



SOLINAR
A D&D 3.5 Game World

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CREDITS

Playtesters:

The following gamers have aided me in playtesting my world over the years. From isolated city/wilderness settings to work out kinks or to actually begin the creation of this world, to those who have been most recent in aiding me and fleshing out the world and how things work. This product could never have been made without you, and I thank you from the bottom of my heart: Patrick McQuilken, Brian Empey, Michael Castle, Edgardo Nieves, Patrick Kinchen, Thomas Haenke, Shawn McDonald, Theodore Anderegg, Patrick Riley, Matthew Bennett, Kelly Ward, Cory Knight, Damian Gray, Jacob Myerly, Matthew Gray, Kevin Tucker, Caesar Camacho, Michael West, Christopher Anderson (with great support and comments by Campbell Anderson), Christopher Weaver, William "Sani" McPherson, and Anna Cargill.



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CHAPTER 1: AN INTRODUCTION

From the Author:

Firstly, I would like to welcome you to the world of Solinar! Initially, this world existed only as a single continent upon which I ran various 2nd Edition Advanced Dungeons & Dragons games over the course of a few years. Slowly I began to flesh out the entirety of the world itself, bringing more and more life to it as many of those listed in the Play-testers credits helped to develop it with me. It couldn't have been done without their efforts and their willingness to game in a 'non-canon' gaming world.

Additionally, the entire Underdark (save a small bit under the tiny island of Tilun) has been left untouched even upon those continents provided for you here to encourage your own imaginations to fill in the gaps, create an Underdark to suit your campaigns, and not constrain you to what is already developed.

Lastly, as a long-time Dungeon Master myself, I want to remind you of that one Golden Rule that many of us have lived by for years: "If you don't like it, change it!"

This section will serve as an introduction to the world of Solinar for those never having been here before. It is my hope (as the creator of this world) that it becomes a familiar location and place you enjoy playing. Solinar is a rich world, full of mystery and potential for those who seek it. The Prime Material Plane that Solinar inhabits is one created by the Draconic Overgod, Io. In his efforts to enhance his Plane, to ensure his creations can flourish, he has invited other beings of great power into the realm, though he remains one of five beings in the Plane with near-absolute power. On par with Io stands the Elemental Lords & Ladies, something that proved to be highly beneficial when Tiamat managed to shut out the other Gods & Goddesses with the help of others.

Again, welcome to my world... welcome to Solinar!



HISTORY OF THE WORLD

What is a world to adventure upon without tales of the world in which to envision oneself? Herein I shall endeavor to tell you the tale of Solinar, to paint the picture that is, so that you may find yourselves a home upon this world.

The Age of Mysteries

In times long forgotten, Io looked about himself, seeing none that looked as he imagined himself. Huge of form, glittering in color, and fierce of appearance, Io wanted others who would worship him that were similar to himself. The issue he saw was that his creations would find no peace in the lands that were. Using his power, Io crafted for his children a world where they could flourish without hurt from others. By his will, Solinar was created. With great waves of his wings and claws, water would spread to cover the world, landmasses rising from their depths, the sky painted in blue above it all. It was then that Io looked about himself in satisfaction. This world would serve nicely to play host to the being he envisioned.

Using various portions of the world beneath him, be it the rock of the mountains, the fire of the volcano, the wind blowing, or the water that covered the world, he shaped a being that pleased his senses. A being that looked as he imagined himself. Once created, he would infuse these with but a drop of his own blood, bringing forth a living form before him. Naming them Dragons, he released them upon the world below, watching as they spread and populated Solinar. So it would be for many millennia, the Dragons flourishing and pleased for the most part, unmolested by others. Until one day his children came to him in supplication. Many were unhappy at the state of the world around them, desiring more. Servants and enemies to unite against, new cultures and new ideas were needed they insisted for the Dragon to grow and prosper as a race. And to this end, Io could see the wisdom of it. Without conflict, without pain, without fought for happiness eventually his children would grow complacent and weak.

The Age of Dawning

So Io would reach out across the cosmos, seeking others like himself who held the power of creation... other Gods and Goddesses from across the wide multiverse around him. Approaching these beings, Io made a deal with them: he would bring forth new lands for their creations to populate and allow them to live upon his world... but they must recognize the supremacy of the Dragon. Many refused though many more would accept. So it was that the First Broods came to reside upon Solinar, bringing with them their own hopes and desires, conflicts and joys, hatreds and wants, and the 1st Celestial Pact was signed. Dragons would now encounter these new beings, and thus come into conflict with them eventually. Many years would pass in relative peace as the First Broods honored the words of their Gods and Goddesses, recognizing the supremacy of the Dragon as agreed upon with Io.

Over the course of many generations, a darkness would creep into the hearts of the First Broods. Many coveted what the Dragon had. Many wished their places to be elevated in the world. So it was that the Neogi, ever the sly and power hungry, along with their allies of all the other races would start the initial conflict, quickly threatening to overcome the less populace Dragons. Io, seeing this, would cause a great rain to erupt across Solinar, his tears falling upon his children and changing them, making them stronger. Io did not wish to see his creations destroyed and thus made them stronger. This was the fire the Dragons needed, allowing them to fight back most effectively indeed. Along with this new power came a rage burning within them never known before, a rage that threatened to lash out and obliterate all that stood before it, the first Dragon Rage. Soon the Neogi and the others were all but eradicated on Solinar, the rest driven off the world, whisked away by their Gods to other worlds. Seeing this, the remainder of the First Broods knew fear. The Dragons had become more powerful while their own Gods failed to compensate. Most who know the story agree it was punishment from the other Gods for their treachery, for their refusal to adhere to the pact made with Io, and abandoned them to their fates. Many would hide, many more would flee the world, but not all could escape. What was a conflict started by a few quickly became a great war that spread across Solinar.

Centuries and then millennia would pass as the Dragons slowly destroyed, drove off of Solinar, or subjugated the other races. Only then did a calm spread among the Dragons, Io appeased by the punishment of the transgressors, and the "Great Dragon Rage" as it was later named came to an end. It is said that a Dragon chronicler once made record of this time, of all that transpired, though none have met this chronicler nor found his records. Regardless of records kept or not, it is known that the Dragon fire within was sated, and a new era of peace was upon them. It was then that Io created the other Dragon Gods to help watch over the realms below him, giving to them different aspects of what it meant to be a Dragon to preside over. Then Io, knowing that his children would eventually grow to feel the same as they did in previous ages again reached out to find new Gods and Goddesses, hoping to find other beings to populate his world.

The Age of Glories

Io, having found a Second Brood that would populate Solinar, returned to the world he created, only to discover the Dragons at war with each other. A side effect of his blessing, the Dragon Rage apparently would rise within them at random. Seeing this, Io would work to remove this rage from his creations, soon learning it could not be done without weakening them again. Fearful of another great war, Io refused to do so, instead making it so that the Dragon Rage would only rear its head rarely. He soon discovered that some of his creations were more prone than others to the Rage, and further marked them so that all would know not to anger these

Dragons needlessly. No more was their only Dragons of a metallic sheen, now Dragons of varying hues populated the length and breadth of the world below him, marking them so that their dispositions could easily be determined.

Only then did Io open Solinar to the Second Broods, signing the 2nd Celestial Pact, and bringing Elf, Dwarf, Gnome, Halfling, & Orc upon the world. Others soon followed, and Solinar became vibrant in its flora and fauna as these other Gods and Goddesses left their mark upon the world. Wishing to give of these other species a place to call their own, Io created other lands upon the world. No longer was Draconis Major and Draconis Minor the only landmasses upon the world. Aver, Tynus, the Dragon Isles, and others soon came into being. It was during this time that it was discovered that Dragons could father new creatures with these other races, and thus the Half-Dragon came into being. Seeing not an abomination but a hope for the future of coexistence, Io would bless these beings with the ability to eventually become true Dragons if they desired to by dedicating themselves to him.

The other races would occasionally grow to despise each other, fighting battles amongst themselves as they spread across Solinar. Remembering times of the past, Io did not allow these other races to populate Draconis Major nor Draconis Minor, instead giving to them the other lands of Solinar and letting them develop as their Gods and Goddesses saw fit. Though some would come to worship Io and the other Dragon Gods, these were few and far between, and these he would allow to settle upon the "Dragon Lands" as the other races called the two continents on the other side of the world. They joined the Genasi there, subservient to the Dragon, but living in peace with them as well.

After approximately 500 years as hunter/gatherers, the Elves would settle into the lands now called Quivala, founding a great nation of their kind called Quinvo. Elves more willing to live beneath the waves founded Anjala to the south of Quivala, and the two joined forces to become the first Elven Nation. About this time, another group of Elves founded Illustus on the continent of Aver, coming into contact with the Dwarves of Earth Home who had been there for some time. The War of Pick and Arrow would erupt shortly afterwards, a conflict started over the rights of the water beneath northern Aver, a conflict that erupted because each side suspected the other of contaminating the water source. None knew that this conflict was due to Tiamat's baleful influence. The hills that make up what is now called Waterton, home of the Halflings, served as the battleground for these two races until the Halflings threw in their efforts with the Elves. The war ended in a truce after Tiamat's involvement was discovered, but it would serve to be known as the first ever war waged between members of the Second Brood.

Millennia afterwards, the second of the wars waged between members of the Second Brood erupted between the Gnomes and the Orcs, reflecting the greater conflict being waged in the cosmos between their Gods and Goddesses. The results of this war were particularly devastating to the Gnomes, illustrating to the others what can happen to them should they fail to keep reign on their creations. The Orcs nearly eradicated the Gnomes of Solinar with the survivors fleeing to an island in the Ugh'Ratha island chain. Garl Glittergold, in a desperate attempt save his Gnomes, raised the island to form great cliffs to further protect his people.

Due to these great conflicts, a calm seemed to settle over the lands. Fifteen millennia of relative peace would settle across Solinar with but small skirmishes here and there over petty reasons. It is known that Humans arrived on Solinar during this Age, though near to the end of it, settling upon Tynus and the Dragon Isles.

The Age of Mortals

It is because of the appearance of Humans that Valn'Trava would come to be known. Valn'Trava was a great Elven Seer who always before had foretold of great events that would happen to his people. But now, something had happened. Chronopsis, the Dragon God of Time, had blessed the humble Valn'Trava with a sight stronger than before, allowing him to make the Trava Prophecies. These predictions would time and again prove to be true, making Valn'Trava famous against his wishes. He used this new-found fame to create the Unified Calendar, symbolizing his desire for all races to come together. This Unified Calendar soon became the standard by which all races would mark time. Two events would occur that marked this most auspicious time.

The first event to occur was the birth of Emperor Xun Tia's son and heir upon the Dragon Isles. Xun had established himself as Emperor of these lands, looking after and guiding the Humans there. For Dragon Islanders, this was a time of great celebration for their benevolent leader.

The second event to occur was the first ever appearance of the island that would be known as Phase. None know where Phase came from, nor why it would disappear from Solinar periodically, but it has become a feared place, avoided by others.

About a decade after the founding of the Unified Calendar, Tiamat hatched a plan while Io underwent the Dragon Sleep, successfully sealing away the Human Gods from Solinar. This seal would last for ninety years, with many Humans turning to the Dragon Gods for power. Eliphasilantix, son of Bahamut, would assist the Humans with knowledge and power in order for the Humans to break the seal that bound their Gods and Goddesses from them. During this time Bahamut and Tiamat would battle, and Bahamut would fall. Before dying, Bahamut bequeathed his power to his son Eliphasilantix, thus allow him to overpower Tiamat and finally break the seal to allow the Human Gods to return to Solinar. Io would awaken due to this conflict, seeing Bahamut's lifeless form, and decreed that

no Dragon God may directly war with another. Instead their followers could choose to do so on their behalf, a decree which the other Deities saw and quickly adopted for themselves, shaken by the death of a divine being.

Many things would come to pass in the first three centuries of the Age of Mortals. This is the time you find yourselves in, this is the time to make your own mark upon the annals of history... if you can.



ROLL OF YEARS

This roll of years shows major events that have occurred throughout the history of Solinar. It has been converted to the Unified Calendar for ease of use, though other cultures may still mark time differently.

AGE OF MYSTERY

-50,000 BC and before: There are no records that discuss anything before this point in time. It is assumed that no races existed on Solinar before this point; however none can say with any certainty that this is the case.

AGE OF DAWNING

-45,000 BC: The First Broods are assumed to have begun populating Solinar around this period of time, after the 1st Celestial Pact is made with Io. There is no exact basis for this, except for a stone tablet found written in Draconic text. This text references the next entry, but given the timeline proposed in the text, this is the best estimate that can be made.

-44,000 BC: Elder Tablet is written. The Elder Tablet was a stone tablet the size of a barn door discovered high in the mountains of Tyrnus. It seems to be some sort of written account by a dying Dragon that states:

“The Lumins have finally driven me to my death. For a thousand years, since the founding of their nation, and my own hatching fully grown into this world, I have fought against their encroachment... and now I lay dying... having failed in keeping them from my very doorstep.”

-44,000 to -19,000 BC: First Brood Wars. Limited scraps of information are available to detail this period of time in any accurate fashion. Of what has been found, only the Draconic texts are able to be translated, and there is little to no reference to timelines in these texts. It is known that the First Broods fought across the length and breadth of Solinar, seeking to establish dominance and rulership over the lands... and that all the races battled fiercely against each other.

-19,000 BC: The First Broods die out? No one is sure what happened to the First Brood. Of the meager gathering of written accounts discovered, it is known that for approximately 25,000 years they reigned across Solinar and that great wars were fought amongst them. The only text able to be found from this period is again Draconic and gives this timeline:

“After 25 millennia we have finally won. The rest have been driven out of this world or destroyed. The Lumins, the last remnant, has finally been crushed beneath our claws and burned away by our breath. We have won. There may be survivors, but none will threaten us again.”

AGE OF GLORIES

About -18,000 BC: Coming of the Second Brood and the formation of the 2nd Celestial Pact. Around this time (again there are very few written accounts to verify this) the Second Brood began to populate Solinar after being created by the Gods. One Draconic text discovered pointed to a period of 1000 years in which only the Wyrms ruled the length and breadth of Solinar, having driven out all other claimants... until the arrival of the Second Brood.

-17,500 BC: After 500 years as hunter-gatherers and nomadic movements, the Elves founded Quinvala on the continent of Tynrus. It remains the oldest nation of Elves in existence today. During this period, unified by the first king of Earth Home, the first caverns were hollowed out to form Earth Home for the Dwarves who lived in a small collection of caves in the mountains before this point.

-17,400 BC: 100 years after the founding of Quinvala, the Sea Elves found the great coral city of Anjala beneath the waves south of Quinvala. It is the first such settlement and the center of Sea Elven culture to this day.

-17,250 BC: The Dwarves of Earth Home are first encountered by the Elves of Illustus as the Dwarves were logging on the western edges of the Illustus Forest on Aver. Tensions begin to rise during this period and the area becomes a disputed zone where both races stake claims. It would remain this way for two and a half centuries before western forests were depleted and the Dwarves needed wood for construction.

-17,000 BC: War of Pick and Arrow erupts on Aver. A great war between the Dwarves of Earth Home and the Elves of Illustus erupts over the disputed territory. The hills that are now known to hold Waterton served as a battleground between the two warring races, each seeking to lay claim to the vast underground lake found there. Halflings, who until this point had lived unnoticed in the hills threw in their lot with the Elves in order to survive the conflict.

About -16,000 BC: After careful thought and consideration, the Gnomish Deities create the Gnomes in their image, populating Ugh'Ratha and Tynrus. Unfortunately, the Gnomes came into almost immediate dispute with the then peaceful Green Orcs, who the Orcish Gods placed in locations nearby. Arguments over disputed territory begins, though most encounters between the two races remains conflict-free. The Gnomish Gods, satisfied with their level-headed creations, remain out of the issue. Unlike them though, the Orcish Gods stew over the matter... growing increasingly frustrated.

-15,992 to -15,876 BC: Gnomes and Green Orcs battle across Ugh'Ratha and Tynrus in what would be called the Rain of Blood to both the Gnomes and the Orcs. Some say the Gnomish and Orcish Gods themselves started the war due their disagreement, wanting to finally settle matters... but none know for sure. What *is* known is the results of this devastating war. The Green Orcs nearly eradicated the Gnomes of Solinar... driving them to near-extinction. This resulted in Gnomes across Solinar consolidating on a mountainous island in Ugh'Ratha, and founding a city. It is from this time forward that Gnomes began their decline. To this day the site of a Gnome is cause for any race to display curiosity.

-15,875 to -5001 BC: Not much is known about during this period. It is known that there were minor conflicts here and there... but that the races lived relatively peacefully among themselves during this time frame. Nations rose and fell through various means be it by famine, drought, war, pestilence, or lack of resources.

-5000 BC: Humans are brought to Solinar after their Gods and Goddesses came to terms with Io, forming the 3rd Celestial Pact. These Humans settle in Tynrus and the Dragon Isles, spreading from there over the centuries ahead.

-3110 BC: Humans settle upon Aver for the first time, refugees fleeing the slavery of Tynrus. The small group sets up on the southern edge of the Illustus Forest, upon the ruins of an ancient civilization.

-3108 BC: Humans moved southward, joined by others from Tynrus, and found the village of Raran after the leader of the Tynrus group.

-3105 BC: After initial conflicts, mainly caused by misunderstanding (and Tiamat's baleful influence), the Humans and Elves of Illustus come to a peaceful coexistence plan.

-3087 BC: The Humans of Raran establish a defensive wooden palisade around their growing town, establishing a more militaristic outlook and increasing tensions with Illustus. This town would grow dramatically over the course of the next few decades.

-3001 BC: Official non-aggression treaties are put in place between Illustus and Raran. Raran turns to southern expansion to allow their populations to grow even more.

-2987 BC: The founding of the coastal city of Netal in Raran-controlled southern Aver.

-2985 BC: Human settlers of Raran found the Kingdom of Raran officially, installing the Raran family as the monarchy.

-2903 BC: The founding of Halleh by the Kingdom of Raran.

-2876 BC: The city of Halleh is destroyed in a night of terror and fire by the ancient Red Dragon Askoni after his awakening from a long slumber.

-2803 BC: The mining town of Miner's Rest is founded to allow those plumbing the depths of the southern hills of the Shield Mountains to have a place of rest. The town soon grows larger and becomes a city unto itself.

-2673 BC: The town of New Halleh is founded upon the bones of Halleh, commanding a dominate position on the river delta. Fishing and farming form the backbone of the new town, making it a hub from which flows food to all of Raran.

-2600 BC: Official founding of the fledgling Raran Navy.

-2586 BC: Birth of the Raran twins, Ulif and Thalís.

-2568 BC: Disagreement between Ulif and Thalís leads to a confrontation. Defeated, Ulif would retreat over the Shield Mountains and disappear for a time. Thalís is officially proclaimed King of Raran.

-2504 BC: Ulif Raran officially becomes a Lich now calling himself Yardran and founding the stronghold of Nephidia on an island off southern Aver.

-2067 BC: Birth of Ebarin Izarephel on Aver.

-2021 BC: Ebarin Izarephel is granted immortality by the Human God Artinus for services to the God.

-1501 BC: New magic, called a Mythal, is created to combat the growing expansion of violent Humans and other races into Elven lands, making Illustus Isle a safe haven for those seeking peace and cooperation between all races.

-1500 BC: The Queen of Illustus, with the newly laid Mythal in place, announces her plans to open the borders of Illustus to non-Elves in a bid for peace and understanding between all races.

-1499 BC: Most Elves withing Illustus see the Queen's actions as prudent and necessary given the fall of the Dragons, though some stand against the idea.

-1485 BC: Tensions within Elven society continue to rise with many smaller villages in the eastern portion of Illustus Forest banning other races from entering their territories.

-1403 BC: Fouding of the village of Riverbend in the Kingdom of Raran. The town remains to this day, serving as the primary source of wood for the Kingdom.

-1341 BC: The first appearance of a group calling itself "The Pure" rears its head in Illustus, violently opposing Humans and other races within Illustus. Importantly, this group takes no direct action against sympathizers, though are saddened by their refusal to see their wisdom.

-1307 BC: The Pure has grown into a shadowy force within Illustus, thwarting the plans of the Queen repeatedly. No Elf-on-Elf violence has occurred beyond a few, minor, incidents resulting in bruised egos and the occasional bump or scratch.

