free action. This is a spell-like ability.
- the ability to smite evil enemies, as a paladin of equal level.
- the ability to attempt telepathic contact with the deity once per day. Whether the deity responds to this attempt is left up to the discretion of the DM.

Lawful Good Powers

If the Chosen is lawful good, he gains the following abilities, in addition to those under Base Powers:

- the ability to cast *aid*, *continual flame*, *dispel magic*, *holy sword*, *holy smite*, *holy word*, and *message* at will. These abilities are as the spell cast by an appropriate spellcaster of the Chosen's level.
- the ability to cast spells from the Good and Law domains as a cleric of equal level.

Neutral Good Powers

If the Chosen is neutral good, he gains the following abilities, in addition to those under Base Powers:

- the ability to cast *aid*, *blur* (self only), *command*, *detect magic*, *dimension door*, *dispel magic*, *gust of wind*, *hold person*, *continual flame*, and *magic missile* as if he were an appropriate spellcaster of equal level. If his level is insufficient to cast a particular spell, he may not cast the spell.
- the ability to cast *lightning bolt* once per day as if he were a 14th level sorcerer.
- the ability to lay on hands, as if the character were a paladin of equal level.

- The ability to mentally communicate with animals as a free action. This is a spell-like ability, and works exactly like *Speak with Animals* as if cast by a druid of equal level.
- The ability to cast *true seeing* as a 14th level cleric, once per day, except that the spell has a personal range and the Chosen must concentrate for one full round before it takes effect.

Chaotic Good Powers

If the Chosen is chaotic good, he gains the following abilities, in addition to those under Base Powers:

- The ability to cast *aid*, *alter self*, *charm monster*, *color spray*, *comprehend languages*, *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts*, *dispel magic*, *hold monster*, *improved invisibility* (self only), *major image*, *see invisibility*, and *teleport without error* (self and up to 50 pounds of equipment) as if he were an appropriate spellcaster of equal level. If his level is insufficient to cast a particular spell, he may not cast the spell.
- The ability to cast *chain lightning*, *prismatic spray*, and *wall of force* as if he were a 12th level sorcerer.
- The ability to cast spells from the Good and Chaos domains as a cleric of equal level.

Obligations

All the powers granted by the tattoo come with a price, for the gods do not choose their representative capriciously. The Chosen must serve the will of the deity for a period of one year. At the end of the year, the tattoo disappears as if it had never been, and all its powers as well. Just as each type of tattoo has powers in common with the others, as well as special powers, the same is true for the tattoo's obligations.

Base Obligations

- **Code of Conduct:** The Chosen must never commit an evil act. He must help those who need help (provided they do not use the help for evil ends). He must punish those who harm or threaten innocents.
- **Associates:** While he may adventure with characters of any good or neutral alignment, he must never knowingly associate with evil characters. He must not work with anyone who consistently offends his moral code.

- **Divine Will:** He must obey the will of the deity associated with his tattoo, whatever that might be, as determined by the DM.

Lawful Good Obligations

If the Chosen is lawful good, he must:

- Respect legitimate authority and the laws it enacts.
- Act with honor. Refrain from lying, stealing, cheating, using poison, etc.
- Keep his word.
- Oppose injustice wherever it is found.

Neutral Good Obligations

If the Chosen is neutral good, he must:

- Help others whenever possible.
- Do good for the sake of doing good.
- Disregard or obey laws as necessary for the sake of good.

Chaotic Good Obligations

If the Chosen is chaotic good, he must:

- Be kind, benevolent, and compassionate at all times.
- Disregard any laws or expectations not in line with helping others or doing good works.

Breaking Obligations

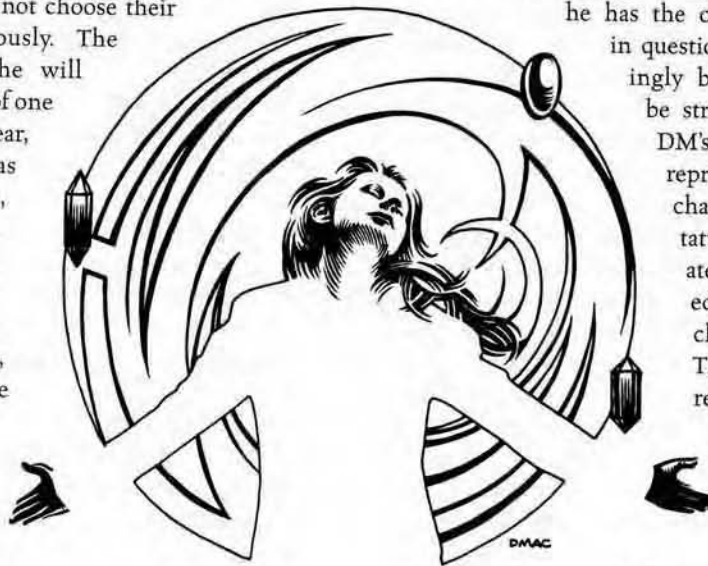
For as long as the Chosen wears this tattoo, he has the close attention of the deity in question. If the Chosen ever willingly breaks these rules, he may be stripped of his tattoo. At the DM's discretion, the deity may reprimand the Chosen first. If a character is ever stripped of his tattoo by the deity, he immediately loses all powers associated with it, and also loses 1d6 character levels permanently. These levels may not be restored through any means short of a *wish* or *miracle*.

To identify him as one who has earned the deity's wrath, the deity's holy symbol is tattooed

in blood red on the character's chest.

No priest or cleric of this deity will ever again deal with the character. While the cleric will not attempt to harm the character in any way, neither will he lend aid under any circumstances. This tattoo also may be removed only by a *wish* or *miracle*. The wrath of the gods can be harsh indeed.

Caster Level: 20th; Weight: 1 pound (scroll).





Chapter 4:

Heroic Legions

While the lone hero struggling against long odds presents a romantic image, in truth the champions of good rarely stand on their own. This chapter presents two new sets of mechanics, faith points and orders. Faith points allow a pious character to call upon the power of the gods, gaining holy benefits without taking levels in cleric or paladin. This power comes at a price, for wayward followers draw the gods' baleful attention. The second set of rules, orders, presents guidelines for characters who wish to gain the benefits of membership in an association. Orders act like toned-down prestige classes. Orders provide certain advantages, but they fall far short of the class abilities of a prestige class. They are much like clubs that offer services and training to members who have proven themselves useful.

FAITH POINTS

In the core d20 rules, alignment dictates a character's general ethos and serves as a prerequisite for a few classes, spells, and other abilities. Beyond that, it has little effect on game play. While a paladin who follows a god of justice can expect to lose his abilities should he violate his code, a fighter in the same church can do as he pleases. His god plays little role in his life as far as the rules are concerned. The game keeps religion solely the province of clerics, druids, and paladins, and even then deals with their deities' teachings and ethos in little more than the most cursory manner.

Faith points are a measure of a character's dedication and adherence to a deity's teachings. They do not measure a character's status within a church, but instead track his status in his god's eyes. A character with many faith points is an ardent believer whose deeds have greatly advanced his god's cause. A character with few faith points is a casual follower, for whom religion is a low priority. A character with negative faith points has incurred his god's wrath and may suffer from a divine curse.

Faith points are like hit points in that a character's running total changes a lot during the course of an adventure. Over time, faith points go up and down depending on the character's actions. When a character performs deeds that please his god, he gains faith points. If he makes decisions that go against his god's teachings, he loses them. A character can also spend faith points to gain boons from his god, such as a minor spell, a bonus to an attack or saving throw, or support from one of his god's servitors. However, if a character's faith points drop below zero, his god may curse him for his transgressions.

Different deities have different concepts of what constitutes proper behavior. A god of slaughter rewards followers who inflict pain, punishing those who heal the wounded and spare their enemies. On the other hand, a god of mercy would punish his followers for killing their enemies and reward them for converting heathens. The rules give guidelines for gaining, losing, and spending faith points. Each clerical domain has a specific list of actions and their associated faith point modifiers, and a generic list of actions and their associated costs

allows you to customize this system for churches from your campaign world. A simple pantheon serves as an example you can follow or adapt. The gods presented here are intentionally kept vague, as they represent iconic deities commonly found in fantasy games.

USING FAITH POINTS

Faith points can play a wide range of roles in a campaign. Their actual application to your game depends on how the gods interact with their followers. There are three basic categories that cover how divine beings and mortals interact.

High Interaction: The gods are powerful, and take an active interest in the mortal realm. Everyone worships at least one god, and people pray to a variety of divine powers. During great battles or other important events, a god (or an avatar) is expected to make an appearance. Almost every major city has at least one story of a god's personal appearance within its walls. Theocratic rule is the norm, and even in realms headed by secular regimes the clerics and their temples hold tremendous influence.

In this sort of campaign, every character follows a deity and keeps track of faith points. Some characters may follow more than one god. A character's religious affiliation plays a major role in his social status and is an important consideration when forging alliances and embarking on quests. Every character must choose one or more gods to follow with the worship point system.

In a world with such active gods, there is no limit to how many faith points a character may gain, nor is there a limit to how far below zero a character's faith points may fall.

Medium Interaction: The gods hold influence in some matters, but are far from dominant. Religion plays a role in civic affairs, but trade guilds, arcane orders, and other groups hold equal sway. The gods are powerful beings, but they play little direct role in the world. Their clerics, paladins, blackguards, and other champions serve as their envoys and proxies. Most commoners offer prayers to a god, but generations may pass between miracles or instances of divine intervention. Clerics are treated with the respect and cautious regard afforded wizards and sorcerers.

In a campaign with this level of interaction, only characters who purposefully seek a god's blessings keep track of faith points. The average person may follow a god, but he never expects to draw his deity's attention to his actions. A character may use the faith point system if he is a particularly ardent follower of a god. Clerics, paladins, and druids in this setting use the faith point system, and other characters may use it if they wish.

The gods are active, but they restrain themselves to indirect banes and boons. No character may accumulate more than 30 or fewer than -15 faith points.

Low Interaction: The gods were active in the distant past, or are mysterious otherworldly forces. Many tem-

ples operate under strict secrecy, allowing only clerics and priests to witness true ceremonies. Most commoners pray to a god, but a sizable percentage are atheists, or offer gifts to the gods only when they need a blessing. A peasant may pray to a rain god when his crops need water, but then attend services at the snow god's temple to beg for a mild winter. The gods are strictly impersonal forces that can sometimes be bribed or mollified, but are considered far beyond the mortal pale.

In a campaign with a low level of interaction between the gods and their followers, only clerics, paladins, and druids use the faith point system. Occasionally a character from a different class gains a deity's favors, but such PCs are exceedingly rare. Most people move through life aware of the gods, but never see them as a material force. Only paladins, clerics, druids, and other divine spellcasters may keep track of faith points, and even then only if they choose to do so. The gods are distant enough that even their followers evade their close watch. No character may ever accumulate more than 10 or fewer than -10 faith points.

The direct application of faith points is best molded to fit your campaign. Based on the descriptions above, you may choose one that meshes with your world or perhaps create a different option. Use the guidelines above as examples for your own campaign. Different pantheons could very well demand different levels of obedience, with active, violent gods willing to meddle in their followers' actions and more distant, peaceful ones rarely deigning to intervene in the mortal realm.

FAITH POINTS: THE BASICS

The more faith points a character has, the more closely he follows his deity's teachings. Faith points rarely rise above 50. While characters spend faith points to gain boons, most pious followers of a god build up a reserve they rarely use. The following table lists some examples of NPCs and their faith point totals.

Faith Points	Example
-21 or lower	A once-trusted minion who has earned a god's personal wrath
-20 to -11	A high priest who kills a fellow cleric and aids in the destruction of his temple
-10 to -1	A heretic who has renounced his religion for another
0	The average lay worshipper
1 - 10	A typical cleric, a dedicated commoner
11 - 20	An accomplished cleric or paladin
21 - 30	A cleric who never violates his god's strictures
31 - 40	A cleric who weighs every action in light of his beliefs
41 - 50	A worshipper who has personally defeated a powerful champion of an opposing religion
51+	A cleric or paladin who upon his death will ascend as a saint

GAINING FAITH POINTS

While each deity has a specific code of conduct, the following guidelines provide a structure for creating faith point scales for your campaign's churches. Actions fall into six categories, each with its own effects on a character's faith point total. You can gain faith point benefits or penalties from an action only once per day.

Minor Deed: These actions go beyond the call of duty and serve as an example for the deity's minions. Minor deeds normally involve risk or personal sacrifice. A character who successfully completes a minor deed gains 2 faith points. A character with 10 or more faith points cannot gain additional points through these actions.

Examples: Tithing riches to the poor, defending a temple against attackers, seeking out and defeating a demon, destroying intelligent undead, gaining a convert.

Major Deed: Completed despite great physical peril or at great personal sacrifice, these deeds significantly further a god's aims. A character who successfully completes a major deed gains 10 faith points. Characters can raise their faith point total no higher than 40 with these actions.

Examples: Defeating a powerful outsider in single combat, killing a high priest of a rival order, destroying an enemy god's temple, saving a temple from a major catastrophe.

Exalted Deed: These actions are recorded in the annals of the church as the acts of a great hero or saint. Such deeds are among the most perilous actions a hero can undertake on his god's behalf. Any character who completes an exalted deed gains 30 faith points.

Examples: Destroying an avatar of an enemy god, single-handedly wading into an enemy temple and slaughtering all who dwell within, slaying an enemy deity's most powerful priest.

Minor Transgression: The most common form of transgression, this category covers actions that violate the god's precepts but do not pose any great danger to the faith. Minor transgressions are typically personal failings that do not imperil others.

Examples: Telling a lie, failing to observe daily prayers, fleeing from combat, taking prisoners, associating with undesirables.

Major Transgression: These actions place the god's followers in danger. While a character can commit one of these deeds and remain within the church, he must normally seek out forgiveness before regaining his deity's good graces. A character who commits one of these actions loses 10 faith points. In addition, he cannot gain additional faith points until he receives *atonement*.

Examples: Accidentally or unwittingly killing a fellow worshipper, willfully ignoring a deity's mandates, unknowingly aiding the deity's foes.

Mortal Transgression: These actions are utterly inimical to the deity and the faith and inflict major damage on the church. A character who commits one of these actions immediately drops to -30 faith points (or the campaign minimum if it is between -30 and 0). He cannot raise his faith point total above 0, regardless of his future actions or spells, nor may he gain levels in any class directly associated with his deity, such as cleric or paladin.

Examples: Slaying a fellow cleric or paladin with malicious intent, betraying the god's followers to the enemy, killing the god's anointed followers or servants.

MAXIMUM FAITH POINTS

While the gods' sight extends throughout the material plane, they are not always all-knowing. Low-ranking members of an order have a hard time gaining their deity's notice. The maximum number of faith points a character may build up equals five times his level. There is no level-based cap on the amount of negative faith points a character can accumulate by violating his deity's code.

NPCS AND FAITH POINTS

An NPC's total faith points should be determined by the level of divine activity in your campaign world. If the gods are very active and the NPC an ardent worshipper, he should have about half his maximum allowable faith points. Less faithful NPCs should have between a quarter of their maximum faith points to no faith points. In a world where the gods are typically disinterested in mortal affairs, a fanatical worshipper may have a quarter of his maximum faith points, while most others have between zero and a tenth. Remember, what's good for the characters is equally useful for their foes. If the PCs load up on faith points before setting out on a quest, their enemies may hear of their actions and pray for divine assistance.

As an optional rule, you may institute the law of competing divinities: when one god becomes involved in an event, his rivals move to oppose him. If the PCs build up a lot of faith points before a battle, assign the NPCs a similar number of faith points to use against them. The flow of divine energy draws the attention of the villains' dark gods, who then aid their minions.

SAMPLE DEEDS AND TRANSGRESSIONS

A god's spheres of influence determine the type of deeds and transgressions associated with his worship. A god of healing may curse followers who kill their foes, while a goddess of murder would exult in such behavior. Each of the spheres from the core d20 rules is listed below along with sample deeds and transgressions for each category. To create a code of conduct for a deity, simply collect the actions listed for his domains and choose two or three that fit his overall beliefs. You do not need to pick out a stricture for each domain, as deities rarely emphasize

all of their spheres of influence equally. At its best, this system should come up a few times per adventure and force the players to weigh their religious beliefs against the expeditious path.

The example deeds and transgressions listed under the descriptions of action types (above) apply to all faiths. These actions, along with a few other common deeds, are listed below under the generic domain. The generic actions apply to all faiths, regardless of their associated domains.



Generic

Minor Deed: Donate 10% of treasure earned to the church. Slay an 8th-level or lower follower of an enemy church. Aid in the defense of a holy site against attackers. Convert a character of 8th level or lower to the church. Defeat a CR 8 or lower outsider whose alignment is diametrically opposed to your deity's. Desecrate an enemy deity's shrine.

Major Deed: Slay a 9th to 14th-level follower from an enemy church. Donate 10,000 or more gp to the church. Build a complete temple. Defeat a CR 9–14 outsider whose alignment diametrically opposed your deity's. Destroy an enemy deity's temple.

Exalted Deed: Slay a level 15th+ follower of an enemy church. Donate 100,000 or more gp to the church. Build the largest temple in a city with more than 10,000 people and dedicate it to your god. Defeat a CR 15 or higher outsider whose alignment diametrically opposes your deity's. Besiege and destroy an enemy faith's most important temple or religious site.

Minor Transgression: Go more than a week without attending temple services or observing a weekly holy day with a three-hour ceremony. Associate with allies whose alignment is the exact opposite of yours. Unintentionally injure a fellow church member.

Major Transgression: Unwittingly or unwillingly murder a fellow church member. Intentionally injure a fellow church member. Unwillingly aid an enemy church's plans.

Mortal Transgression: Murder a fellow church member in cold blood. Participate in the destruction or desecration of a holy shrine. Willingly aid an enemy church's plans.

Air

The gods of air expect their followers to exult in their element, walking proudly in the wind and taking comfort in the open sky. Actions that deny an affinity with air draw the gods' anger.

Minor Deed: Spend a week straight without entering a building or traveling underground. Tame a flying creature. Use diplomacy rather than violence to overcome an air elemental or air creature. Defeat an earth elemental of CR 8 or less.

Major Deed: Spend a month in the open air, never entering an enclosed building or subterranean area. Defeat an earth elemental or earth creature with a CR of 9 to 14.

Exalted Deed: Single-handedly defeat a CR 15 or higher earth elemental or creature with the earth type.

Minor Transgression: Sleep indoors on consecutive nights. Kill an air elemental, even a hostile one. Initiate combat against a bird or other flying animal, beast, or magical creature.

Major Transgression: Go a week without seeing the sky. Turn down the chance to walk beneath the sky, opting instead for a subterranean or enclosed route.

Mortal Transgression: Spend a month or more out of open air while the opportunity has arisen to walk beneath the sky.

Animal

Deities with the animal sphere are patrons of creatures of all types. Such a deity charges his followers to care for creatures of all types: wild beasts, domesticated animals, and even pets.

Minor Deed: Use magic to heal or cure a wild animal that you do not own or normally care for. Prevent another from abusing or injuring a wild animal. Liberate a creature from unjust labor or harsh treatment.

Major Deed: Tame a beast of CR 10 or higher. Use *raise dead* or similar magic to restore an animal or beast that died through violence. Be reduced to 0 or fewer hit points while defending an animal or beast from harm. Discover a new species.

Exalted Deed: Tame a magical beast of CR 10 or higher.

Minor Transgression: Willingly injure or kill an animal or beast that initiated combat against you. Allow others to injure or abuse an animal. Willingly associate with those who abuse and hurt animals.

Major Transgression: Willingly initiate combat against and kill an animal or beast of CR 1/2 or higher. Abuse or misuse pets, servants, or other animals.

Mortal Transgression: Kill a harmless animal (CR 1/4 or higher). Willfully sacrifice animals to preserve your own life or avoid danger.

Chaos

Gods of chaos loathe those who seek to impose order on the world. Their followers must rebel against the law, both in a legal and spiritual sense. Those that bow to order's dictates feel their god's wrath. Note that the acts below count only when they are committed in a region or city with a lawful alignment.

Minor Deed: Commit a minor crime in a public place that draws the attention of onlookers without being caught. Induce an otherwise law-abiding person to break the law. Humiliate or kill a low-ranking officer of the law.

Major Deed: Humiliate or murder a minor functionary in the local government. Commit a major crime in public view without being caught. Incite a riot or other large rebellion against the legal order.

Exalted Deed: Kill a king, lord mayor, or other high-ranking leader of a state without being caught. Lead a revolution that topples a lawful government and replaces it with a chaotic one.

Minor Transgression: Be arrested for a minor crime. Go a day without breaking the laws of the local government. Obey a direct order from an authority figure that does not serve your best interest. Follow a predictable schedule on consecutive days.

Major Transgression: Be arrested for a major crime. Willingly enter service with a lawful army, city, or other organization without the express intent to undermine it from within. Give information that leads to the arrest of a criminal in a lawful area.

Mortal Transgression: Be arrested for a capital crime. Accept a leadership position in a lawful government or organization. Betray a person to the local authorities of a lawful government.

Death

Acolytes of the death gods are expected to spread destruction, murder, and mayhem across the world. In a few instances, a god of death merely presides over the interment and care of the recently deceased. This divide is reflected in the actions outlined below.

Minor Deed: Bury a fallen foe and offer him proper blessings in a ritual that costs 10 gp and takes two hours to complete. Single-handedly destroy a CR 5 or lower undead creature.

Use the death domain ability or an *inflict* spell to kill an opponent. Kill 12 or more intelligent creatures in a single day. Create an undead creature of CR 2 to 5.

Major Deed: Inter a fallen king or other powerful civic or spiritual leader. Single-handedly destroy an undead creature with a CR of 6 to 14.

Mutilate a slain foe's body in such a manner that only *restoration* can bring your victim back to life. Kill 100 or more intelligent creatures in a single day. Create a CR 6 to 14 undead creature.

Exalted Deed: Erect a great tomb worth over 100,000 gp and inter within it an emperor or similarly powerful leader. Single-handedly destroy an undead creature of CR 15 or higher.

Kill 1,000 or more intelligent creatures in a single day. Spark a war that leads to tens of thousands of deaths. Create a CR 15 or higher undead creature.

Minor Transgression: Leave a fallen humanoid or other intelligent creature to rot on the battlefield. Take personal items from a fallen enemy. Rob a tomb. Create an undead creature. Flee from undead creatures. Spare an enemy in battle. Allow opponents to flee. Heal anyone other than yourself.

Major Transgression: Rob the tomb of a powerful figure or anyone laid to rest by your order. Willingly disfigure a corpse. Allow a corpse to rise as an undead creature.

Prevent the spread of a disease or a similar potentially deadly catastrophe. Heal a creature that is below 0 hit points.

Mortal Transgression: Remove items of value from the tomb of a cleric of your order. Allow a friend or ally's corpse to be mistreated after his death.

Turn down the opportunity to torture and kill a helpless creature. Raise a creature from the dead or allow a creature to be raised.