-1201 BC: After decades of internal strife, Ebarin Izarephel un.masks and is forced to slay the leader of the Pure... who turns out to be the grandchild of the queen of Illustus. Though this was a huge victory for those seeking cooperation, the Queen is forced to adhere to Elven Law, and banishes Ebarin from Illustus Isle, sending him to the mainland to serve as the Queen's Ambassador within the settlement of Elfhome.

-1184 BC: Founding of the village of Hap in the Kingdom of Raran. This village serves as the primary horse and livestock producer to the kingdom to this day.

-1103 BC: Birth of the Princess of Illustus, Jianna Irinalu. Death of King Anitalus Irinalu, consort to the Queen. Expansion of Elfhome sees the first forest floor dwellings and buildings made. The few Humans who made their homes within Elfhome are seeing the birth of Half-Elves, who will eventually form the majority of the population of Elfhome.

-1000 BC: Ebarin lays a second Mythal on the Isle of Lakeview, the summer retreat of the Royal Family, as a result of assassination attempts against the Queen and the yound Princess of Illustus. The newly laid Mythal becomes a safehaven and a portal is quickly established between Illustus Isle and Lakeview for easier travel.

-753 BC: After a tragic misunderstanding ending in the deaths of 3 Dwarves and 4 Elves, both races withdraw from trade agreements.

-752 BC: Open conflict between the Dwarves and Elves of Aver erupts during this year, seeing the deaths of more than a few.

-750 BC: After two years of minor skirmishes a true battle between the might of the Dwarves and Elves erupts near what is now called Waterton. A curious Halfling youth, a race neither of the other two realized existed yet, is caught in the crossfire between the races resulting in his death. This single act brought a screeching halt to the war.

-502 BC: In his role as Queen's Ambassador, and at her behest, Ebarin oversees the settlement of the western reaches of Illustus by Centaurs and a tribe of Felians.

-501 BC: Resurgence of the Pure. A new leader steps forth from the shadows as a direct result of the Queen's continued acceptance of other races. It is known that the first internal Elven civil war erupted under the tree canopy in this year... pitting Elf against Elf... sometimes within the same family.

-483 BC: At the end of this year that Princess Jianna is killed by members of the Pure. In an act of grief, the Queen of Illustus struck out in magical fury. Because of her inconsolable status and her raging power, Ebarin is forced to place the Queen into a deep slumber lasting 10 days at the end of the year in order to calm her as her people needed her.

-482 BC: The Queen enters a period of quiet contemplation and prayers to Corellan. Her pleas to the Elven Deity are heard and Corellan steps in to end the Elven civil war. Those willing to stand down and come to terms with the Queen were allowed to stay. Those refusing to put down their swords, including the Goddess Lloth and her followers, were forever marked, becoming black of skin and white of hair to visibly mark their stances against the Elven God. Thus were the Dark Elves created and banished.

INTRODUCTION OF THE UNIFIED CALENDAR

As previously mentioned, the Unified Calendar was created initially by the great Elven Seer, Valn'Trava, who also provided a vast collection of prophecies. Known as the Trava Prophecies, these have guided through counsel many nations that have risen or fallen since their recording... regardless of their racial background. Even Dragons harken to the Prophecies... too many have been proven as factual to ignore them. The Unified Calendar was instituted across the length and breadth of Solinar and was quickly adopted by most every race in existence. The starting point, or year Zero of the Calendar, is marked by two significant events on Solinar; the birth of the Emperor of the Dragon Isles' son, and the appearance of Phase.

AGE OF MORTALS

0 UC: Founding of the Unified Calendar. Birth of Emperor Xun Tia's son and heir. First appearance of Phase on Solinar. Humans begin settling on the Dragon Isles, Tyrnus, and Ugh'Ratha.

11 UC: Tiamat's Wrath in which the Human Gods are locked away from Aver occurs.

23 UC: Founding of Shi Jin on the Island of Sands.

48 UC: Shi Jin gains independence from the Dragon Isles and becomes a principedom.

53 UC: Founding of the Knightly Orders across the face of Solinar after much fighting among the more militant members of former Human churches, each choosing a land to rule and build a place of training.

57 UC: A charismatic Felian named Scarath forms a new pack, departing to the Bastion Mountains on Aver and founding a new community there.

88 UC: The Scorpion Clan rises to power in Shi Jin. Death of Scarath, his new tribe remain within the Bastions.

100 UC: The Human Gods are released from their blockade, returning to Solinar to guide their creations.

102 UC: The Human Gods take up Demigods that serve in their name for the first time.

103 UC: The Felian followers of Scarath suffer defeat at the hands of a surprise attack. Calling themselves the "Raven Clan", a band of Dragon Islanders conquer the unprepared tribe.

321 UC: Dragon's Den is re-founded upon the bones of an ancient ruin of the First Broods on Aver after the slaying of the Adult Red Dragon Karsteine the Terrible. Dragon's Den, Xulin, and Trademeet for the Northern Alliance to combat the forces of Nephidia. A Dragon Islander of royal blood, Sho Jurou, arrives in the Bastion Mountains, taking over the Raven Clan for his own nefarious purposes.

327 UC: The MoonStone Dragons first appears in Dragon's Den, serving as agents of the Lords of the Den. Discovery of ancient Villika in the Bastion Mountains by the MoonStone Dragons, who dub the region "Westreach". Awakening and reinvigoration of a Dwarven clan, the Stonehearts, after being driven underground in ancient times. At the end of this year, Xulin becomes encased in a gem-like field of power allowing none to enter or leave it. Refugees from outside the field travel to Westreach to settle. MoonStone Dragons succeed in removing the field of power.

328 UC: The Northern Alliance (Dragon's Den and Trademeet) spend the majority of the year facing both Nephidian forces pushing north to attempt to take the only pass through the Shield Mountains as well as Lizardfolk from Ssilass Swamp. Overtures are made by the Northern Alliance to enlist Westreach into their coalition as Xulin has fallen. A mysterious plague has hit the Stormtrees, ravaging through the Barbarian tribes there. Additionally, a similarly virulent plague has hit Raran. All suspect Nephidia of course, but none know for sure who is at fault.

329 UC: With Westreach joining the Northern Alliance, the Black Dragons finally gaining full control of Ssilass Swamp, and the curing of the magical plague wrought by Nephidia, the evil southern nation has suffered set-backs in their plans. Pulling back their forces, a relative calm settles over the disputed region of Aver. Xulin remains isolated, though beings have been witnessed to fly from their borders... great, shadowy things that watch for a time then depart. Though their intentions are unknown, many in Westreach and the Stormtrees wonder what new horrors reside there... and what their plans will be for the future.

330 UC: The current year.



TIME ON SOLINAR

Solinar is a planet with many similarities to Earth. Solinar's rotational cycle, gravitation, and other worldly mechanics are exactly the same as what you would expect walking out your own front door. Solinar has one moon that is known as Elanna. Elanna is one of the original Deities of the world, the Goddess of the Moon. Additionally, Solinar revolves through the cosmos around a singular sun called Elia after the Goddess of the Dawn, sister to Elanna of the Moon.

A few centuries ago, the Unified Calendar was created and has spread across the face of the planet so much so that the majority of the world utilizes this same method of marking the days and years. The Unified Calendar was created initially by the great Seer, Valn'Trava, who also provided a vast collection of prophecies. Time has shown them to be accurate... and sometimes frightening. Valn'Trava was, after all, the man that foretold the Fall of the Gods, and the Dragon Age of Man. Though many of his prophecies have yet to be satisfied, all have been proven to be completely accurate, if vague in their depiction. People from Earth might consider him Solinar's version of Nostradamus, however it should be noted that Valn'Trava's prophecies are completely true and accurate... even if they have not been identified and linked to an event currently.

By the Unified Calendar, there are 10 days in a week, which is called a Ride on Solinar. The days were named for some of the Human Gods that watch over Solinar. A month on Solinar is called a Moon, is 30 days in length, and consists of 3 Rides. When referencing time, it is not uncommon to hear a farmer say "in the second Ride of the Moon", meaning that in the second 10-day period of the month. A year is 365 days in length, consists of 12 Moons, and is called a Winter as that is the easiest season of the year to properly mark no matter where one finds themselves.

U.C. Name of Day

Artuun
Batuun
Ixtuun
Lituun
Nituun
Shetuun
Wotuun
Yutuun
Eltuun
Vatuun

Earth Equivalent

Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday
No Equivalent
No Equivalent
No Equivalent

U.C. Name of Month

Deep Winter (30 days)
Winter's Turning (30 days)
Rainfall (30 days)
Spring's Light (30 days)
High Festival (5 days)
Lord's March (30 days)
God's Watch (30 days)
Sun's Fury (30 days)
Harvest Moon (30 days)
Autumn's Coming (30 days)
Hunter's Moon (30 days)
Winter's Coming (30 days)
Year Ending (30 days)

Earth Equivalent

January
February
March
April
None, Festival
May
June
July
August
September
October
November
December



The High Festival is a holiday that celebrates many things. Farmers mark this as the time to celebrate the planting of their fields and the hopes for a good crop. City dwellers mark this time by conducting ballots for their elected officials. Elves celebrate this as a time to thank the Elven Gods for the rains of the previous month which has renewed their green environment. Desert folk mark this as the end of the monsoon season which has replenished life in their world. Every culture and race celebrates High Festival... sometimes in a different way than anywhere else and sometimes called by another name.

As you can see, High Festival is an important time of year on Solinar. One other thing occurs during High Festival which is important no matter where you are. Rulers of all cultures and races use this festive time to conduct their great meetings, discussing politics and trade. During this time contracts are renewed, Knights are appointed, apprentices released, vows made between lovers, and a whole host of important events that mark the lives of all on Solinar.

A COMMONER'S LIFE*

**Thanks to Medieval-Life.net for their excellent resource of daily life during the medieval period of Earth. It was used almost exclusively for this section.*

Life in Solinar can be very much like life in the medieval period of our own world, Earth, in many locations. Feudalism is alive and well in places like Aver, and are very near what life would be like in ancient European kingdoms oftentimes. In this section, I will endeavor to give you an idea of what life is like for much of the 'common people' of Solinar, primarily in the Kingdom of Raran.

Social Life

For Commoners, most of their time is spent working the land, and trying to grow enough food to survive another year. Feasts mark sowing and reaping days, and occasions when peasant and lord could rest from their labors. Social activities are important, and every citizen in a town is expected to attend, even if it's just to relieve the monotony of their lives. Fairs with minstrels and acrobats performing in the streets... merchants selling goods in the town square... games of chance held at the local tavern... tournaments featuring knights from near and abroad... these are just some of the ways peasants spend their leisure time. Weddings are cause for the entire town to celebrate and are most often accompanied with a feast.

Living Conditions

Smaller even than a village, the hamlet is a collection of three or four families usually that have congregated their homes in one isolated location, usually surrounded on all sides by farmland and pastures. It is not uncommon for one or more of the families to allow travelers to sleep the evening in their barns, even going so far as to feed them should they be willing to either assist with chores in the morning, or can pay.

Villages consist of a population comprised of mostly farmers. Houses, barns, sheds, and animal pens clustered around the center of the village, which is surrounded by plowed fields and pastures. Human society often depends on the village for protection and a majority of people call a village home. Most are born, toil, marry, have children and later die within the village, rarely venturing beyond its boundaries. Neighboring villages will parley to set boundaries that will be set out in village charters.

Next in line, as far as size goes, is the town. The town is distinctive from a village in that actual fortifications are used to protect the town's inhabitants, permanent shops are established, and some semblance of law and order is kept by a police force or more permanent militia.

Cities see the largest congregation of Humans on Solinar. With the benefit of protection and support, the city is often overcrowded at best and usually broken down between the classes rather distinctively... sometimes going so far as to divide the city up into Quarters like in Shi Jin. City homes between the rich and poor differ little from the outside except for the truly rich, each being made of the same stone brought in from nearby quarries. But the inside accommodations are far more telling. A poor family might be cramped into one room, faring little better than peasants in the country, while rich merchant lord's families might occupy four floors, from cellar to attic, complete with servant quarters.

Comfort is not always easy to find, even in the wealthiest of households. Heating is always a problem with stone floors, ceiling and walls, unless one can afford magical augmentation to the household. Little light comes in from narrow windows as glass is rare, and oil and fat-based candles often produce a pungent aroma unless shutters are thrown wide periodically throughout the day, though beeswax is becoming more and more popular amongst the common folk. Furniture often consists of wooden benches, long tables, cupboards and pantries. Linen, when it can be afforded, might be glued or nailed to benches to provide some comfort. Beds, though made of the softest materials, are often rife with bedbugs, lice and other biting insects. Some try to counter this by tucking in sheets at nighttime in hopes of smothering the pests, while others rub oily liniments on their skin before retiring. Of course, those that can afford it hire spellcasters able to rid them of these nuisances, and indeed many young spellcasters begin their early careers providing these services within a city.

Hot baths are very popular and most towns have public bathhouses in the style used most often on the Dragon Isles. Villagers must often make do with their own heated water in wooden tubs, or wash in a stream away from central watering points.

Sustenance

Medieval foods and diets depend much on the class of the individual. For those living in the manor house, there is a wide range of foods available. Fowl such as capons, geese, larks, and chickens are usually available to the lord and his family. They also dine on other meats; beef, bacon, lamb, and those living close to water may regularly dine on salmon, herring, eels and other fresh water fish. Fish would either be sold fresh or smoked and salted. Wealthy society can afford large quantities of milled flour and other meals made from grain. Dairy products such as cheese and butter can also be seen on the manor table.

Commoners, on the other hand, have a much simpler diet available to them. Most of the wheat they harvest goes exclusively to the market, and peasant breads are made from barley and rye, baked into dark heavy loaves. Ales made from barley quaff the thirst, as do water drawn from the well, sweetened with honey. Peasant society gets what little proteins they can from peas and beans that are added to bread and pottage, though deer, pheasant and wild boar can be hunted without being illegal as it was in some societies on Earth. Pottage is often favored over bread, because it does not require the grains that the miller usually guards closely. Onions, cabbage, garlic, nuts, berries, leeks, spinach, mushrooms, and parsley are some of the foods that are combined to make thick soup. Raw vegetables are considered unhealthy and rarely eaten, but anything that can be grown, with the exception of known poisonous plants, are added to the mix. Lucky families may also add salt pork or fatty bacon for flavor and protein. Poorer society depends on these simple foods for survival.

Social Ranks

In cities, social status is often painfully obvious with some people wearing little more than rags, while others that have the money appear in fine clothing. There are clearly defined social ranks within the cities: Servant, Peasant, Craftsman, Merchant, Soldier, Wealthy, Clergy, and Noble from lowest ranking to highest ranking. In villages and hamlets throughout Solinar, there are much fewer distinctions: Peasant, Craftsman/Merchant, Clergy and Noble from lowest to highest ranking.

Country marriages are often the result of love, marriage among the noble class is more a business transaction than the culmination of ardent feelings. In many of the larger cities of Solinar, women have very little place in society with the exception of serving as 'arm candy' for men during important events. In comparison, women of most villages are seen as equal to a man, serving in militias, tilling fields, and every other task a man can perform. It is interesting to watch the reaction of a high-born city woman or male when the female blacksmith of a small village has to put new horseshoes on their horse.

Education

With a few rare exceptions, schools are non-existent throughout much of Solinar. Those places where schools are common have grammar, rhetoric, logic, Common Tongue, astronomy, philosophy and mathematics forming the core of most curriculums.

Education on Solinar is a new undertaking by many kingdoms. Schools and universities are forming across much of Aver, the Isle of Sands, and the Dragon Isles, allowing for a better educated populace if the family can afford to send their child. Until these become more popular and attendance expands, superstitions hold sway over science, though traveling merchants often returned with texts from other lands that had advanced learning of the earth and the human body. Another form of education taking hold in some locations is the collage. Whether it's the War Collage of Netal which trains most of the fighting force of the Kingdom of Raran, or the Arcane University of Dragon's Fury which trains many forms of obscure magic, these collages are small in number, small in attendance, and expensive in the extreme.

Commerce

Commerce is flourishing across much of Solinar. Villages hold markets at least once a week in the square, where stalls are set up, farmers can sell off produce and game at a reasonable price to others in the village, and visiting merchants can sell their wares. Nearby towns may also send any surplus goods they can to be sold.

Fairs are held during High Festival that attracted foreign merchants from distant lands bringing fine woolens, silks, carpets and other items not available from local shops. These fairs will attract travelling minstrels, performing tumblers and acrobats, and animal acts with trained bears and horses. High Festival fairs tend to last the entirety of the five day holiday.

The business world has become dominated by the Guilds in most of the larger cities of Solinar. When merchants found they could accomplish more as a group rather than through individual effort, they banded together to form guilds. Guilds have formed for bakers, butchers, grocers, millers, smiths, carpenters, weavers, masons, shoemakers; in fact, nearly every trade has its own guild. Standards such as just weights and measures evolved from the guilds, and guildsmen will inspect shops to ensure rules are being followed. Guilds will help members that are sick, or in trouble, and will sometimes take care of families after the member dies.

Apprenticeship is how most commoners start in a particular trade, which they will follow the rest of their lives in most cases. Apprentices are often also the master's domestic servant and helper, and an apprentice's workday is long indeed. After completing an apprenticeship, the appropriate guild will examine his work and see if he can be elevated to journeyman status. This is taken quite literally, as the worker will journey from town to town to learn more about the trade. Journeymen are required to create a "masterpiece" in the presence of judges to be elevated to master status. At this point, the journeyman will swear allegiance to the guild and his craft, and may open a shop of his own.

Law and Order

Many of the towns and villages of Solinar will have one sheriff or marshal in charge of keeping the peace within their area of influence as well as 1-4 deputies whose job it is to assist them.

Cities in Solinar will maintain a force, commonly called the City Watch, who maintains the peace within the city itself. A City Watch will usually consist of one Watch Commander, 2-3 Watch Captains, 4-6 Watch Sergeants, and 40-60 Watchmen. This number could be much higher, depending upon the size of the city itself, but usually contains no fewer than this number in order to maintain multiple shifts of the City Watch.

Outside the walls of a city, the City Watch holds no jurisdiction. These areas fall under the peacekeeping efforts of a maintained Militia usually, or in some cities that prefer not to maintain a Militia, the actual city's Army will maintain the peace. Often this peace can be more no-nonsense than that found within the city, as soldiers usually do not receive the proper training in police/investigative work. Most of the time, the Militia or Army will hand over cases to the City Watch, but from time to time this does not happen... especially in places where there is bad blood between the groups.

Laws vary widely throughout Solinar, but many of the larger cities of a neutral or good bent have some common laws that seem almost universal... mainly no killing, no unwanted magical influence, no stealing, and no rape. These common crimes are expanded upon, codified, and strictly enforced in most places. In some locations, there are many, many more listed in a charter of law, but these are the ones you will find most often within villages and hamlets, even if they are not codified.



CHARACTERS IN SOLINAR

The PCs are in a living, breathing world. Included here are specific details regarding character classes and their places within the world of Solinar. The NPC classes presented in Chapter 4 of this book showcase the difference between PCs and the rest of the world: The PCs are among the most capable members of the populace, or at least among those with the greatest potential. The variance of ability scores (from 3 to 18 or higher) shows that not all people in the world are created equal, and not all have the same opportunities.

Having the same opportunities, in this case, means having training. Training is the difference between an adept and a wizard, a warrior and a fighter, a commoner, and an expert. An NPC with good ability scores might still be a warrior rather than a fighter because she has never had the opportunity to obtain the training to be a fighter. She can swing a sword, but she does not have the finesse of a trained fighter. In theory, however, she could be trained as a fighter at some point after beginning her career as a warrior, gaining fighter levels through multi-classing.

Obviously, however, training is not always helpful. Someone with an Intelligence score of 6 is never going to be a wizard, since he is unable to cast spells. In theory, though, anyone with the intelligence, the inclination, and the training can learn wizardry.

An Example of Class Roles in Society (As Seen in Raran)

Characters, particularly as they advance in level, need to know how they and those like them fit into the world. This section may be helpful in giving an idea of what classes particular NPCs might belong to, what sorts of NPCs one might find in a world, how PCs can fit in, and what PCs can potentially aspire to. Of course, PCs can form whatever goals they wish, but the following information might at least generate some ideas. What follows is a general outlook or view in the Kingdom of Raran. Other regions may differ of course, but this should give you some sort of ideas for your own characters and their backgrounds.