Destruction

Deities with this domain employ raw force to pummel their foes. A good or neutral deity focuses on smashing heretics and rooting out evil before it has a chance to strike. Evil and chaotic gods of destruction delight in violence for its own sake.

Minor Deed: Physically destroy a shrine to an enemy deity, rather than merely desecrating it. Sunder a magical item worth up to 5,000 gp that belongs to an enemy. Destroy a small building or other structure used by an enemy pantheon or group.

Major Deed: Physically destroy a temple dedicated to an enemy deity. Smash or ruin a magic item worth 6,000 gp or more used by an enemy faith. Destroy a multistory keep or building that holds political or religious significance for the enemy.

Exalted Deed: Topple an enemy god's most important temple or destroy a sacred site in such a manner that it can never be rebuilt. Sunder an artifact usable by an enemy faith or group. Destroy an entire town or city in a single catastrophe or battle.

Minor Transgression: Pass up the chance to engage in battle. Flee from a fight. Allow a shrine to remain standing. Go more than a week without vandalizing an enemy temple or fighting your faith's enemies. Accept an enemy's surrender. Allow opponents to flee a battle without attempting to give chase. Back down from a social or physical challenge.

Major Transgression: Help restore or rebuild an enemy faith's temple, even under duress. Go more than a month without engaging in a destructive act or a fight. Actively take steps to allow the enemy to escape from a fight.

Mortal Transgression: Actively take steps that allow a 10th-level or higher follower of a hated faith to escape a battle. Capture a shrine to an enemy deity and leave it standing. Help prevent the destruction of an enemy city, town, or temple.

Earth

The earth is old and strong, an eternal constant in the endless strife of the mortal realm. The gods of earth bid their followers to honor the world beneath them by visiting caves, dwelling within its dark embrace, and forswearing the other elements.

Minor Deed: Spend a week underground. Mine or extract 1,000 gp worth of metals and gems from the earth

and work them into finished products. Use diplomacy rather than violence to overcome an earth elemental or earth creature. Defeat an air elemental of CR 8 or less.

Major Deed: Spend a month underground, never venturing back to the surface world. Defeat an air elemental or air creature with a CR of 9 to 14. Recover a single gem worth 5,000 gp or more and donate it to the church.

Exalted Deed: Single-handedly defeat a CR 15 or higher air elemental or creature with the air type.

Minor Transgression: Sleep indoors on consecutive nights. Kill an earth elemental, even a hostile one. Initiate combat against a xorn.

Major Transgression: Go a week without venturing underground. Turn down the chance to travel via caves, opting instead for an ocean or surface journey.

Mortal Transgression: Spend a month or more out in the open air while the opportunity has arisen to walk beneath the earth.

Evil

Deities with this domain are the epitome of self-centered behavior. Evil at its core cares little for others so long as its own desires are met. Alliances and friendships are tools for advancement in society, preferably while crippling rivals and eliminating the threat they pose.

Minor Deed: Take an item, or gain power, by bringing harm to another. Kill a personal rival of 8th level or lower, even a member of your faith. Discredit a rival, causing him to lose more than 1,000 gp in resources or fall from a minor position of power.

Major Deed: Seize an item or treasure worth 10,000 gp or more from another. Achieve a station of importance in the church or government. Reduce a rival to poverty or push him from a position of power in an organization. Kill a personal rival of 9th to 14th level, even one of the same faith.

Exalted Deed: Overthrow the head of a kingdom, empire, or religion (including your own) and take his place or directly control his replacement. Kill a rival of 15th level or higher, including clerics of your order and other nominal allies.

Minor Transgression: Offer aid to another or heal someone who is not immediately useful to you. Pass up the chance to discredit or kill a rival. Allow another to discredit you in front of others without rebuke. Go more than a week without hatching a plan or taking action against a rival.

Major Transgression: Spare an enemy or commit a charitable act without an immediate and sizable reward. Lose a position of importance in a government or religious order.

Mortal Transgression: Pass up the chance to remove a powerful figure from power. Allow a rival to push you from a position of tremendous authority and prestige.

Fire

The gods of flame exult in fire as a raw elemental force, seeing within its embrace the gateway to paradise. The cleansing flame burns impurities from the soul and leaves behind a perfect spiritual vessel. Other faiths delight in fire's raw, destructive power. They see it as the most powerful element because of its ability to destroy all in its path.

Minor Deed: Keep a flame lit for a week. Burn items worth 2,000 gp or more as offerings. Defeat a water elemental of CR 8 or less.

Major Deed: Defeat a water elemental or water creature with a CR of 9 to 14. Burn items worth 10,000 gp or more as offerings. Keep a flame lit for one year.

Exalted Deed: Single-handedly defeat a CR 15 or higher water elemental or creature with the water type. Burn material worth 200,000 gp or more as an offering. Keep a flame burning for over a decade.

Minor Transgression: Actively extinguish a fire that does not pose a direct threat to your life. (This stricture does not apply to allowing a fire to burn out on its own.) Kill a fire elemental, even a hostile one, via direct or indirect means.

Major Transgression: Use water to extinguish a flame of any sort, save for those that directly threaten your life. Summon a water elemental. Allow a water elemental or priest of a water deity to turn fire elementals using the water domain ability.

Mortal Transgression: Extinguish a sacred flame tended in the fire temple.

Good

The domain of good covers all actions that bring harmony and peace among intelligent beings. Good deities expect their followers to forego their personal gain for the best interest of others.

Minor Deed: Help another person, spending at least one day in pursuit of a goal, without asking for or accepting a reward. Help a person in need without being asked. (Any assistance rendered in either case must require you to undertake a dangerous course of action or consume 2,000 gp of resources.) Defend innocents against an evil creature of CR 8 or lower.

Major Deed: Render aid to another or complete a quest that protects others and results in the destruction of evil creatures. You must either defeat an evil creature with a CR between 9 and 15 or turn away an award of at least 10,000 gp to qualify for this deed.

Exalted Deed: Defeat evil creatures with CRs of 16 or higher. Render aid and assistance to others that consumes 200,000 gp or more in materials or offers a reward of at least that value that you turn down.

Minor Transgression: Accept a reward for an action that results in the destruction of evil creatures. Turn away from someone in dire need who requires your aid. Refuse

a heroic quest, unless you are already engaged in a more important task. Seek personal profit while others are in need.

Major Transgression: Kill a good creature for any reason, willingly or not. Demand recompense for a heroic action. Allow another to plot an evil action without trying to thwart them.

Mortal Transgression: Allow innocents to die without attempting to save their lives. Flee from combat against evil creatures while leaving others to fight on. Sacrifice a weaker good creature so that you may live.

Healing

Gods of healing bid their followers to tend to those around them. A healing god's charity stops short of his enemies; heretics and marauders pose a threat to the world, and sometimes the best method for preserving life lies in destroying those who threaten it. Clerics of healing offer succor to their allies whenever possible.

Minor Deed: Bring an injured ally back from less than zero hit points, using the Heal skill or a *cure* spell, in the face of an immediate threat. Tend to a fallen enemy so that he dies with minimal pain during combat. Cure a disease, remove a poison, or otherwise bring an afflicted creature back to full health from a state other than physical injury.

Major Deed: Go a week without using any sort of magical healing on yourself, while using your magic and abilities to tend to others. Refuse all healing of a magical nature. Spend a full week preparing and using only *cure* spells, using every spell to heal other creatures.

Exalted Deed: Go a month without using any magical or other non-natural forms of healing, while using your spells to aid others.

Minor Transgression: Refuse treatment to an injured creature with an alignment no more than one step away from yours. Take any action other than casting a *cure* spell or using the Heal skill when a comrade or ally is at or below zero hit points.

Major Transgression: Allow a comrade to bleed to death in combat without taking every action possible to save him. Cast an *inflict* spell. Injure a creature who does not initiate combat and has an alignment within one step of your own.

Mortal Transgression: Use *slay living* or a similar spell to kill a creature whose alignment is no more than one step away from your own. Allow an allied or friendly creature to bleed to death or die through negligence.

Knowledge

The gods of knowledge charge their followers with seeking out lost records, new discoveries, and other artifacts that can expand the church's teachings. These sects emphasize not only practical knowledge and historical records, but uncovering secrets held only by a few.

Minor Deed: Uncover an important secret about the ruler of a town or city or an event that has citywide repercussions. Discover a lost civilization or a new type of creature.

Major Deed: Uncover an important secret about an emperor or an event, conspiracy, or other action that can affect the entire region.

Exalted Deed: Uncover a secret concerning the nature of a god or the cosmos.

Minor Transgression: Destroy a book through action or inaction.

Major Transgression: Destroy access to a secret or refuse to divulge to the church information of other than a personal nature.

Mortal Transgression: Destroy access to a god's secret or information relating to the fundamental nature of the cosmos. Destroy a unique book or item that could help unlock the secrets of history.

Law

Gods of law charge their followers not only with enforcing the moral dictates of law, but also with aiding the rightful rulers of the land in keeping order over their subjects. These guidelines do not judge the moral worth of the law. A lawful evil cleric gains his god's favor for capturing a thief who helps free slaves from their shackles.

Minor Deed: Capture a criminal and bring him before a court of law. Prevent a petty crime from taking place. Bring a small area under the control of your deity's church.

Major Deed: Prevent a major crime, such as a murder, or bring a lifelong, dedicated criminal to justice. Bring an entire region under the control of the church.

Exalted Deed: Conquer an entire kingdom or empire and establish a theocracy headed by your faith. Find and defeat the most powerful thief or other criminal on the continent.

Minor Transgression: Disobey a direct superior's order. Commit a petty crime. Leave a decision up to chance. Witness a crime of any sort without reporting it. Undermine the local government.

Major Transgression: Disobey a regional superior's order. Commit a felony. Witness a felony without reporting it. Actively take part in an effort to overthrow a legitimate government.

Mortal Transgression: Disobey a direct order given by the head of your church.

Luck

The gods of luck smile upon the bold, those willing to place their fate in fortune's hands. Adepts of luck embrace forces beyond their control, relying on them to point the way to success.

Minor Deed: Use a random method to determine your next action, as long as all of the possible results directly expose you to danger.

Major Deed: Use a random method to determine your next action when the difference between one action and the other could lead to the your death or the death of a comrade.

Exalted Deed: Use a random method to determine your next action when the stakes could mean the difference between the preservation or destruction of an empire, kingdom, or perhaps the cosmos.

Minor Transgression: Use a random method to determine your next action while committing a minor deed, and ignore the result.

Major Transgression: Use a random method to determine your next action while committing a major deed, and ignore the result.

Mortal Transgression: Use a random method to determine your next action while committing an exalted deed, and ignore the result.

Magic

Servants of magic strive to increase their sect's understanding of arcane and divine energies. Clerics who use their magic to its utmost and seek to broaden their understanding of magical theory earn the favor of these deities.

Minor Deed: Willingly fail a saving throw against a spell that deals damage in order to observe its effects. Use a standard action to make a Spellcraft check (as per the counter-spell action) to determine the spell an opponent uses.

Major Deed: Recover a magic item worth at least 100,000 gp and donate it to your religious order.

Exalted Deed: Recover an artifact and donate it to your religious order.

Minor Transgression: Drain the charges from a magical wand, staff, or rod. Opt to use means other than magic to solve a problem when a spell or enchanted item would do the job.

Major Transgression: Allow another person to claim a magic item worth over 100,000 gp when you could take it and turn it over to your order or use it yourself.

Mortal Transgression: Allow another person to claim an artifact you helped recover, unless you are incapable of using the item.

Plant

Clerics of deities concerned with flora must tend plant life and help it prosper. Clerics who tame intelligent plant creatures and aid farmers with their crops earn the favor of their deities.

Minor Deed: Spend a month laboring for and magically aiding a farmer, gardener, or other person who works with plants. Tame an intelligent plant creature of CR 8 or less.

Major Deed: Tame an intelligent plant creature with a CR of 9 to 14.

Exalted Deed: Tame an intelligent plant creature with a CR of 15 or higher.

Minor Transgression: Needlessly destroy plant life. Kill a plant creature that attacked you. Indirectly hinder the growth of a farmer's crops.

Major Transgression: Initiate combat against and kill an intelligent plant creature. Destroy crops or other stretches of useful plants.

Mortal Transgression: Cause a drought, flood, or other mass destruction of plant life in a region.

Protection

A god who focuses on protection expects his followers to protect innocents from harm and stop dangerous creatures before they can threaten society.

Minor Deed: Defeat a creature of CR 8 or less that threatens an otherwise peaceful region or community.

Major Deed: Defeat a creature of CR 9 to 14 or less that threatens an otherwise peaceful region or community. Be reduced to 0 or fewer hit points while defending an ally or an innocent from an overwhelming evil.

Exalted Deed: Defeat a creature of CR 15 or higher that threatens an otherwise peaceful region or community. Stand alone against a foe 10 levels higher than yourself or a creature whose CR is 10 higher than your level.

Minor Transgression: Allow a creature of CR 15 or higher to threaten a community. Flee from an opponent while your allies or innocents are still in peril.

Major Transgression: Allow a creature of CR 9 to 14 to threaten a community. Abandon an ally.

Mortal Transgression: Allow a creature of CR 8 or lower to threaten a community.

Strength

Adherents of a god of strength must maintain their physical fitness and commit great feats of athleticism. Clerics who push their abilities to the limit and seek out challenges win their god's favor.

Minor Deed: Defeat a CR 8 or lower opponent in single combat using only grappling attacks. Succeed at an action that requires a Strength check DC of 20 to 29. You may not use magic of any sort to aid this check, though you may use the Strength domain's ability. Once you have achieved a specific DC, you must then beat a higher one to gain this bonus.

Major Deed: Defeat a CR 9 to 14 opponent in single combat using only grappling attacks. Topple a building, smash a stone with your bare hands, or otherwise succeed at a Strength check of DC 30 to 50.

Exalted Deed: Defeat a CR 15 or higher opponent in single combat using only grappling attacks. Succeed at a task that requires a Strength check of 51 or higher.



Minor Transgression: Go a day without attempting, though not necessarily succeeding in, a DC 20 or higher Strength check. Go more than a week without grappling an opponent either in practice with an ally or in combat against a foe. Suffer defeat at the hands of an opponent who grapples you.

Major Transgression: Suffer defeat in battle, whether through magic or physical combat, against an opponent whose Strength score is half yours.

Mortal Transgression: Suffer defeat in battle, whether through magic or physical combat, against an opponent whose Strength score is a quarter of yours.

Sun

Clerics of the sun gods are expected to bathe in the sun's warm caress. Their link to the sun goes beyond a merely spiritual tie, requiring them to physically walk under the sun and bring its light to dark places deep within the earth.

Minor Deed: Bring a light source of any type into an area that has never previously been brought out of darkness.

Major Deed: Force a powerful creature of the underdark (CR 10 or higher) on to the surface world and destroy it under the sun's light.

Exalted Deed: Open a rift in the ground that brings sunlight to a region of the underworld at least one mile beneath the surface.

Minor Transgression: Willingly go a day without walking outside under the sun or standing in the radiance of a light or sunlight spell.

Major Transgression: Willingly spend more than a week underground without casting light or daylight. Create an undead creature.

Mortal Transgression: Willingly linger a month or more underground without casting light or daylight.

Travel

Those who follow the gods of travel wander the land, pushing back the edges of maps and expanding their knowledge of the highways and byways. Followers of these gods spend their days journeying across the world.

Minor Deed: Travel to a site not previously mapped by members of your order. Learn a new language. Visit a culture you have never before encountered.

Major Deed: Travel to a previously undiscovered world, plane, or demiplane. Create an exhaustive, accurate map of a 100-square mile region that was not previously mapped.

Exalted Deed: Travel to a previously undiscovered world and create an exhaustive set of maps of the area along with a travelogue, regional gazetteer, and other compendiums of knowledge that chart its terrain and customs.

Minor Transgression: Sleep in the same place on consecutive nights. Go more than three days without traveling at least 10 miles total, half of which are along roads you have not previously visited. Destroy a bridge, road, or other conveyance. Opt to travel by carriage rather than on foot or horseback.

Major Transgression: Buy real estate and establish a permanent home other than a temple to your deity. Turn aside a traveler in need of food, shelter, or other basic comforts.

Mortal Transgression: Ambush and kill a traveler whose alignment is within one step of your own. Allow a traveler to die through inaction, such as refusing to give food or water to a starving man you encounter on the road.

Trickery

The favorite deities of bards and rogues, gods who embrace trickery expect their followers to indulge in lies. Some expect their devotees to spin tall tales or use white lies to make their way through the world, while others demand vicious rumors that spread hatred and envy.

Minor Deed: Tell a convincing lie to an audience of 25 or more people or to a town guard or similar authority. Pass yourself off using an alias or other cover identity. Steal an item worth 1,000 gp.

Major Deed: Tell a convincing lie to an audience of 200 or more people or to a magistrate or other administrator. Steal an item worth 25,000 gp.

Exalted Deed: Tell a convincing lie to an audience of 1,000 or more people or to a king, noble, or high priest. Steal an item worth 100,000 gp.

Minor Transgression: Tell the truth when a lie would be more expeditious or entertaining. Point out to others a deception that does not pose a threat to their safety or well-being. Admit to telling a lie.

Major Transgression: Turn in an ally for a crime or other illegal action. Go a week without lying to anyone.

Mortal Transgression: Hold down a steady job that requires hard, honest work for more than three consecutive days.

War

The lords of battle bid their followers to march to war. Their adherents show bravery in combat and overcome foes worthy of their skill at arms.

Minor Deed: Defeat a foe in single combat who is the same level as you or one or two levels higher. Volunteer to serve with the local military.

Major Deed: Defeat a foe in single combat who is three to five levels higher than you. Achieve the rank of battalion commander in a military order.

Exalted Deed: Defeat a foe in single combat who is six or more levels higher than you. Achieve command of a kingdom's armies.

Minor Transgression: Flee from battle, even if due to a magical effect. Refuse healing or aid to an ally in battle. Seek solutions to overcoming foes that do not involve combat.

Major Transgression: Watch an ally fall in combat without aiding him. Avoid a powerful foe out of fear.

Mortal Transgression: Surrender in battle. Accept defeat in combat by acquiescing to an enemy's demands without seeking vengeance at the next opportunity.

Water

Followers of a water deity are normally mariners, fishermen, and others who work with or near the sea. They are expected to hold water above the other elements and in particular must struggle against fire elementals and their ilk.

Minor Deed: Spend a month at sea. Use diplomacy rather than violence to overcome a water elemental or water creature. Defeat a fire elemental of CR 8 or less.

Major Deed: Spend a year at sea, never venturing back to the shore. Defeat a fire elemental or fire creature with a CR of 9 to 14.

Exalted Deed: Single-handedly defeat a CR 15 or higher fire elemental or creature with the fire type.

Minor Transgression: Sleep indoors on consecutive nights. Kill a water elemental, even a hostile one. Initiate combat against a creature with the water type.

Major Transgression: Go a week without seeing the sea or another body of water. Turn down the chance to travel via ship, opting instead for an different route.

Mortal Transgression: Spend a month or more on land while the opportunity has arisen to sail or swim across a body of water.

BOONS

A character with a sufficient reserve of faith points can spend them to call upon his god's favor, gaining the effects of a minor spell, a bonus to a saving throw or skill check, or some other ability. These gifts from the gods are known as boons. To use faith points to purchase a boon, simply subtract the cost of the ability from your current faith point total. You can never drop your faith points below 0 when using them in this manner. Mightier boons can be used much less frequently than weaker ones.

Each deity has different options available for worshippers who spend faith points. Obviously, an evil god of pain would not grant his followers healing magic or the ability to turn undead. The following guidelines cover the basic types of miracles you can purchase with faith points.

Simple Boon: These boons grant you a one-time +1 bonus to a die roll, such as an attack or damage roll, saving throw, or skill check. The specific type of roll you can modify with this miracle is determined by your deity's sphere of influence. For example, a god of the forge

may grant bonuses to Craft (blacksmith), Fortitude saves, and damage rolls. You may spend 5 points to gain a +1 bonus to one roll, and may spend up to 15 points for a total bonus of +3. These points must be spent before rolling any dice. You may spend faith points in this manner at any time, even while you unconscious or otherwise incapacitated. Your deity, ever watchful of his followers, intervenes on your behalf.

You may call upon a simple boon three times per day.

Minor Boon: This boon takes the form of a 0 or 1st-level spell. You spend 10 points for this boon as a standard action that does not draw an attack of opportunity. The spell is considered to be cast by a 1st-level cleric with a Wisdom of 16. You count as the spellcaster for determining line of sight, eligible targets, and other variables. A deity's nature and ethos determine the specific spells available with this boon. Generally, his followers can call on his 1st-level domain spells plus five or six more that deal with his area of influence. Some deities grant their clerics and paladins an additional turning attempt with this boon.

You may call upon a minor boon once per day.

Major Boon: When you purchase this boon, you call upon your god to intervene on your behalf. A major boon takes the form of a 2nd or 3rd-level spell. You spend 20 faith points as a standard action that does not draw an attack of opportunity. The spell is considered to be cast by a 5th-level cleric with a Wisdom of 16. You count as the spellcaster for determining line of sight, eligible targets, and other variables. A god's major boons typically include his appropriate domain spells plus three or four other incantations. Some deities also grant their clerics and paladins an additional turning attempt at a +2 bonus to both the attempt's Charisma check and turning damage.

You may call upon a major boon once per week.

Mighty Boon: The most powerful blessings available characters who use faith points, these abilities cost 40 faith points and allow you to gain a powerful blessing. This is a standard action that does not draw an attack of opportunity. A mighty boon takes the form of a 4th or 5th-level spell that functions as if cast by a 9th-level cleric with a 16 Wisdom. You count as the spellcaster for determining line of sight, eligible targets, and other variables. A deity normally grants his appropriate domain spells plus three or four others with this boon. Some deities also grant their clerics and paladins an additional turning attempt at a +6 bonus to both the attempt's Charisma check and turning damage.

You may call upon a mighty boon once per month.

Type	Cost	Effect	Use
Simple	5	+1 bonus to one die roll	3/day
Minor	10	0 or 1st-level spell	1/day
Major	20	2nd or 3rd-level spell	1/week
Mighty	40	4th or 5th-level spell	1/month

BANES

Vengeful deities inflict banes upon followers who go astray, inflicting penalties, damage, curses, and other effects. Any character with negative faith points is eligible to be struck by a bane. When a deity imposes a bane on a character, that character immediately gains faith points that bring his total closer to zero. Most worshippers attempt to raise their faith points to zero or higher through deeds, thus averting disaster before it has a chance to strike. A bane never raises your total faith points above zero: once you reach zero, any extra points are lost. However, a deity never inflicts a bane if more than half its cost would be wasted by bringing your total faith points above zero.

Banes fall into several categories. Each type of bane has a set of general characteristics that define it with specific deities each using particular spells or effects as their banes. All banes leave an unmistakable mark of a deity's presence like a holy symbol, hammer of judgment, or similar motif. For example, a heretic subject to *hold person* as a bane may turn into a babbling fool who chants a prayer to his deity.