Barbarian: Barbarians, by their nature, have no place in civilized society. In their own tribal society, they are hunters, warriors, and war chiefs. But in a civilized community, the best they can hope for is to join fighters' organizations and fill a fighter's roles. Often, fighters from a civilized society will not follow a barbarian leader unless he has somehow proved himself worthy of their loyalty. Barbarians of legend often aspire to gather those like them and found their own tribe, or even their own kingdom. *Those found to the east of the Shield Mountains tend to fall into this category. Most will only be found to the west in their Stormtree homes.*

Bard: Bards serve as entertainers, either on their own, singing for their supper, or in troupes. Some bards aspire to be an aristocrat's personal troubadour. Bards occasionally gather in colleges of learning and entertainment. Well-known, high-level bards often found bard colleges. *There is a Bard's college in Dragon's Den that often will have people from over the Shield Mountains in it. Additionally, there is a non-standard college in Elfhome... more of an informal gathering.*

Cleric: Most clerics have an organizational structure built right into their class. Religions usually have hierarchies, and each cleric has his place within the structure. Clerics may be assigned duties by their churches, or they might be free agents. Clerics can serve in the military of an aristocrat sanctioned by their religion, or within some autonomous church-based military order established for defense. A high-level cleric can hope to one day be the shepherd of his own congregation and temple, although some become religious advisors to aristocrats or the leaders of communities of their own, with the people of the community looking to the cleric for religious and temporal guidance. Clerics often work with paladins, and virtually every knightly order has at least one cleric member. *Many towns and smaller communities will have a shrine, tended to by a lay worshiper or wandering Cleric of the faith. Larger cities may play host to temples and churches dedicated to one or more Deity.*

Druid: Druids are often loners. They cloister themselves in organizations in loose affiliations. These are located in sacred groves, caves, and other locations throughout Solinar as a whole. Sometimes creatures such as satyrs, centaurs, or other fey join these groups as well. All druids are at least nominally members of a druidic society, which spans the globe, being members of one of four Druidic Orders. The society is so loose, however, that it may have little influence on a particular druid. Druids assist and sometimes even lead small, hamlet-sized communities that benefit from their wisdom and power. *It is rumored that another Druidic Order exists in the world, though few know anything about them outside of the elder members of the standard Druidic Orders. Druids of Entropy are extremely rare, and little is known about them.*

Fighter: These characters often serve as mercenaries or officers in the army. The sheriff in a small town might well be a fighter. Common soldiers and guards are usually warriors (see page 109 of the DMG). Fighters may be loners or may gather to form martial societies for training, camaraderie, and employment (as mercenary companies, bodyguards, and so on). High-level fighters of great renown typically found such societies. A fighter of common birth can hope to become an aristocrat's champion one day, but those with aspirations to true greatness plan on earning their own grants of land to become nobility in their own right. *Most fighters serve in the military of Raran in some form, with older, retired soldiers opening shops or farming in the wider Kingdom.*

Monk: *If Monks exist in Raran, they have not made themselves known as a whole. From time to time a tale will be told of a warrior with blazing quick movements and hands like steel, but no Orders exist in Aver. Any found in Aver will have been transplants from the Dragon Isles, wandering the world for their own purposes.*

Paladin: *Paladins and knights, working for their church or within a knightly order, will often serve in the Raran military in some fashion. Those outside of Raran are usually a member of one of the Knightly Orders or a church. Qualifying for an order is often difficult, and membership always requires that the paladin follow a specific code of conduct. These orders sometimes allow non-paladins as members, with knights and fighters being the most common. Paladins can serve in the military force of an aristocrat sanctioned by their religion, or within some autonomous church-based military order established for defense. A high-level paladin might seek to rule her own domain (to bestow her just benevolence upon the masses), establish her own temple where none existed before, or to serve as the trusted lieutenant of a high priest or worthy aristocrat. Paladins in such service are often called justiciars or something similar, implying that the paladin is in charge of dispensing church-sanctioned justice.*

Ranger: *Rangers often seclude themselves, wandering into the wilderness for long stretches of time. If they aspire to leadership, it is often as the warden of a small frontier community. Some rangers form loose-knit and often secretive organizations. These ranger groups watch over events in the land, and their members gather to exchange information. They often have the best view of the grand picture of everything that occurs. High-level rangers aspire to find their own ranger societies or to establish and rule new communities, often those they have carved out of the wilderness itself. Rangers and druids often work together, even sharing the same secretive network. Sometimes a ranger group includes a few druids, or vice versa.*

Rogue: *Rogues may serve in armies as spies or scouts. They can work as operatives of temples or as general troubleshooters for aristocrats, having attained these unique positions because of the versatility of their skills and abilities. Frequently, however, rogues gather together in guilds devoted to their area of expertise: theft. Thieves' guilds are common. The larger a city is, the more likely it is to have a thieves' guild. The populace and the constabulary sometimes hate these guilds. At other times they are tolerated or even accepted, so long as they do not allow themselves to get out of hand in their work. Acceptance is often gained through bribery in politically corrupt areas.*

Sorcerer: *To the general populace, sorcerers are indistinguishable from wizards. They often fill the same roles as wizards in society, although they rarely join wizards' guilds, since they have no need to research and study. Sorcerers, more than wizards, keep to themselves. Sorcerers are more likely to hang about the fringes of society, among creatures that other people would consider monsters. Conversely, some sorcerers find that military life suits them even better than wizards. Sorcerers focused on battle spells are more deadly than wizards, and they often are better with weapons. A high-level sorcerer might aspire to the same sorts of goals a wizard would. Despite their similarities, their differing approaches means wizards and sorcerers find themselves in conflict more often than they get along.*

Wizard: *Wizards can serve many roles in society. Wizards for hire are useful to the military as firepower (some armies employ entire units of wizards to blast the enemy, protect troops from danger, and tear down castle walls, and so on). Or a wizard can serve the community as a well-paid troubleshooter—someone able to rid the town of vermin, stop the levee from bursting, or foretell the future. A wizard can open a shop and sell magic items she creates or cast needed spells for a fee. She can aspire to serve an aristocrat as an advisor and chief wizard, or to even rule over a community on her own. Sometimes, the public fears a wizard for her power, but more often than not the local wizard is a highly respected member of the community. Wizards sometimes gather in guilds, societies, or cabals for mutual research, and to live among those who understand the endless fascination of magic. Only the most powerful and famous of wizards have the reputations necessary to found permanent establishments, such as a wizard's school. Where they exist, wizards' guilds control such issues as the price and availability of spells and magic items in a community.*

**= The majority of these descriptions are taken straight from the *Dungeon Master's Guide*, page 131. I have made alterations to this to make it Solinar-specific, and these are reflected in italic text at the end of each entry.*



ADVENTURING IN SOLINAR

Two things are especially important to remember when adventuring in Solinar. Firstly, not everything that you have been used to is the same on Solinar. From changes to how some classes work to house rules that have been added over the years, you will find enough changes to make things a bit confusing from time to time. This is unintentional as a consequence mind you, but necessary in terms of changes. Secondly, not every race or class exists all over the world of Solinar. Some are located in only specific regions (i.e., Psionics ONLY exist on the Dragon Isles and CANNOT function anywhere else). Please keep this in mind when choosing a class or race for yourselves and speak to the DM in reference to what is found where. I will attempt to give you a basic "what's common" below each sector of the planet below.

NOTE 1: All entries marked with "Tribal" indicate they are common only in cultures where tribal life is the norm. These races include: Centaurs, Felians, Goblinoid Races, and Barbarian Humans. Some other races, depending upon their histories and locations, may have these as well. See the DM for questions on this.

NOTE 2: Some entries are marked with location specifics. This indicates that the class is only common in the indicated locations. They are able to travel of course, but normally the class would have come from a specific area.

Aver

Aver is a land divided, literally, as the Shield Mountains bisect this landmass. On the western side of the Mountains are the lands of Nephidia, Xulin, and various freeholds scattered around. Nephidia is the chief enemy of the Kingdom of Raran, and the two are constantly at war in some way. This land is ruled by The Cabal, a group of dark wizards who seek to conquer not only the Kingdom of Raran, but all of Aver. As one might imagine this causes a great deal of internal strife, as each of the dark wizards, called Viziers, tries to outdo the others, and gain more influence throughout the continent. This has thus far kept Nephidia from achieving their goals.

Xulin is a xenophobic land populated by the escaped slaves of Nephidia. Hidden behind a great spell-guarded wall, Xulin allows no one within its borders that was not born there, or does not bear the slave markings given all slaves of Nephidia. Trademeet, a freehold in western Aver, is perhaps the most famous of goodly-align realms. It is rumored that Trademeet itself descends from the original civilization that once lived upon Aver... long before the refugees from Vec'Tilo came over the waters to settle the eastern portion of the continent. Until very recently Trademeet was ruled by the extremely powerful Archmage Goldsun, an Elven male of ancient years and unknown past. It now falls to the Guild Council to rule Trademeet in his absence, something that is proving to be easier said than done.

On the eastern side of the Mountains are the Kingdoms of Raran and Illustus. Raran is a Human dominated land ruled justly by King Bernal Raran IV. The Kingdom of Raran is ruled in the classical feudal style, and is a prosperous land, even if constantly at war with Nephidia. Illustus is an Elven kingdom in northern Aver, though it is rumored that their capital is located on a spell-cloaked island north of Aver... an island none have ever ventured near... nor have returned from if they do. Illustus watches over and protects the Halfling burrows of Waterton, located in the hills between Illustus and the Shield Mountains. Those wishing to adventure in the Kingdom of Raran must have a Company Writ from the Kingdom, an official writ created by the officials of the Kingdom denoting the name of the adventuring company, their members, and their allegiance to the Kingdom of Raran (or at least proclaiming they are not associated with Nephida).

The Shield Mountains themselves holds three particularly important features. Firstly, the Dwarven Kingdom of Earth Home lies below the northern reaches of the Mountains and plays host to a brand of politics all their own. Incredibly private, the Dwarves never allow members of other races within their holdings unless they are seen as great heroes of the people, instead conducting all business with the other races at a small, though heavily fortified keep on the surface that protects the entrance to their realm. Secondly, the volcano called the Mountain of the Fire Lord rests in the southern portion of the Mountains and is the home of a large sect of Druids of Fire who worship Kossuth, the Fire Lord himself. To the far west is the Bastion Mountains, a land unknown to most on Aver as few travel so far. Rumor about this mountain range persist, telling of riches and dangers for those brave enough to venture there.

Lastly, perhaps the greatest threat to both the Kingdom of Raran and Nephidia lies slumbering below the Dragon Mountain, a volcano in the very center of the Shield Mountains. Recently a band of great heroes, aided by Goldsun of Trademeet, succeeded where no one else has ever dared, and destroyed Askoni, the ancient Great Wyrms Red Dragon of Dragon Mountain. However, unable to capture or destroy Askoni's mate and his offspring could prove to be fatal to many residents of Aver.

Many races are found upon Aver, regardless of what side of the Shield Mountains one finds them on. From the Halfling village of Waterton to the Elven Kingdom of Illustus... all peoples are represented. It is important to note that there are different requirements for adventuring parties depending upon where you go. See the DM for details.

- **Common Races:** Barbarian Human (Wolf), Human, Gold Dwarves, Silver Dwarves, Leonine, Tigras, Jagras, Lynx, Goldine, Halflings, Moon Elves, Sun Elves, ½ Dragons, ½ Moon Elves, ½ Sea Elves, ½ Sun Elves, ½ Gray Orcs, ½ Green Orcs, Aasimar, Centaurs, Goliaths, Tieflings, Werebears, and Werewolves.
- **Common Classes:** Anagakoks (Tribal), Ancestral Speakers (Tribal), Anti-Paladins (Nephidia), Archivists, Barbarians (Bear & Wolf), Bards (Illustus, Raran, & Trademeet), Bardic Sages, Battle Dancers (Nephidia), Battle Sorcerers, Beguiler (Xulin), Binders (Xulin), Clerics, Crusaders (Raran), Darksong Knights (Illustus Dark Elf Enclave), Death Master (Nephidia), Deathwalker (Nephidia), Divine Bard, Dragonblood Sorcerer (Bastion Mountains), Dragonfire Adept (Keep of the Flamelord only), Dread Necromancer (Nephidia), Druid, Duskblades (Illustus), Elemental Incarnate, Elemental Rangers, Elemental Warriors, Factotum, Favored Souls, Fighters, Filidh (Barbarian Only), Hexblades (Nephidia & Xulin), Knights (Raran & Trademeet – Order of the Shield mainly), Mountebank (Rare), Ninjas (Rare), Paladins (Raran & Trademeet), Patron Druid (Felian), Planar Sorcerer, Rangers, Rogues, Scouts, Shadowcaster (Xulin), Shaman (Tribal), Sorcerers, Spellthief (Dragon's Den), Spirit Shaman (Tribal), Swashbuckler, Taleweaver (Tribal), True Necromancer (Nephidia), Warblades (Illustus), Warlock, Warmage (Illustus, Raran, & Xulin), Wilderness Rogue (Tribal), Witch (Tribal), and Wizards.
- **Common NPC Classes:** Adept, Aristocrat, Commoner, Expert, Healer, Mariners, Marshals, Masters, Nobles, and Warriors.

Dragon Isles

The Dragon Isles is an oriental land ruled by the Emperor Xun Tian, a Gold Dragon and a master of the Psionic powers of Telepathy. The ancient and wizened Dragon ably leads the Isles, caring for the masses and seeing to the betterment of his lands, but wages a near constant struggle against the influence of the Five. The Five is a secretive band of thieves, assassins, murderers and thugs that have their hands in such things as slavery, drugs, illicit goods and more. Led by a Shadow Dragon of great power, and known to be Psionically powerful in its own right, the Five's goal is to control all of the Dragon Isles, and the death of the Emperor himself. In areas that the Emperor is unable to maintain absolute authority, the Five have begun to fill the void.

There are many monasteries dotting the islands themselves, serving as schools of philosophy and martial prowess. A few are even known to hold great masters in the arts of Psionics, a type of power unheard of in other lands.

- **Common Races:** Dragon Island Humans, Barbarian Humans (Raven), Humans, ½ Dragons, Wereravens, and Weretigers.
- **Common Classes:** Anagakoks (Tribal), Ancestral Speakers (Tribal), Archivists, Barbarians (Bear & Raven), Bards, Bardic Sages, Battle Sorcerers, Clerics, Divine Bard, Dragonblood Sorcerer, Druid, Duskblades (Quinvala), Elemental Incarnate, Elemental Rangers, Elemental Warriors, Factotum, Favored Souls, Fighters, Filidh (Barbarian Only), Ninjas, Planar Sorcerer, Rangers, Rogues, Ronin, Samurai, Scouts, Shaman (Tribal), Shugenja, Sohei, Sorcerers, Spirit Shaman (Tribal), Swashbuckler, Taleweaver (Tribal), Warlock, Wilderness Rogue (Tribal), Witch (Tribal), Wizards, and Wu Jen.
- **Common NPC Classes:** Adept, Aristocrat, Commoner, Expert, Healer, Mariners, Marshals, Masters, Nobles, and Warriors.

Isle of Sands

The Island of Sands located south of the Dragon Isles is comprised entirely of a vast desert and a small chain of low mountains. Fierce flora and fauna inhabit the Island as well as Goliath (their ancestral homes), a small clan of Elves, and the city of Shi Jin, recently broken away from the Empire of the Dragon.

- **Common Races:** Dragon Islander Humans, Barbarian Human (Horse), Humans, Goliaths, Halflings, Sun Elves, ½ Gray Orcs, ½ Green Orcs, Werespiders, Werejackal, Aasimar, and Tieflings.
- **Common Classes:** Anagakoks (Tribal), Ancestral Speakers (Tribal), Archivists, Barbarians (Bear & Horse), Bards (Shi Jin), Bardic Sages, Battle Sorcerers, Clerics, Darksong Knights (Salzube Dark Elf Enclave), Dervish, Divine Bard, Druid, Duskblades (Quinvala), Elemental Incarnate, Elemental Rangers, Elemental Warriors, Factotum, Favored Souls, Fighters, Filidh (Barbarian Only), Mountebank (Rare), Ninjas (Scorpion or Crane Clan), Patron Druid (Felian), Planar Sorcerer, Rangers, Rogues, Samurai (Traveling from the Dragon Isles), Scouts, Shaman (Tribal), Sorcerers, Spirit Shaman (Tribal), Taleweaver (Tribal), Warblades (Salzube), Warlock, Warmage (Salzube), Wilderness Rogue (Tribal), Witch (Tribal), and Wizards.
- **Common NPC Classes:** Adept, Aristocrat, Commoner, Expert, Healer, Mariners, Marshals, Masters, Nobles, and Warriors.

Isle of the Gods

The Island of the Gods is located near the center of Solinar's Equator and Prime Meridian. It is a primal island dominated by an enormous volcano and populated by Goblinoid races.

- **Common Races:** ½ Gray Orcs, ½ Green Orcs, and Tieflings.
- **Common Classes:** Anagakoks (Tribal), Ancestral Speakers (Tribal), Barbarian (Ape), Cleric, Druid (Mainly Entropy, though a few have become Fire Druids), Elemental Incarnate, Elemental Rangers, Elemental Warriors, Favored Souls, Fighters,

Filidh (Barbarian Only), Rangers, Rogues, Shaman (Tribal), Sorcerers, Spirit Shaman (Tribal), Taleweaver (Tribal), Warlock, Wilderness Rogue (Tribal), Witch (Tribal), and Wizards.

- **Common NPC Classes:** Adept, Commoner, Healer, Mariners, and Warriors.

Tyrnus

Tyrnus is the largest landmass on Solinar, having more landmass than all the other continents and islands put together. This is fitting considering that a large amount of the continent is ruled by Giants. Vec'Tilo, the lone Human dominated kingdom on the northwestern shores of Tyrnus, is the only place one can find humans that are neither slaves nor barbarians on the continent. Peopled with a hardy folk, fierce in the defense of their homes, Vec'Tilo is a thorn in the sides of Krager's Hold and other Giant kingdoms of the continent, since overthrowing the Giant's rule in ages past with the help of the fabled Knight St. Argus.

The Plain of Winds is dominated by the Horse Tribe of Barbarians, living hardy lives off the land, and residing in great mead halls nearer to the southern Quan'Ghala Mountains. Shira's Sands, a vast desert located on the eastern portion of Tyrnus is home to the Lion Tribe of Barbarians, nomadic men and women that wander from oasis to oasis, living out lives in an environment few others could.

- **Common Races:** Gold Dwarves, Green Dwarves, Moon Elves, Sun Elves, Sea Elves, Wild Elves, Leonine, Tigras, Jagras, Lynx, Goldine, Halflings, ½ Dragons, ½ Moon Elves, ½ Sea Elves, ½ Sun Elves, ½ Gray Orcs, ½ Green Orcs, Barbarian Human (Boar), Human, Aasimar, Centaurs, Goliaths, Tieflings, Wereboars, and Wereserpents.
- **Common Classes:** Anagakoks (Tribal), Ancestral Speakers (Tribal), Archivists, Barbarians (Bear & Boar), Bards (Illustus, Raran, & Trademeet), Bardic Sages, Battle Sorcerers, Clerics, Crusaders (Raran), Darksong Knights (Quinvala Dark Elf Enclave), Divine Bard, Dragonblood Sorcerer (southern Tyrnus), Druid, Duskblades (Quinvala), Elemental Incarnate, Elemental Rangers, Elemental Warriors, Factotum, Favored Souls, Fighters, Filidh (Barbarian Only), Knights (Vec'Tilo – Order of St. Argus mainly), Mountebank (Rare), Ninjas (Rare), Paladins (Vec'Tilo mainly), Patron Druid (Felian), Planar Sorcerer, Rangers, Rogues, Scouts, Shaman (Tribal), Sorcerers, Spellthief (Vec'Tilo), Spirit Shaman (Tribal), Swashbuckler, Taleweaver (Tribal), Warblades (Quinvala), Warlock, Warmage (Quinvala & Vec'Tilo), Wilderness Rogue (Tribal), Witch (Tribal), and Wizards.
- **Common NPC Classes:** Adept, Aristocrat, Commoner, Expert, Healer, Mariners, Marshals, Masters, Nobles, and Warriors.