You suffer a -2 penalty to save against a bane and spell resistance offers no protection. If you make your saving throw against a bane's effect, you lose 2 faith points. You do not gain the faith point bonus for enduring a bane if you make a saving throw against it or if an ally dispels it or otherwise causes the spell's effect to end prematurely. You may opt to forgo your saving throw against a bane, which reduces the damage it inflicts or its duration by one quarter. Banes that require a ranged or melee touch attack always hit their targets. Any bane that has a "permanent" duration disappears after 24 hours.

Simple Bane: The strands of fate array against you, causing you to possibly fail at a task you would otherwise complete.

This bane causes a -1 penalty to a skill check, saving throw, attack, or damage result. This penalty applies after totaling your result, perhaps causing a successful check or attack to become a failure. There is no limit to the total penalty that may be applied to any one roll you make, though each -1 penalty brings you 2 faith points closer to zero.

Minor Bane: Displeased with his servitor's actions, the deity dispatches a minor servant to inflict a magical effect on his wayward child. This effect takes the form of a 0 or 1st-level spell targeted on you, as if cast by a 1st-level cleric with 16 Wisdom. A spell delivered in this manner is always cast to cause the most harm to the target of the god's anger, but area of effect spells operate as normal. Thus, the wise avoid close association with a heretic. This bane grants you 5 faith points.

Major Bane: As a minor bane, except the spell is 2nd- or 3rd-level, as cast by a 5th-level cleric with 16 Wisdom. This bane increases your faith point total by 10.

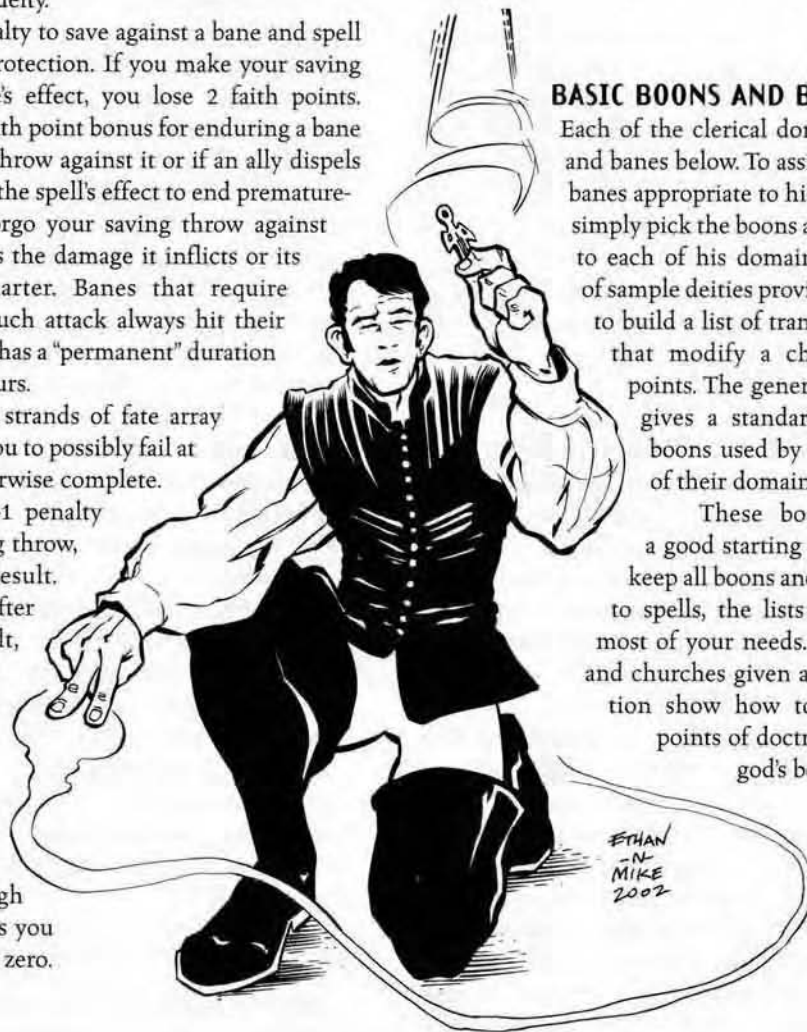
Mighty Bane: A mighty bane works exactly like a minor one, except it manifests as a 4th- or 5th-level spell as cast by a 9th-level cleric with 16 Wisdom. This terrible bane increases your faith points by 20.

Type	Cost	Effect
Simple	2	-1 penalty to one die roll
Minor	5	0- or 1st-level spell
Major	10	2nd- or 3rd-level spell
Mighty	20	4th- or 5th-level spell

BASIC BOONS AND BANES

Each of the clerical domains is given boons and banes below. To assign a deity boons and banes appropriate to his sphere of influence, simply pick the boons and banes appropriate to each of his domains. Then, use the list of sample deities provided below as a model to build a list of transgressions and deeds that modify a character's total faith points. The generic domain listed first gives a standard list of banes and boons used by all deities, regardless of their domains.

These boons and banes are a good starting point. If you want to keep all boons and banes limited solely to spells, the lists below should cover most of your needs. The example deities and churches given at the end of this section show how to introduce specific points of doctrine and myths into a god's boons and banes.



Generic

Simple Boons: +1 AC bonus for 1 round

Minor Boons: Bless, divine favor, light, resistance, virtue

Major Boons: Aid, dispel magic, spiritual weapon, remove disease

Mighty Boons: Death ward, tongues, righteous might

Simple Banes: Bane, cause fear, doom

Minor Banes: Bestow curse, darkness

Mighty Banes: Flame strike, mark of justice, poison

Air

Simple Boons: +1 bonus to Reflex saves, Jump checks, ranged attacks

Minor Boons: Obscuring mist

Major Boons: Fly, gaseous form, wind wall

Mighty Boons: Air walk, control winds

Simple Banes: -1 penalty to Reflex saves, Jump checks, ranged attacks

Minor Banes: Obscuring mist, random action

Major Banes: Bestow curse, sound burst

Mighty Banes: Ice storm, quench

Animal

Simple Boons: +1 bonus to Animal Empathy, Handle Animal, or Ride

Minor Boons: Calm animals, invisibility to animals

Major Boons: Animal messenger, dominate animal, hold animal

Mighty Boons: Commune with nature, giant vermin, repel vermin

Simple Banes: -1 penalty to Animal Empathy, Handle Animal, or Ride

Minor Banes: Summon nature's ally I

Major Banes: Summon swarm, summon nature's ally III

Mighty Banes: Insect plague, summon nature's ally V

Chaos

Simple Boons: +1 bonus to any saving throw

Minor Boons: Protection from law, random action

Major Boons: Magic circle against law, misdirection, shatter

Mighty Boons: Chaos hammer, confusion, dispel law

Simple Banes: -1 bonus to any action

Minor Banes: Grease, random action

Major Banes: Blindness/deafness, contagion

Mighty Banes: Circle of doom, greater command

Death

Simple Boons: +1 bonus to hit or damage

Minor Boons: Cause fear, inflict light wounds

Major Boons: Animate dead, death knell

Mighty Boons: Death ward, slay living

Simple Banes: -1 penalty to any saving throw

Minor Banes: Inflict light wounds

Major Banes: Inflict serious wounds

Mighty Banes: Poison, slay living

Destruction

Simple Boons: +1 damage, +1 to any Strength check

Minor Boons: Chill touch, inflict light wounds

Major Boons: Contagion, shatter

Mighty Boons: Circle of doom, inflict critical wounds

Simple Banes: -1 penalty to damage, Strength check

Minor Banes: Cause fear, inflict light wounds

Major Banes: Inflict serious wounds, shatter

Mighty Banes: Flame strike, poison

Earth

Simple Boons: +1 to any Strength check or Fortitude save

Minor Boons: Detect snares and pits, magic stone

Major Boons: Soften earth and stone, stone shape

Mighty Boons: Spike stones, wall of stone

Simple Banes: -1 penalty to Strength checks, attacks

Minor Banes: Reduce, shocking grasp

Major Banes: Acid arrow, glitterdust

Mighty Banes: Spike stones, transmute rock to mud

Evil

Simple Boons: +1 to any attack or damage roll

Minor Boons: Cause fear, protection from good

Major Boons: Desecrate, magic circle against good

Mighty Boons: Dispel good, unholy blight

Simple Banes: -1 penalty to any action

Minor Banes: Chill touch, magic missile

Major Banes: Death knell, slow

Mighty Banes: Enervation, slay living

Fire

Simple Boons: +1 Fortitude or Reflex saves, start a mundane fire without flint and steel or any other tool

Minor Boons: Burning hands, faerie fire

Major Boons: Produce flame, flaming sphere, resist elements (fire)

Mighty Boons: Fire shield, wall of fire

Simple Banes: -1 save vs. fire effect, -1 Reflex save or Dexterity check

Minor Banes: Burning hands, faerie fire

Major Banes: Heat metal, fireball

Mighty Banes: Flame strike, wall of fire

Good

Simple Boons: +1 bonus to any save

Minor Boons: Bless water, protection from evil

Major Boons: Aid, magic circle against evil

Mighty Boons: Dispel evil, holy smite

Simple Banes: -1 to Fortitude save, attack

Minor Banes: Cause fear, ray of enfeeblement

Major Banes: Suggestion (typically to complete a dangerous, heroic task)

Mighty Banes: Insect plague, nightmare

Healing

Simple Boons: +1 to any save, +1 hit point, +1 on Heal check

Minor Boons: Cure light wounds

Major Boons: Cure moderate wounds, cure serious wounds

Mighty Boons: Cure critical wounds, healing circle

Simple Banes: -1 to any cure spell result

Minor Banes: Inflict light wounds

Major Banes: Inflict serious wounds

Mighty Banes: Inflict critical wounds

Knowledge

Simple Boons: +1 to Will saves, +1 on Knowledge checks

Minor Boons: Comprehend languages, detect secret doors

Major Boons: Clairaudience/clairvoyance, detect thoughts

Mighty Boons: Divination, true seeing

Simple Banes: -1 to Search or Spot checks

Minor Banes: Obscuring mist, random action

Major Banes: Blindness/deafness, misdirection

Mighty Banes: False vision, mind fog

Law

Simple Boons: +1 to Will and Fortitude saves, +1 to Sense Motive checks

Minor Boons: Command, protection from chaos

Major Boons: Calm emotions, magic circle against chaos

Mighty Boons: Dispel chaos, order's wrath

Simple Banes: -1 to Will saves

Minor Banes: Command, random action

Major Banes: Hold person, suggestion

Mighty Banes: Feeblemind, summon monster V (lawful creature only)

Luck

Simple Boons: +1 to any check, attack, or saving throw

Minor Boons: Entropic shield, sanctuary

Major Boons: Aid, protection from elements

Mighty Boons: Break enchantment, freedom of movement

Simple Banes: -1 on any die roll

Minor Banes: Grease, sleep

Major Banes: Glitter dust, hideous laughter

Mighty Banes: Hold monster, polymorph other

Magic

Simple Boons: +1 to any save against magic, Knowledge (arcana) and Spellcraft checks

Minor Boons: Undetectable aura

Major Boons: Dispel magic, identify

Mighty Boons: Imbue with spell ability, spell resistance

Simple Banes: -1 save DC or caster level on spell cast

Minor Banes: Magic missile, random action

Major Banes: Dispel magic, hold person, silence

Mighty Banes: Feeblemind, mind fog

Plant

Simple Boons: +1 on Knowledge (nature) checks, Will saves

Minor Boons: Entangle, goodberry

Major Boons: Barkskin, plant growth

Mighty Boons: Control plants, wall of thorns

Simple Banes: -1 to any physical action attempted near a plant as you trip on a root or get caught on a vine

Minor Banes: Entangle

Major Banes: Diminish plants, plant growth, warp wood

Mighty Banes: Control plants, wall of thorns

Protection

Simple Boons: +1 AC bonus, +1 to Fortitude saves

Minor Boons: Sanctuary, shield of faith

Major Boons: Protection from elements, shield other

Mighty Boons: Spell immunity, spell resistance

Simple Banes: -1 AC penalty, -1 penalty to any save

Minor Banes: Faerie fire, true strike

Major Banes: Dispel magic, hold person

Mighty Banes: Mark of justice, wall of stone

Strength

Simple Boons: +1 bonus to Strength checks, Fortitude saves, damage rolls

Minor Boons: Endure elements, enlarge

Major Boons: Bull's strength, endurance, magic vestment

Mighty Boons: Righteous might, spell immunity

Simple Banes: -2 penalty to Strength score for 1 round

Minor Banes: Chill touch, ray of enfeeblement, reduce

Major Banes: Contagion, hold person

Mighty Banes: Enervation, polymorph other

Sun

Simple Boons: +1 to turning checks, Will saves

Minor Boons: Endure elements (fire), light

Major Boons: Daylight, heat metal, searing light

Mighty Boons: Fire shield, flame strike

Simple Banes: -1 to turning checks, Will saves

Minor Banes: Bless water, detect undead, light

Major Banes: Blindness/deafness, deeper darkness, searing light

Mighty Banes: Greater command, mark of justice

Travel**Simple Boons:** +5 ft. speed, +1 Reflex save**Minor Boons:** *Expeditious retreat***Major Boons:** *Fly, locate object***Mighty Boons:** *Dimension door, teleport***Simple Banes:** -5 ft. speed, -1 Reflex save**Minor Banes:** *Entangle, obscuring mist***Major Banes:** *Hold person, slow***Mighty Banes:** *Hold monster, wall of force***Trickery****Simple Boons:** +1 to Bluff, Hide, and Move Silently checks, Reflex saves**Minor Boons:** *Change self, charm person***Major Boons:** *Invisibility, nondetection***Mighty Boons:** *Confusion, false vision***Simple Banes:** -1 to Bluff, Hide, and Move Silently checks, Reflex saves**Minor Banes:** *Color spray, magic aura***Major Banes:** *Glitter dust, stinking cloud***Mighty Banes:** *Mirage arcana, polymorph other***War****Simple Boons:** +1 to hit or damage**Minor Boons:** *Magic weapon, shield of faith***Major Boons:** *Magic vestment, spiritual weapon***Mighty Boons:** *Divine power, flame strike***Simple Banes:** -1 to hit, damage, or initiative**Minor Banes:** *Bane, doom, ray of enfeeblement***Major Banes:** *Searing light, shatter***Mighty Banes:** *Mark of justice, slay living***Water****Simple Boons:** +1 Swim checks, water breathing for 1 minute**Minor Boons:** *Obscuring mist***Major Boons:** *Fog cloud, water breathing***Mighty Boons:** *Control water, ice storm***Simple Banes:** -1 Swim checks, -1 Reflex save**Minor Banes:** *Burning hands, obscuring mist***Major Banes:** *Chill metal, fog cloud***Mighty Banes:** *Ice storm, sleet storm, transmute rock to mud***CUSTOM BOONS AND BANES**

While restricting boons and banes to established spells makes it easy to quickly apply blessings and curses, it leaches some of the flavor out of religion. To add depth to deities, the following guidelines allow you to construct specific boons and banes independent of spell effects.

The following basic guidelines apply to all boons and banes:

1. A boon or bane should apply directly to the user. For example, a bane would not grant a cleric's foe a *magic weapon*. Deities seek to channel their anger or blessings directly to their followers. There is no guarantee that an orc who receives a *magic weapon* will attack the god's wayward follower.
2. Each boon or bane should tie to the god's areas of influence, personality, and nature. A god renowned for his anger should deal damage to followers who displease him, while one known for an even hand would stunt his devotees' abilities. Ideally, a bane or boon has an unmistakable link to the deity, his myths, or his symbols.
3. A boon or bane should apply to almost anyone, since characters other than clerics, paladins, druids, and rangers can use this system. Specific banes or boons may apply only to particular classes, but be sure to create a large enough range of options in each category to cover a variety of character types. Of course, keep in mind the sort of character you can expect to follow a deity. A goddess of magic would have few, if any, fighters among her worshippers.

Below, each category of bane or boon is given a few example abilities to serve as examples for creating your own unique gifts or curses.

Simple Boons

The recipient gains the ability to produce a minor effect associated with the deity's abilities. The fire god allows his followers to start a campfire without flint and steel, while the goddess of magic grants a bonus to Use Magic Device skill checks. A simple boon's effect should either follow the generic guidelines or allow a character to produce an effect that normally requires mundane tools and one round of work.

Minor Boons

A minor boon should be the functional equivalent of a 0- or 1st-level spell. Look over the list of arcane and divine spells and determine if an ability you have in mind would fit in with the effects listed there. Generally speaking, a minor boon should provide a +1 bonus for several rounds, cause 1d6 damage to a single target, or inflict a special state, such as paralysis, on an opponent for one round. A minor boon is also worth a metamagic feat that increases a spell's level by one. For example, a cleric could use the boon to apply Still Spell to an incantation for free. The boon allows a cleric to add the feat to a spell prepared without it. A minor boon can duplicate the effects of a magic item worth 2,000 gp or less.

Major Boons

These abilities should fall in line with 2nd- and 3rd-level spells. They can produce a wide range of effects, from inflicting a state such as paralysis on a target for several rounds or dealing damage to opponents over a wide area. This boon can also be used to duplicate any spell, including lower level ones, cast by a 5th-level character. For example, *magic missile* produced by a major boon yields three projectiles. A major boon can also reduce the cost of a metamagic feat by two. A major boon can duplicate the effects of a magic item worth 10,000 gp or less.

Mighty Boons

The most powerful gifts a god makes available to his worshippers, these boons should mimic 4th and 5th-level spells. A mighty boon is also the equivalent of a three-level metamagic feat and can produce any spell of up to 5th level at a caster level of 9. A mighty boon can duplicate the effects of a magic item worth 18,000 gp or less.

Custom Banes

As a rule of thumb, a bane should have the same effects as a boon of the same level of power. A mighty bane has the same power as a mighty boon. Use the boon guidelines above to create the basic effects for a bane.

In addition to the general effects and ideas for banes, a god can choose to deny spells and other abilities to followers who stray from the path. As a minor bane, a cleric can lose the ability to cast incantations of his highest spell level for one day. For a major bane, the cleric loses the capacity to use his three highest spell levels. Finally, mighty banes cause a character to lose all divine spellcasting ability for one day.

BANES AND BOONS IN PLAY

Most boons count as supernatural effects that require a standard action to use. Calling on a boon does not draw an attack of opportunity. When using a boon, the character counts as the spellcaster for purposes of determining a spell's targets, its range, its line of sight, and its area of effect.

Simple boons are free actions and can be activated at any time, even before a character's turn. Any simple boon that modifies a die result must be used before the die roll.

Since a bane is meant to punish a character, it should be applied at an inopportune moment. For example, smiting a character with *flame strike* during a climactic battle is a much better use of a bane than randomly using the spell when a character is out shopping for a new mace. Using banes intelligently is the key to making them a true threat. Few of them have the capacity to strike down a character in one fell swoop. Instead, they work best when introduced into an already dangerous situation.

While it may be easiest for the characters to keep track of their faith point totals, doing so may take some of the mystery out of a character's relationship with his deity. In some ways, this also allows you to more easily apply the effects of changing faith points over the course of a campaign. When a character's actions warrant a penalty or bonus to his faith points, you can directly modify his current total without his knowledge. This forces a player to keep his god's doctrine in mind while making decisions and does not afford him the comfort of knowing immediately when he has transgressed. By the same token, a player can never be sure if his character has pleased his god until he asks for a boon. Even in a fantasy world a person cannot walk through life with a perfect picture of his relationship with his deity. A character knows his general standing with his deity, and in game terms knows whether his total faith points are above, below, or at zero.

If you choose to keep track of faith points in secret, don't give players a clear idea of what faith points can accomplish. Instead, when they opt to use them pick an appropriate spell from the list of boons available and describe its effects to them. The players should have an idea of the different levels of boons, but they should not be treated simply as extra spells available during the course of an adventure. The gods do not take kindly to mortals who treat them like servants. Instead, a deity may peer into the mortal plane and decide exactly how to aid his followers. If the character has negative faith points, the deity could decide that since he's paying attention to the situation, he might as well deliver his vengeance.

On the other hand, giving the players a clearer picture of how faith points works lifts some of the bookkeeping demands off your shoulders. This sacrifices some of the flavor of the system, but makes it easier to use. Be sure to track actions that cause faith point losses and remind the players to apply them to their characters' totals.

NEW RELIGIOUS GROUPS

The following religions illustrate the the faith point system. Characters other than clerics, druids, and paladins can use it to model their belief in and ties to a deity. Just because a character lacks cleric levels does not mean that he lacks faith. One faith for each of the core classes aside from cleric, druid, and paladin is provided below. In addition to the deeds and transgressions listed for each faith, the generic actions given earlier in this chapter also apply to all of these deities.

THE ARCANIC BUREAUCRACY

A countless collection of minor deities, godlings, and other powers, the arcane bureaucracy is a Byzantine pantheon of deities each of which oversees a specific type of magic. Wizards pray to specific members of the bureaucracy depending on the spells they wish to master or the magical experiments they engage in. Normally, a spellcaster embraces the bureaucracy as a whole. While each individual wizard may pray to a specific subset of the pantheon, each god within it is far too specialized to answer all of a wizard's prayers.

In return for the aid it renders to its followers, the bureaucracy expects wizards and other spellcasters to treat those who lack the gift of magic with kindness and respect. Only those willing to use magic to improve the world around them can earn the bureaucracy's favor.

The bureaucracy occupies a sprawling divine plane filled with its towers, workshops, and meeting halls. It is said that for every theory of magic ever advanced by a mortal creature, a new god appears as its patron. The gods themselves lose track of their numbers, and most are too busy studying magic and attending to their followers' various requests to pay much mind to one another. Wizards who show a proper respect for magic, its traditions, and the study of arcane phenomena win the bureaucracy's favor. Those who abuse magic, use it to evil ends, or ignore the theory behind their practice earn its punishments.

Domains: Knowledge, Law, Magic.

Favored Weapon: Dagger.

Symbol: An open book.

Minor Deed: Discover a new magical spell not given in the core d20 spell lists (DM's discretion what constitutes new), capture and study a magical beast, gain more than 12 ranks in Knowledge (arcana), scribe a new spell from a scroll into your spellbook, use all your prepared spells for a week rendering free services to commoners or poor folk who need help.

Major Deed: Invent a new spell, forge a magical item worth at least 10,000 gp, use magic to defeat an evil monster of CR 10 or higher.

Exalted Deed: Invent a new school of magic, forge a magical item worth at least 100,000 gp.

Minor Transgression: Drain a magic item (aside from one-use items) of all its charges, use magic to inadvertently injure a defenseless creature or good being, use magic to compel service from good-aligned creatures who would otherwise resist obeying you.

Major Transgression: Forge a magic item for an evil creature's use, intentionally use a magic item or spell to harm an innocent or good creature, accidentally cause the death of an innocent or good creature with magic.

Mortal Transgression: Use magic to intentionally kill or injure an innocent or good being.