Ugh'Ratha

Ugh'Ratha is an island system that lays approximately eighteen days boat ride away from the Princedom's northern shores. This land is populated mainly by the Dragon Tribe of Barbarians, but also holds an Elven island and a Gnomish land. The Dragon Tribe leaves these other two races alone for the most part, though an occasional raid into Elven or Gnomish territory is not unheard of. It is known that in recent memory, the Dragon Tribe sent a great fleet of ships and men to the Princedoms, laying waste to many cities of those lands and killing many people in their quest to conquer the Desert and help their brethren of the now extinct Serpent Tribe reclaim that land. Their failure has resulted in a significant decrease in their overall male population, leaving behind the old and the young while most of-age to fight have been decimated.

An island exists in the chain that no one will traverse upon. Once ruled by a powerful wizard that delved too far into extraplanar realms, the island is now dominated by these forces and contains a darker version of the treant... both reasons to avoid the area at all costs. The Gnomish stronghold of Coppertown is by far the most secretive of all locations in Ugh'Ratha. There is a small dock below the cliffs that hold Coppertown in defensive comfort where one can encounter the inhabitants from time to time, but for the most part, even this is extremely rare. By all accounts they do not receive enough trade to sustain their society, but none have dared try to conquer them.

Blackguard Tower holds many evil aligned warrior-types, usually followers of Ur'Than, a demigod. Home to the Knights of the Sword, this foul island is a thorn in the side of all who encounter them, and even live nearby. Brithra holds the ancestral home of the Knights of the Shield. The locations were founded originally to stave off the aspirations of Blackguard Tower, but soon became a major hold for those who seek to defend the defenseless.

- **Common Races:** Moon Elves, Sun Elves, Artificer Gnomes, Human, Barbarian Human (Dragon), Human, ½ Gray Orcs, and ½ Green Orcs.
- **Common Classes:** Anagakoks (Tribal), Ancestral Speakers (Tribal), Anti-Paladins (Order of the Sword), Archivists, Barbarians (Dragon Only as they kill all Bear Clan), Bards (Coppertown & Ugh'Rathal), Bardic Sages, Battle Dancers (Order of the Sword), Battle Sorcerers, Clerics, Crusaders (Knights of the Shield), Darksong Knights (Ugh'Rathal Dark Elf Enclave), Death Master (Rare, usually a traveler), Deathwalker (Rare, usually a traveler), Divine Bard, Dread Necromancer (Rare, usually a traveler), Druid, Duskblades (Illustus), Elemental Incarnate, Elemental Rangers, Elemental Warriors, Factotum, Favored Souls, Fighters, Filidh (Barbarian Only), Knights (Order of the Sword & Knights of the Shield), Mountebank (Rare), Ninjas (Rare, usually a traveler), Paladins (Knights of the Shield), Planar Sorcerer, Rangers, Rogues,

Scouts, Shaman (Tribal), Sorcerers, Spirit Shaman (Tribal), Swashbuckler, Taleweaver (Tribal), True Necromancer (Rare, usually a traveler), Warblades (Ugh'Rathal), Warlock, Warmage (Ugh'Rathal), Wilderness Rogue (Tribal), Witch (Tribal), and Wizards.

- **Common NPC Classes:** Adept, Aristocrat, Commoner, Expert, Healer, Mariners, Marshals, Masters, Nobles, and Warriors.



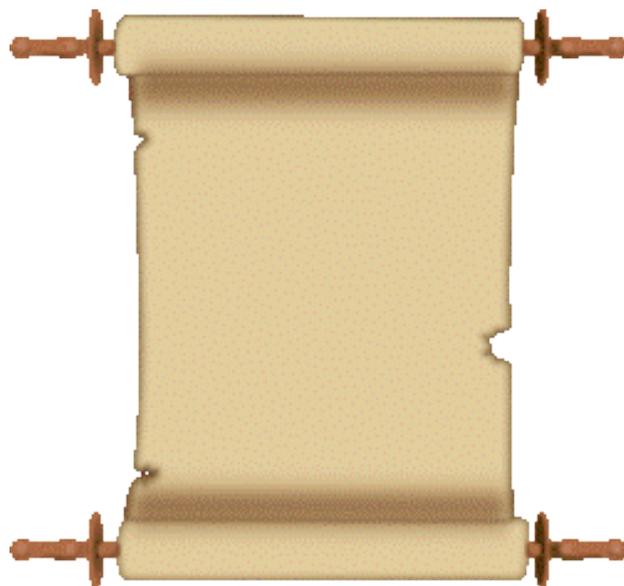
CHAPTER 2: CHARACTER CREATION

When creating a character on Solinar, ensure that you coordinate with your Dungeon Master (DM) in regard to allowable classes, races, alignments... anything that would make up a standard Dungeons & Dragon character. Depending upon the timeframe the DM has set the campaign in, some things may be unavailable. In addition, some things are different on Solinar than in other game worlds. Each world will often offer unique play opportunities, and Solinar is no different in that regard.

APPROVED BOOK LIST

The following books make up the “Approved Book List” for Solinar. These are the books which Players may utilize for their characters.

- | | |
|--|---|
| 3.5 Dungeon Master’s Guide | Epic Level Handbook |
| 3.5 Dungeon Master’s Guide 2 | Frostburn |
| 3.5 Magic Item Compendium | Heroes of Battle |
| 3.5 Player’s Handbook | Heroes of Horror |
| 3.5 Player’s Handbook 2 | Libris Mortis |
| 3.5 Rules Compendium | Lords of Madness (See DM for guidance on the usage of this book) |
| 3.5 Unearthed Arcana | Manual of the Planes (DM usage mainly) |
| Arms & Equipment Guide | Masters of the Wild |
| Book of Exalted Deeds (Only when the DM grants access) | Miniatures Handook (Used for the additional classes presented there) |
| Book of Vile Darkness (Only when the DM grants access) | Oriental Adventures (Primarily used for characters from the Dragon Isles) |
| Cityscape | Races of Destiny |
| Complete Adventurer | Races of Stone |
| Complete Arcane | Races of the Dragon |
| Complete Champion | Races of the Wild |
| Complete Divine | Sandstorm |
| Complete Mage | Song and Silence |
| Complete Scoundrel | Spell Compendium |
| Complete Warrior | Stormwrack |
| Defenders of the Faith | Sword & Fist |
| Draconomicon | Tyrants of the Nine Hells |
| Dragon Magic | |
| Dungeonscape | |



ROLLING STATS

Players may assign their stats in any order they choose, roll down the line and assign the stat as they roll it, or roll one six-sided die to randomly assign the stat. This choice is left completely up to the player usually, though sometimes stats are rolled as is and the players must “make it work” with their planned characters. Players are told which of the two methods below are being used.

Method 1

Players creating characters for a standard campaign will roll four, six-sided dice to determine their character’s ability scores. After the roll, the player adds the highest three dice together to obtain their character’s ability score. This is done seven times in order to complete a stats series, dropping the lowest score. Additionally, no stat may be raised above the racial maximum.

Method 2

Players start with a base of 10 in each stat, for a total of 60 points. From there, players have 10, 20, or 30 points to break down into the stats of their choice, with a maximum set by each racial maximum. This number is chosen by the DM at the beginning of the campaign. This gives players a total of 70, 80, or 90 points in their stats.

Bonus Points

From time to time the DM will roll for bonus attribute points for players. In this case a total number is given to the player that they may divide as they choose amongst their ability scores. If Bonus Points are given at the beginning of a campaign, no more than two points may be added to any one stat. Additionally, no stat may be raised above the racial maximum as mentioned in other methods.

The Attributes

In the world of Solinar, attributes are identical to those found in the Player’s Handbook. As you might imagine from the previous topics in this chapter, the attributes of the player characters are, on average, higher than what one would find in many other games. This is due to a simple philosophy; “Heroes should stand above the masses”. The attributes of a hero (or villain) should stand above what a commoner would have. Let us face it... a hero with minimal stats as can be found in some other games is simply not as fun to play as one that shows greatness in a couple areas. This is not to say that all of a hero’s stats should be phenomenal... but that one or two should set them apart from the masses.

STRENGTH (STR)

Strength measures your character’s muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers, and monks because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.

You apply your character’s Strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character’s Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Climb, Jump, and Swim checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it’s also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character’s Dexterity modifier to:

- Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Balance, Escape Artist, Hide, Move Silently, Ride, Sleight of Hand, Tumble, and Use Rope checks. These are the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character’s health and stamina. A Constitution bonus increases a character’s hit points, so the ability is important for all classes.

You apply your character’s Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).

- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It is also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

- The number of languages your character knows at the start of the game.
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Appraise, Craft, Decipher Script, Disable Device, Forgery, Knowledge, Search, and Spellcraft checks. These are the skills that have Intelligence as their key ability.

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

- Will saving throws (for negating the effect of charm person and other spells).
- Heal, Listen, Profession, Sense Motive, Spot, and Survival checks. These are the skills that have Wisdom as their key ability.

Clerics, druids, paladins, and rangers get bonus spells based on their Wisdom scores. The minimum Wisdom score needed to cast a cleric, druid, paladin, or ranger spell is 10 + the spell's level.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.
- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead.

Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is 10 + the spell's level.

When an ability score changes, all attributes associated with that score change accordingly. A character does not retroactively get additional skill points for previous levels if she increases her intelligence.



THE ALIGNMENTS

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

Good vs. Evil

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

“Good” implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

“Evil” implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them. Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

Law vs. Chaos

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other.

Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks. Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

The Nine Alignments

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts. The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them. Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he is kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society. Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government. Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She does not feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she is not personally committed to upholding good in any abstract or universal way. Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run. Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but does not strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it. Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises. This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains. Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master. Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil. Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or nobler. On the other hand, she does not have the restless nature or love of conflict that a chaotic evil villain has. Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies. Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, “Destroyer”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins, or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him. Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil. Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.



CHAPTER 3: RACES OF SOLINAR

In this chapter we will take a solid look at all the races that make up the populace of Solinar. Any race marked with “(RC)” next to the name is considered a Racial Class. Players must play through racial levels in order to take this Race.

Race/Subrace	Attribute Adjustments
Aasimar (RC)	+2 WIS & CHR
Centaurs (RC)	+8 STR; +4 DEX & CON; +2 WIS; -2 INT
Dwarves, Deep (RC)	+2 CON; -4 CHR
Dwarves, Gold	Standard Dwarves in Player’s Handbook
Dwarves, Green	+1 DEX & WIS; -1 STR & INT
Dwarves, Silver	Standard Dwarves in Player’s Handbook
Elves, Dark (RC)	+2 DEX, INT, & CHR; -2 CON
Elves, Moon	+2 INT; -1 STR & CON
Elves, Sea	+1 STR & CON; -1 INT & DEX
Elves, Sun	Standard Elves in Player’s Handbook
Elves, Wild	+1 STR & DEX; -1 INT & CHR
Felians, Goldine (RC)	+2 INT, WIS, & CHR; -1 STR & CON
Felians, Jagras (RC)	+2 STR & CHR; +3 WIS
Felians, Leonine (RC)	+3 STR; +2 CHR; +1 WIS; -1 DEX
Felians, Linkas (RC)	+4 DEX; +2 CHR; -2 STR & CON
Felians, Tigras (RC)	+2 STR, WIS, & CHR
Gnomes, Artificer	Standard Gnomes in Player’s Handbook
Gnomes, Svirfneblin (RC)	+2 DEX & WIS; -4 CHR; -2 STR
Goliaths (RC)	+4 STR; +2 CON; -2 INT
Halflings	Standard Halflings in Player’s Handbook
Half-Dragons (RC)	+8 STR; +2 CHR; +1 CON; -4 DEX
Half-Elves, Dark (RC)	+1 DEX & WIS; -1 CON & CHR
Half-Elves, Moon & Sun	Standard Half-Elves in Player’s Handbook
Half-Elves, Sea Elves	+1 DEX; -1 INT
Half-Orcs, Gray	+2 STR; -1 INT & CHR
Half-Orcs, Green (RC)	+3 STR; +1 CON; -2 INT & CHR
Humans, Barbarian	+1 STR; -1 INT
Humans, Dragon Islander	+1 DEX; -1 STR
Humans, Standard	Standard Humans in Player’s Handbook
Tieflings (RC)	+2 DEX & INT; -2 CHR



THE ANCIENT RACES

This section discusses secrets that should not be read by the Player Characters... doing so could potentially upset the game. You have been warned. Some secrets are not meant for Player view.

The First Broods are ancient races that once populated Solinar. These first races fought many wars against each other, some that devastated entire species on Solinar. Below are the First Broods, and what has become of each.

The Asheratis

Though the Asheratis are one of the First Broods, and can still be found on Solinar, no one knows them to be of such ancient lineage. Their concentration in the hottest and most inhospitable desert regions of Solinar have kept them from the view of most, and those that have witnessed them think they are nothing more than some desert tribe that wants nothing to do with other peoples.

An Asherati might be mistaken for a thin human under some circumstances—at least until the Asherati's rust-red skin begins to glow with a light all its own, or until he dives headlong into the nearest sand dune, disappearing without a trace.

The Aventi

The Aventi are another humanoid race that once populated the coastal regions of Solinar... until their conflicts with another race destroyed their once great cities and sunk some of them beneath the waves.

Aventi still exist, but are never seen above the waves. Hidden beneath the waves in the seas are coral cities that still remain to this day, the Aventi having become aquatic in nature instead of land-based beings. If their God Aventernus had not saved them... they would have been driven into extinction at the hands of other races.

The Bhukas

Much like the Asheratis, the Bhukas are of the First Brood and can still be found on Solinar... and like the Asheratis, none know them to be of such ancient lineage. Living in the same regions as the Asheratis, the Bhukas are more concerned with continuing their racial war with that race than to deal with anything else on Solinar.

The Bhukas are the first of the goblinoid people. They are consummate survivors of the waste, having a talent for finding water and many physical adaptations that allow them to function in a harsh environment. Their culture celebrates and preserves ancestral ways of living.

The Dragons

Dragons are thought to be the first of the first... the original inhabitants of Solinar before the Gods brought forth other races. Dragons still roam the continents of Solinar, but in far fewer numbers than in times long forgotten. The vast majority make their lairs in locations unattainable by mortals, though a few lairs have become widely known such as Dragon Mountain or Ssilass Swamp.

Dragon populations across Solinar are significantly lower than in ancient times, many having fled across the planes to inhabit other worlds. Solinar is the birthplace of the Dragon race... unknown to other races out there. The Dragon Gods were the first to rise, and seeing a fertile world to experiment with, they brought forth the Dragons in their image. It is from Solinar that Dragons spread throughout the Planes.

The Genasi'i

The Genasi'i were one of the original abundant races of Solinar, brought into existence by the Elemental Lords and populated much of Western Aver. As time went by and conflicts with other races emerged, the Elemental Lords pulled them from Solinar to the Elemental Planes and beyond to other places.

As of now, only a small few Genasi'i remain on Solinar, remnants of the past that have been in other realms or not active for other reasons. An example of this is Westreach, where one had been turned to stone in ages past, restored to life by the MoonStone Dragons and now residing in the realm.

The Illithid

Much like the Asheratis and Bhukas, the Illithid still exist on Solinar, though they live so deep underground that none know them to be of that ancient time. Few monsters inspire as much horror or terror as the illithids. They are rightly feared by everyone and everything. Few can match them in undiluted evil, cruelty, or cunning. Their origins are cloaked in mystery, their plans are enigmatic, and their culture and thought processes are utterly alien.

The Illumians

The Lumins came upon Solinar shortly after the Dragons, probably within a hundred years of the Dragon's coming. Originally brought forth in the image of forgotten Gods, they quickly spread across the face of Solinar, coming into conflict with the Dragons primarily, though with the other First Broods as well.

The Lumins still exist on Solinar... though only occasionally. They inhabit the island continent of Phase and keep their existence a complete secret from the rest of Solinar... it is far too dangerous otherwise. The secrets this race possesses could alter the course of the world as a whole. A former stronghold of their making, Villika, is in remarkably well-kept condition, however the region was overrun by demons long ago.

The Neogi

The Neogi, though not extinct, no longer live upon Solinar. Instead, they have taken to the cosmos and fled Solinar after their battles with the Illithids drove them into near extinction.

Neogi are vicious, spiderlike scavengers, raiders, and slavers that sometimes disguise their predatory practices beneath a guise of mercantile dealings. No commodity or business is too sordid for the neogi, and any creatures dealing with the monsters would be wise to take steps to make sure they were not cheated—or simply decide that murder and robbery are better business.

The Raptorans

The Raptorans are one of the First Brood, though unlike some of the others, they are completely extinct and no longer exist upon Solinar. Some remnants of their civilizations can be found in the highest mountains of the world, but their war with the Aventi drove them into extinction after the wrath of the Aventi's God came forth.

The Uldras

The Uldra once populated all of the ice-covered lands far to the north and south of Solinar until something occurred. No one knows really what it was, but the Uldras simply vanished.

Uldras were small fey that dwelt in the arctic wilderness, living at peace with the natural world. In particular, uldras are quite fond of the wild animals of the world, and see themselves as the guardians and protectors of such creatures, especially in cases where civilization encroaches. Although they generally prefer to avoid conflict, they are quick to rise in the defense of local wildlife.



CURRENT RACES OF SOLINAR

On the world of Solinar, many playable races exist, each with their own histories and goals. Below we will endeavor to describe each.

Aasimar (RC)

Graceful, regal, and noble, Aasimars are the distant descendants of a coupling between a human and a good-aligned outsider. While nowhere near as powerful as their celestial forebears, Aasimars still retain a touch of the divine in their blood and wear it with pride. Devoted champions of good, Aasimars spend their days fighting evil in whatever form it takes. In a world of violence, injustice, and evil, Aasimars are on the front lines, lending their abilities where needed.

AASIMAR SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Aasimar	60/56	3d4

AASIMAR SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Aasimar	120/100	5d20

Some try to stave off evil by teaching and leading by example in the fight against ignorance, prejudice, and greed. Others present an aloof and lofty demeanor, an intimidating aura that, while noble, keeps people from trying to get too close. Among good people, Aasimars are held in high opinion as a standard by which all should live, while those of an evil nature view Aasimars as self-righteous and dangerously moralistic.

Aasimar Racial Traits:

- +2 Wisdom, +2 Charisma
- Resistance to acid 5, cold 5, and electricity 5: Aasimars gain a slight resistance to acid, cold, and electricity from their celestial blood.
- +2 racial bonus on Listen and Spot checks: Aasimars have keen senses.
- *Outsider (native)*: Aasimars are outsiders who are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.
- *Darkvision*: Aasimars can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Aasimars can function fine with no light at all.
- *Daylight (Sp)*: An Aasimar can use daylight once per day as a 1st-level caster or a caster of her class level, whichever is higher.

Racial Hit Dice: d6 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: A centaur's monstrous humanoid levels give him two feats.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common and Celestial.

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Level Adjustment: +1

Locals: Aasimar are an extremely rare race found sporadically throughout Solinar. There are no communities of strictly Aasimar anyone has ever heard of.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+1 WIS & CHR; +1 to Listen & Spot Checks; Darkvision

Centaur (RC)

Races of the Wild (Uncommon, See DM)

Centaur's are treated as a Racial Class on Solinar, just as the Half-Dragon is. The Centaur's are an uncommon sight within the cities of men on Solinar. Centaur's inhabit the plains and forests in tribes of varying size. Even though they build permanent shelters and live in one place for many years at a time, centaur's roam from their homes on a regular basis, ranging over great distances in relatively short amounts of time. Centaur's regard such excursions as essential to understanding the world around their homes, and they greatly enjoy such activity for its own sake. Although their crafts have not reached the level of some of the humanoid races, it is only because centaur's prefer to venture from their homes often rather than to stay in one place and ply a single trade.

Centaur Racial Traits:

- A centaur's base land speed is 50 feet.

Racial Hit Dice: d8 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: A centaur's monstrous humanoid levels give him two feats.

Space/Reach: 10 feet/5 feet.

Automatic Languages: Sylvan, Elven.

Bonus Languages: Common, Gnome, Halfling.

Locals: In Mintarn, the Giant Lords keep Centaur slaves to assist in their mining operations, notably to serve as beasts of burden. In Ugh'Ratha, in the misty forests, the Centaurs serve as defenders of the wood, aided by their Elven neighbors. In Illustus, it is not uncommon to find the Centaurs wandering the eastern wooded lands of the Elves as they work in harmony to protect Nature and have a small community in the western portion of the forest.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	Special Stacks as Indicated Below:
1	0	1	+1	-	+1	+1	2+INT Mod x4	+2 to STR; +1 to DEX & CON; -1 to INT; Darkvision 30'; +1 Natural Armor
2	1000	1	+1	-	+1	+1	2+INT	+2 to STR; +1 to DEX & CON; -1 to INT; Darkvision +30'; +1 Natural Armor
3	3000	1	+1	-	+1	+1	2+INT	+2 to STR; +1 to DEX, CON & WIS; +1 Natural Armor
4	6000	1	+1	+1	+1	+1	2+INT	+2 to STR; +1 to DEX, CON & WIS;

Dwarves

The Dwarves of Solinar are also members of the Second Age Races, representing the third oldest known race to exist on the planet. They are broken down into three sub-races: Deep, Gold and Silver Dwarves.

DWARF SUBRACE HEIGHT

Subrace	Base	Modifier
Deep Dwarf	45/42	2d6
Gold Dwarf	43/41	1d10
Green Dwarf	40/38	1d8
Silver Dwarf	49/47	1d10

DWARF SUBRACE WEIGHT

Subrace	Base	Modifier
Deep Dwarf	100/80	4d10
Gold Dwarf	130/105	4d10
Green Dwarf	90/85	3d8
Silver Dwarf	145/115	5d10

❖ DEEP DWARVES (RC)

Sometimes called gray dwarves or duergar, these evil beings dwell in the underground. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time. The duergar revere the deity Laduguer, a joyless god who demands constant toil.

Deep Dwarven Racial Traits at ECL 2:

- +2 to Constitution & -4 to Charisma
- *Darkvision* out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the dwarf's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- +4 racial bonus on all Move Silently checks.
- +1 racial bonus on Listen and Spot checks.
- *Spell-Like Abilities:* 1/day—enlarge person and invisibility as a wizard of twice the deep dwarf's class level (minimum caster level 3rd); these abilities affect only the deep dwarf and whatever it carries.
- *Light Sensitivity:* Deep dwarves are dazzled in bright sunlight or within the radius of a daylight spell.

Base Land Speed: 30 feet.

Racial Hit Dice: d8 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Dwarven, Undercommon.

Bonus Languages: Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf's automatic and bonus languages.

Level Adjustment: +1 if not played through.

Locals: The Black, as the Underdark is called on Solinar. Additionally, raiding parties can be found throughout the world.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+1 CON; -2 CHR; +4 vs. Paralysis, Phantasms, Poison; +2 on Move Silently Checks; Light Sensitivity; Darkvision 60'

❖ GOLD DWARVES

Gold Dwarves (in all ways matching the standard dwarves presented in the Player's Handbook) are the only subrace of dwarf known to most surface dwellers.

Gold Dwarven Racial Traits:

- As described in Player's Handbook, under Dwarf.

Level Adjustment: None.

Locals: Gold Dwarves are found throughout Solinar, but are most common in one of two locations; Earth Home on Aver or Artis on Tynus.

❖ **GREEN DWARVES**

Green Dwarves are smaller and lighter in bodytype than their cousins. Green Dwarves are far wilder in nature than their more civilized cousins, preferring nature and living above ground... often in mud and stick homes they have crafted. While this may seem as though they are backwards or uncivilized, Green Dwarves simply prefer to live in harmony with nature, often living in small villages.

Gold Dwarven Racial Traits:

- +1 to DEX & WIS; -1 to STR & INT

Level Adjustment: None.

Locals: Green Dwarves are rare outside of southern Tynus and Phase.

❖ **SILVER DWARVES**

These dwarves live far underground and tend to be more standoffish with non-dwarves. Silver dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on Gold dwarves to trade goods for them.

Silver Dwarven Racial Traits:

- Stat adjustments as per the Standard PHB Dwarf.
- Racial bonus on saves against spells and spell-like abilities increases to +3.
- Racial bonus on Fortitude saves against poisons increases to +3.

Level Adjustment: None.

Locals: Most Silver Dwarves are only found underground throughout Solinar. Xenophobic in the extreme, they will not deal with surface dwellers who are not dwarves or gnomes.

Elves

The Elves of Solinar are members of the Second Age Races, and represent perhaps the oldest known race beyond the Dragons on the face of Solinar. They are broken down into four sub-races: Dark, Moon, Sea and Star Elves.

Elves are one of two known races that are immortal in terms of lifespan, the other being Dragons. This tends to make Elves aloof from the other shorter-lived races. Most assume Elves just think they are better than others, however the primary reason they remain away from others is much simpler: sadness. After all, how often can someone endure building a friendship with someone, build a true emotional connection with someone, only to have them die in a relatively short time? After an Elf experiences this once, sometimes twice, it becomes uncommon for that Elf to venture from their homeland. It is simply too sad for them.

Elves tend to be of a height with Humans, though are lighter and leaner, with features that are more angular. Only Star Elves tend to be of a height more akin to those described in the Player's Handbook. Elves have a unique and rich culture that could fill many volumes twice this size, but only the briefest of descriptions are mentioned below. More can be gleaned by reading about their homelands, and a wealth can be found in Races of the Wild, which describes Elves very well, and is only modified by what has been presented in this book.

ELF SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Dark Elf	60/62	1d8
Moon Elf	58/60	1d10
Sea Elf	58/60	1d10
Sun Elf	50/50	1d8
Wild Elf	60/58	1d10

ELF SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Dark Elf	85/75	2d12
Moon Elf	80/70	3d10
Sea Elf	85/75	2d10
Sun Elf	65/60	2d10
Wild Elf	90/85	3d10

❖ **DARK ELVES (RC)**

Dark Elves, otherwise known as Drow in some worlds, are those Elves who lost in the Elf wars, descending into the lightless depths of Solinar. Dark of skin and light of hair, most Dark Elves have ruby or crimson red eyes that shine eerily in the night.

Of all Elves on the planet, none hold a hatred as violent or unrelenting as the Dark Elves. With a passionate desire to destroy all surface Elves and then the rest of the surface races, the Dark Elves are not to be taken lightly.

Dark Elven Racial Traits at ECL 3:

- +2 Dexterity; -2 Charisma.
- Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- **Spell-Like Abilities:** Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the Drow's class levels.
- **Weapon Proficiency:** A Drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.
- **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Base Land Speed: 30 feet.

Racial Hit Dice: d6 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: His Racial Class gives him one feat at 2nd Level.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Elven, Undercommon.

Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Kuo-toan. This trait replaces the high elf's automatic and bonus languages.

Level Adjustment: +2 if not played through.

Locals: The Black, as the Underdark is called on Solinar. Additionally, raiding parties can be found throughout the world.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	Special Changes To
1	0	1	+0	+1	+1	-	2+INT Mod x4	+1 DEX; -1 CHR; Darkvision 60'; SR 5; Proficient in Short Sword; Dancing Lights Once Per Day; Light Blindness
2	1000	+1	+1	+1	+1	-	2+INT Mod	+1 DEX; -1 CHR; Darkvision 90'; SR 10; +1 to WILL vs Spells/Spell-Like Effects; Proficient in Short Sword & Hand Crossbow; Dancing Lights & Darkness Once Per Day; Light Blindness; Racial Feat

❖ MOON ELVES

Moon Elves are somewhat shorter than their Sun and Dark Elven cousins, appearing often pale and thin. Known for their abilities with magic and the bow, the Moon Elves have carved out a kingdom on Tyrnus and hold it with relative ease. They tend to be physically weaker than their other Elven cousins and thus developed ways to defend themselves that kept them away from direct physical combat, mastering the bow and magics. Moon Elves tend toward icy blue eyes, though a rare few have white colorations. Those of the royal family are denoted for their startling glowing blue eyes and bright white hair.

Moon Elven Racial Traits:

- +2 Intelligence; -1 Strength & Constitution.

Level Adjustment: None.

Locals: The vast majority of Moon Elves are found on Tyrnus, though a random wanderer can be found throughout Solinar.

❖ SEA ELVES

Love of the waters drew Elves into the seas in times long past, originally magically reinforced to allow survival under the waves, but later blessed by their Gods and becoming what they are now. With skin of dark blue or a murky green with hair resembling seaweed more than anything else, Sea Elves definitely appear much different than their surface or even Black-inhabiting cousins.

Sea Elven Racial Traits:

- +1 Strength & Constitution; -1 Intelligence & Dexterity.
- An aquatic elf has the aquatic subtype.
- An aquatic elf has a swim speed of 40 feet.
- **Gills:** Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules on page 304 of the Dungeon Master's Guide).
- **Superior Low-Light Vision:** Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Level Adjustment: None.

Locals: Many Sea Elves can be found off the shores of Quinvala where they have a large coral city beneath the waves. Additionally, the Sea Elves maintain multiple enclaves below the waves surrounding Illustus' spell-cloaked island.

❖ SUN ELVES

Sun Elves (considered equivalent to the standard D&D Elves) are the most prominent of the Elves on Solinar... having arguably the largest empire known to Man. Light of hair and skin, most Sun Elves have brown, green, or rarely, hazel eyes. They tend toward brown in hair, though a rare few have blond hair. Those of the royal family are denoted for their startling bright green eyes and bright orange hair.

Sun Elven Racial Traits:

- As described in Player's Handbook, under Elf.

Level Adjustment: None.

Locals: Most Sun Elves are found in the Empire of Illustus, however they can be found in small groups throughout Solinar. A small enclave of Sun Elves is rumored to live on Tynus in the Moon Elven kingdom of Quivala.

❖ WILD ELVES

Wild Elves (considered equivalent to the standard D&D Elves) are found in southern Tynus, often either co-located with the Green Dwarves or nearby. They tend to be larger than other Elves, more like Half-Elves in their stature. They live a simple, Egrarian life alongside their Green Dwarven friends.

Sun Elven Racial Traits:

- +1 to STR & DEX; -1 to INT & CHR

Level Adjustment: None.

Locals: Wild Elves are found almost exclusively on southern Tynus and Phase, with very few choosing an adventuresome life.

Felians (RC)

The Felians of Solinar are members of the Third Age Races, springing up around the time of Humans. They are broken down into five sub-races: Leonine, Tigras, Jagras, Lynx, and Goldine. (*Special thanks to William 'Sani' McPherson for the inspiration for expanding this Race... and of course, the Thundercats™ that the inspiration came from... do not judge*).

Felians of the Leonine, Tigra, and Jagras subrace tend to be of a height with Humans, though are heavier. Lynx and Goldine tend to be Dwarven heighted, but lightweight and agile compared to other races. Each subrace of Felian tends to fall into stereotypical trades, though there are indeed outliers and one-offs that go another direction. The race tends toward a caste system in their homelands, but adapt easily to the standard practices of the races near where they decide to live... should they leave their homelands. Felians tend to remain wilder at heart than other races of Solinar, to include Elves. It is rare for a Felian to decide to live outside of the town or village of their birth as family tends to remain incredibly important to them throughout their lives. Those that are found outside of Felian dominated areas tend to have circumstances leading to this factor, and many will never return home should they leave.

FELIAN SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Leonine	70/65	1d10
Tigra	65/62	1d10
Jagras	60/58	1d10
Lynx	40/38	1d10
Goldine	50/48	1d10

FELIAN SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Leonine	180/170	1d12
Tigra	158/150	1d10
Jagras	158/150	1d10
Lynx	50/40	1d8
Goldine	75/65	1d6

❖ GOLDINE (Leopard-based)

Goldine Felians, though larger than Lynx on average, tend to be much smaller than Jagras, Tigras, and Leonine. These spotted beings are larger than Dwarves, but smaller than Humans in height. Studious and attentive, Goldine tend to drift into the mystic arts as their professions.

Goldine Racial Traits at ECL 2:

- +2 Intelligence, +2 Wisdom, +2 Charisma.
- +1 natural armor bonus.
- **Low-Light Vision:** Felian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Racial Skills:** Felian have a +2 racial bonus on Listen and Move Silently checks.

Base Land Speed: 40 feet.

Racial Hit Dice: d4 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Feline.

Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.

Level Adjustment: +1

Locals: Most are found on Ugh'Ratha and the Isle of Sands.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+1 INT; +1 WIS; +1 CHR; Low-Light Vision; +1 to Listen and Move Silently.

❖ **JAGRAS (Jaguar-based)**

Jagras Felians are similar in size to the Tigras, if somewhat shorter. Many Jagras tend to spend long periods of time outside of their towns and villages, communing with nature, and tend to drift into the Druidic or Priestly aspects. Many serve their towns and villages as judges.

Jagras Racial Traits at ECL 2:

- +2 Strength, +3 Wisdom, +1 Charisma.
- +1 natural armor bonus.
- **Low-Light Vision:** Felian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Racial Skills:** Felian have a +2 racial bonus on Listen and Move Silently checks.

Base Land Speed: 40 feet.

Racial Hit Dice: d6 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Feline.

Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.

Level Adjustment: +1

Locals: Most are found on the Dragon Isles and Tyrnus.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+1	-	-	-	2+INT Mod x4	+1 STR; +2 WIS; Low-Light Vision; +1 to Listen and Move Silently.

❖ **LEONINE (Lion-based)**

Leonine Felians are large, muscular warrior-types usually that tend toward martial expertise above other things. Felian towns are usually ran by a Leonine.

Leonine Racial Traits at ECL 2:

- +3 Strength, +1 Wisdom, +2 Charisma.
- +1 natural armor bonus.
- **Low-Light Vision:** Felian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Racial Skills:** Felian have a +2 racial bonus on Listen and Move Silently checks.

Base Land Speed: 30 feet.

Racial Hit Dice: d10 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Feline.

Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.

Level Adjustment: +1

Locals: Most are found on Aver and the Isle of Sands

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+1	-	-	-	2+INT Mod x4	+2 STR; +1 CHR; Low-Light Vision; +1 to Listen and Move Silently.

❖ **TIGRAS (Tiger-based)**

Tigras Felians are Human-sized in build, but tend to be heavier as they are well muscled. Most Tigras serve within their villages and towns as Ranger-types and hunters or Scouts.

Tigras Racial Traits at ECL 2:

- +2 Strength, +2 Wisdom, +2 Charisma.
- +1 natural armor bonus.
- Low-Light Vision: Felian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Racial Skills: Felian have a +2 racial bonus on Listen and Move Silently checks.

Base Land Speed: 30 feet.

Racial Hit Dice: d8 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Feline.

Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.

Level Adjustment: +1

Locals: Most are found on Aver and the Dragon Isles.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+1 STR; +1 WIS; +1 CHR; Low-Light Vision; +1 to Listen and Move Silently.

❖ LINKAS (Lynx-based)

Linkas Felians are smaller than their Human-sized cousins, faster and more agile, with Dwarven height but light of body. As such many tend toward stealth as their lot in life acting as Scouts and spies, thieves and traders for their village or town.

Lynx Racial Traits:

- +4 Dexterity, +2 Charisma.
- +1 natural armor bonus.
- Low-Light Vision: Felian can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- Racial Skills: Felian have a +2 racial bonus on Listen and Move Silently checks.

Base Land Speed: 30 feet.

Racial Hit Dice: d4 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Feline.

Bonus Languages: Draconic, Gnoll, Halfling, Sylvan.

Level Adjustment: +1

Locals: Most are found on Ugh'Ratha and Tyrnus.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+2 DEX; +1 CHR; Low-Light Vision; +1 to Listen and Move Silently.

Gnomes (Restricted Race, See DM)

The Gnomes of Solinar are a dying breed. After the War of Silver and Blood between them and the Orcs, the survivors of the Artificer Gnomes fled to Ugh'Ratha and Salzube on the Isle of Sands where their decedents make their homes. The Svirfneblin, or Deep Gnome, sub-race is flourishing in contrast, populating vast stretches of the Black.

GNOME SUBRACE HEIGHT

Subrace	Base	Modifier
Artificer	36/40	2d6
Svirfneblin	38/42	1d10

GNOME SUBRACE WEIGHT

Subrace	Base	Modifier
Artificer	60/70	2d6
Svirfneblin	50/60	1d10

❖ ARTIFICER GNOMES

Gnomes in Solinar are a dying breed. What is detailed here is a brief description of Gnomes on Solinar, and their slow change into something else entirely.

Artificer Gnome Racial Traits:

- As described in Player's Handbook, under Gnome.

Level Adjustment: None.

Locals: Artificer Gnomes are only found in Coppertown on Ugh'ratha. None adventure that anyone has ever reported, and the appearance of a Gnome would surely raise questions.

The Rain of Blood & Decline

No one seems to know for sure about the cause, but the Rain of Blood erupted across Solinar, pitting Gnomes against Green Orcs. Some say it was a conflict between the Orcish God, Gruumsh, and the Gnomish God, Garl Glittergold. Some say it was a territorial conflict that erupted into full-scale war. Some say it was a combination of the two. Again, no one knows for sure but the Gods themselves. After the Rain of Blood ended, the Gnomes of Solinar came together and founded Copper Town. Taking stock, the Gnomes realized that their people were in desperate states. Even with optimistic estimates, their people were going to die out.

Saving Their Race

Though there are those who disagree that it is actually saving the race... Gnomes had to change their lives drastically due to their decline. Less and less young were being born among the Gnomes, resources were initially thin (though have since stabilized), and even their Gods seemed depressed about the situation their people were in. Something had to be done in order to survive. That something became known as Artifact Gnomes, named after their own Artificer Gnome race. Using a process known only to the Gnomes, the very life force of a dying Gnome is placed within a Construct, thus preserving the life of the Gnome. In this way the Gnome race can at least survive... even if that survival may ultimately see the extinction of the flesh and blood Gnome race.

❖ ARTIFACT GNOMES

Shrouded in mystery, and often mistaken for some type of Golem, the Artifact Gnomes are actually living constructs infused with the life force and mind of a Gnome who is close to death. This serves to keep the racial memory and culture of the Gnomes alive... as they slowly die out as a species.

Living Construct Subtype (Ex): Artifact Gnomes are constructs with the living construct subtype. A living construct is a created being given sentience and free will through powerful and complex creation enchantments. Artifact Gnomes are living constructs who combine aspects of both constructs and living creatures, as detailed below.

Features: As a living construct, an Artifact Gnomes has the following features:

- An Artifact Gnomes derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.
- **Traits:** An Artifact Gnome possesses the following traits.
 - Unlike other constructs, an Artifact Gnome has a Constitution score.
 - Unlike other constructs, an Artifact Gnome does not have low-light vision or darkvision.
 - Unlike other constructs, an Artifact Gnome is not immune to mind-affecting spells and abilities.
 - Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.
 - An Artifact Gnome cannot heal lethal damage naturally.
 - Unlike other constructs, Artifact Gnome are subject to critical hits, nonlethal damage, stunning, ability damage, ability drain, death effects, and necromancy effects.
 - As living constructs, Artifact Gnome can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to an Artifact Gnome can be healed by a cure light wounds spell or a repair light damage spell, for example, and an Artifact Gnome is vulnerable to disable construct and harm. However, spells from the healing subschool and supernatural abilities that cure hit point damage or ability damage provide only half their normal effects to an Artifact Gnome.
 - The unusual physical construction of Artifact Gnome makes them vulnerable to certain spells and effects that normally don't affect living creatures. An Artifact Gnome takes damage from heat metal and chill metal as if he were wearing metal armor. Likewise, an Artifact Gnome is affected by repel metal or stone as if he were wearing metal armor. An Artifact Gnome is repelled by repel wood. The iron in the body of an Artifact Gnome makes him vulnerable to rusting grasp, taking 2d6 points of damage from the spell (Reflex half; save DC 14 + caster's ability modifier). An Artifact Gnome takes the same damage from a rust monster's touch (Reflex DC 17 half). Spells such as stone to flesh, stone shape, warp wood, and wood shape affect objects only and thus cannot be used on a Artifact Gnome.
 - An Artifact Gnome responds slightly differently from other living creatures when reduced to 0 hit points. An Artifact Gnome with 0 hit points is disabled, as with a living creature. He can take only a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 and greater than -10, an Artifact Gnome is inert. He is unconscious and helpless, and cannot perform any actions. An inert Artifact Gnome does not lose additional hit points unless more damage is dealt to him, however, as with a living creature that has become stable.
 - As a living construct, an Artifact Gnome can be raised or resurrected.
 - An Artifact Gnome does not need to eat, sleep, or breathe, but he can still benefit from the effects of consumable spells and magic items such as heroes' feast and potions.
 - Although living constructs do not need to sleep, an Artifact Gnome wizard must rest for 8 hours before preparing spells.
- **Stats:** +1 Strength, +2 Constitution, -2 Wisdom, -1 Charisma. Artifact Gnome are resilient and powerful, but their difficulty in relating to other creatures other than Gnomes makes them seem aloof or even hostile.