Simple Boons: +1 on any save, or Concentration, Spellcraft, or Knowledge (arcana) checks.

Minor Boons: Reduce the cost of preparing a spell with a metamagic feat by 1.

Major Boons: Reduce the cost of preparing a spell with a metamagic feat by 2.

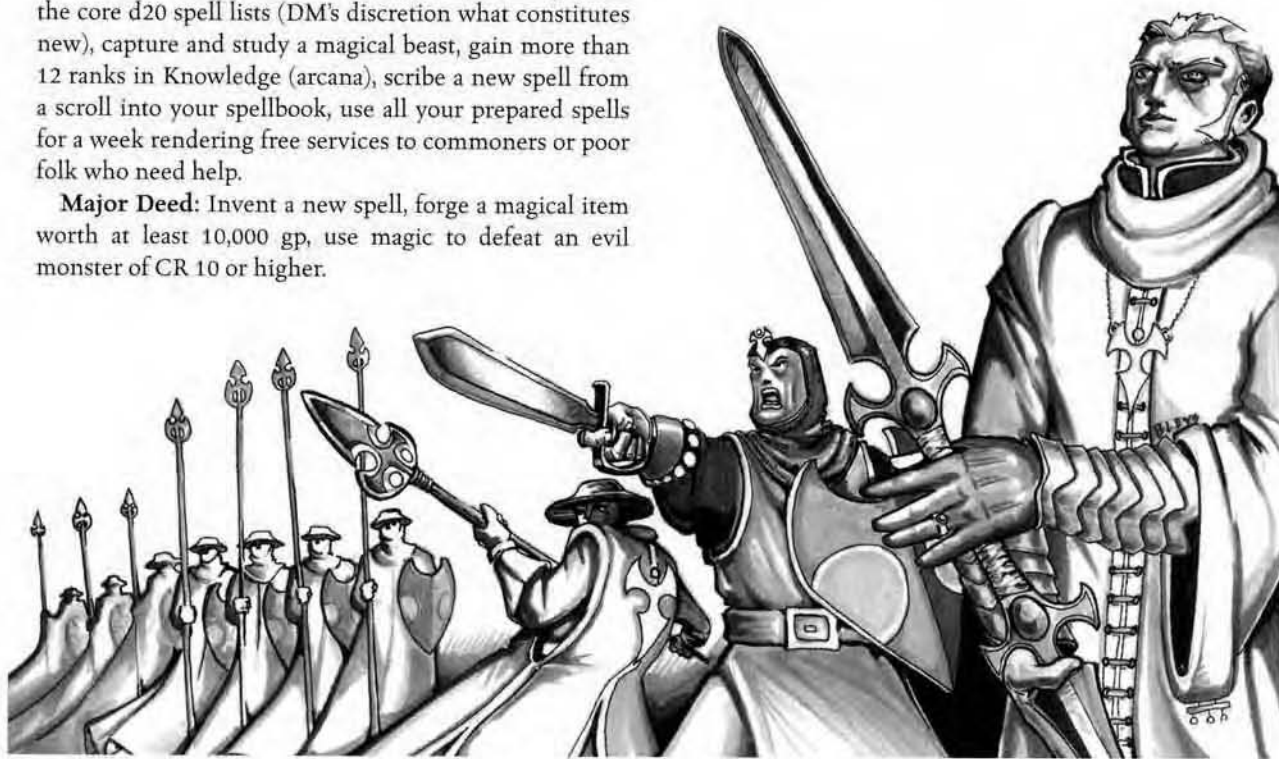
Mighty Boons: Reduce the cost of preparing a spell with a metamagic feat by 3.

Simple Banes: Lose one randomly determined 1st-level spell.

Minor Banes: Lose one randomly determined 1st, 2nd, and 3rd-level spell.

Major Banes: Lose one randomly determined spell from 1st to 5th-level.

Mighty Banes: Lose one randomly determined spell from each spell level.



ASSULIEL OF THE CLEANSING FIRE

The grim lord of fire sits upon his throne in a great lava palace, peering into the ever-burning pyre of vision that is his window into the mortal realm. According to legend, Assuliel forged the first blade for mankind's champions to wield against incursions of demons, devils, and other fell creatures. To this day, he watches over heroes who battle the influence of evil outsiders. Warriors, swordsmen, and adventuring knights bear his symbol in battle, calling upon the Cleansing Fire to smite their enemies and carry them to victory. Yet those who call themselves crusaders in Assuliel's name must never take actions that dishonor him, lest they call his judgment upon them.

Assuliel's followers band together in small groups of crusaders. Composed of a mix of wizards, warriors, clerics, and rogues, these independent adventurers search for signs of demons, devils, and other outsiders. Where they uncover them, they root out the infestation before it can spread. While Assuliel's followers specialize in destroying demons and devils who pose an open threat to safety, they also take a special interest in monitoring necromancers, conjurers, and other spellcasters who might yield to the temptation to call a demon into service.

Domains: Fire, Good, War.

Favored Weapon: Longsword.

Symbol: A flaming blade.

Minor Deed: Defeat an evil outsider of CR 10 or lower alone or with allies.

Major Deed: Defeat an evil outsider of CR 20 or lower alone or with allies.

Exalted Deed: Defeat an evil outsider of CR 21 or higher alone or with allies.

Minor Transgression: Flee from combat with an evil outsider. Abandon allies to certain doom at an outsider's hands. Unwittingly aid an evil outsider.

Major Transgression: Allow a magical weapon to fall into an evil outsider's possession. Refuse to assist a good community that is under attack from an evil outsider.

Mortal Transgression: Willingly aid an evil outsider.

Simple Boons: +1 bonus to attacks, damage, and Will saves.

Minor Boons: Bless weapon, magic weapon.

Major Boons: Flame blade, greater magic weapon.

Mighty Boons: Holy sword, prayer.

Simple Banes: -1 attack.

Minor Banes: Burning hands, doom.

Major Banes: Flaming sphere, suggestion (usually used to force adherent into battle).

Mighty Banes: Flame strike.

DELLANIA, LADY OF WANDERERS

The Lady of Wanderers watches over the bards who bring hope and comfort to those they meet. She has no clerics. Instead, she calls upon goodhearted bards to spread hope and joy across the land. They seek out lands wracked by fear and war, igniting the fire of rebellion in evil's victims. Those who worship Dellania serve as spies and envoys, carrying information between cells of freedom fighters and watching the roads for bandits and other threats.

In civilized lands, Dellania's bards tend to the poor and downtrodden. They move through the slums and other rough areas of town, doing what they can to ease the dreariness. In cities where they operate, they form an important line of defense against underground cults, slave rings, and criminal cartels. Their friendly dealings with the residents of a city's seedier areas allows them to uncover evidence of secretive conspiracies long before the town guard or watch captains could find it.

Domains: Protection, Travel, Trickery.

Favored Weapon: Rapier.

Symbol: A lap harp.

Minor Deed: Use bardic music to inspire courage in a group of at least 100 commoners who dwell in a land torn by war or dominated by a tyrant, or live in poverty. This need not be in battle, but can simply lift their spirits and inspire hope. *Countersong* an evil bard's singing. Defeat a group of bandits or other marauders who make the road dangerous for bards and other travelers.

Major Deed: As above, but sing to an audience of 1,000 people. Topple an evil noble who unjustly rules over 10,000 people.

Exalted Deed: As above, but sing to an audience of 10,000 people. Topple an evil noble who unjustly rules over 100,000 or more people.

Minor Transgression: Refuse to offer comfort to a person in need whose alignment is within one step of your own. Sing for an evil-aligned person. Allow a person to face an unjust punishment.

Major Transgression: Spend more than a week in one place that does not require your aid (i.e. free it from tyranny or overcome a threat), unless you are physically unable to travel.

Mortal Transgression: Help an evil person come to power. Kill a helpless commoner or innocent traveler without provocation.

Simple Boons: +1 bonus to Perform checks, +1 to Reflex saves.

Minor Boons: Bless, resistance.

Major Boons: Aid, remove paralysis.

Mighty Boons: Freedom of movement, water walk.

Simple Banes: -1 to Perform checks.

Minor Banes: Bane.

Major Banes: Deafness, silence.

Mighty Banes: Sleet storm, transmute rock to mud.

DENDRALAK THE GUARDIAN

The loremasters theorize that sorcerers arise from ancient unions between dragons and humanoid races. Though such theories have never been proven, the dragon god Dendralak and his human followers provide at least some evidence of such a link. Dendralak is a guardian and tutor to humans, elves, dwarves, and other good-aligned humanoids who develop sorcerous talents. His teachings form the basis of the *Thirty-Nine Gainful Movements of the Mind*, a small tome that lays down a comprehensive philosophy of proper behavior, training, and beliefs for the neophyte sorcerer. Each page contains a single aphorism with an accompanying passage explaining its meaning and application.

Dendralak teaches that sorcerers arise from a mingling of draconic and humanoid spirits. Those with sorcerous powers are the guardians of their fellow man, the front-line fighters in the endless struggles against the forces of darkness. From simple thugs to world-destroying demon lords, evil in all its forms is the prime foe of sorcery. Yet, even worse than a rampaging monster or diabolic incursion is the threat posed by wayward sorcerers who would use their gifts for selfish ends. Dendralak specifically charges his followers to hunt down such criminals.

Domains: Good, Magic, Protection.

Favored Weapon: Short spear.

Symbol: A dragon claw.

Minor Deed: Defeat an 7th level or lower evil-aligned sorcerer in battle.

Major Deed: Defeat an 8th to 14th level or lower evil-aligned sorcerer in battle.

Exalted Deed: Defeat an 15th level or higher evil-aligned sorcerer in battle.

Minor Transgression: Accidentally or unwittingly aid an evil sorcerer.

Major Transgression: Allow a sorcerer to abuse or injure innocents through your own inaction.

Mortal Transgression: Help an evil sorcerer achieve his goals.

Simple Boons: +1 bonus to Will saves, AC.

Minor Boons: +1 bonus to a spell's save DC, *sanctuary*.

Major Boons: +2 bonus to a spell's save DC, *shield other*.

Mighty Boons: +3 bonus to a spell's save DC, *spell resistance*.

Simple Banes: -1 penalty to a spell's save DC.

Minor Banes: Lose the use of a 1st-level spell for one day, *doom*.

Major Banes: Lose the use of a 2nd to 4th-level spell for one day, *dispel magic*.

Mighty Banes: Lose the use of a 5th-level or higher spell for one day, *feeblemind*.

THE LAUGHING GOD

The Laughing God has no name. This benevolent trickster uses deception, pranks, and stealth to harry the forces of evil and foil their schemes. His followers are good-aligned rogues who seek to use their talents to hamper evil warlords, fanatical cultists, and other threats to the common good. Yet the Laughing God is not above poking fun at his allies in the name of having a good time. His followers care little for the law, so long as their cause is just and their methods proper.

Rogues who venerate the Laughing God steal from the rich and greedy, distributing the wealth to those in need while keeping a few coins for a jug of wine and a place to sleep. They target tax collectors, temples of oppressive deities, and those who suppress the spirit of fun and equality their god preaches. These thieves rarely gather in large numbers. The Laughing God's shrines are to be found in the treasure chests of his enemies, and he encourages his followers to make pilgrimages there as often as possible. Rogues who steal from the evil, greedy, and cruel win his favors, but those who hoard wealth receive his wrath.

Domains: Chaos, Luck, Trickery.

Favored Weapon: Short sword.

Symbol: A laughing jester.

Minor Deed: Steal 1,000 gp from an evil person or institution, giving half of that total value to the poor or a charitable cause.

Major Deed: Steal 50,000 gp from an evil person or institution, giving half of that total value to the poor or a charitable cause.

Exalted Deed: Steal 100,000 gp from an evil person or institution, giving half of that total value to the poor or a charitable cause.

Minor Transgression: Accumulate more than 1,000 gp in treasure without giving at least 10% to charity. Steal from a good or kind-hearted individual.

Major Transgression: As above, but accumulate more than 50,000 gp. Steal from the poor. Steal out of greed or malice.

Mortal Transgression: As above, but accumulate more than 100,000 gp.

Simple Boons: +1 bonus to Disable Device, Hide, Move Silently, Open Lock, or Search.

Minor Boons: *Expeditious retreat*, *obscuring mist*.

Major Boons: *Darkness*, *silence*.

Mighty Boons: *Dimension door*, *ethereal jaunt*.

Simple Banes: -1 penalty to Disable Device, Hide, Move Silently, Open Lock, or Search.

Minor Banes: *Doom*, *random action*.

Major Banes: *Blindness/deafness*, *sound burst*.

Mighty Banes: *Mark of justice*, *shout*.

TOTEM ANIMAL CULTS

In the wilds at the edge of civilization, religion, superstition, and legend merge to produce a haphazard set of beliefs. The chaotic barbarians' connection to the wilds prompts many to seek divine figures in the natural world. Many tribes worship totems, divine figures that represent the ideal attributes of a particular animal. The totems spur their followers on to greater glory. Through battle, a warrior proves his ferocity and cunning. By displaying his strength and stamina, he proves himself worthy of claiming the totem.

Typically, each barbarian tribe picks a single totem as a guardian spirit and deity. A totem exhibits characteristics that embody the ideals of its animal form. For example, a coyote totem that served as a trickster and clever hunter would grant its followers abilities tied to the Trickery domain. The standard totem given here models ferocious, war-like beasts that fit with the typical barbarian adventurer, like the wolf, tiger, lion, bear, and eagle.

Any character who claims a totem must specify a single, specific animal he follows. This creature is his totem animal.

Domains: Animal, Strength, War.

Favored Weapon: Battle axe.

Symbol: The totem animal.

Minor Deed: Aid a totem animal by defending it from attackers or offering it food or healing. Defeat a CR 8 or lower opponent in single combat, receiving no aid of any sort (including spells such as *bull's strength*) from others.

Major Deed: Defeat a CR 9 to 14 opponent in single combat, as described under minor deed.

Exalted Deed: Defeat a CR 15 or higher foe in single combat, as described under minor deed.

Minor Transgression: Injure your totem animal, willingly or not. Pass up a chance for battle. Fail to offer a small, daily sacrifice of food or water to your totem animal.

Major Transgression: Deny aid to a totem animal under attack or in desperate need of sustenance. Kill a totem animal that attacks you first. Flee from battle.

Mortal Transgression: Attack and kill a totem animal without provocation.

Simple Boons: +1 bonus to hit or damage.

Minor Boons: Cure light wounds, speak with animals (totem only).

Major Boons: Bull's strength or cat's grace (as appropriate to totem animal), endurance.

Mighty Boons: Cure critical wounds, righteous might.

Simple Banes: -1 to attack roll, -1 to Fortitude save.

Minor Banes: Command, doom.

Major Banes: Calm emotions, contagion.

Mighty Banes: Flame strike, insect plague.

VENTU, THE WATCHER

More than one would-be conqueror has swept down upon a peaceful village only to find the seemingly helpless farmers handily defeating his warriors with simple farm tools, staffs, and bare fists. The monks of Ventu the Watcher settle in areas on the borderlands between law and chaos, where orc warlords and opportunists threaten to push back the tide of civilization. From their perch at society's lowest rung, the monks of Ventu keep a careful eye out for bandits, thieves, raiders, and other threats. And when their righteous fists are needed, they toss aside their disguises and deal justice to those who would victimize the innocent.

Ventu teaches that not only must a warrior seek perfection in mind, body, and ki, but he must also lead a righteous life. Just as a sheathed sword is only as good or evil as he who wields it, so too are a fighting monk's talents tools that must be put to good use. Monks who worship Ventu select a community, live among its citizens, and protect it from harm. A monk need not devote his entire life to a single town, but without a place to protect he loses purpose and his god's favor. Most monks of Ventu travel in small groups, settling down for a year or two before moving on to a region in greater need of their help.

Domains: Law, Protection, Strength.

Favored Weapon: Quarterstaff.

Symbol: An open hand.

Minor Deed: Spend more than a month living within a single town or village and protecting it from all threats. Successfully repel an attack on your chosen home by 50 or fewer enemies or a single CR 10 or lower creature.

Major Deed: Spend a year or more in one town, defending it from at least four attacks. Successfully repel an attack on your chosen home by 500 or fewer enemies or a single CR 20 or lower creature.

Exalted Deed: Spend five or more years in one town, defending it from at least 20 attacks. Successfully repel an attack on your chosen home by 10,000 or more enemies or a single creature with a CR above 20.

Minor Transgression: Allow innocents to be harmed without taking action to prevent it. Use your martial arts training for personal profit or gain.

Major Transgression: Abandon your chosen town while a threat still menaces it.

Mortal Transgression: Flee your chosen base of operations in the midst of a battle.

Simple Boons: +1 stunning attack save DC, +1 to hit.

Minor Boons: Bless, magic fang.

Major Boons: Cat's grace, greater magic fang.

Mighty Boons: Hallow, righteous might.

Simple Banes: -1 to hit, Fortitude saves.

Minor Banes: Doom, random action.

Major Banes: Hold person, suggestion.

Mighty Banes: Charm monster, wall of stone.

HEROIC ORDERS

In a world with rapacious dragons, scheming devils, and malevolent demons, the forces of good must band together to face down their common enemies. When a group of likeminded crusaders allies with a single goal in mind, they form a heroic order. An order is a new d20 concept similar to a prestige class. Like a prestige class, an order represents a unique, specialized group that exists within your campaign world. Unlike a prestige class, an order does not necessarily include a particular program of training, nor is it centered on a specialized method of fighting, using magic, or worshipping a deity. Instead, an order offers its members resources, connections, and other minor advantages that fall short of what a prestige class offers but are useful for an adventurer. Most orders resemble social clubs or trade unions. Members gain advantages through their association but do not necessarily receive training or special abilities.

An anti-lycanthrope prestige class might grant a character improved fighting abilities. As he gains levels, he gains abilities to overcome their damage reduction, bonuses to hit them, and so on. An order dedicated to fighting lycanthropes might instead have a collection of books on werereatures and artisans who can supply members with potions, scrolls, and other cheap, disposable items for use against lycanthropes. The general rule of thumb for determining whether an institution should be represented by an order or a prestige class involves how the group improves a character. If a character still gains the full benefits of his membership and training when away from other members of the group or its headquarters, it should be modeled with a prestige class. If a character only gains the full benefits from a group when he can interact with it, make it an order. It is perfectly acceptable for a group to be represented by both a prestige class and an order.

WHAT AN ORDER CAN DO

The services an order can provide break down into a few specific categories.

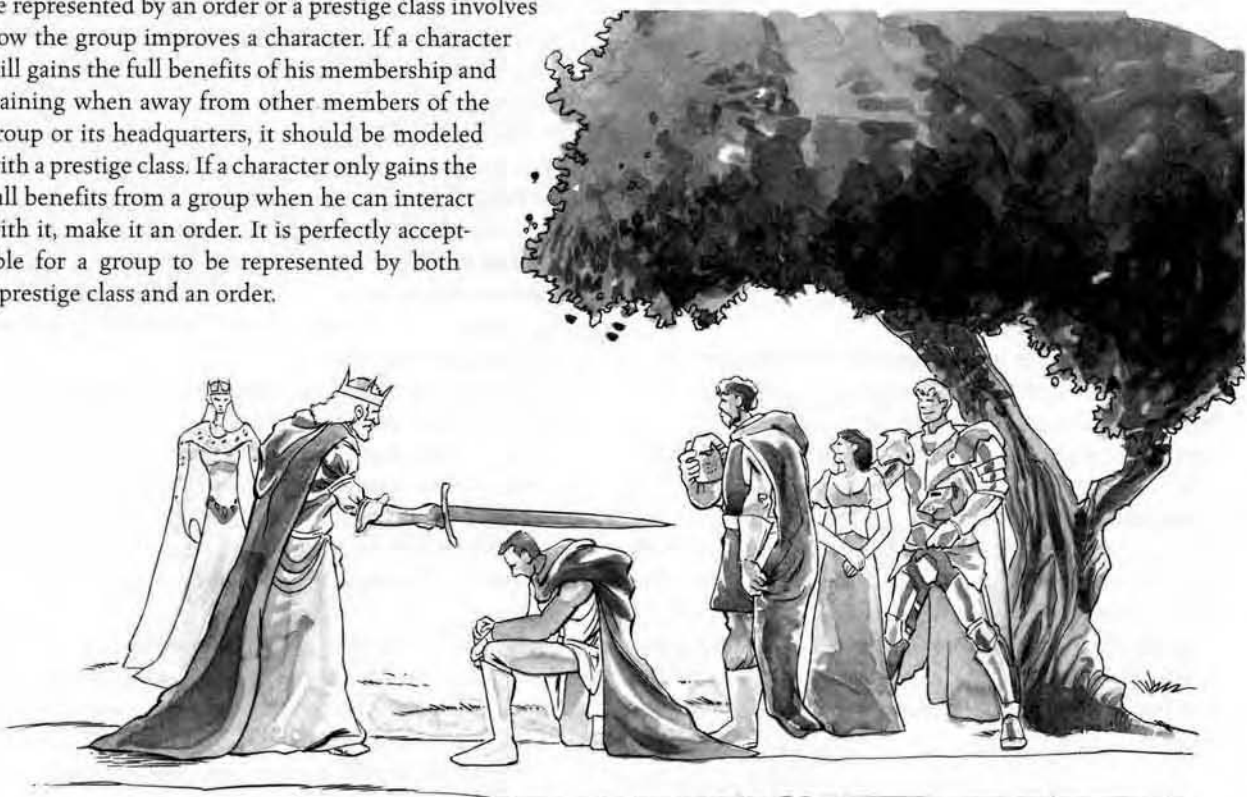
Training: *The Blue Dragon Society studies its namesake creature and seeks to understand its biology, motivations, and weaknesses. Its libraries contain several spellbooks that detail techniques for fighting these beasts. Through long study and practice, society members eventually master these tricks.*

Some orders grant their members access to specific feats, prestige classes, spells, and other abilities. A member does not gain these abilities automatically when joining the order. He merely gains the opportunity to select them when he gains a level. For example, a prestige class or feat could list membership in an order as a prerequisite.

Resources: *The Golden Shield was formed to destroy vampires. Through an arrangement with a local church, members can purchase holy water, blessed weapons, and other useful tools at a discount.*

Many orders form to meet a specific goal or to support a set of policies. To help members in their tasks, the order provides them with weapons, supplies, and other goods. These items either come at a discount or, in a few cases, are provided free of charge. Typically, orders have the resources necessary to provide cheap, non-magical items.

Social Prestige: *The Royal Hussars are the king's personal bodyguards and the realm's elite fighting force. When a hussar enters a room, people take notice. When a hussar asks for a favor, it is as good as done.*



ETHAN
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An order that restricts membership to powerful, accomplished, or well-connected applicants confers social status on its members, in the form of a bonus to skills such as Bluff, Intimidate, or Diplomacy. This bonus only operates in areas where the order is known and respected. A necromancer of the Pale Blossom is unlikely to impress an orc barbarian from the mountains, even if his order is feared by the city folk. In addition, membership in an order can work against a character. A rogue who works for a band of freedom fighters may be loved and trusted by the commoners, but hated and feared by the nobles his group struggles against.