- **Medium:** As Medium constructs, Artifact Gnome have no special bonuses or penalties due to their size.
- **Speed:** Artifact Gnome base land speed is 30 feet.
- **Composite Plating:** The plating used to build an Artifact Gnome provides a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus an Artifact Gnome cannot benefit from the effects of magic armor or magic robes. Composite plating can gain a magic enhancement bonus and magic armor properties as armor can, using the Craft Magic Arms and Armor feat. The character must be present for the entire time it takes to add this enhancement. In addition, spells and infusions that normally target armor, such as magic vestment and armor enhancement, can be cast with the composite plating of an Artifact Gnome character as the target. Composite plating also provides an Artifact Gnome with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows an Artifact Gnome to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.
- **Light Fortification (Ex):** When a critical hit or sneak attack is scored on an Artifact Gnome, there is a 25% chance that the critical hit or sneak attack is negated, and damage is instead rolled normally.
- **Natural Weapons:** An Artifact Gnome has a natural weapon in the form of a slam attack that deals 1d4 points of damage.
- **Automatic Languages:** Common. Bonus Languages: None.
- **Favored Class:** Fighter. A multiclass Artifact Gnome's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Artificer Gnome Spell Lists

Artifact Gnomes may add the Artificer Spells on the list below that begin on page 103 of the Eberron Campaign Setting book:

- **1st Level:** Inflict Light Damage, Repair Light Damage
- **2nd Level:** Inflict Moderate Damage, Repair Moderate Damage, Toughen Construct
- **3rd Level:** Construct Energy Ward, Inflict Serious Damage, Repair Serious Damage
- **4th Level:** Construct Energy Ward (Greater), Inflict Critical Damage, Iron Construct, Repair Critical Damage
- **6th Level:** Disable Construct, Hardening, Total Repair

Mystery of the Race

Most upon the face of Solinar have no idea of the existence of Artifact Gnomes as it is extremely rare for one to leave Copper Town. Most upon the face of Solinar do not even know that Gnomes still exist as it is extremely rare for *them* to leave Copper Town as well in this day and age... mostly so that they can be nearby in order to have their essence transferred upon their physical deaths. The few Artifact Gnomes to have ever been seen by the rest of Solinar have been mistaken for Golems or regular Constructs.

The Future

Most Gnomes dream of the day that their race could be saved... and this is the dearest desire of even the Artifact Gnomes. But if this could ever happen is unknown. The birth rate of the Gnomish people is extremely low in comparison to even the Dwarves of Solinar, which works against them. Intervention by the Gnomish Gods has been minimal, and many believe that something has happened to stop them from helping, as they assume no other explanation exists to justify their silence and lack of action.

❖ SVIRFNEBLIN (CURRENTLY RESTRICTED)

The Svirfneblin, or Deep Gnomes as some call them, reside in vast stretches of the Black, thriving below-ground in relative safety in comparison to their surface cousins who are fighting for their survival. They are not a playable Race, normally. See the DM for more. Svirfneblin Racial Traits:

- +2 to Dexterity & Wisdom, -2 to Strength, and -4 to Charisma.
- Darkvision up to 120'. This replaces a standard Gnomes' low-light vision.
- Spell-Like Abilities: *Blindness, Blur, & Change Self* – 1/Day. Save DC = 10 + spell level.
- Stonecunning: Like Dwarves, Svirfneblin receive a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A Svirfneblin who merely comes within 10' of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A Svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a Human can sense which way is up.
- Nondetection (Su): Svirfneblin have a continuous nondetection supernatural ability as the spell cast by a wizard of their character level.
- Spell Resistance of 11 + Character Level.
- +4 Dodge bonus against all creatures (no special bonus against giants).
- +2 racial bonus on all saving throws.
- +2 racial bonus on Hide checks, which improves to +4 in darkened areas underground.

Level Adjustment: +3.

Locals: Svirfneblin can be found only in the lightless depths of the world.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	+2	+2	+1	2+INT Mod x4	-1 to STR; -2 to CHR; Darkvision 60'; <i>Blur</i> 1/Day; Stonecunning (+1); +2 Dodge bonus; +1 Racial Saves
2	1000	+1	+1	+2	+2	+2	2+INT Mod	+1 to DEX & WIS; -1 to CHR; Darkvision +30'; <i>Change Self</i> 1/Day; <i>Nondetection</i> ; +2 to Hide; Spell Resistance
3	2000	+1	+2	+3	+3	+2	2+INT Mod	+1 to DEX & WIS; -1 to STR & CHR; Darkvision +30'; <i>Blindness</i> 1/Day; Stonecunning (+1); +2 Dodge bonus; +1 Racial Saves

Goliaths (RC)

Goliaths can be found primarily on Tynrus as well as the Isle of Sands on Solinar, though there is rumor of a tribe that lives within the Bastion Mountains on the southern portion of Aver. This race is reclusive and tend to keep themselves out of the affairs of others, however those found on the Isle of Sands have thrown their lot in with Elves found in the center of the island against the depredations of Shi Jin.

GOLIATH HEIGHT

Subrace	Base	Modifier
Goliaths	75/72	3d8

GOLIATH WEIGHT

Subrace	Base	Modifier
Goliaths	250/225	3d20

Goliath Racial Traits:

- +4 Strength, -2 Dexterity and +2 Constitution: Goliaths are massively muscled, but their bulk sometimes gets in the way when they are trying to be nimble.
- Goliath base land speed is 30 feet.
- +2 bonus on Sense Motive checks: When speaking to one another, goliaths tend to augment their verbal communication with subtle body language. They are likewise able to “read” the unintentional body language of others.
- **Monstrous Humanoid:** As monstrous humanoids, goliaths are proficient with all simple weapons, but they have no proficiency with any armor or shield.
- **Powerful Build:** The physical stature of a goliath lets him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered to be one size larger when determining whether a creature’s special attacks based on size (such as improved grab or swallow whole) can affect him. A goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject’s size category.
- **Mountain Movement:** Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.
- **Acclimated:** Goliaths are automatically acclimated to life at high altitude. They don’t take the penalties for altitude described in the Mountain Travel section on page 90 of the *Dungeon Master’s Guide*. Unlike other denizens of the mountains, goliaths don’t lose their acclimation to high altitude even if they spend a long time at a lower elevation.

Automatic Languages: Common and Gol-Kaa.

Level adjustment: +1.

Racial Hit Dice: d10 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Sense Motive, Spot, and Survival.

Racial Feats: A centaur’s monstrous humanoid levels give him two feats.

Space/Reach: 5 feet/5 feet.

Bonus Languages: Dwarven, Giant, Gnomish, Terran.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	+1	-	-	2+INT Mod x4	+2 to STR; +1 to CON; -1 to DEX; +1 on Sense Motive Checks; <i>Acclimated</i> ; <i>Powerful Build</i>

Halflings

Halflings may be found throughout Solinar, though they tend to concentrate in Aver, the Island of Sands, and Tynrus. Halflings are almost unique on Solinar in that they have yet to have a war which engulfed the whole of their race, instead being the type to avoid massive conflict and live in peace with the other nearby races.

HALFLING SUBRACE HEIGHT

Subrace	Base	Modifier
Halfling	24/22	3d4

HALFLING SUBRACE WEIGHT

Subrace	Base	Modifier
Halfling	44/40	5d4

Halfling Racial Traits:

- As described in Player's Handbook, under Halflings.

Level Adjustment: None.

Locals: Halflings have large communities on Aver and Tyrnus, and make up a sizable percentage of the population of Shi Jin and on the Isle of Sands.

Half Dragons (RC)

On the world of Aver, it is no surprise that Dragons are a force of power in the world. From the Dragon Isles (ruled by a Great Wyrn Gold Dragon) to Aver (terrorized by many evil Dragons) to the worship of the Dragon Gods while Human Gods were locked away from Solinar, Dragons have been a part of the lives of many inhabitants on the planet. As such, many Half Dragons exist on Solinar. In this section, we will address each type that can be found on Solinar. In order to take Half Dragon as a race, players must utilize modified rules of the Dragon Racial Class.

HALF DRAGON SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Half Black	64/62	4d4
Half Blue	64/62	3d4
Half Green	66/64	4d4
Half Red	70/68	4d4
Half White	60/58	2d4
Half Brass	60/58	2d4
Half Bronze	65/60	3d4
Half Copper	65/60	4d4
Half Gold	72/70	4d4
Half Silver	70/68	4d4

HALF DRAGON SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Half Black	84/80	5d4
Half Blue	85/81	5d6
Half Green	80/76	5d6
Half Red	100/95	5d6
Half White	75/70	5d4
Half Brass	80/75	5d6
Half Bronze	80/75	5d6
Half Copper	75/70	5d4
Half Gold	95/90	5d6
Half Silver	100/95	5d6

All Types Of Dragon Racial Traits:

All Half Dragons acquire the following, level dependent, attributes. All level entries below stack.

Base Land Speed: 30 feet.

Racial Hit Dice: d12 Hit Dice.

Racial Skills: His class skills are Knowledge (Arcana), Spellcraft, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Draconic

Bonus Languages: Elvish, Dwarvish, Sylvan.

Locals: Found anywhere on Solinar, a large concentration of them are found on Aver, the Dragon Isles, and Tyrnus.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	Special Stacks as Indicated Below:
1	0	1	+0	+1	-	-	2+INT Mod x4	+2 to STR; +1 to CHR; -1 to DEX; +2 to Intimidate & Spot Checks; Dragonblood Subtype; Low-Light Vision
2	2000	1	+1	+1	-	-	2+INT Mod	+2 to STR & CON; -1 to DEX; Darkvision 30'; +2 on Saves vs. Sleep & Paralysis; +1d4" to Height; +2d10lbs to Weight; Claws (1d3)
3	5000	1	+1	+1	-	+1	2+INT Mod	+2 to STR & INT; -1 to DEX; Darkvision +30'; +2 on Saves vs. Sleep & Paralysis; Bite (1d4); Claws go to 1d4
4	8000	1	+1	+1	-	+1	2+INT Mod	+2 to STR; +1 to CHR; -1 to DEX; Dragon Type; +1d4" to Height; +2d10lbs to Weight

❖ HALF BLACK DRAGON

Half Black Dragons have the following modifiers:

- **2nd Level** -- Acid Splash (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Acid; 30' Line Range), Resistance to Acid 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 60' Line Range), Resistance to Acid becomes 10.

❖ HALF BLUE DRAGON

Half Blue Dragons have the following modifiers:

- **2nd Level** -- Create/Destroy Water (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Lightning; 30' Line), Resistance to Electricity 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 60' Line Range), Resistance to Electricity becomes 10.

❖ HALF GREEN DRAGON

Half Green Dragons have the following modifiers:

- **2nd Level** -- Purify/Corrupt Food & Drink (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Corrosive Gas; 15' Cone Range), Resistance to Acid 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 30' Cone Range), Resistance to Acid becomes 10.

❖ HALF RED DRAGON

Half Red Dragons have the following modifiers:

- **2nd Level** -- Dancing Lights (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Fire; 15' Cone Range), Resistance to Fire 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 30' Cone Range), Resistance to Fire becomes 10.

❖ HALF WHITE DRAGON

Half White Dragons have the following modifiers:

- **2nd Level** -- Ray of Frost (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Cold; 15' Cone Range), Resistance to Cold 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 30' Cone Range), Resistance to Cold becomes 10.

❖ HALF BRASS DRAGON

Half Brass Dragons have the following modifiers:

- **2nd Level** -- Resistance (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Fire; 30' Line), Resistance to Fire 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 60' Line Range), Resistance to Fire becomes 10.

❖ HALF BRONZE DRAGON

Half Bronze Dragons have the following modifiers:

- **2nd Level** -- Know Direction (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Lightning; 30' Line Range), Resistance to Lightning 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 60' Line Range), Resistance to Lightning becomes 10.

❖ HALF COPPER DRAGON

Half Copper Dragons have the following modifiers:

- **2nd Level** -- Mending (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Acid; 30' Line Range), Resistance to Acid 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 60' Line Range), Resistance to Acid becomes 10.

❖ HALF GOLD DRAGON

Half Gold Dragons have the following modifiers:

- **2nd Level** -- Flare (Ex), 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Fire; 15' Cone Range), Resistance to Fire 5.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 30' Cone Range), Resistance to Fire becomes 10.

❖ HALF SILVER DRAGON

Half Silver Dragons have the following modifiers:

- **2nd Level** -- Ghost Sound, 3/Day.
- **3rd Level** -- Breath Weapon, Weak, 1d3 (Cold; 15' Cone Range), Resistance to Cold and Acid 2.
- **4th Level** -- Breath Weapon, Full, 1d6 (Now 30' Cone Range), Resistance to Cold and Acid become 5.

Half-Elves

While Half-Elves are a standard race found in the Player's Handbook, there are two types of Half-Elf that need to be addressed specifically. For Half-Elves that are not Half-Sea or Half-Dark, use the standard PHB information.

HALF-ELF SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Half-Dark Elf	60/62	1d8
Half-Sea Elf	58/60	1d10
Half-Elf, Normal	Standard	

HALF-ELF SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Half-Dark Elf	60/62	1d8
Half-Sea Elf	58/60	1d10
Half-Elf	Standard	

❖ HALF-DARK ELVES (RC)

While other Half-Elves may indeed have a difficult time finding their places in the world, none are more lost than the Half-Dark Elves. Shunned by their Human parentage, killed or used as pawns by their Dark Elf parentage, the Half-Dark Elves can be considered the “lost” by any that encounter them. This has turned the vast majority of them bitter, and it is rare indeed to come across one which is of pure heart. Luckily, this particular type of Half-Elf is rare in the extreme.

Half-Dark Elven Racial Traits:

- +1 Dexterity & Wisdom; -1 Constitution & Charisma.
- *Darkvision* out to 90 feet. This trait replaces the high elf’s low-light vision.
- Spell resistance equal to 5 + class levels.
- +1 racial bonus on Will saves against spells and spell-like abilities.
- Spell-Like Abilities: Drow can use the following spell-like abilities once per day: darkness, faerie fire. Caster level equals half the Half-Dark Elf’s class levels.
- Weapon Proficiency: A Half-Dark Elf is automatically proficient with the hand crossbow, the scimitar, and the short sword. This trait replaces the high elf’s weapon proficiency.

Base Land Speed: 30 feet.

Racial Hit Dice: d6 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: None.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common, Elven, Undercommon.

Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin, Kuo-toan. This trait replaces the high elf’s automatic and bonus languages.

Level Adjustment: +1 if not played through.

Locals: There are no communities of Half-Dark Elves, and indeed most tend toward lone wolf status, keeping to the fringes of society, if entering it at all.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+1 DEX; -1 CON; Darkvision 60'; SR 2; Darkness Once Per Day

❖ HALF-SEA ELVES

Forever waging war in the seas, protecting Elven Nation’s coasts, and exploring the vastness of the oceans. Life for a Sea Elf is one adventure after another. Unlike Half-Dark Elves, Sea Elven society embrace their Half-kin and integrate them quite happily into their society.

Half-Sea Elven Racial Traits:

- +1 Dexterity; -1 Intelligence.
- A Half-Sea Elf has the aquatic subtype.
- A Half-Sea Elf has a swim speed of 30 feet.
- Gills & Lungs: Half-Sea Elves have both gills and lungs, allowing them to survive indefinitely on both land and under the sea.
- Superior Low-Light Vision: Half-Sea Elves can see two times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination.

Level Adjustment: None.

Locals: Most Half-Sea Elves live in coastal areas near to Elven communities.

❖ HALF-ELF, GREEN, MOON & SUN ELVES

Half-Elves are in all ways matching the standard dwarves presented in the Player’s Handbook. Most tend to live in the communities of their mothers, whichever that may be, but seldom find true belonging wherever that may be.

Half-Orcs

Half-Orcs suffer much more than Half-Elves could ever understand... though the two racial backgrounds do have ostracizing in common with each other. Half-Orcs are far too often ruled by their inner rage than any other race on the surface of Solinar, and this bleeds through in their day to day contact with others. It is this, in addition to their monstrous appearance, which sets them apart from others. On Solinar there are two distinct types of Orcs: the Grays and the Greens as many refer to them. Each has their own challenges they face, and each is viewed differently than the others by everyone else.

HALF-ORC SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Half-Gray Orc	70/74	2d6
Half-Green Orc	75/78	2d8

HALF-ORC SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Half-Gray Orc	160/200	4d12
Half-Green Orc	175/215	5d12

❖ HALF-GRAY ORC

Gray Orcs form the most accepted sub-race of Orc on Solinar. Known for their desires to live in peace with other cultures, their great strides toward developing a cultural background for their people, and their fierce loyalty to those they deem friends, the Gray Orcs have quickly made a positive influence on Solinar in the short time they have appeared. Gray Orcs were formerly a sub-caste within Orcish society, forced into roles as cannon fodder, slaves, and servants. All of that changed just over 100 years ago when the Great Revolt brought them to the surface of Solinar and thrust them into the view of others. Until that point most did not even know that another type of Orc existed... and their first appearance brought with it great confusion. Their actions and willingness to live peacefully with others has endeared them to many... though the racial hatreds between Orcs and Dwarves and between Orcs and Elves are still there. Half-Gray Orcs tend to have ashen skin, black hair, and eyes, and are shorter and lighter than their Half-Green Orc counterparts.

Half-Gray Orcish Racial Traits:

- +2 Strength; -1 Intelligence & Charisma.
- All other modifiers are as described in the Player's Handbook under Half-Orc.

Level Adjustment: None.

Locals: Most Half-Gray Orcs are found on Tynus, though an enterprising few have spread to other continents. This is a rarity however, and then to be singular individuals or small family groups.

❖ HALF-GREEN ORC

Green Orcs are the most widely known about of all Orcs, and represent the standard "monster" type one would think of when encountering a war band of Orcs. Big, gnarly, surly, and animalistic, Green Orcs are truly why Orcs have a bad name. Half-Green Orcs almost always have a mother who was not an Orc. No Green Orc female would ever bring shame and dishonor to her people and family by carrying the seed of a non-Orc after all. This, combined with the disposition of Green Orcs, means that most Half-Green Orcs are the product of rape... and as such lives a harsh and often brutal life. Very few are ever raised by their mothers... instead being left for dead in the wild or dropped off at temples. This has produced two differing sub-types in personality amongst Half-Green Orcs. The first is wild, tenacious, and much like their paternal ancestor. The other tends toward religious fervor, worshiping the deity whose priest raised them. In many temples across the lands one can find a Half-Green Orc temple guard... or perhaps even an acolyte or two.

Half-Green Orcish Racial Traits:

- +3 Strength; +1 Constitution; -2 Intelligence & Charisma.
- All other modifiers are as described in the Player's Handbook under Half-Orc.

Level Adjustment: None.

Locals: Half-Green Orcs can be found anywhere that an Orcish population can be found.

Humans

With the coming of Man, Humans have quickly become one of the most prevalent species on the face of Solinar, falling short of the Goblinoid races only because of their reduced gestation period in comparison. They can be found in any area of Solinar for one reason or another, and in all ways are identical to the standard PHB Humans. However, two (for lack of a better term) sub-races of Humans need to be discussed independently, Barbarians and Dragon Islanders.

HUMAN SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Barbarian	70/72	1d8
Dragon Islander	62/64	1d6
Human	Standard	

HUMAN SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Barbarian	160/180	4d8
Dragon Islander	100/115	1d10
Human	Standard	

❖ BARBARIAN TRIBAL

Members of the Human Barbarian Tribes tend to be larger and stockier than the other Humans on Solinar, though they lack in education due to their way of life. Most possess brown or black hair, though red is not uncommon as well. See Adventuring in Solinar page.

Barbarian Human Racial Traits:

- They are in all ways identical to standard Humans from the PHB except for their size differences and lack of formal education which are reflected in the following:
- +1 to Strength; -1 to Intelligence.

Level Adjustment: None.

Locals: Any area that has a Barbarian Tribe.

❖ DRAGON ISLANDER

Natives of the Dragon Isles tend to be shorter and leaner than other Humans on Solinar, being lighter on their feet, but less hardy than others owing to their usually aesthetic lifestyles.

Dragon Islander Racial Traits:

- They are in all ways identical to standard Humans from the PHB except for their size differences and the following:
- +1 to Dexterity; -1 to Strength.

Level Adjustment: None.

Locals: All Dragon Islanders hail from the Dragon Isles, though it is not uncommon to find them throughout the length and breadth of Solinar.

Tieflings (RC)

A Tiefling is the descendant of a union between an infernal creature and a human. Shunned and maligned by the world at large, Tieflings maintain a low profile and make their livings as spies, thieves, assassins, or smugglers. Few find the “legitimate” world very appealing, and instead they blossom in the seedier side of society.

TIEFLING SUBRACE HEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Tieflings	55/52	3d4

TIEFLING SUBRACE WEIGHT

<i>Subrace</i>	<i>Base</i>	<i>Modifier</i>
Tieflings	100/80	5d20

Tieflings are diametrically opposed to Aasimars and the two have found themselves innately at odds for untold generations. Some Tieflings serve as mere soldiers for the dark powers, while others devise their own selfish goals, seeing cooperation with infernal beings for mutual benefit.

Tiefling Racial Traits:

- +2 Dexterity, +2 Intelligence, -2 Charisma
- +2 racial bonus on Bluff and Hide checks: Tieflings are deceptive and stealthy.
- **Outsider (native):** Tieflings are outsiders who are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.
- **Darkvision:** Tieflings can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Tieflings can function fine with no light at all.
- **Darkness (Sp):** A Tiefling can use darkness once per day as a 1st-level caster or a caster of her class level, whichever is higher.

Racial Hit Dice: d6 Hit Dice.

Racial Skills: His class skills are Listen, Move Silently, Spot, and Survival.

Racial Feats: A centaur’s monstrous humanoid levels give him two feats.

Space/Reach: 5 feet/5 feet.

Automatic Languages: Common and Infernal.

Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, and Orc.

Favored Class: Rogue. A multiclass Tiefling’s rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

Level Adjustment: 1

Locals: Much like Aasimar, there are no known communities of Tieflings anywhere on Solinar. Instead, they can periodically be found wandering the world.

Level	XP	HD	BAB	Fort	Ref	Will	Skills	While Still 1 st Level, you have the following:
1	0	1	+0	-	-	-	2+INT Mod x4	+1 DEX & INT; -1 CHR; +1 to Bluff & Hide Checks; Darkvision

Lycanthropes in Solinar (Restricted)

Lycanthropes are Humans who can transform themselves into animals and hybrid forms. They are found all over Solinar, but only amongst Humans and Human-Blooded Races (Half-Elves, Half-Orcs, etc)... never other races. This is because of the nature of their creation on Solinar.

The first Lycanthrope created on Solinar was the Werebear, being brought forth by Elanna to serve as her champions among the mortal flock. The Goddess Elanna has her champions, but her adversary Seshna has her own as well, created either in jealousy or simply to be contrary. Bitter is the rivalry between the Goddess of the Moon and the Goddess of Darkness, so much so that for every type of good-aligned Lycanthrope out there, its opposite exists to combat it. Each has its own subculture that has arisen within its fold, but one factor always remains: they are either agents of the Moon, or agents of the Darkness.

Each continent has their own types of Lycanthropes, usually based upon a prevalent animal found on the continent itself (though there are no reasons one cannot travel the world). These are as follows:

ELANNA's

Werebear
Wereraven
Wereboar
Werebat

SESHNA's

Werewolf
Weretiger
Werespider
Wereserpents

LOCATION

Found on the continent of Aver natively.
Found on the Dragon Isles natively.
Found on the continent of Tyrnus natively.
Found on the Isle of Sands.

CREATING A LYCANTHROPE ON SOLINAR

The first thing one will notice is that most of the Lycanthropes on Solinar are slightly weaker in some areas than those listed in the MONSTER MANUALS, while being stronger in other areas. No scholar is quite sure why this is, but most see this as the nature of their being divine creations and the nature of the Goddess responsible.

This is not the same for the Lycanthropes created by Seshna. Seshna, in her cruelty, ensured that her creations could spread their affliction... meaning any Lycanthrope created by Seshna DOES have the Curse of Lycanthropy under their descriptions. Regardless, these are the only types of Lycanthropes one will find on the world of Solinar.

COMMON ABILITIES

All Lycanthropes have a few abilities that are common no matter what type of Lycanthrope they may be, as follows:

CLASS SKILLS: Class skills (and key ability for each skill) are Climb (STR), Intimidate (CHR), Knowledge (Nature), Listen (WIS), Spot (WIS), Survival (WIS), and Swim (STR).

- *Skill Points at 1st Level:* (4+INT Modifier) x4.
- *Skill Points at Each Additional Level:* 4 + INT Modifier.

HIT DICE: No matter the Lycanthrope type, all roll D8s for Hit Dice during their Racial Class Levels.

LEVEL ADJUSTMENT: Level adjustment varies by subtype. See DM for more information.

Final Note

Any other race that a player may wish to play must be cleared through the Dungeon Master prior to bringing it into the campaign. Most other races are considered 'outsiders' on Solinar, and very few (if any at all) of them exist.

Unearth Arcana Variant Rules

- **Environmental Racial Variants:** This variant is only used in specific areas of Solinar (such as the Isle of Sands & Tyrnus). See the DM for more information on this Variant and if you are able to utilize one of them or not. (NOTE: Elemental races are not used).
- **Reducing Level Adjustments:** Utilized for Level Adjustment +2 and lower. Anything +3 and above utilizes the rules from Savage Species and Racial Levels are required to gain the full abilities of these races (i.e., Half-Dragons, etc).
- **Bloodlines:** None are allowed in Solinar as written in Unearthed Arcana.



CHAPTER 4: CLASSES ON SOLINAR

Below we will discuss the various classes available for play on Solinar. These classes are taken from the varied D&D 3.5 books that have been printed over time. Very few classes on Solinar are the exact same as they are in the Player's Handbook and other references, instead reflecting cultural and local flavors as well as specific changes needed to reflect phenomena found only on Solinar.

Below we will list those classes found in the Player's Handbook and show what alternate class features or alternate classes are available for use in Solinar. Afterwards, we will briefly discuss the "special" classes that are not found in the Player's Handbook.

BARBARIANS

Barbarians are a unique entry here as "Barbarian" can mean either the Barbarian Class or the Human Barbarian Subrace. I will break them down this way below. Barbarians of Solinar are a tribal people with each tribe being associated with a beast of Solinar. All are members of the tribes indicated below. The Totem Barbarian is utilized for Barbarians on Solinar.

Barbarian Humans make their home across the length and breadth of Solinar. There are seven known tribes of Barbarians, with another rumored to exist, though no concrete evidence has been established as of yet. Preferring the simple, nomad hunter life, Barbarians tend toward rough and tumble, with feats of strength and prowess in battle seeming to get one further ahead in tribal life than anything else. If they were to be compared to a Earth-like peoples, a combination of Highland Scots and Scandinavian Viking seems to be the best description.

All Barbarian Tribes follow a caste system, regardless of tribe. This is as follows:

- The highest caste of Barbarian is the Elders.
- Below the Elders in stature are the Warriors & Talespinners (Savage Bards class).
- Below them are the Crafters (Battle Sorcerers class).
- Finally, below the Crafters are the Younglings and Unblooded (i.e. those who do not fight).

Families have members of all castes usually, and all castes accept their place without question. The life of the Barbarian tribes is harsh (one might say Spartan-like), but no finer warriors can be found to fight on one's side. Different tribes can be found as indicated below:

- **Ape Tribe:** The Ape Tribe is made up exclusively of Orcs and Half-Orc on the Isle of the Gods.
- **Bear Tribe:** The Bear Tribe is unique among the Barbarian Tribe as it has small enclaves everywhere one will find Barbarians, though the size of these enclaves differs. This enclave of Barbarians is famous for one aspect that sets them apart from the rest, they are Werebears (see that section under Races).
- **Boar Tribe:** The Boar Tribe can be found in the hills of the Plain of Winds on the continent of Tyrnus.
- **Dragon Tribe:** The Dragon Tribe can be found on Ugh'Ratha, though they have recently taken a severe hit to their population due to their failed invasion of the Princedoms.
- **Horse Tribe:** Found on the Isle of Sands, these Barbarians live a tribal, nomadic life in the wastes.
- **Raven Tribe:** Found only on a small island in the Dragon Isles, the Raven Tribe keeps to themselves.
- **Wolf Tribe:** The Wolf Tribe can be found on Aver located mainly within the Stormtree forested region.

Ape Tribe

The Ape Tribe inhabits the Isle of the Gods and is made up exclusively of Orcs and ½ Orcs. No other races are members of this tribe and the tribe as a whole is fiercely dominant and war-like... combining the ferocity of the Orc with the brutality of the Barbarian.

- At 1st level, an ape-totem barbarian gains a climb speed equal to one-half his base land speed (round down to the nearest 5-foot interval). At 2nd level, an ape-totem barbarian gains a +2 bonus on Intimidate checks.
- A 3rd level ape-totem barbarian gains Power Attack as a bonus feat.
- At 5th level, an ape-totem barbarian's climb speed equals his base land speed.

Bear Tribe

The Bear Tribe can be found anywhere that Barbarians may be found, as they hail from the other Tribes originally. When Werebear shows itself upon them, they leave their current Tribe and officially join the Bear Tribe. Every location one can find a Barbarian will have at least one Bear Tribe member living among them. Utilize the rules for "Werebear of Elanna" found later in this book when creating a Bear Tribe member. ALL members of this Tribe are Werebears... no exception. Bear Tribe members do not gain Rage as an ability, instead utilizing the Berserker Strength alternate class feature.

- **Berserker Strength (Bear Clan Only):** The decision of when to rage is one of the toughest faced by a barbarian. Selecting the berserker strength class feature in place of rage removes the need for this often complicated tactical decision, replacing it

with an automatically activated boost to your combat prowess and durability. In short, when the going gets tough, you get tougher.

- When your current hit point total is below $5 \times$ your barbarian level, your berserker strength automatically activates. You gain a +4 bonus to your Strength score, a +2 bonus on saves, damage reduction 2/-, and a -2 penalty to your AC. The damage reduction granted by berserker strength stacks with any similar kind of damage reduction. There is no limit to the number of times per day your berserker strength can activate. While berserker strength is active, you have the same limitation on actions as a barbarian in rage. You cannot voluntarily end your berserker strength, although you automatically drop out of it while unconscious, helpless, or (most likely) when you receive healing to bring your current hit points above the threshold.
 - At 11th level (or if you would gain the greater rage class feature from any class), your berserker strength improves instead. The bonus to your Strength score improves to +6, your bonus on saves improves to +3, and you gain damage reduction 3/- (or your existing damage reduction of the same kind improves by 3).
 - At 20th level (or if you would gain the mighty rage class feature from any class), your berserker strength instead improves again. The bonus to your Strength score improves to +8, your bonus on saves improves to +4, and you gain damage reduction 4/- (or your existing damage reduction of the same kind improves by 4).
- Any effect that would normally apply only during your rage applies whenever your berserker strength is active.

Boar Tribe

The Boar Tribe exists only in rumor to most beings of Aver. Little is known of this Tribe as they live upon the lands of Phase... only appearing on Solinar periodically. A barbarian dedicated to the boar totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- When raging, a 1st-level boar-totem barbarian is treated as having the Diehard feat, even if he does not meet the normal prerequisites.
- At 3rd level and higher, a boar-totem barbarian's rage lasts for 2 rounds longer than normal.
- Beginning at 7th level, a boar-totem barbarian's damage reduction is 1 point higher than the normal value. Thus, at 7th level, a boar-totem barbarian's damage reduction is 2/-, and it rises by 1 point every three levels thereafter.

Dragon Tribe

The Dragon Tribe can be found originally on Ugh'Ratha, though recently they have suffered great losses to their population of adult males. Their failed invasion of the Princedoms in support of the Serpent Tribe resulted in many of them being killed. As it stands only women, children, and the infirm live in Dragon Tribal lands. A barbarian dedicated to the dragon totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level dragon-totem barbarian gains Blind-Fight as a bonus feat.
- At 2nd level, a dragon-totem barbarian gains a +2 bonus on saves against paralysis and sleep effects.
- At 5th level, a dragon-totem barbarian gains the frightful presence ability. The save DC is equal to $10 + 1/2$ barbarian level + barbarian's Cha modifier.

Horse Tribe

The Horse Tribe can be found primarily upon the Isle of Sands living a nomadic lifestyle, though they do have a stronghold in the center of their territory (picture Mongols). The stronghold there is primarily a place where pregnant or nursing mothers and the infirm or young live. A barbarian dedicated to the horse totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities. Members of the Horse Tribe utilize the Horselord alternative class feature, detailed below. The horselord is a variant barbarian. Unless otherwise noted, a horselord advances in the same manner as a barbarian (same Hit Die, base attack bonus, saving throw bonuses, skill points, and so on). When a character elects to take a level of barbarian or horselord, he may not later take levels in the other class. This prevents the character from gaining the benefits of a 1st-level barbarian twice. The horselord loses fast movement and trap sense, but gains several new abilities. The horselord does not rage, replacing that ability with a battle ecstasy he can use with the same frequency.

- **Battle Ecstasy:** Through special prayers, protective garments, or even nakedness in battle - to become invulnerable to the weapons of the enemy. A horselord who enters battle ecstasy becomes difficult to harm. He temporarily gains a +4 bonus to Dexterity, a +4 bonus to Constitution, and damage reduction 1/-. The horselord's damage reduction while in battle ecstasy stacks with the damage reduction he receives at higher levels (thus, a 7th-level horselord has DR 2/- while in battle ecstasy). A horselord can use any skill or feat while in battle ecstasy, but all skill checks except for Handle Animal and Ride take a -2 penalty. Battle ecstasy lasts as long as a barbarian's rage and has the same fatiguing effect. Beginning at 17th level, the horselord is no longer fatigued after leaving a battle ecstasy. The horselord's battle ecstasy has no greater rage or mighty rage equivalents.
- **Skills:** A horselord takes no penalty on Ride checks for riding bareback and gains a +2 bonus when using any kind of saddle (which stacks with the normal +2 bonus on Ride checks when using a military saddle). A horselord must choose a kind of

animal he knows of and has ridden as a mount at least once. He receives a +2 bonus on Handle Animal checks whenever dealing with the selected kind of animal (most horselords choose the animals their tribes routinely use).

- **Animal Companion:** At 4th level, the horselord's mount becomes an animal companion as per the ranger ability of the same level. The horselord must own and ride the horse for at least two months before he can bond with it in this way. Treat the mount in all ways as the animal companion of a ranger of the same level as the horselord, except the horselord's mount retains the animal type and is not considered a magical beast. If the mount is killed or otherwise lost, the horselord can find a new companion mount after 1d4 months of searching and a successful DC 15 Handle Animal check.
- **Improved Mounted Archery:** At 6th level, the horselord gains Improved Mounted Archery as a bonus feat.

Raven Tribe

The Raven Tribe is said to inhabit the northwestern-most island in the Dragon Isles. A barbarian dedicated to the raven totem does not gain the standard fast movement and trap sense, and instead gains the following abilities.

- At 1st level, a raven-totem Barbarian's keen vision grants him a +2 Bonus on Spot Checks.
- A 3rd level raven-totem Barbarian gains Lightning Reflexes as a bonus feat.

Wolf Tribe

The Wolf Tribe can be found on Aver, located mainly within the Stormtree forested region. A barbarian dedicated to the wolf totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 2nd-level wolf-totem barbarian gains Improved Trip as a bonus feat, even if he does not meet the normal prerequisites.
- A barbarian who prefers crafty hunting over pure ferocity might choose to exchange his rage ability for certain ranger class features.
- This variant simply swaps one or more of a class's features for one or more class features of another class. A class feature gained works just as it did for its original class, including the level at which it is gained and any other effects, except as noted below.
 - **Loses:** Rage, greater rage, indomitable will, tireless rage, mighty rage.
 - **Gains:** Favored enemy (as ranger), archery combat style, improved archery combat style, and archery combat style mastery (as ranger).

View the Spirit World

Your link to the divine gives you an uncanny insight into the intricacies of the spirit world. This unique perception lets you expand your senses into realms that few mortals can perceive.

- **Level:** 5th.
- **Replaces:** This benefit replaces the improved uncanny dodge class feature.
- **Benefit:** Once per day, you can peer into the spirit world for a number of rounds equal to one-half your barbarian level (rounded down). While doing so, you gain darkvision out to 60 feet, can see invisible creatures, and gain a +2 bonus on Search and Spot checks. This is a supernatural ability.



BARDS

Bards on Solinar will often utilize special rules depending upon their origins. A Bard from Trademeet, which hosts a Bard's College, will be completely different than the Tale Weavers, savage Bards hailing from Barbarian Tribes. The following are available depending upon the background of the character, on Solinar:

Bardic Knack

Wandering bards learn more mundane skills and less esoteric knowledge on their travels. If you select this class feature, you have done a little bit of everything; maybe you spent a few months as a wilderness guide, and you also had a cousin in an ambassador's retinue who regaled you with tales of courtly intrigue. The bardic knack class feature makes you more capable of accomplishing simple tasks with a wide variety of skills. You do not need to dabble in noncritical skills (unless you want to be considered trained in their use), freeing up your skill points to focus on a small range of crucial skills.

- **Level:** 1st.
- **Replaces:** If you select this class feature, you do not gain bardic knowledge.
- **Benefit:** When making any skill check, you can use 1/2 your bard level (rounded up) in place of the number of ranks you have in the skill (even if that number is 0). For example, a 5th-level bard would have the equivalent of 3 ranks in Appraise, Balance, Bluff, and so on (but only for the purpose of making skill checks). You cannot take 10 on checks when you use bardic knack (to take 10 you have to use your actual ranks). If the skill does not allow untrained checks, you must have at least 1 actual rank to attempt the check.

Bardic Sage

The bardic sage focuses his efforts on learning, research, and the power of knowledge. The bardic sage has all the standard bard class features, except as noted below.

- **Alignment:** The bardic sage must be neutral good, neutral, or neutral evil. The true pursuit of knowledge cares little for ethical extremes. A bardic sage who becomes chaotic or lawful cannot progress in levels as a bardic sage, though he retains all his bardic sage abilities.
- **Base Save Bonuses:** The bardic sage has good will saves, but has poor Fortitude and Reflex saves.
- **Spellcasting:** A bardic sage learns and casts spells as a normal bard, with a few exceptions. In addition to the normal number of spells known, a bardic sage knows one divination spell of each spell level he is capable of casting. For example, a 1st-level bardic sage knows four 0-level bard spells plus one 0-level bard spell of the divination school (such as detect magic, know direction, or read magic). The bardic sage's number of spells per day does not change.
 - To learn or cast a spell, a bardic sage must have an intelligence score (not Charisma score) equal to at least 10 + the spell level. All other spellcasting factors, including bonus spells and save DCs, are still determined using the bardic sage's Charisma score. Add the following spells to the bardic sage's class spell list:
 - 1st - detect chaos/evil/good/law.
 - 2nd - zone of truth.
 - 3rd - arcane sight.
 - 4th - analyze dweomer (lowered from 6th), sending.
 - 5th - contact other plane, greater scrying (lowered from 6th).
 - 6th - true seeing, vision.
- **Bardic Knowledge:** A bardic sage gains a +2 bonus on all bardic knowledge checks.
- **Bardic Music:** A bardic sage's powers of inspiration are not as persistent as those of a traditional bard. His ability to inspire courage, inspire greatness, or inspire heroics lasts only 3 rounds after the ally can no longer hear the bardic sage sing, rather than the normal 5 rounds.

Divine Bard

Not all bards are arcanists; some derive their special powers from a divine tradition as indicated below. The divine bard has all the standard bard class features, except as noted below. Gods/Goddesses: The following of Solinar Gods and Goddess have Divine Bards as an option:

- Dwarven God, Hanseath
- Elven God, Alobal Lorfiril
- Gnomish God, Sheyanna Flaxenstrand
- Halfling God, Sheela Peryroyl
- Human God, Liandra
- **Spellcasting:** A divine bard learns and casts spells as a normal bard, with some minor exceptions. A divine bard's spells are divine spells, not arcane spells. To learn or cast a spell, a divine bard must have a Wisdom score (not Charisma score) equal to at least 10 + the spell level. All other Spellcasting factors, including bonus spells and save DCs, are still determined using the divine bard's Charisma score. Like druids, paladins, and rangers, divine bards need not designate a specific deity as the

source of their spells. However, a divine bard cannot cast spells of an alignment that does not match his. Thus, divine bards cannot cast lawful spells (since bards cannot be lawful). Neutral divine bards cannot cast any spells associated with an alignment (and are thus relatively rare).