Advancing in the Ranks

An order does not confer all of its benefits on a new member. Instead, a character needs to prove himself and move up in the order's ranks to gain more benefits. In some orders, a character may have to gain levels in a specific prestige class to advance a rank. In others, he must commit a specific deed. The more ranks a character has in an order, the more benefits he gains from it.

Rank points measure a character's standing in an order. Characters who take actions to help the order and advance its cause gain rank points; those who hurt its standing lose them. Rank points allow you to move up in an order's ranks and gain more benefits from the organization.

Each time a character gains 100 rank points in an order, he is eligible to advance one rank. Each order has different rates of progress through the ranks. A highly secretive conspiracy nested behind a public facade might allow a rapid ascent through the lower ranks, but making the leap from the front organization to the secret conspiracy would require tremendous time and effort. These orders may give out far fewer rank points to characters who aid them or have stringent prerequisites for achieving their highest ranks.

Membership in Multiple Orders

Characters can enter and advance in more than one order at once. Keep track of rank points gained for each order separately. Of course, a character who joins more than one group must pay dues and meet the requirements for each.

Leaving an Order

At any time, a character may elect to leave an order's service. He loses all benefits associated with that order and may not re-enter it again at a later date unless the DM rules otherwise. A character whose rank point total drops below zero is automatically expelled from an order and may not rejoin it under any circumstances.

Using Orders

Orders strike a middle ground between prestige classes and base classes. Most prestige classes model the special abilities, skills, and privileges a character gains by joining or studying with a small group, but that doesn't always mesh with campaign developments. If the PCs all agree to serve the king and join his royal order of spies, it isn't fair to expect them all to abandon their old classes and take levels in a new prestige class. Some organizations are best modeled with a wide range of character types. A temple may have many clerics in its ranks, but it also needs fighters to serve as guards, wizards to act as advisors and forge magical tools, and rogues to work as inquisitors, spies, and security officers. All of these characters have different skill sets that help the church meet its goals, and they should all gain benefits from the church. A prestige class goes too far in modeling these abilities, since their disparate abilities are the reason why the church recruited them in the first place. You could attempt to create prestige classes for all of the different roles available in an organization, but most of these would end up looking like core classes.

Orders are a convenient way to tie a character's background into his current adventuring career. A character who worked as an apprentice wizard before turning to the life of an adventurer may have a rank or two in a local wizard's guild. This connection to the campaign world gives you some ready-made ways to introduce adventures, new NPCs, and other complications to the PCs' lives. The wizards' guild may ask an apprentice to investigate a strange event, or an NPC looking to hire adventurers may contact the PCs' order.

The Order Stat Block

Just as prestige classes, spells, feats, and other portions of the d20 system have standardized presentations, so too do orders. The following attributes describe an order.

Name: The order's name, including aliases and common nicknames.

Capsule: A sentence or two about the group's aims, methods, and purpose.

Alignment: The moral character of the group, reflecting its goals, methods, and the general standing of its members. Lawful orders have strict rules and layers of command, while chaotic ones rely on informal meetings and respect rather than authority. Good ones seek to improve the world, while evil ones are self-centered and predatory.

Reach: The geographic region in which the order operates.

Entry: Attributes a character must have, actions he must commit, and fees he must pay in order to gain entry to the order. For secretive organizations, a character must first make a Gather Information check (DC determined by the group's profile) before he can approach the order for membership.

Dues: The gold pieces, magic items, services, or other resources a character must give to the order each month to receive its benefits.

Goals: An overview of the order's purpose, outlining why it exists and what it aims to accomplish.

Actions: A list of actions a character can take that affect his standing within the order. An order that struggles to destroy liches rewards members who defeat the creatures and expels any who aid them.

Ranks: Each order has several ranks. New members start at rank 1 and gain levels with no set limit. Larger and more secretive orders tend to have more ranks than smaller ones that operate in public. Each rank lists the prerequisites needed to attain it and the benefits it offers a member. Most ranks have a rank point prerequisite in addition to other requirements. Unless otherwise noted, a member gains the benefits of his current rank and all the ranks below it.

Description: An overview of the order's members, resources, locations it owns or controls, and other detail that fleshes it out.

Designing Orders

Building a new order requires you to strike a balance between what an order expects from its members and what it can give to them. To preserve game balance, PCs should never gain extra abilities, resources, or cash for nothing. Orders offer useful services to characters, but they should not become more powerful than a character class, feat, or other skill. Generally, orders grant small bonuses useful in certain situations. Their value lies more in roleplaying and social situations than combat. The sample orders at the end of this chapter are the best place to begin when designing an order. Look over their entry requirements, the services they offer, and their structure. All of them were created with the guidelines given here; they serve as models of what an order can do for a character.

Name: While it might seem obvious, an order's name is an important part of its identity. A good name can spell the difference between an order the players can take seriously and one they poke fun at. A secretive group may choose a seemingly innocuous moniker, while more public ones opt for titles that fit their purpose. An order that has hundreds of years of history likely has archaic words in its name.

Capsule: Summarize the group in a sentence or two. Each order should serve a specific purpose that dictates the benefits it confers and the responsibilities it demands.

Alignment: A group's alignment determines its attitude towards others and the motives behind its plans. An order's alignment is normally but not always determined by its members' ethos. A group of lawful good

merchants could form a lawful neutral trade guild. The individual merchants are kind and charitable, but their order is concerned only with winning trade contracts and keeping tariffs low. It is a tool to help its members compete with rival businessmen, not a charity.

Each alignment grants an order a different attitude and purpose. It is usually best to design an order and pick an alignment that fits its history and goals.

Lawful Good: These orders seek to improve the world, and are tightly structured and highly directed. A clear succession of command means each member knows where he stands, who is below him, and who is above him. Most of a lawful good order's works seek to establish institutions and programs that provide orderly, long-term solutions to problems. Advancement is based on adherence to the order's rules structure and seniority. A group of paladins who organize patrols in a frontier region to find and arrest criminals would qualify as a lawful good order.

Lawful Neutral: Lawful neutral orders aim to aid their members without maliciously harming others. Such an order may compete with a different group, but it generally practices legal methods. Its leadership spends as much time keeping their internal operations working smoothly and locked into a rigid hierarchy as they do working towards the order's goals. Advancement within a lawful neutral order is based solely on a member's ability to follow its code of conduct. A professional organization of wizards that licenses and polices magicians and lobbies for special privileges with the local duke would be a lawful neutral order.

Lawful Evil: These orders place the good of their leaders above all other considerations. Lawful evil orders are not necessarily predatory, but do consider their own profits the most important end. Low-ranking members of a lawful evil order serve their superiors. Advancement is based on merit, but the rules serve to enforce the ironfisted rule of the upper ranks. Most lawful evil orders set aside limited number of spaces at their highest levels, forcing younger members to toil for years waiting for a position to open. A group of assassins that operates under a strict code of conduct designed to keep their existence a secret is an example of a lawful evil order.

Neutral Good: Neutral good organizations loosely structure their activities but prefer to alter their methods to fit their goals. They care primarily for results and tend to be more pragmatic than other good-aligned orders. Advancement in a neutral good organization is driven by merit. Members who get results and help the group achieve its goals move up through the ranks. A group of bards who maintain a roadside shrine and provide entertainment, food, and healing for penniless travelers counts as a neutral good order.

True Neutral: These orders rarely interact with the outside world, because they exist strictly to meet a specific need of their members. Advancement in a true neutral order is primarily a matter of achievement and merit, though most of these orders lack a clearly defined hierarchy. Instead, new members win the respect and trust of their fellows and the benefits that go along with that. Normally, membership in a true neutral group is a goal in and of itself. For example, a band of wizards who meet to discuss magical theory falls into this alignment. The wizards have no goals that involve the outside world and benefit by interacting with other members.

Neutral Evil: A neutral evil order uses any means necessary to achieve its ends. Its selfish goals are the sole purpose for its existence, and its members do not much care how they operate. All that matters is that the order continues towards its goal. Neutral evil orders organize themselves to suit their goals. Their members typically distrust one another, but their shared purpose overrides their mutual suspicion. Advancement in neutral evil organizations usually involves eliminating higher ranking members and taking their place. A thieves' guild in which young thieves are foot soldiers who give a cut of their spoils to higher-ranking thieves would be a neutral evil order.

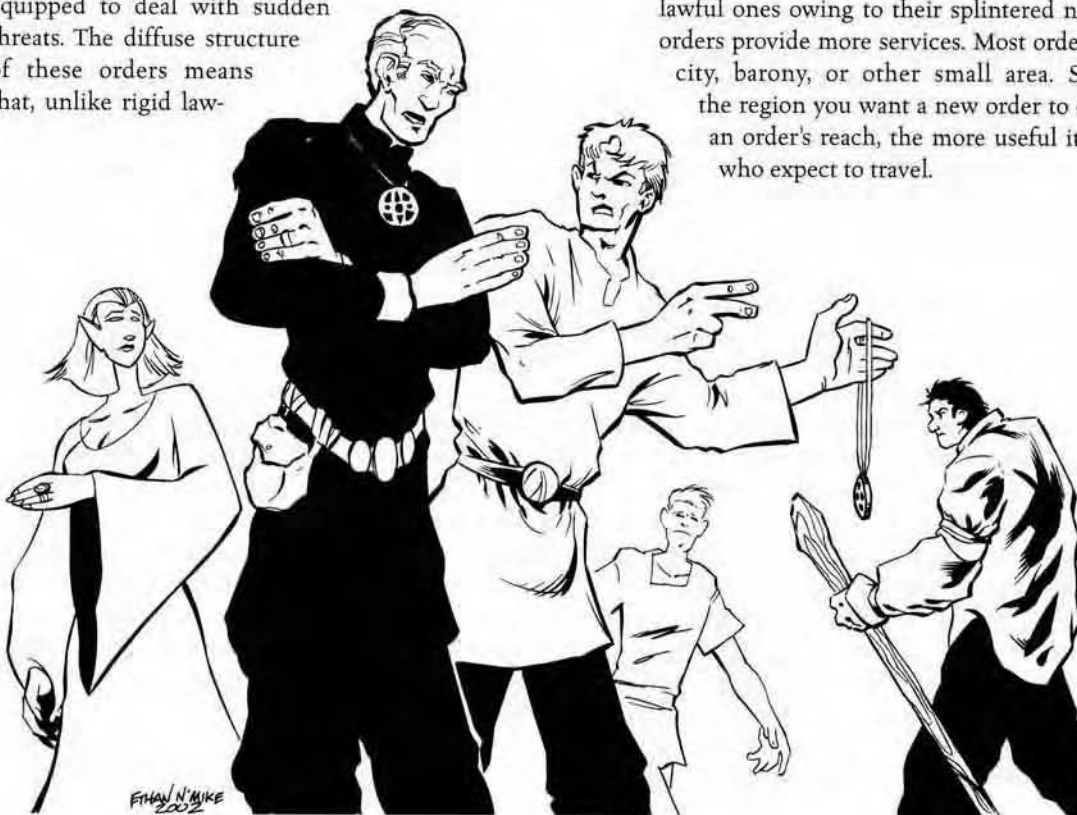
Chaotic Good: A loose confederation of individuals dedicated to a noble cause, a chaotic good order places more value on action than on organization. These groups can be scattered and confused, but are well equipped to deal with sudden threats. The diffuse structure of these orders means that, unlike rigid law-

ful organizations, they cannot be defeated simply by breaking the chain of command. Advancement in these orders is based on merit, respect, and talent. An alliance of rangers who meet a few times of year and who individually hunt intelligent undead counts as a chaotic good order.

Chaotic Neutral: Orders of this alignment are not organizations in the traditional sense of the word. Instead, they are informal alliances between likeminded people whose interests happen to align. Most of their rules are unspoken expectations and codes of conduct. Advancement in these groups is primarily by personal effort. A beggars' guild of street people who watch out for overeager guards and provide information on conversations they overhear to those who have gold to spend is an example of a chaotic neutral order.

Chaotic Evil: These orders are loosely organized groups of marauders who care only for their own advancement and wealth. Even other members of the order are unimportant compared to an individual member's needs. Chaotic evil orders are destructive and highly aggressive. Luckily, they normally lack the organization to pose a widespread threat, but their splintered, disorganized nature makes them very difficult to stamp out. These orders arise solely out of shared goals and a unifying enemy. An orc war band led by a chieftain to destroy an elf city is an example of a chaotic evil order.

Reach: An order's reach is determined by its size and influence. Chaotic orders are much wider spread than lawful ones owing to their splintered nature, yet lawful orders provide more services. Most orders reach a single city, barony, or other small area. Simply describe the region you want a new order to cover. The wider an order's reach, the more useful it is to characters who expect to travel.



Entry: The attributes and resources necessary to enter an organization should match its overall strength and effectiveness. The average level of a new recruit should determine the base attack bonus, caster level, feats, and other abilities necessary to join an order. Couch the requirements in terms that do not tie them directly to a class; any character with sufficient talent should be able to join.

When deciding which attributes and abilities an order values, consider its goals, its members, and its nature. Normally, an order should require potential members to have abilities that are useful to the group. For example, a thieves' guild should require ranks in Pick Pocket or Hide. An order of sacred warriors may require weapon proficiencies, a minimum base attack bonus, or levels of divine casting ability.

Many orders have gold piece entry dues. Trade guilds in particular open their rolls to anyone who has enough money to buy a membership.

While attributes and feats make good requirements, an order should have prerequisites that focus on roleplaying, the character's past, and the order's place in society. A group of rangers who hunt orcs may require a prospective member to present two dozen orc ears. An elite order of wizards may only allow entry to a spellcaster who creates a *staff of power*.

A character can join a secret group in one of two ways. A group may watch out for potential recruits and approach them when the time is right. Characters do not have the option to seek out these orders. Others require a PC, or a PC's ally, to make a Gather Information check to find someone to speak to about joining.

Dues: Dues can take many forms, from a cash amount a character must pay each month to a number of hours he must spend in service to the order. Some orders have more esoteric requirements. A band of giant hunters may require a member to turn over the severed head of a hill giant once a month, while an arcane brotherhood may accept payment in potions and scrolls. As a character advances in the order's ranks, his dues may change as the group offers him different services and benefits. Generally speaking, they go up as a character advances in the ranks and gains more privileges.

An order's dues are based on the advantages it offers a character at a particular rank. See Ranks, below, for what an order can offer and how much it charges in dues for its services. When totaling the dues an order charges, one day of service to the order is worth 5 gp of dues. Thus, an order whose services total 30 gp in dues could require a 20 gp fee and two days of service per month. This service can be anything from cleaning the guild hall to instructing new members, but it should not put a character in danger.

For any month in which a character does not pay his order's dues, he does not gain any of its benefits. Word

travels fast when a member has fallen out of favor. The character loses 25 points from his total rank points for each month he goes without paying dues.

Goals: An order's goals should match its alignment. Evil orders seek to gain more power and resources at the expense of others. Good ones attempt to improve the world for everyone. Lawful orders are highly organized and create clear goals for their members, while chaotic ones have a general mandate but let each member decide how to pursue it. An order's goals are the most important aspect of its definition. They determine the type of person who joins the group, how the group operates, and what it seeks in prospective members.

Actions: This section lists the actions a character can take to improve or hurt his standing within an order. Over time, a character can gain or lose ranks in an order depending on how he comports himself. Create a list of actions that would cause a character to win the respect of the order's members, primarily those that advance the order's goals. Assign each of these a rank point value a character gains when he completes the action. Next, consider actions that would cause a character to lose his standing in an order and assign each of those the rank points lost for committing them. The following table summarizes the average point value of different types of actions. Groups that make advancement difficult may give out fewer points or attach stringent prerequisites to gaining new ranks.

Action	Rank Points
Achieve one of the order's goals	200
Play a major part in reaching a goal	100
Directly help the order	50
Indirectly aid the order	25
Foil the completion of a goal	-200
Indirectly set back the order	-100
Violate the order's tenets	-50
Fail to fulfill basic duties	-25

Ranks: An order's ranks cover the progressive benefits a character gains as he earns the respect of an order's members. Each rank in an order has a title, prerequisites, and benefits. The benefits given at each rank also determine the order's dues. These are some benefits an order might offer.

Expertise: Some orders allow members to speak with experts who use their Knowledge, Gather Information, or other skills to make a check on the character's behalf. Maintaining a library or keeping sages on retainer requires a monthly upkeep. For each skill check an order may attempt on a character's behalf, the order charges dues based on the total skill bonus of the check. Members can request a skill check using the order's expertise once per month. Each check beyond the first incurs the cost listed below. The following skills may be used in this manner: Alchemy, Appraise, Craft, Decipher Script, Forgery,

Gather Information, Knowledge (any), and Profession. Characters must pay costs associated with skill checks that require additional components or materials.

Total Skill Modifier	Dues
+5	5 gp
+10	10 gp
+15	20 gp
+20	30 gp

Magic Items: Some orders supply their members with items that help them meet the order's goals. Once a month, a member can gain a one-use magic item, such as a potion, scroll, or enchanted arrow, worth up to 500 gp. Members must pay dues equal to one-quarter of the item's market price per month.

Skill Bonus: Membership in an order can confer circumstance bonuses to skills in certain situations. These bonuses are based on knowledge provided to him by the order or by the order's reputation. For example, the Thieves' Guild bribes the Locksmiths' Union to provide them with diagrams of new locks. When a guild thief attempts to open a lock created by the union, he gains a +2 bonus to his Open Locks check.

Guilds that provide higher skill bonuses charge more in dues. Normally, the following skills may be given this bonus: Bluff, Diplomacy, Gather Information, Innuendo, and Intimidate. These skills draw on the character's reputation and known alliance with an order. An order may give bonuses to other skills, such as Open Lock or Knowledge.

Sometimes membership in an order can hurt a character's chances at succeeding in a task. For example, the elite Hell Hounds who patrol the city's richest quarters haughtily refuse bribes, and are likely to assume anything a guild thief says is a lie. Against specific groups or people, an order can impose a penalty on a skill check, and in acknowledgement the order reduces its dues somewhat. These modifiers are summarized below.

Total Circumstance Modifier	Dues
+1	10 gp
+2	20 gp
+3	45 gp
+4	80 gp
-1	-2 gp
-2	-5 gp
-3	-11 gp
-4	-20 gp

Spellcasting: Most orders that cater to spellcasters give members a 50% discount for spells they and their allies require. There is a flat dues charge for this ability based on the maximum spell level a character can request. An order never offers spells higher than 5th level at half price. The spellcaster charges full cost for any components he must use and 5 gp per XP the spell consumes.

Training: Many orders offer training in a specific set of feats or a prestige class. As a member advances, he may eventually qualify to learn spells, feats, or other abilities from the order. Note that a character does not automatically receive a feat or prestige class. He must still gain it as he would any other feat, ability, or class. This feature does not increase an order's dues.

Other Benefits: Beyond the advantages outlined above, a guild or order provides its members with roleplaying instead of mechanical benefits. A thieves' guild offers a safe house where characters can hide from the law. An order of knights allows a member to meet many powerful nobles. A college of bards grants its members access to a network of inns and taverns where they can stay for free in return for a performance. As a rule of thumb, benefits that do not fall under any other category modify an order's dues based on how often a character can or will use them.

Frequency	Dues
Monthly	5 gp
Weekly	20 gp
Daily	50 gp

Description: An order's description summarizes any information that may come up in play relating to its operations and actions. It should include locations the order controls, a summary of its members, resources, and allies, and its recent history and origin.

SAMPLE HEROIC ORDERS

These orders are each dedicated to one particular facet of good; each is designed to serve a specific character class. Use these orders as examples when creating your own or modify them to fit your campaign world.

KNIGHTS OF THE SILVER STAR

Capsule: Frontier lawmen who keep the peace and pursue criminals.

Alignment: Neutral good.

Reach: The eastern borderlands.

Entry: To gain entrance to the Knights of the Silver Star, a character must have 4 or more ranks in both Ride and Knowledge (law). All applicants must undergo magical divinations that confirm they are good or lawful neutral. Applicants with other alignments may not join. Furthermore, the applicant must agree to swear fealty to Countess Arellia de la Rochelle.

Dues: Knights must provide monetary support to the countess and several weeks of service per year, depending on their rank within the knighthood.

Goals: The Knights of the Silver Star are adventuring fighters, paladins, and other warriors who seek to civilize the eastern borderlands. They referee conflicts, help organize the defense of settlements, and bring criminals to justice. The Countess Arellia de la Rochelle grants them the authority to enforce the laws of the land. In the rough and tumble areas of the frontier, they are the law.

Actions: To gain standing within the knights, a character must defeat bandits and other criminals, keep the peace within the borderlands, and help advance the tide of civilization.

Action	Rank Point Modifier
Defuse a conflict without violence	+25
Defeat a group of bandits, EL 1 – 10	+25
Defeat a group of bandits, EL 11+	+50
Fail to offer hospitality to a fellow knight	-25
Refuse to aid a settlement in need	-50
Abuse the privileges of the knighthood	-200
Aid bandits or commit a crime	-300

Ranks: A knight advances in the order by defeating robbers and by helping to resolve disputes within the region's settlements. They serve as judges, lawmen, and arbiters.

Rank 1: Justicar

Prerequisites: Complete a quest for the Countess Arellia de la Rochelle involving the defeat of at least one CR 5 or greater monster.

Benefits: Justicars serve as wandering arbiters and judges. They resolve legal issues between citizens, catch criminals, and defeat bandits and other threats. A justicar's word is law unless a higher-ranked knight or nobleman overrides him. He must hear cases, decide punishments, and see to it that fines are paid and sentences enforced. Justicars can levy fines of up to 100 gp and administer punishments involving prison sentencing or time in the stocks. They cannot dispense physical or capital punishment in court cases but may use deadly force to bring criminals to justice.

Dues: None *per se*, but a justicar must always agree to hear a case or aid a settlement, and must obey the countess's commands. Only in the face of a greater crisis or threat may he dispense with his first two duties. Regardless of circumstances, he must always obey the countess.

Rank 2: Enforcer

Prerequisites: To attain the rank of enforcer, a knight must spend at least 12 months in the service of the order without incurring any penalties to his total rank points.

Benefits: An enforcer keeps the peace in the frontier area. In addition to his duties and powers as a justicar, he is an official envoy of the Countess Arellia de la Rochelle. All commoners must obey his orders without question

and render any aid necessary in tracking down criminals. He may levy fines of up to 1,000 gp and may dole out any punishment short of death to a lawbreaker.

Dues: Enforcers are on duty at all times. The needs of the law and of the people outweigh his own desires. Unless he must deal with a greater threat to the region, he must take the time to hear cases or track down criminals.

Rank 3: Judge

Prerequisites: Two years' service as an enforcer without accruing any rank point penalties due to negligence, inaction, or abuse of the knighthood's power.

Benefits: A judge's word is law. He may impose any punishment for a crime, up to and including death. All commoners and nobles below the rank of baron must obey his edicts and commands. A judge is given a small land grant in the county's northern reaches and the services of 10 men-at-arms (2nd-level warriors) who assist him in discharging his duties.

Dues: A judge must spend at least one week per month at the court of Countess Arellia de la Rochelle hearing cases and assisting lower-ranked knights in their duties.

Description: In winning the goblin wars, the Kingdom of Pendergast cleansed large tracts of bandits, goblins, and other threats. Eager to exploit this opportunity, the king gave his most trusted generals land in the newly conquered regions. Settlers eager to start a new life and adventurers lured by the promise of high pay and ancient ruins waiting to be sacked poured eastward in hopes of striking it rich. Overwhelmed by the unexpected land rush, the king and his nobles found that new villages and settlements sprang up faster than they could catalog them. The frontier threatened to become lawless.

Rather than attempt to impose the kingdom's system of courts and justices in the frontier, the Countess Arellia de la Rochelle struck upon a better idea. Until the region was settled and ready for traditional government, heroic, good-hearted adventurers would serve as her lawmen. These warriors would travel from town to town in search of adventure like other explorers, but the silver star they wear marks them as an official in the countess' service. The knights act as arbiters, judges, and sheriffs. They decide on punishments based on their understanding of the kingdom's legal codes and their personal judgment. When bandits threaten an area, they ride against them, usually at the head of a band of volunteers or adventurers.

While the knights are powerful figures on the frontier, they shoulder a tremendous burden. Knights cannot simply walk away from a problem. They must see it through to its conclusion and achieve an equitable resolution. A knight who abuses his power finds himself facing a lynch mob or a band of knights sent to bring him before the countess for sentencing.

NORTHWIND LONGSTRIDERS

Capsule: Woodsmen and rangers who patrol the northern forest.

Alignment: Chaotic Good

Reach: The great northern forest.

Entry: A potential member of the Longstriders must have the Track feat and 6 or more ranks in Wilderness Lore. In addition, he must help a Longstrider overcome an evil creature of CR 5 or greater that threatens the northern forest.

Dues: As a Longstrider advances in rank, he must donate more time and resources. Dues go to experienced Striders, who use them to purchase weapons, armor, and other goods for the local militias. Some funds also go towards the manufacture or purchase of potions and enchanted arrows to stock the order's hidden caches.

Goals: The Northwind Longstriders patrol the northern forest, seeking to destroy nests of evil creatures, undead, bandits, and other threats to the men and halflings that have established frontier towns in the region. The Longstriders are a loose confederation of rangers, druids, and other outdoorsmen who share information and sometimes band together against particularly daunting enemies.

Actions: The following actions affect a member's total rank points in the Longstriders. These modifiers only apply to creatures defeated within the northern forest.

Action	Rank Point Modifier
Defeat an EL 5 or less encounter	+10
Defeat an EL 6 to 10 encounter	+20
Defeat an EL 11 to 15 encounter	+50
Defeat an EL 16+ encounter	+100
Refuse assistance to a Longstrider in need	-50
Aid an evil creature	-100
Attack and kill innocents	Expulsion from order

Ranks: An informal organization at best, the Longstriders offer benefits that derive from their members' skill and experience. Many towns in the northern forest welcome Longstriders with open arms owing to the group's good deeds in the area.

Rank 1: Runner

Prerequisites: None.

Benefits: The Longstriders form a network of rangers, druids, and scouts that keep close tabs on events in the northern forest. Runners can consult with other Longstriders, hunters, and woodsmen for news and information, granting them a +2 circumstance bonus to Gather Information checks in the northern forest.

The good folk of the northern forest respect and admire the Longstriders for their dedication and bravery. A runner pays half the listed cost for food, shelter,

and supplies costing less than 10 gp when in a town within the northern forest.

Dues: Four days of service to the Longstriders per month.

Rank 2: Tracker

Prerequisites: In addition to accumulating the necessary rank points, a runner must spend six consecutive months living and adventuring within the northern forest.

Benefits: As a valued member of the community and a warrior who has proven his worth in battle, the tracker earns the respect of the people who live within the northern forest. He receives room and board for free and once per month can request up to a total of 50 gp in mundane supplies and services from the merchants and tradesmen of the region for free.

Dues: Six days of service to the Longstriders per month.

Rank 3: Pursuer

Prerequisites: In addition to accumulating the necessary rank points, a runner must spend twelve consecutive months living and adventuring within the northern forest.

Benefits: At this rank in the order, a pursuer is a valued member of the Longstriders. He is commonly asked to sit in counsel with senior rangers and druids. Once per month, he may ask a member of the order with a total bonus of +15 in Craft, Decipher Script, Forgery, Gather Information, or Knowledge (any) to make a skill check on his behalf.

The order maintains small caches of magic items and other useful trinkets throughout the northern forest. Pursuers are taught the locations of these supplies. Once a month, a pursuer may visit a cache and take from it one potion or enchanted arrow with a market price of 300 gp or less.

Dues: Five days of service per month plus 100 gp in coins, potions, or magical arrows. You may donate a single item worth more than 100 gp to cover dues for several months.

Rank 4: Hunter

Prerequisites: A prospective hunter must live and adventure in the northern forest for two years and have a base attack bonus of at least +10.

Benefits: The hunter is a respected commander within the Longstriders. Once per month, he can call upon 1d4 3rd-level members of the Striders to aid him in a task. These NPCs do not blindly obey commands, nor expose themselves to undue risks. Instead, they serve as scouts, guards, and messengers. They only fight if a creature poses an imminent threat to settlement in the northern forest.

As a respected defender of the forest, the hunter gains

a +2 circumstance bonus to all Bluff and Diplomacy checks made against good or neutral-aligned people who dwell there.

Dues: As a pursuer, but 125 gp in items or coins.

Rank 5: Warden

Prerequisites: A warden must dwell within the northern forest for at least five years. He may spend extended periods of time away on adventures or other business so long as his total time spent within the forest comes to five years.

Benefits: The warden is an elite member of the Striders, one of its leaders who helps disseminate information and shepherd new members through the ranks. Once per month, he may call upon 2d6 3rd-level characters and 1d4 5th-level ones from the Striders' ranks to aid him in a task. These NPCs do not expose themselves to danger unless a settlement within the northern forest is under direct threat of destruction, nor do they mindlessly obey the warden's orders without considering their own safety.

A warden is a symbol of hope and heroism to the people of the northern forest. He gains a +4 circumstance bonus to all Diplomacy and Bluff checks made against good or neutral-aligned people who dwell there.

The wardens of the Longstriders work closely with the druids who tend to the northern forest. Once per month, a warden may ask a druid to cast a spell of up to 5th level for him at half the normal cost as a personal favor.

Dues: As a pursuer, but 250 gp in items or coins.

Description: The Longstriders are a loose network of rangers, druids, and other adventurers who patrol the great northern forest. They work together to defeat orc tribes, ogres, trolls, undead, and other creatures that threaten the small towns there. Their leader, Malwen Oldethorn (male human Div16, NG), serves more as an advisor and organizer. Using powerful spells including *srying* and *discern location*, Malwen keeps a close watch over the wood. Should he notice a threat gathering, he uses his magic to alert the rangers and druids of the Striders and helps them organize a response.

Each Strider wears a silver oak tree pendant. The Striders use a simple set of codes and passwords to prevent outsiders from penetrating their ranks. The common folk of the northern forest admire and love the Striders, who have turned back many goblin incursions and rampaging forest demons. Membership in the order is open to anyone willing to stand against the dark creatures lurking in the forest's deepest reaches and capable of fending for himself in the wilds.

The Striders keep no permanent camps or forts. They rely on the goodwill of the villages in and near the forest for shelter. Only an overpowering threat could convince the solitary, independent Striders to camp together.



Most of them work together out of a sense of shared values rather than a strict hierarchy of command.

Striders commonly patrol the forest, hunting orcs, goblins, and giant spiders. Some prefer to guide caravans and travelers, wandering the roads and keeping a sharp eye out for bandits. Most of the good-aligned druids who dwell within the northern forest are members of this order, and while the neutral ones prefer to keep their own counsel they aid the Striders when their aims happen to align.

SERVANTS OF THE SILVER BLADE

Capsule: Crusaders who hunt down and destroy evil lycanthropes.

Alignment: Lawful good.

Reach: The kingdom of Pendergast.

Entry: Joining the Servants of the Silverblade is a matter of proving yourself worthy. A character who wishes to join this order must defeat an evil werecreature in battle and present its corpse to the order's leaders. If the victory can be confirmed, the applicant is accepted into the order once his alignment and his past are checked with divinations. Twice the Servants have been infiltrated by lycanthropes posing as humans, and the order strives to prevent that from happening again.

Dues: All members of the Servants of the Silver Blade must pay 50 gp per month for access to the order's libraries, its headquarters, and its armory.

Goals: The Servants seek to destroy all evil lycanthropes. The order organizes hunting parties, collects information on the creatures, and trains its members to fight against them.

Actions: The following actions affect a member's total rank points in the Servants of the Silver Blade. These modifiers only apply to actions taken within their reach.

Action	Rank Point Modifier
Recover a lycanthrope's corpse for study	+5
Discover a werecreature incursion	+10
Defeat an evil lycanthrope, CR 1–5	+20
Defeat an evil lycanthrope, CR 6–10	+40
Defeat an evil lycanthrope, CR 11–15	+80
Defeat an evil lycanthrope, CR 16–20	+150
Flee from an evil lycanthrope	–25
Aid an evil lycanthrope	–100
Harm a good lycanthrope	–50

Ranks: Progress through the Servants of the Silver Blade relies on merit and obedience. The order studies wercreatures systematically to learn how to defeat them. However, these efforts are difficult to sustain given the high casualty rate of the Servants.

Rank 1: Initiate

Prerequisites: None.

Benefits: An initiate gains access to the group's extensive library of information concerning lycanthropes and other shapechangers. When researching in the library, initiates may attempt Knowledge (lycanthropes) skill checks as if they had five ranks in that skill. Characters who already possess the skill count as having five additional ranks in it while they work within the library.

Furthermore, as a service to all members the order provides silvered weapons at a 25% discount. If a member uncovers a lycanthrope's presence he may borrow three silvered weapons for up to one week (possibly longer if the creature still poses a threat) in order to destroy his quarry.

Rank 2: Watcher

Prerequisites: None, aside from meeting the standard rank point requirements.

Benefits: Having proven themselves worthy, watchers are given greater access to the Servants' resources. When using the library to research a creature, a watcher receives the benefits of 10 ranks in Knowledge (lycanthropes) as he gains access to several rare, expensive tomes the order normally keeps safely locked away. With extensive research the watcher can develop a strategy against a particular lycanthrope. After spending one week and making a Knowledge (lycanthropes) check (DC 25), the watcher gains the ability to use a one-time +2 bonus to hit or damage against single lycanthrope he decides to research. The watcher must announce he wishes to use this bonus before rolling to hit or determining damage.

Rank 3: Hunter

Prerequisites: In addition to gaining 200 rank points total, a character must defeat at least one lycanthrope with a CR of 10 or higher to achieve this rank.

Benefits: Hunters are some of the most accomplished and trustworthy Servants. As such, they receive the best items, equipment, and training. Once per month, a hunter may request up to five magical *lycanthrope bane* arrows or crossbow bolts. These missiles function as the bane weapon feature but only function against lycanthropes rather than every shapeshifter. The Servants keep a large store of these weapons on hand and employ a small cabal of wizards to produce more. The order only issues these items if a hunter seeks to defeat a specific lycanthrope; a member cannot simply request these arrows just in case he comes across a werecreature in his travels. At the end of the month the hunter must return any unused arrows (if he is capable of doing so) or suffer a –10 rank point penalty per arrow he hoards.

Rank 4: Slayer

Prerequisites: To enter this rank in the Servants, a character must defeat a CR 15 or higher lycanthrope and have contracted and been cured of lycanthropy. There is a fee of 1,500 gp to be initiated into this rank.

Benefits: At this rank within the Silver Blades, a member is initiated into the inner circle of lycanthrope hunters who organize and direct this order. A slayer is considered worthy of receiving the group's highest honor, an experimental magical treatment that renders him immune to lycanthropy and gives him a magical sense for lycanthropic monsters. This ritual only works on characters who have contracted and been cured of lycanthropy. It magnifies and alters the latent magical nature from the disease, granting the slayer two supernatural abilities. The slayer becomes immune to lycanthropy infections, and gains the ability to detect the presence of a lycanthrope to a range of 60 ft. three times per day. This detection ability lasts for one round/level when used and only reveals the presence or absence of a lycanthrope. It does not allow the slayer to pick out a specific person in a large group.

Description: The Servants of the Silver Blade are a militant underground order of wizards, fighters, and other adventurers who seek out evil lycanthropes and put them to the sword. Years ago, a band of wererats seized control of a small town on the borderlands by spreading the curse of lycanthropy to the lord mayor and the powerful families of the area. For years, the commoners and burghers suffered under crippling taxes and endured the terror of wererats stalking the streets. Public officials, priests, and others who tried to stand against the wererats were either murdered in the night or afflicted with the disease and dragged into the conspiracy. For close to ten years the lycanthropes reigned, until a small band of freedom fighters organized a successful resistance. The Servants of the Silver Blade learned the wererats' weaknesses, tendencies, and organization. With the aid of a band of werebear rangers, the Servants struck down the rats in a single night, ambushing their leaders and smashing their conspiracy with one decisive blow. Since then, the Servants have continued in their mission. With the aid of their werebear allies and a few crusading churches of good deities, they built a small redoubt that holds their library, training hall, a smithy specializing in silver weapons, and record chambers where they track lycanthrope incursions and study the creatures' anatomy and psychology. The Servants actively recruit adventurers who display firm dedication and moral standing.

THE WATCHFUL EYE

Capsule: Spies and inquisitors who seek out hidden evils on behalf of a benevolent conspiracy.

Alignment: Lawful good.

Reach: The kingdom of Pendergast.

Entry: A character who wishes to join the Watchful Eye must have three levels of arcane spellcasting ability and four ranks in both Search and Sense Motive. The Watchful Eye is a secret society that does not approach potential members until they have defeated an evil outsider of CR 8 or higher. A character may destroy the creature with help from others so long as he was an active participant in the battle. Occasionally members are recruited because of their social connections, prominence, and impeccable character. Otherwise, no amount of searching or questions can lead a character to gain acceptance with this order.

Dues: See ranks, below. Generally, members of the Watchful Eye are expected to donate time and expertise rather than money.

Goals: The Watchful Eye is a hidden network of wizards, clerics, paladins, and rogues who spy on evil groups and secretly marshal the forces of good. Its leaders believe that the greatest threat to peace and prosperity lies within society. Hidden cults that fester behind an innocent facade can prove far deadlier than an obvious threat. To defeat such menaces, the Watchful Eye uses a secretive network of informants and inquisitors who move through society's lowest levels and watch for signs of evil conspiracies.

Actions: The following actions affect a member's total rank points in the Watchful Eye. These modifiers only apply to actions taken within the Eye's reach.

Action	Rank Point Modifier
Deliver weekly reports to superiors	+5
Uncover a hidden evil	+50
Defeat an evil cleric or outsider, CR 1–10	+25
Defeat an evil cleric or outsider, CR 11	+50
Reveal an important official as evil	+50
Speak openly of the Watchful Eye	–25
Tell others of the order's members	–50
Work with evil clerics or outsiders	–100

Ranks: The Watchful Eye has a rigid hierarchy of command. Each member has a strictly defined set of responsibilities and must obey his superiors without hesitation. Given the secretive nature of the group, most members do not know the true identities of those above them. To protect the group from infiltration and to maintain its cover, all members are expected to maintain absolute secrecy.

Rank 1: Vigilant

Prerequisites: None.

Benefits: When first inducted into the Watchful Eye's benevolent conspiracy, the vigilant becomes a scout and watchman. Each week he spends within Pendergast, he is

expected to file a report with his recruiter on any creatures, evildoers, or other threats he encounters. The vast majority of the Watchful Eye's members exist at this level for years, never rising any higher in the ranks.

In return for their work as intelligence gatherers, vigilants are given a weekly stipend of 5 gp. In addition, spellcasters (particularly diviners) may purchase one scroll per month at half the standard cost. The scroll can contain a spell of up to 3rd level.

Dues: One day of service per month spent gathering information.

Rank 2: Seeker

Prerequisites: Uncover a hidden evil and destroy it before it can threaten the kingdom.

Benefits: Those few vigilants who prove themselves adept not only at uncovering information but also directly fighting hidden evil earn the rank of seeker. Seekers must still file weekly reports with their superiors, and sometimes receive orders to move against a cult, evil cleric, or necromancer. When he receives such orders, a seeker may request up to 250 gp worth of disposable magic items, such as potions, scrolls, enchanted ammunition, and one-use wondrous items.

Wizards within this order gain the tutelage of some of the most powerful spellcasters in the kingdom. Arcane casters may work with a more accomplished caster to scribe a spell of their choice into their books, paying half the normal cost and gaining a +4 competence bonus to the Spellcraft check needed to learn a spell. A seeker may use this feature once every six months. The seeker must be high enough level to use the spell.

Dues: Once per month, the seeker is given a mission to defeat or spy on a creature or individual.

Rank 3: Guardian

Prerequisites: None aside from gaining the required rank points.

Benefits: Capable seekers become guardians, who avert potential crises and attacks on the kingdom. Once a month, a guardian can expect to stand guard over a specific site, town, or village in anticipation of an attack by otherworldly forces. In return, contacts within the Watchful Eye provide free healing and other magic necessary to recover from these missions, clerical spells of up to 3rd level at half the normal rate, and magical items as per the seeker rank.

Dues: Once per month, the guardian must spend three days on a mission for his superiors.

Rank 4: Crusader

Prerequisites: None aside from gaining the required rank points.

Benefits: Crusaders are the elite of the Watchful Eye's operatives. They take on the most powerful enemies and

must defend the kingdom against all threats. Crusaders swear to serve the kingdom in its time of need. While they are rarely called upon, when the land faces a dire threat the crusaders form its final line of defense. Until the threat passes, crusaders must obey the orders of the Watchful Eye's inquisitors and the king himself without question.

In return for this oath of servitude, a crusader is given a 100-acre land grant in the kingdom's eastern reaches to do with as he wishes.

Dues: None, aside from an oath of fealty to the king and his banner.

Rank 5: Inquisitor

Prerequisites: Uncover and destroy a terrible threat to the kingdom, such as a demonic incursion, the rise of a powerful cult of evil, or a similar menace that could topple the crown.

Benefits: Inquisitors are personally appointed by the king to serve as his eyes and ears in the land. They scour the region in search of hidden evils, collecting and compiling reports from dozens of agents. Each major city in the kingdom features exactly one inquisitor.

In return for this service, the inquisitor gains the privileges and rights of a nobleman. Upon his retirement, he gains a minor barony in the kingdom's eastern march and attains an official noble title.

Dues: All inquisitors swear undying fealty to their liege lord.

Description: The Watchful Eye is a cabal of wizards, rogues, paladins, and clerics who serve King Arron IV of Pendergast by uncovering hidden threats to his realm. The Eye keeps its members' identities a secret, in many cases even from the king who founded the order. In this way, the Eye may watch over everyone from a simple farmer to the king's own brother in search of corruption, conspiracies, and other hidden threats.

In the early years of Arron's reign, a small group of necromancers plotted to unleash a horde of undead across the land. Working in concert, they planned to spread out through the kingdom and work a powerful ritual that would cause the dead to walk and overwhelm the living. Only the work of a sharp-eyed excise man prevented the catastrophe. Noting the sudden upsurge in shipments of spell components to remote corners of the kingdom, he alerted the town guard and set them on the necromancers' trail. Concerned by his realm's narrow escape, the king created the foundation for the Watchful Eye.

The Watchful Eye is a sort of secret police force. Its members seek out any signs of suspicious activity and pass them along to their superiors. On more than a few occasions, a seemingly innocent observation has combined with intelligence from across the kingdom to reveal a hidden threat.

Chapter 5:

New Monsters

AETHER PALADIN**Medium-size Outsider (Good, Lawful, Incorporeal)****Hit Dice:** 7d8 (32 hp)**Initiative:** +7 (+3 Dex, +4 Improved Initiative)**Speed:** 40 ft., fly 80 ft. (good)**AC:** 15 (+3 Dex, +2 deflection)**Attacks:** Incorporeal touch +7 melee**Damage:** Incorporeal touch 1d8 and strength drain**Face/Reach:** 5 ft. by 5 ft./5 ft.**Special Attacks:** Spell-like abilities, incorporeal touch, magic circle against evil, smite evil, strength drain, turn undead/destroy incorporeal undead**Special Qualities:** Incorporeal**Saves:** Fort +5, Ref +7, Will +8**Abilities:** Str –, Dex 16, Con –, Int 16, Wis 16, Cha 17**Skills:** Bluff +13, Concentration +10, Diplomacy +13, Hide +13, Knowledge (the planes) +13, Knowledge (religion) +13, Listen +15, Move Silently +13, Search +13, Sense Motive +13, Spot +15**Feats:** Alertness, Improved Initiative**Climate/Terrain:** Any land and underground**Organization:** Solitary or pair**Challenge Rating:** 8**Treasure:** None**Alignment:** Always lawful good**Advancement Range:** 8–10 HD (Medium-size)

Aether paladins are mysterious beings from the planes of Good devoted to fighting the scourge of incorporeal

undead. They roam the planes (especially the Material Plane) bent on destroying those who refuse death, or who have been enslaved in living death. They consider themselves defenders of living creatures threatened by evil, and are easily persuaded to take the side of good creatures. They save a special power and fury for fighting incorporeal undead.

In their natural form, aether paladins are incorporeal beings who assume a recognizably humanoid shape. They look very much like handsome warriors in full armor, except that they are entirely ethereal in nature. Their form glows with silvery luminescence, surrounding them with a nimbus of light. Their voices are hushed, yet clear, like a stage whisper.

Aether paladins can change shape and assume corporeal form, remaining inconspicuous while they patrol the planes. Those who have encountered aether paladins often describe an old man or a passing sparrow disappearing in a flash of light and a radiant being of indefinite shape appearing to aid them.

Aether paladins speak Celestial and Draconic. Most have some knowledge of Common, acquired while roaming the Material Plane.

Combat

Aether paladins strike with a touch attack that drains Strength from living creatures and injures incorporeal beings. The power of their righteousness smites evil creatures with special force, so that even corporeal undead, which are normally little affected by incorporeal touch attacks, will suffer in a fight against them.

Aether paladins instinctively help living creatures threatened by undead, especially incorporeal undead. They never willingly attack good creatures. When they are threatened by good creatures who mistake them for ghosts (as sometimes happens), they flee rather than risk harming them. If necessary, they use their shapechanging ability to escape. Aether paladins aid good creatures under most circumstances.

Assume Corporeal Form (Sp): Aether paladins like to travel incognito. They prefer not to show themselves too openly on the Material Plane, where their true appearance can alarm the innocent and warn foes of their presence. Twice per day, they may change their appearance as if an 8th level sorcerer casting *polymorph self*.

When they have exhausted this ability, aether paladins try to shelter in places where they are unlikely to be found.

Strength Drain (Su): Living creatures hit by an aether paladin's incorporeal touch attack must make a Fortitude save (DC 17). If they fail they suffer 1d6 points of temporary Strength damage.

Magic Circle Against Evil (Su): Like their cousins the celestials, the sheer force of aether paladins' goodness radiates from them in a form that resembles the spell *magic circle against evil* as if cast by a 7th level caster. If this effect is dispelled, an aether paladin may create it again during its next round as a free action.

Smite Evil (Su): Whenever an aether paladin makes a successful incorporeal touch attack against an evil creature, it does an extra 2d4 damage.

Turn Undead/Destroy Incorporeal Undead (Sp): Aether paladins may use this ability up to 6 times per day. They can turn undead as if a good cleric of 6th level. All incorporeal undead that they successfully turn they instead destroy, regardless of whether or not they meet the standard criteria for destroying undead.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic. 50% chance to ignore damage from a corporeal source. Can pass through solid objects without restriction, and its own attacks pass through armor. Always moves silently.

CELESTIAL GRIFFON

Huge Outsider (Good)

Hit Dice: 8d8+40 (72 hp)

Initiative: +5 (+1 Dex, +4 improved initiative)

Speed: 30 ft., fly 80 ft. (average)

AC: 16 (-2 size, +2 Dex, +6 natural)

Attacks: Bite +16 melee, 2 claws +11 melee

Damage: Bite 2d6+8, claw 2d4+8

Face/Reach: 15 ft. by 15 ft./10 ft.

Special Attacks: Aura of menace

Special Qualities: Darkvision 60 ft., low-light vision, celestial qualities

Saves: Fort +11, Ref +7, Will +8

Abilities: Str 26, Dex 12, Con 21, Int 7, Wis 14, Cha 16

Skills: Jump +12, Listen +10, Spot +15*

Feats: Alertness, Combat Reflexes, Improved Initiative, Power Attack



Climate/Terrain: Any land and underground
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 11
Treasure: none
Alignment: Always neutral good
Advancement: 9–16 HD (Huge)

Celestial griffons are powerful servants of celestials, gods, and archons. They resemble normal griffons — they have the hindquarters and tail of a lion, and the head, wings, and front legs of a tremendous eagle — but are much larger than terrestrial griffons, and incredibly beautiful. Their tremendous beaks and talons can kill a warhorse in a single bite or slash, and like their smaller cousins they do prefer the taste of horseflesh. Their majestic wings span 50 feet or more when outstretched, and these griffons stand 10 feet tall at the shoulder, stretching a bit over 15 feet from nose to tail.

Celestial griffons hail from the same planes as other celestials, the planes of Good. The celestials use them as messengers, mounts, and companions. Like their smaller terrestrial cousins, they are aggressive and territorial, but they are not vicious, and they are relatively intelligent.

A celestial griffon can speak Celestial, Infernal, and Draconic.

Combat

A celestial griffon will not attack unless it is hungry, or provoked, or directed to do so by its rider or master. If it is hungry, it prefers to find a horse to eat, but it will not attack one that has a rider. They avoid harming other good creatures if they can.

Celestial griffons generally do not use tactics or strategy in combat; they prefer to pounce on their prey, either diving to attack or leaping from above.

Pounce (Ex): If a celestial griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A celestial griffon that pounces upon its foe can make two rake attacks (+16 melee) with its hind legs for 2d6+8 slashing damage each.

Skills: Celestial griffons receive a +4 racial bonus to Jump checks. They also receive a +4 racial bonus to Spot checks during daylight.

Celestial Qualities

Aura of Menace (Su): A righteous aura surrounds an angry celestial griffon. Any hostile creature within 20 ft. of the griffon must succeed at a Will save (DC 15) to resist its effects. Those who fail the save suffer a –2 morale penalty to attacks, AC, and saves for one day, or until they successfully hit the griffon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the griffon's aura for one day.

Magic Circle Against Evil (Su): A magic circle against evil always surrounds celestial griffons, identical with the spell cast by a sorcerer of level equal to the griffon's Hit Dice. The effect can be dispelled, but the griffon can create it again during its next turn as a free action. (The defensive benefits of the circle are not included in the statistics block.)

Teleport (Su): A celestial griffon can teleport without error at will, as the spell cast by a 14th level sorcerer, except that it can only transport itself and up to 50 pounds of objects.

Tongues (Su): Celestial griffons can speak with any creature that has a language, as though using a *tongues* spell cast by an 8th level sorcerer. This ability is always active.

Immunities (Ex): Celestial griffons are immune to electricity and petrification attacks.

Poison Resistance (Ex): Celestial griffons have a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): Celestial griffons have low-light vision and 60-foot darkvision.

Riding a Celestial Griffon

Taking a celestial griffon as an aerial mount is not a simple task of animal training. Their celestial qualities make them almost impossible to hold against their will. They are native to the planes of good, and it is only there that they can be found prior to maturity.

Anyone attempting to train or ride one of these creatures must be of good alignment, must succeed at a Handle Animal check (DC 30), and the creature must be willing. Celestial griffons mature in about 6 years. Trainers can reduce the rearing time by half and the DC by 5 by using a magic bridle enchanted for this purpose.

Celestial griffon eggs are jealously guarded not only by the griffons themselves, but also by celestials. Celestials so revere and protect these creatures that stolen griffon eggs or hatchlings are usually retrieved and returned to their plane of origin. However, they have been known to sell for 10,000 gp, and the young for 20,000 gp. Riding a trained celestial griffon requires a custom saddle. A celestial griffon can fight while carrying a rider, but the rider cannot attack unless he succeeds at a Ride check. If the rider wishes to make a melee attack, he must use a Large weapon or a Reach weapon because of the creature's great size.

Carrying Capacity: A light load for a celestial griffon is up to 500 pounds; a medium load, 501–1,000 pounds; and a heavy load, 1,001–1,500 pounds.

ELEMENTAL GUARDIANS

As a general rule, creatures of the elemental planes pay little regard to the struggle between good and evil. They are, after all, incarnations of the most primal forces, living expressions of the basic elements that make up all of existence. Most elemental creatures consider good and evil irrelevant.

Elemental guardians constitute the exceptions to this rule, protecting the elemental planes and their natives from exploitation by evil beings. They can be persuaded to cooperate with good beings, and they have even been known to follow elementals that have been summoned by evil beings to other planes in order to rescue them. In the latter case, they show up unheralded (not to mention unwelcome by the summoner) and do whatever they find necessary to free the elemental from obligation to its summoner.

Elemental guardians may be summoned using any spell that allows summoning of large elementals.

Combat

Whenever an evil being summons an elemental to do its bidding, an elemental guardian may show up on its own initiative (at the DM's discretion) to free the elemental from such service. It appears one round after the elemental it wishes to rescue is summoned, and immediately attacks the summoner. All elemental guardians fight with determination and ferocity, although the exact extent to which they press varies by type.

If an elemental guardian is summoned by a spell it always attacks evil creatures before attacking neutral creatures, regardless of its summoner's wishes. Under no circumstances will it attack a good creature, and its summoner cannot persuade it to do so.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

GUARDIAN OF AIR

Large Elemental (Air)

Hit Dice: 8d8+24 (60 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: Fly 100 ft. (perfect)

AC: 20 (−1 size, +7 Dex, +4 natural)

Attacks: Slam +12/+7 melee



Damage: Slam 2d6+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Air mastery, blessed whirlwind
Special Qualities: Elemental, damage reduction 10/+1
Saves: Fort +5, Ref +13, Will +2
Abilities: Str 14, Dex 25, Con 16, Int 8, Wis 11, Cha 12
Skills: Listen +11, Spot +11
Feats: Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral good
Advancement Range: 9–15 HD (Large)

Guardians of air manifest themselves as white thunderheads off of which bright sunlight glints, even in gloomy weather. Viewed from certain angles, they are speckled with bits of light that show colors like a rainbow. Sometimes their cloud contours resemble a humanoid face.

Guardians of air speak Auran. They have loud, whooshing voices like a great rush of wind.

Combat

Guardians of air are swift, agile and powerful. They like to close quickly with their foes and execute their fearsome slam attack at the first available opportunity.

When a guardian of air attempts to rescue a fellow elemental from being summoned by an evil being, it fights until the summoner is destroyed or until it is reduced to 1/4 of its original hit points, whichever comes first. Once it destroys the summoner, it will attack the nearest evil creature. If it breaks off and flees, it will try to return to the Elemental Plane of Air.

Air Mastery (Ex): Airborne creatures engaged in combat against a guardian of air suffer –1 penalties to both their attack and damage rolls. Guardians of air also receive a +1 bonus when executing their slam attack against airborne evil beings.

Blessed Whirlwind (Su): Once every 10 minutes, a guardian of air may transform itself into a whirlwind and maintain itself in that state for up to 4 rounds. This whirlwind is 5 feet in diameter at its base, up to 30 feet in diameter at its top, and anywhere from 10–40 feet tall (the guardian of air itself controls the exact dimensions).

Creatures Medium size or smaller may be lifted in the air if they are caught in the whirlwind. When such a creature comes into contact with the whirlwind, the creature must make a successful Reflex save (DC 16) or be lifted into the air and suspended there for the duration of

the whirlwind. If the creature can fly, it may attempt to escape the whirlwind once per round by making a Reflex saving throw (DC 16).

Every creature that comes into contact with the whirlwind must make a separate Reflex save (DC 16) or else take damage. If it also fails its Reflex save for getting caught in the whirlwind it takes damage for each round that it remains caught. Creatures of neutral alignment take 2d6 damage per round. Evil creatures take 3d6 damage per round. Good creatures take only 1d4 damage per round.

For good creatures, the effects of getting caught in a guardian of air's whirlwind are not all negative. As long as a good creature remains suspended, it receives benefits as if in the area of effect of a *magic circle against evil* spell cast by the guardian of air. This is not a spell or spell-like effect per se, but an aspect of the guardian of air's supernatural ability.

A guardian of air may eject creatures suspended in its whirlwind at any time without causing them any additional damage. Ejected creatures are deposited wherever the whirlwind happens to be at the time. A guardian of air ejects all creatures suspended in its whirlwind before it returns to its native plane.

GUARDIAN OF EARTH

Large Elemental (Earth)
Hit Dice: 8d8+32 (68 hp)
Initiative: –1 (Dex)
Speed: 20 ft.
AC: 18 (–1 size, –1 Dex, +10 natural)
Attacks: Slam +12/+7 melee
Damage: Slam 2d8+10
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Earth mastery, push, stun evil
Special Qualities: Elemental, damage reduction 10/+1
Saves: Fort +10, Ref +1, Will +2
Abilities: Str 25, Dex 8, Con 19, Int 8, Wis 11, Cha 13
Skills: Listen +11, Spot +11
Feats: Cleave, Power Attack

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Usually neutral good
Advancement Range: 9–15 HD (Large)

Guardians of earth manifest themselves as vaguely humanoid forms of clear quartz crystal. They are semi-transparent and gleam brightly in sunlight, almost blinding those who gaze directly upon them.

Guardians of earth speak Terran. They have deep, rumbling voices that sound like the rush of an avalanche.

Combat

Guardians of earth are slow, but strong and relentless in combat. They can travel through barriers made of materials that belong to the earth (even the strongest stone and solid rock) without impediment. They cannot swim, however, and they cannot traverse bodies of water unaided.

Guardians of earth are the most implacable foes among the elemental guardians. When a guardian of earth attempts to rescue a fellow elemental from serving an evil being, it fights to the death, or until all evil beings (not just the summoner) in the encounter are destroyed.

Earth Mastery (Ex): A guardian of earth gains an attack and damage bonus if both it and its foe touch the ground. These bonuses are +1 against neutral creatures and +2 against evil creatures. If its opponent is airborne or waterborne, however, it suffers a -4 penalty to both attack and damage.

Push (Ex): Guardians of earth may execute a bull rush maneuver without provoking an attack of opportunity. When using this ability they receive +1 attack and damage bonuses against neutral creatures and +2 attack and damage bonuses against evil creatures.

Stun Evil (Su): Whenever a guardian of earth's slam attack strikes an evil creature, the sheer force of its righteousness may stun its enemy. The target creature must make a successful Fortitude save (DC 25) or be stunned for one round. While stunned, it cannot act and it loses its Dexterity bonus to its AC. Attackers get a +2 bonus to attack rolls against the stunned creature. This ability does not affect constructs, oozes, plants, undead, incorporeal creatures and creatures that are immune to critical hits (such as other elementals).

GUARDIAN OF FIRE

Large Elemental (Fire)

Hit Dice: 8d8+24 (60 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 18 (-1 size, +5 Dex, +4 natural)

Attacks: Slam +10/+5 melee

Damage: Slam 2d6+3 and 2d6 fire

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Affright evil, burn

Special Qualities: Elemental, damage reduction 10/+1, fire subtype

Saves: Fort +5, Ref +11, Will +2

Abilities: Str 14, Dex 21, Con 16, Int 8, Wis 11, Cha 12

Skills: Listen +11, Spot +11

Feats: Dodge, Improved Initiative, Weapon Finesse (slam)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral good

Advancement Range: 9–15 HD (Large)

A guardian of fire manifests as a disk of flame that rolls along on its edge. This form is not entirely static, as the guardians' bodies distend when they move in combat and while delivering their slam attack. They can send out tongues of flame to set fire to objects, as if reaching for them. Those who have witnessed a guardian of fire attempting to communicate report a mouth and other humanoid facial features appearing in the mass of flame when it speaks.

Guardians of fire speak Ignan. Their voices sound like the crackling of a vigorous fire.

Combat

Inasmuch as one can attribute emotions to elemental guardians, guardians of fire enjoy a good fight. They seem to relish consuming embodiments of evil. When they attempt to rescue an elemental from serving an evil being, they fight until all evil creatures present are destroyed, or until they are reduced to 1/4 of their original hit points, whichever comes first. If a guardian of fire breaks off and flees, it will try to return to the Elemental Plane of Fire.

Guardians of fire cannot come into contact with water or any other nonflammable liquid. They cannot traverse bodies of water unaided.

Affright Evil (Su): Deep within every creature there smolders a primal awe of the destructive power of fire. Whenever an evil creature tries to attack a guardian of fire, either by physical or magical means, it must make a Will saving throw (DC 11). If it succeeds, it may proceed with its attack. If it fails, it is dazed for the remainder of the round, as if affected by the spell *daze*.

Burn (Ex): Whenever a guardian of fire hits with its slam attack, the target must make a successful Reflex save (DC 17), or else it catches on fire. The fire burns for 1d4 rounds, then expires on its own. A burning creature may extinguish the fire by expending a move-equivalent action.

Any creature that hits a guardian of fire with a natural weapon or an unarmed attack takes 2d6 fire damage, as if it had been struck by the guardian of fire's slam attack. It also catches on fire unless it makes a successful Reflex save (DC 17).

Fire Subtype (Ex): Fire immunity, double damage from cold (saving throw for half damage, or for no damage if the source is evil).

GUARDIAN OF WATER

Large Elemental (Water)

Hit Dice: 8d8+32 (68 hp)

Initiative: +2 (Dex)

Speed: 20 ft., swim 90 ft.

AC: 20 (−1 size, +2 Dex, +9 natural)

Attacks: Slam +10/+5 melee

Damage: Slam 2d8+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Water mastery, drench, blessed vortex

Special Qualities: Elemental, damage reduction 10/+1

Saves: Fort +10, Ref +4, Will +2

Abilities: Str 20, Dex 14, Con 19, Int 8, Wis 11, Cha 12

Skills: Listen +11, Spot +11

Feats: Cleave, Power Attack

Climate/Terrain: Any water

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral good

Advancement Range: 9–15 HD (Large)

A guardian of water manifests itself as a compact mass extending from a body of water. Onlookers compare its shape to that of a balled fist ready to strike.

Guardians of water speak Aquan. Their voices sound like the rush of a mighty river over its rocky bed.

Combat

Guardians of water prefer not to leave the water to fight, but they will if they must in order to rescue an elemental from serving an evil being. They fight until all evil creatures present are destroyed, or until they are reduced to 1/4 of their original hit points, whichever comes first. If a guardian of water breaks off and flees, it will try to return to the Elemental Plane of Water.

Water Mastery (Ex): A guardian of water gains an attack and damage bonus if both it and its foe touch water. These bonuses are +1 against neutral creatures and +2 against evil creatures. If a guardian of water must fight on land, it suffers a −4 penalty to both attack and damage.

Drench (Ex): The very touch of a guardian of water can extinguish non-magical fire. Any non-magical fire of Large size or smaller (such as a torch or a campfire) is immediately doused if a guardian of water simply as touches it. It may also dispel a magical fire it touches as if it were an 8th level sorcerer casting *dispel magic*, providing the source of the magical fire is evil.

Blessed Vortex (Su): Once every 10 minutes, a guardian of water may transform itself into a whirlpool and maintain itself in that state for up to 4 rounds. It can only use this ability if it is situated on a body of water. This vortex is 5 ft. in diameter at its base, up to 30 ft. in

diameter at its top, and anywhere from 10 ft. to 40 ft. tall (the guardian of water itself controls the exact dimensions). While in this form, the guardian of water may move through the water at its swim speed.

Creatures Medium-size or smaller may be swept up in the vortex, rendering them helpless. If such a creature comes into contact with the whirlpool, it must make a successful Reflex save (DC 19) or be caught in the raging waters and suspended in the swirling currents. It may make a Swim skill check (DC 25) once per round to escape the vortex. Failure indicates the victim begins to drown, per the drowning rules. Evil characters caught in the vortex have their Constitution halved for the purposes of drowning.

Every creature that comes into contact with the vortex must make a Reflex save (DC 19) or take damage. If it also fails its Reflex save for getting caught in the vortex it takes damage for each round that it remains caught. Creatures of neutral alignment take 2d6 damage per round. Evil creatures take 3d6 damage per round. Good creatures take 1d4 damage per round.

For good creatures, the effects of getting caught in a guardian of water's vortex are not all negative. As long as a good creature remains suspended, it receives benefits as if in the area of effect of a *magic circle against evil* spell cast by the guardian of water. This is not a spell or spell-like effect per se, but an aspect of the elemental guardian's supernatural ability.

An elemental guardian may eject creatures suspended in its vortex at any time without causing them any additional damage. Ejected creatures are deposited wherever the vortex happens to be at the time. A guardian of water ejects all creatures suspended in its vortex before it returns to its native plane.

EVANGELS

Evangels are powerful celestials that travel from the planes of Good to aid creatures of like alignment at their moments of direst need. Evangels may be summoned by powerful spellcasters, but they also directly serve good deities. In the latter case, they may arrive in response to a powerful but non-specific appeal by a worshipper (such as the spell *miracle*), or a deity may send them as divine messengers.

Evangels vary in appearance and in particular abilities, but they all share a certain pride of place. Fiends and other evil beings like to taunt them by calling them celestial errand-boys, but they relish their standing as the chosen servants of the gods. In fact, they look down their noses at other celestials, even the most powerful ones. They can seem imperious and arrogant, and they do not hesitate to pull rank when they disagree with their allies. An evangel takes orders from no one except its god.

Evangels may only be summoned by the spell *miracle*. They arrive on the material plane one round after the spell is cast and remain there for 2d4 rounds, during which time they take any actions they deem necessary to protect the caster and defeat any evil forces they encounter.

Like their fellow celestials, evangels speak Celestial, Infernal and Draconic.

Combat

As a general rule, evangels attack only if provoked. However, if they have been summoned or sent to protect good creatures in distress, they leap into the fray without hesitation. They go out of their way to avoid harming good creatures, using subdual attacks or nonlethal spells if possible. If evangels don't see a compelling reason for using violence, they won't participate in it. In fact, it's very difficult to persuade an evangel to do anything it doesn't want to do, for it answers to a higher authority.

Evangelic Aura (Su): Divine energy constantly envelops evangels, making it hazardous for evil creatures to attack them. If an evil creature makes a successful melee attack against an evangel, this envelope of radiance crackles violently and the attacker may suffer a severe blowback effect. The attacker must make a successful Fortitude save (DC 13 + evangel's charisma modifier) or be affected as if the target evangel had cast *blindness/deafness* on it.

EVANGEL OF BENEVOLENCE

Medium-size Outsider (Celestial, Good)

Hit Dice: 20d8+80 (170 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 34 (+4 Dex, +20 natural)

Attacks: +5 shocking burst quarterstaff +32/+27/+22/+13 melee

Damage: +5 shocking burst quarterstaff 1d6+15

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

Special Attacks: Spell-like abilities, spells, turn undead

Special Qualities: Damage reduction 30/+3, SR 30, celestial qualities, evangelic aura

Saves: Fort +16, Ref +16, Will +19

Abilities: Str 25, Dex 18, Con 19, Int 23, Wis 25, Cha 27

Skills: Concentration +26, Diplomacy +28, Hide +24, Knowledge (religion plus any four) +26, Listen +27, Move Silently +24, Search +26, Sense Motive +27, Spellcraft +26, Spot +27

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 18

Treasure: No coins; double goods; standard items

Alignment: Always neutral good

Advancement Range: 21–30 HD (Medium-size)

Evangels of benevolence, the most practical-minded of their kind, serve neutral good deities. They have few scruples about the ways in which they serve the cause of good, and carry themselves with a calm, mild demeanor.

They are the most cautious of the evangels, always considering the consequences of their actions. When not following direct instructions from their god, they tend to dither. They understand that they have great power, and they worry that what they do may have far-reaching disruptive consequences on both the local and cosmic levels. In this sense, they can prove difficult allies. But if an evangel of benevolence is persuaded that a course of action will serve the cause of good, it cooperates with spirit and determination.

Evangels of benevolence look like ordinary travelers. They have a recognizably humanoid shape, and they wear long travelers' cloaks with the hood drawn up around the face to conceal their lack of facial features. They carry a staff, as would anyone who wanders the roads (although it is, in fact, a powerful magical weapon). What gives them away is the glowing white aura of celestial radiance that envelops them.

Combat

Unique among the evangels, evangels of benevolence can turn or destroy undead, which they loathe. Whenever they are faced with undead creatures, they try to turn them before they perform any other action.

If no undead are present, they stand off and use their spell-like abilities to soften up their enemies or strengthen their allies, whichever seems to make the most tactical sense. If an evangel of benevolence has no more favorable options, it will attack with its staff. This weapon is a +5 *shocking burst quarterstaff*, a potent magical weapon of celestial origin.

Turn Undead (Ex): Evangels of benevolence may turn undead as if a good cleric of 20th level. They may use this ability any number of times per day.

Spell-like Abilities: At will — *continual flame*, *consecrate*, *convert*, *create food and water*, *cure moderate wounds*, *defend the right*, *invisibility purge*, *lesser restoration*, *prayer*, *protection from elements*, *remove curse*, *remove fear*, *searing light*, *speak with dead*. 3/day — *blade barrier*, *forbiddance*, *hallow*, *wall of stone*. 1/day — *earthquake*, *gate*, *greater restoration*, *holy aura*, *holy word*, *magic circle of life*. These abilities function as spells cast by a 20th level caster (save DC 17 + spell level).

In addition, the following abilities are always active on the evangel of benevolence's person, as if spells cast by a 20th level caster: *detect evil*, *detect snares and pits*, *discern lies*, *see invisibility*, and *true seeing*. These abilities can be dispelled, but the evangel of benevolence may reactivate them as a free action.

Spells: Evangels of benevolence can cast divine spells from the cleric list and from the Air, Good, Protection, Sun and War domains as 18th level clerics (save DC 17 + spell level).

Celestial Qualities: *Magic circle against evil*; *protective aura*; *tongues*; immune to electricity, petrification, cold and acid; +4 save against poison; low-light vision and 60-foot darkvision.

EVANGEL OF GRACE

Medium-size Outsider (Celestial, Good, Chaotic)

Hit Dice: 20d8+80 (170 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 35 (+5 Dex, +20 natural)

Attacks: 2 slams +26/+21/+16/+11 melee

Damage: Slam 1d8+7

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

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 30/+3, SR 30, celestial qualities, evangelic aura

Saves: Fort +16, Ref +16, Will +19

Abilities: Str 25, Dex 18, Con 19, Int 23, Wis 25, Cha 27

Skills: Concentration +26, Diplomacy +28, Hide +24, Knowledge (religion plus any four) +26, Listen +27, Move Silently +24, Search +26, Sense Motive +27, Spellcraft +26, Spot +27

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 19

Treasure: No coins; double goods; standard items

Alignment: Always chaotic good

Advancement Range: 21–30 HD (Medium-size)

Evangels of grace serve chaotic good deities. They are known for their love of harmless mischief, and they have a reputation for wandering off the narrow path of duty. Sometimes they enter the Material Plane on their own out of curiosity or boredom. When one does, it conceals its true nature with its spell-like ability to change shape. A party that stumbles upon an evangel of grace in a prankish mood may encounter a foolish-seeming fellow who is full of silly questions, or have a close brush with a passer-by and find later that minor items have been rearranged or misplaced.

But if evangels of grace relish a chance to make fun, they enjoy even more taking an opportunity to grant a blessing, no matter how small. Above all, they are merciful beings and like helping those who are in need. In fact, they enjoy a good deed all the more so if they can do it on the sly, without the beneficiary noticing. A healing spell here, an energy drain restored there, and an evangel of grace feels that it has fulfilled its purpose.

In their true form, evangels of grace have a recognizably humanoid shape with facial features to match. They always seem to be smiling, although whether it is a smile of kindness or one of jest is always hard to tell. A wispy, radiant sheen envelops them, rendering their outlines a little indistinct. This phenomenon gives them the appearance of being incorporeal when viewed under certain lighting conditions, and sometimes evangels of grace are mistaken for ghosts. They find this amusing, and when it happens they rarely pass up the chance to play a practical joke with it.

Combat

Evangels of grace do not shy from combat, but in a fight their first instinct is to heal their allies. If one of its friends has suffered an energy level drain or more than 25% of its hit points in damage, an evangel of grace will break off whatever it's doing and attempt to heal it. Only when none of its allies meet these criteria will it attack its enemies. In physical combat, it strikes with its appendages, generating such force that feels like an elemental's slam attack. This slam attack should be treated as an attack with natural weapons, not an unarmed attack.

Spell-like Abilities: At will — *charm person*, *create food and water*, *cure light wound*, *cure moderate wounds*, *cure serious wounds*, *invisibility purge*, *invisibility to undead*, *lesser restoration*, *protection from elements*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, *speak with dead*. 3 times/day — *charm monster*, *heal*, *insect plague*, *neutralize poison*, *polymorph other*, *polymorph self*. 1/day — *cloak of chaos*, *greater restoration*, *holy aura*, *refuge*. These abilities function as spells cast by a 20th level caster.

In addition, the following abilities are always active on the evangel of grace's person, as if spells cast by a 20th level caster: *detect evil*, *detect snares and pits*, *discern lies*, *see invisibility*, and *true seeing*. These abilities can be dispelled, but the evangel of grace may reactivate them as a free action.

Spells: Evangels of grace can cast divine spells from the cleric list and from the Air, Chaos, Good, Healing, and War domains as 18th level clerics (save DC 17 + spell level).

Celestial Qualities: *Magic circle against evil*; *protective aura*; *tongues*; immune to electricity, petrification, cold and acid; +4 save against poison; low-light vision and 60-foot darkvision.

EVANGEL OF JUSTICE

Medium-size Outsider (Celestial, Good, Lawful)

Hit Dice: 20d8+80 (170 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 50 ft., fly 150 ft. (perfect)

AC: 35 (+5 Dex, +20 natural)

Attacks: Beak +27/+22/+17/+12 melee, 2 claws
+22/+17/+12/+7 melee

Damage: Beak 1d8+7, claw 1d6+7

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

Special Attacks: Spell-like abilities, spells, aerial charge

Special Qualities: Damage reduction 30/+3, SR 30, celestial qualities, defend the law, evangelic aura

Saves: Fort +16, Ref +16, Will +19

Abilities: Str 24, Dex 20, Con 19, Int 23, Wis 25, Cha 28

Skills: Concentration +26, Diplomacy +28, Hide +24, Knowledge (religion plus any four) +26, Listen +27, Move Silently +24, Search +26, Sense Motive +27, Spellcraft +26, Spot +27

Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always lawful good

Advancement Range: 21–30 HD (Medium-size)

Evangels of justice serve lawful good deities. They get along well with paladins and lawful good monks, but they strike others as stern and humorless. In fact, they see themselves as the celestial equivalent of paladins — the gods' very own holy warriors, whose purpose is to smite evil and chaos wherever they may occur. Their ideological inflexibility complicates their relations with beings who think differently, but nobody wants to be on the bad side of an evangel of justice.

They cut a formidable figure and exhibit a flair for drama. Evangels of justice resemble extraordinarily large birds of prey, except that their wings have the curvature and downiness of angels' wings. Their long beaks curve down slightly at the end to a point sharp enough to draw blood. Their beak and their large talons make truly formidable natural weapons in melee combat. They have dark, beady eyes that are difficult to fathom. But as fearsome as they appear to be, evangels of justice are constantly surrounded by a shimmering silvery radiance as a reminder that they are, after all, creatures invested with divine authority.

They know how to make a showy entrance. When summoned, evangels of justice like to appear in mid-air, swooping to the aid of their summoner with a mighty cry. Even when it isn't clear that they're needed for a last-

moment rescue, an evangel of justice will appear with full flourish and drama, just because it wants to dazzle its allies and astound its enemies.

Combat

Evangels of justice are the most combative evangels. Although they relish physical combat, they use their offensive spells at the opening of a fight to soften up their opponents. When it comes to blows, their preferred form of physical combat is their aerial charge attack, in which they pierce enemies with their long, pointed beak. They execute this attack whenever a good opportunity presents itself.

Aerial Charge (Ex): Given the chance to line up its opponent, an evangel of justice can execute a deadly swooping attack with its beak. An aerial charge functions in every way as a charge attack, except that it receives a +4 bonus on the attack roll, not +2. A successful attack deals triple damage with the beak, as evangels of justice know how to execute the aerial charge so that it generates even more force than an armored warrior with a couched lance. They may strike with their talons for normal damage while executing an aerial charge.

The evangel of justice must be airborne when it begins its attack, although its target may either be airborne or on the ground.

Defend the Law (Su): The very presence of an evangel of justice gives heart to those who worship the deity it serves. All lawful good creatures within 30 feet of an evangel of justice gain a +2 morale bonus to all saving throws.

Spell-like Abilities: At will — *continual flame, consecrate, convert, create food and water, cure moderate wounds, defend the right, invisibility purge, lesser restoration, prayer, protection from elements, remove curse, remove fear, searing light, speak with dead*. 3/day — *blade barrier, break enchantment, flame strike, hallow*. 1/day — *fire storm, greater restoration, holy aura, holy word, magic circle of life, shield of law*. These abilities function as spells cast by a 20th level caster (save DC 17th + spell level).

In addition, the following abilities are always active on the evangel of justice's person, as if spells cast by a 20th level caster: *detect evil, detect snares and pits, discern lies, see invisibility*, and *true seeing*. These abilities can be dispelled, but the evangel of justice may reactivate them as a free action.

Spells: Evangels of justice can cast divine spells from the cleric list and from the Air, Good, Law, Protection, and War domains as 18th level clerics (save DC 17 + spell level).

Celestial Qualities: *Magic circle against evil; protective aura; tongues; immune to electricity, petrification, cold and acid; +4 save against poison; low-light vision and 60-foot dark-vision.*

FAIRFIEND

Large Aberration**Hit Dice:** 10d8+40 (85 hp)**Initiative:** +1 (Dex)**Speed:** 20 ft.**AC:** 16 (–1 size, +1 Dex, +6 natural)**Attacks:** 6 tentacles +10 melee; 3 bites +5 melee**Damage:** Tentacle 1d6+5 and poison; bite 1d4+5**Face/Reach:** 10 ft. by 5 ft./10 ft.**Special Attacks:** Poison**Special Qualities:** Scent**Saves:** Fort +7, Ref +4, Will +7**Abilities:** Str 20, Dex 12, Con 18, Int 8, Wis 10, Cha 11**Skills:** Hide +6, Intuit Direction +5, Listen +7, Search +4,
Sense Motive +5, Spot +11**Feats:** Alertness**Climate/Terrain:** Any land and underground**Organization:** Solitary**Challenge Rating:** 6**Treasure:** Standard**Alignment:** Usually neutral good**Advancement Range:** 11–14

HD (Large)

As their name suggests, fairfiends are singular and paradoxical creatures. The unwary find themselves shocked, threatened or repulsed by their bizarre appearance, and yet those who have endured prolonged contact with them swear that they are not only intelligent, but benevolent.

Three slender eyestalks, each containing a pair of eyes, extend from the fairfiend's bulbous trunk. At the base of each eyestalk is a pair of powerful, whip-like tentacles, each with a spiked pad at the end. Each pair of tentacles functions in coordination with the pair of eyes in its stalk. The spikes are retractable, so fairfiends can use their tentacles either for grasping or to inflict puncture and poison damage (see below). When they feed — and they feed almost continuously — they retract the spikes, which allows them to grasp food and shovel it into the cavernous maw in the middle of their trunk. Six stubby but powerful legs support the trunk.

Despite their voracious appetites, fairfiends are not terribly predatory. They graze on plant matter, scrape moss or lichen off of rocks, and sometimes feed on vermin. Only under extreme circumstances do they hunt for larger sources of food. In fact, those who have suppressed the urge to flee at the sight of a fairfiend report that they do not attack unless provoked or threatened. They also



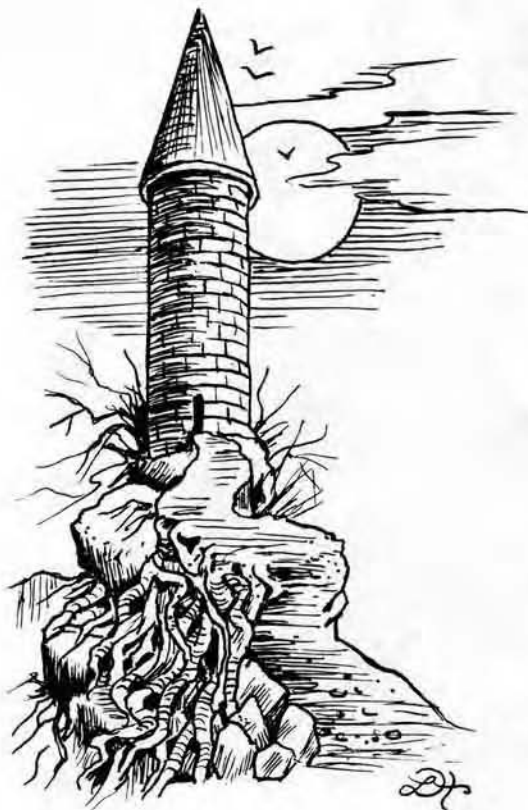
seem to possess some measure of intelligence, or at least an innate ability to distinguish good creatures from evil ones. They treat the former with good nature, and bristle at the latter. Some reports even suggest that fairfiends are capable of pity and empathy, and fairfiends have been known to cooperate with other good beings.

Fairfiends do not speak, only growling from time to time. However, many do possess a rudimentary grasp of Common, and understand it if spoken to them.

Combat

Fairfiends attack by swatting at their foes with the retractable spikes at the end of their tentacles. Each pair of tentacles may strike at a different opponent, since each eyestalk may act independently.

Poison (Ex): A fairfiend's spikes not only inflict puncture damage, but also inject a psychotropic poison secreted from glands just beneath the hide. A creature struck by a fairfiend's physical attack must make a Fortitude saving throw (DC 18) in order to stave off the toxin's short-lived but powerful mind-altering effect. If it fails, it behaves for 1d4 rounds as if affected by the spell *random action*. If the target creature is nonintelligent, it must still make a Fortitude save; if it fails it instead behaves for 1d4 rounds as if affected by the spell *daze*.



PALADIN WOLF

Medium-size Magical Beast

Hit Dice: 2d10+8 (19 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 15 (+2 Dex, +3 natural)

Attacks: Bite +4 melee

Damage: Bite 1d6+2

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

Special Attacks: Spell-like ability

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 14, Dex 15, Con 19, Int 8, Wis 12, Cha 12

Skills: Hide +7, Listen +5, Sense Motive +5, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any forest, hills, plains and mountains

Organization: Solitary, pair or pack (2–7)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral good

Advancement Range: 3–4 HD (Medium-size)

Paladin wolves are intelligent wolves that instinctively defend good creatures and fight evil ones. They possess the spell-like ability to heal physical damage, and they use it to help good creatures in distress. In fact, paladin wolves feel a deep kinship with creatures of good alignment, and they can form attachments to intelligent neutral good beings that are even closer and stronger than their ties to their own pack. This tie is so strong that neutral good druids may use *animal friendship* to gain a paladin wolf companion even though this creature counts as a magical beast.

Paladin wolves look very much like timber wolves, except for their sleek silver coats that gleam in sunlight and glow at night or underground if a light source is present.

Combat

Paladin wolves bite foes with their strong jaws. They instinctively rush to protect any being of good alignment, fight ferociously to aid lawful good beings, and defend their masters to the death. If a paladin wolf's master is reduced to less than half of his hit points it instinctively uses its spell-like healing ability on him unless ordered otherwise.

Cure Moderate Wounds (Sp): Once per day, a paladin hound may heal another being as if casting *cure light wounds* as a 1st-level cleric. It does so simply by nuzzling the target creature. Its selfless instincts forbid it from using this ability on itself, even if commanded to do so by its master. Instead, it acts on its own initiative to use this ability on any being of good alignment (DM's discretion).

SPIRIT PILGRIM

Medium-size Outsider (Good, Chaotic)

Hit Dice: 7d8+14 (46 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 16 (+1 size, +4 Dex, +1 natural)

Attacks: 2 fists +10/+5 melee

Damage: Fists 2d4+3 damage

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

Special Attacks: Spell-like abilities, smite evil, flurry of blows

Special Qualities: Damage reduction 10/+1, SR 25, celestial qualities, magic circle against evil

Saves: Fort +0, Ref +6, Will +4

Abilities: Str 16, Dex 18, Con 14, Int 16, Wis 17, Cha 16

Skills: Bluff +10, Concentration +10, Knowledge (any two) or Craft (any two) +10, Escape Artist +11, Hide +10, Listen +10, Move Silently +11, Sense Motive +10, Spot +10

Feats: Dodge, Improved Initiative, Improved Unarmed Strike

Climate/Terrain: Any land and underground

Organization: Solitary or pair

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic good

Advancement Range: 8–12 HD (Medium-size)

Spirit pilgrims all descend from a single common ancestor, a being named Lucresus that once roamed the planes of Good with his fellow celestials. Although a creature of good, Lucresus enjoyed creating mischief. When he "borrowed" a magical quarterstaff from a fighting order of solars, however, he set his own undoing in motion. No one doubted that Lucresus simply gave in to his curiosity about the weapon's heft and fighting qualities and intended no harm. But when he accidentally slew one of the solars who pursued him, he left the other celestials little choice. They appealed to their deities for guidance, then exiled him and his descendants from the planes of Good in perpetuity and decreed that they should serve penance by protecting good creatures wherever they should find them in the course of their wanderings. Since Lucresus enjoyed fighting, the reasoning went, he and his kin should spend eternity fighting in the name of Good.

Lucresus' descendants are known as spirit pilgrims. Technically, they are only half-celestials, but they retain many celestial qualities and powers. They can be found throughout the Material Plane, usually alone but sometimes in pairs. They prefer to remain aloof from political and social matters, but they take the side of good creatures

in a dispute if they get drawn in. If they find good creatures physically threatened — whether assailed by undead or menaced by fiends — they do not hesitate to leap into the fray and defend good from evil. If the mood strikes them, they may also attack evil creatures on sight, just because it pleases them to do so.

Spirit pilgrims are slightly built humanoids and average 5 feet in height. They go about in simple, unpretentious clothing, rather like monks. They have long, prehensile tails that they can use for grasping objects, but this is a symbol of their punishment rather than a benefit. Lucresus did not originally have a tail, but the deities of Good declared that he should be laden with one as a mark of his crime. Spirit pilgrims try to conceal their tails by bundling them inside their lower garments.

Spirit pilgrims speak Common and Draconic. They also retain some fragmentary knowledge of the Celestial tongue.

Combat

Spirit pilgrims relish a good scrap and they know how to handle themselves in a fight. They are proficient in all basic and peasant weapons, but they prefer using their monk-like unarmed combat skills. When they strike in unarmed combat, they deal normal rather than subdual damage.

Spell-like Abilities: At will — *blindness/deafness*, *cure light wounds*, *daylight*, *enthrall*, *find traps*, *invisibility purge*, *invisibility to undead*, *protection from elements*, *remove fear*, *searing light*, *sound burst*, *summon monster III*. 1/day — *restoration*. These abilities function as spells cast by a 8th level caster (save DC 13 + spell level).

Magic Circle Against Evil (Su): Spirit pilgrims retain enough celestial in them so that they are continuously enveloped in good divine energy, the effects of which are the same as *magic circle against evil* cast by a 5th level cleric. If this effect is dispelled, the spirit pilgrim may regenerate it the next turn as a free action.

Smite Evil (Su): As many as 6 times per day, a spirit pilgrim may concentrate its energy to make an especially powerful attack against an evil creature. It must decide to use this ability before making its attack roll. If the attack succeeds, it does an extra 2d6 damage and may stun its target. The target creature must make a Fortitude saving throw (DC 17) and if it fails, it is stunned for 1 round.

Flurry of Blows (Ex): In combat, a spirit pilgrim may sacrifice accuracy for speed, much as a Monk does. As a full attack action, it may strike three times in a round at +8/+8/+3, rather than twice at +10/+5.

Celestial Qualities: Spirit pilgrims are immune to electricity and petrification attacks. They have low-light vision and 60-foot darkvision.

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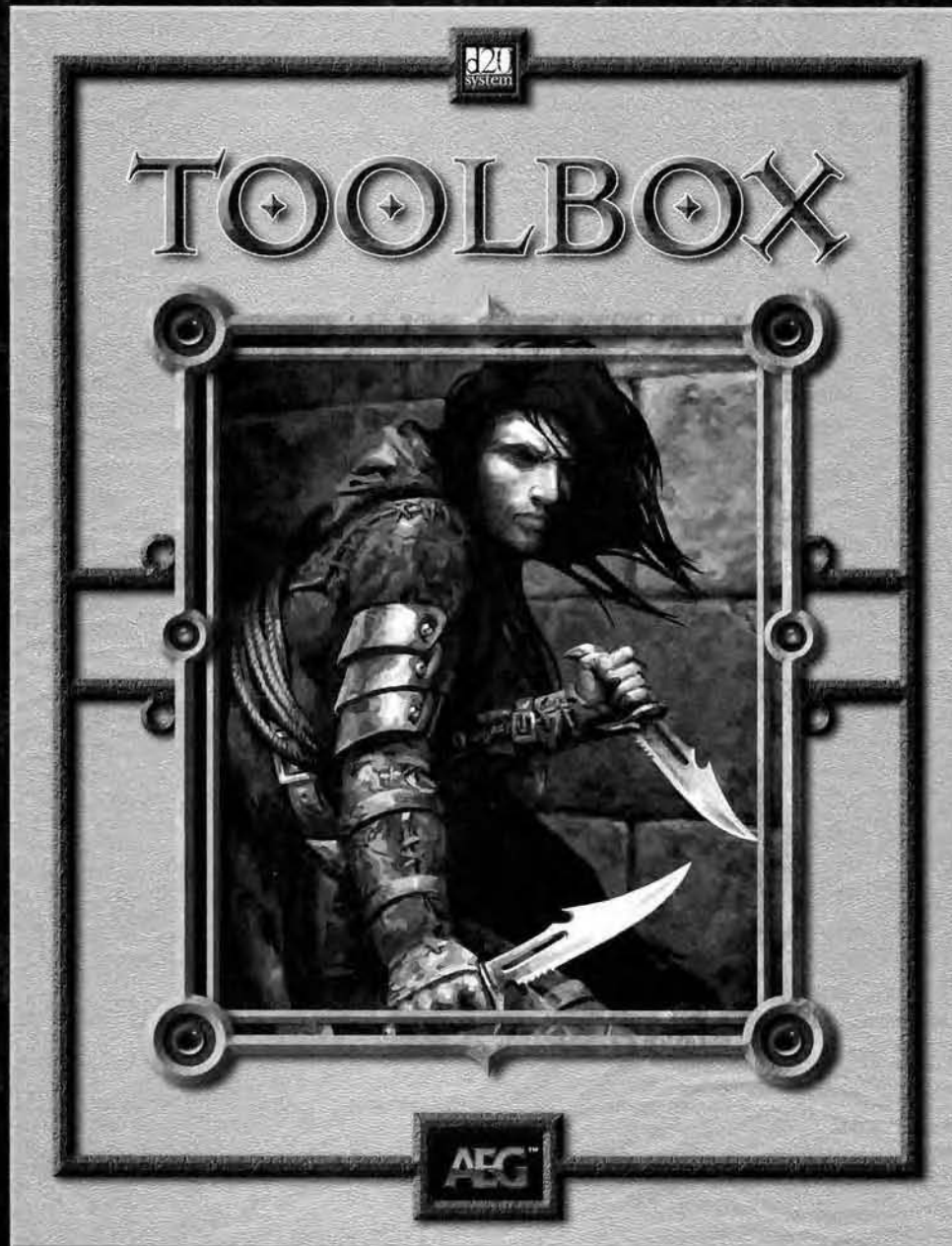
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Crack One Open



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— Enikir the Bold, Hero of the Four Wills

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