- Add the following spells to the divine bard's class spell list:
 - 0 - create water, cure minor wounds.
 - 1st - detect evil/good/law, protection from evil/good/law.
 - 2nd - consecrate, desecrate, gentle repose.
 - 3rd - magic circle against evil/good/law, prayer.
 - 4th - remove disease, speak with dead, sending.
 - 5th - divination, restoration.
 - 6th - commune, hallow, unhallow, raise dead.

Healing Hymn

When you play your healing hymn, your allies can cast curative spells more effectively. Furthermore, everyone around you feels rejuvenated and more fully rested when your hymn becomes a lullaby.

- **Level:** 1st.
- **Replaces:** This benefit replaces the *fascinate* bardic music ability.
- **Benefit:** If you have 3 or more ranks in a Perform skill, you can use your music or poetics to create an area conducive to healing. To be affected, an ally must be able to see and hear you perform. The effect lasts as long as you continue performing and for 5 rounds thereafter. An affected ally who casts any conjuration (healing) spell gains a +1 sacred (if you're good or neutral) or profane (if you're evil) bonus on the roll for each rank you have in the Perform skill. This ability has no effect on spells cast from wands, scrolls, or other magic items. In addition, if you use this ability for 1 full minute before you and your allies retire for the night, everyone in the group heals naturally as if he had completed 24 hours of bed rest (thus recovering twice his character level in hit points). If the music is interrupted, the magic of the song is lost. Either use of *healing hymn* counts as one daily use of your bardic music ability. This is a spell-like ability.

Tale Weaver

Utilizing the Savage Bard rules, Tale Weavers are Bards that hail from one of the Barbarian Tribes. The savage bard is a warrior at heart, though his arcane powers strike fear into the enemies of his tribe. Savage bards often multi-class as barbarians to improve their combat prowess.

- **Alignment:** A savage bard must be chaotic in alignment. A savage bard who becomes nonchaotic cannot progress in levels as a bard, though he retains all his bard abilities.
- **Base Save Bonuses:** A savage bard has good Fortitude and Will saves, but has poor Reflex saves.
- **Changes:** A savage bard loses Decipher Script and Speak Language as class skills. He adds Survival to his list of class skills. The savage bard has all the standard bard class features, except as noted below.
- **Illiteracy:** A savage bard is illiterate, just as a barbarian is. An illiterate savage bard cannot use or scribe scrolls.
- **Spellcasting:** Remove the following spells from the savage bard's class spell list: calm emotions, comprehend languages, detect secret doors, erase, prestidigitation, read magic, sepia snake sigil, summon monster (I through VI).
 - Add the following spells to the savage bard's class spell list:
 - 1st - calm animals, detect snares and pits, endure elements, summon nature's ally I.
 - 2nd - bull's strength, pass without trace, summon nature's ally II.
 - 3rd - snare, summon nature's ally III.
 - 4th - insect plague, summon nature's ally IV.
 - 5th - commune with nature, summon nature's ally V.
 - 6th - creeping doom, reincarnate, summon nature's ally VI.



CLERICS

Clerics of Solinar are many and varied depending of course upon the deity they worship, but can also be strongly influenced by what culture they come from. The following alternate class features are available on Solinar.

Ancestral Speaker

Many cultures of Solinar do not have standard clerics as one pictures them. Felians, for example, utilize the Ancestral Speaker alternative class. The following cultures specifically will have them in preference over the standard cleric.

- ❖ Centaurs
- ❖ Felians
- ❖ Goblins
- ❖ Orcs (and Half-Orcs raised in the Orcish culture)
- ❖ Ogres (and Half-Ogres raised in the Orcish Culture)

An ancestral speaker calls upon his forebears, and the deceased patriarchs and matriarchs of his clan, family, or nation, for spells and guidance. Unlike standard clerics, whose first devotion is often to their priesthood, an ancestral speaker serves and protects the honor of his ancestors and the well-being of his people with equal fervor. They are, after all, essentially the same thing; his people today are the family of those who have gone, and they themselves will one day be the ancestor spirits to following generations:

- **Hit Die:** d8.
- **Skills:** The ancestral speaker's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). Further, an ancestral speaker may choose any two cross-class skills to become class skills; these were taught to him by his ancestors during communion over the course of his training to become an ancestral speaker.
 - Skill Points at 1st Level: (4 + Int modifier) × 4.
 - Skill Points at Each Additional Level: 4 + Int modifier.

Level	BAB	Saves			Special	Spells per Day												
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+2	+2	Ancestral Communion (Skills), 1/Day ; Holy Presence	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+3	+3		4	2	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+3	+3		4	2	1	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+4	+4	Death Talker +2	5	3	2	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+4	+4	Ancestral Communion (Skills), 2/Day	5	3	2	1	-	-	-	-	-	-	-	-	-
6	+4	+5	+5	+5		5	3	3	2	-	-	-	-	-	-	-	-	-
7	+5	+5	+5	+5		6	4	3	2	1	-	-	-	-	-	-	-	-
8	+6	+6	+6	+6	Death Talker +4	6	4	3	3	2	-	-	-	-	-	-	-	-
9	+6	+6	+6	+6	Ancestral Communion (Questions), 1/Day; Improved Resurrection	6	4	4	3	2	1	-	-	-	-	-	-	-
10	+7	+7	+7	+7	Ancestral Communion (Skills), 3/Day	6	4	4	3	3	2	-	-	-	-	-	-	-
11	+8	+7	+7	+7		6	5	4	4	3	2	1	-	-	-	-	-	-
12	+9	+8	+8	+8	Death Talker +6	6	5	4	4	3	3	2	-	-	-	-	-	-
13	+9	+8	+8	+8		6	5	5	4	4	3	2	1	-	-	-	-	-
14	+10	+9	+9	+9		6	5	5	4	4	3	3	2	-	-	-	-	-
15	+11	+9	+9	+9	Ancestral Communion (Skills), 4/Day	6	5	5	5	4	4	3	2	1	-	-	-	-
16	+12	+10	+10	+10	Death Talker +8	6	5	5	5	4	4	3	3	2	-	-	-	-
17	+12	+10	+10	+10		6	5	5	5	5	4	4	3	2	1	-	-	-
18	+13	+11	+11	+11		6	5	5	5	5	4	4	3	3	2	-	-	-
19	+14	+11	+11	+11		6	5	5	5	5	5	4	4	3	3	2	-	-
20	+15	+12	+12	+12	Ancestral Communion (Skills), 5/Day	6	5	5	5	5	5	4	4	4	3	3	2	-

- **Class Features:** All of the following are class features of the ancestral speaker.
 - Weapon and Armor Proficiency: The ancestral speaker is proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).
 - Spells: An Ancestral Speaker casts divine spells (the same type of spells available to the druid, paladin, and ranger), which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. An Ancestral Speaker must choose and prepare his spells in advance. To prepare or cast a spell, a cleric must have a Charisma score equal to at least 10 + the spell level (CHR 10 for 0-level spells, CHR 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the Ancestral Speaker's Charisma modifier.

- **Ancestral Communion (Ex):** In addition to spells, the ancestral speaker may pray to his ancestors for advice or knowledge. At 1st level, the ancestral speaker may request a bonus on any one specific skill, once per day. The ancestors grant him temporary knowledge of that skill, bestowing a competence bonus equal to the ancestral speaker's Charisma modifier plus his class level. It does not matter if the speaker already possesses any ranks in this skill or not; the ancestral speaker can use the skill even if he is untrained in its use or cannot normally use it. The bonus lasts for a number of rounds equal to 1 plus the ancestral speaker's Charisma bonus. At 5th level and every 5 levels thereafter, the ancestral speaker may use this power an additional time per day. At 9th level, the ancestral speaker may choose to ask the ancestors' advice, rather than seeking their aid with skills. Instead of a skill bonus, he may choose to ask them questions, as per the commune spell cast by a cleric of his level. He may do this only once per day; any other uses of ancestral communion during that day must be requests for help with a skill.
- **Holy Presence (Ex):** The ancestral speaker is considered to be his own holy symbol, as he is descended from the beings on whom he calls. Thus, he need not carry any such symbol, and can cast spells with the Divine Focus component without one.
- **Death Talker (Ex):** Due to his long association with the spirits of the departed, the 4th-level ancestral speaker gains a +2 bonus to all Diplomacy, Bluff, Intimidate, and Sense Motive checks against undead. At 8th level and every 4 levels thereafter, this bonus increases by +2.
- **Improved Resurrection (Ex):** The ancestors on whom the speaker calls well know the pathways between life and death, and they can smooth over the transition for anyone making the crossing at their speaker's behest. Anyone raised or resurrected by an ancestral speaker still loses a level, but only a portion of the normal XP. Under most conditions, level loss drops the victim to the halfway point of the old level; someone raised by an ancestral speaker drops to the three-quarter mark. For example, a 9th-level character who is raised would normally drop to 32,000 XP. (A character needs 28,000 for 8th level and 36,000 for 9th, so half the difference is 4,000.) If that character were raised by a speaker, however, he would drop only to 34,000 XP.

Blasphemous Incantation

Not all evil deities or fiendish powers are concerned with undead. Some grant their mortal servants the ability to channel their unholy will in the form of a blasphemous incantation.

- **Level:** 1st (cleric).
- **Special Requirement:** To select this class feature, you must be evil. If your alignment changes to something other than evil, you lose access to this class feature until your alignment is restored to evil.
- **Replaces:** If you select this alternative class feature, you lose the ability to rebuke undead.
- **Benefit:** You can call upon your evil master to smite your enemies. All good creatures within 30 feet must succeed on Fortitude saves (DC 10 + 1/2 your caster level + your Cha modifier) or become sickened for a number of rounds equal to your Charisma modifier (minimum 1 round). You can utter a blasphemous incantation a number of times per day equal to 3 + your Cha modifier. If you have 5 or more ranks in Knowledge (religion), the DC of the Fortitude save increases by 2. Blasphemous incantation is a supernatural ability.

Crusader

The crusader is a holy warrior, a martial priest dedicated to battling the enemies of his church and spreading the teachings of his deity throughout the lands. The crusader is in many respects akin to the paladin, but is devoted solely to ridding the world of the followers of enemy gods, rather than the paladin's code. She wields weapon and spell with equal faculty, and is willing either to lead others into battle or to stand against the enemy alone.

- **Hit Die:** d8.
- **Class Skills:** The crusader's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Ride, (Dex), and Spellcraft (Int).
 - **Skill Points at 1st Level:** (2 + Int modifier) × 4.
 - **Skill Points at Each Additional Level:** 2 + Int modifier.
- **Class Features:** All of the following are class features of the crusader.
 - **Weapon and Armor Proficiency:** The crusader is proficient with all simple weapons, with all types of armor, and with shields (including tower shields). In addition, the crusader may choose a single martial weapon with which she is proficient, as though she had the Martial Weapon Proficiency feat.
 - **Deific Foe (Ex):** At 1st level and every 5 levels thereafter, a crusader must choose a deity opposed to her own god. The crusader gains a +4 morale bonus to attack and damage rolls against worshipers of the chosen deific foe.
 - **Turn Foe's Followers (Su):** Starting at 1st level, the crusader may turn or destroy worshipers of her deific foe. This is resolved just like a normal cleric's turn undead ability, except that the ability only affects worshipers of the deific foe. A crusader can use this ability a number of times per day equal to 3 + her Charisma modifier. A crusader with 5 or more ranks of Knowledge (religion) gains a +2 bonus on turning checks against worshipers of her deific foe.

- **Bonus Feats:** The crusader gains a bonus feat at 3rd level and every five levels thereafter. These feats must come from the fighter's bonus feat list, with the following alteration: Remove Weapon Specialization and Greater Weapon Specialization from the list (as clerics cannot take those feats), and replace it with Combat Casting.
- **Smite (Su):** Once per day, beginning at 5th level, a crusader may make a smite attack against any foe, so long as the foe does not worship the crusader's deity and does not share either the deity's or the crusader's alignment. She adds her Charisma bonus to her attack roll and deals 1 extra point of damage per crusader level. If the crusader accidentally smites a creature that does not qualify by the above conditions, the Smite has no effect, but the ability is still used up for the day. At 10th, 15th, and 20th level the crusader gains an additional smite attempt per day.

Level	BAB	Saves			Special	Spells per Day												
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	1 st Deific Foe; Turn Foe's Followers	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3		4	2	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Bonus Feat	4	2	1	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4		5	3	2	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Smite, 1/Day	5	3	2	1	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5	2 nd Deific Foe	5	3	3	2	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5		6	4	3	2	1	-	-	-	-	-	-	-	-
8	+6	+6	+2	+6	Bonus Feat	6	4	3	3	2	-	-	-	-	-	-	-	-
9	+6	+6	+3	+6		6	4	4	3	2	1	-	-	-	-	-	-	-
10	+7	+7	+3	+7	Smite, 2/Day	6	4	4	3	3	2	-	-	-	-	-	-	-
11	+8	+7	+3	+7	3 rd Deific Foe	6	5	4	4	3	2	1	-	-	-	-	-	-
12	+9	+8	+4	+8		6	5	4	4	3	3	2	-	-	-	-	-	-
13	+9	+8	+4	+8	Bonus Feat	6	5	5	4	4	3	2	1	-	-	-	-	-
14	+10	+9	+4	+9		6	5	5	4	4	3	3	2	-	-	-	-	-
15	+11	+9	+5	+9	Smite, 3/Day	6	5	5	5	4	4	3	2	1	-	-	-	-
16	+12	+10	+5	+10	4 th Deific Foe	6	5	5	5	4	4	3	3	2	-	-	-	-
17	+12	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	-	-	-
18	+13	+11	+6	+11	Bonus Feat	6	5	5	5	5	4	4	3	3	2	-	-	-
19	+14	+11	+6	+11		6	5	5	5	5	5	4	4	3	3	-	-	-
20	+15	+12	+6	+12	Smite, 4/Day	6	5	5	5	5	5	4	4	4	4	4	4	4

Peripheral Beliefs

Religions are steeped in dogma and traditions. The dogma of a religion almost always comes directly from the deities whom the religion reveres. Traditions, on the other hand, sometimes form for reasons that have little to do with the faith's deity. This article presents five sample peripheral beliefs, from which you may choose up to two. If a cleric violates a belief for any reason he loses its benefit until he receives an atonement spell. In game terms, these can be considered "Flaws" (even if not really Flaws) that can be added to your character's calling, regardless of their faith.

- **Daily Prayer:** At specific times of day, you must perform a prayer while facing a specific direction.
 - **Restrictions:** You must stop to pray at the appropriate times, regardless of your current situation. Most deities require at least three 5-minute prayers each day (dawn, noon, and sunset) but stricter lawful deities may also require prayers at mid-morning and mid-afternoon.
 - **Benefits:** Since you must always face the proper direction while praying, you can automatically discern true north as if you had 5 ranks in Survival. If you already have 5 ranks in Survival you gain a +2 bonus on all Survival checks instead.
- **Day of Rest:** Every seventh day, you must refrain from all physical activity, regardless of whether you are in town, on the road, or in the dungeon.
 - **Restrictions:** On the designated day, you cannot take attack actions, cast spells with somatic components, activate mechanical devices, or carry a load heavier than light.
 - **Benefits:** Due to being especially well-rested, you gain a +4 bonus on all saves made against sleep effects and you do not suffer a -10 penalty when making Listen checks while asleep.
- **Dietary Restriction:** You believe a certain kind of food - such as all meat from a certain kind of animal or from any animal not slain in a specific way - is unclean. Any utensils or dishes used with unclean food themselves become unclean and taint any other food they touch.
 - **Restrictions:** Any food prepared by someone other than a devout follower of the religion, or any potion that is not created by the cleric, violate these standards of cleanliness. (A detect poison spell can detect these foods, since the cleric perceives such fare as spiritual poison.)
 - **Benefits:** Due to the careful choice of foods, the cleric is especially healthy and gains a +1 bonus on Fortitude saves against poisons and diseases.
- **Sacred Animal:** You consider some particular kind of animal sacred, such as cats, cows, or birds. You cannot harm or impede a sacred animal in any way, and you must attempt to prevent others from harming or impeding one.

- **Restrictions:** You cannot attack the sacred creature, even in self-defense. If your allies choose to attack such a creature in self-defense, you must ensure the creature survives, such as binding its wounds once it goes unconscious. If your allies are the aggressors, you cannot cast beneficial spells on them for 24 hours after the combat ends.
- **Benefits:** Animals of the sacred kind feel a special affinity for you and instinctively avoid attacking you unless in self-defense or under magical compulsion (this benefit does not extend to your allies). In addition, you gain a +4 bonus on all Charisma-based skill checks when interacting with such creatures.
- **Sacred Clothing:** You must wear some particular item of clothing that takes up a magic item slot, such as a head covering or a ceremonial glove, at all times.
 - **Restrictions:** Since the special clothing must be both worn and displayed as a show of devotion, you cannot cover up or remove it. This often means you must forego use of magic items that would be worn in that slot. It might also cause you to commit violations of etiquette in social situations.
 - **Benefits:** The special item of clothing is of masterwork quality and costs at least 25 gp. Wearing it grants you a +2 bonus on Charisma-based skill checks when dealing with other followers of your religion and it may be enhanced using normal magic item creation rules. A set of armor or other item that grants you benefits cannot count as your sacred clothing.



DRUIDS

Druids in Solinar belong to one of four Druidic Orders that worship the Elemental Lords. During The Hiding, as it has come to be called, Tiamat and other evil Draconic Deities, along with Grummsh and a few other evil Gods and Goddesses, locked the Human pantheon away from the world. During this time, however, Druids on Solinar never lost their power. Their place in society grew overnight almost as Druids became the only Humans able to cast divine spells. Other races followed the Druidic path of course, but other races like the Felians, Genasi, etc may be Elemental Order Druids. Most other races do not become Elemental Order Druids, instead gaining their power from the natural Gods & Goddesses of their race.

The four Orders are detailed individually below. All Druids of the various Orders have a few changes that are standard across the board. Druidic spells will always have an elemental flavor to them that is synonymous with their Order. The spell is always the same as those detailed in the description, but if an elemental flavor can be given to them, it will take precedence. Additionally, their Druidic ability of Wild Shape is limited by the very Elemental Lords and Ladies that they worship. This means that they can only assume shapes associated with their Order. This is shown in the descriptions below.

Druids adventure to gain knowledge (especially about animals and plants unfamiliar to them) and power. Sometimes, their superiors call on their services. Druids may also bring their power to bear against those who threaten what they love, which more often includes ancient stands of trees or trackless mountains than people. While druids accept that which is horrific or cruel in nature, they hate that which is unnatural, including aberrations (such as beholders and carrion crawlers) and undead (such as zombies and vampires). Druids sometimes lead raids against such creatures, especially when they encroach on the druids' territory.

Druids cast divine spells much the same way clerics do, though most get their spells from the power of nature rather than from deities. Their spells are oriented toward nature and animals. In addition to spells, druids gain an increasing array of magical powers, including the ability to take the shapes of animals, as they advance in level. The armor of a druid is restricted by traditional oaths to the items noted in Weapon and Armor proficiency (below). All other armor is prohibited. Though a druid could learn to wear full plate, putting it on would violate her oath and suppress her druidic powers. Druids avoid carrying much worked metal with them because it interferes with the pure and primal nature that they attempt to embody, except for Earth Druids who see metal as the blood of the earth at their feet.

Druids, in keeping with nature's ultimate indifference, must maintain at least some measure of dispassion. As such, they must be neutral on at least one alignment axis (chaotic-lawful or good-evil), if not both. Just as nature encompasses such dichotomies as life and death, beauty and horror, and peace and violence, so two druids can manifest different or even opposite alignments (neutral good and neutral evil, for instance) and still be part of the druidic tradition.

Druids may live in small towns, but they always spend a good portion of their time in wild areas. Even large cities surrounded by cultivated land as far as the eye can see often have druid groves nearby—small, wild refuges where druids live and which they protect fiercely. Near coastal cities, such refuges may be nearby islands, where the druids can find the isolation they need.

The druid enjoys extraordinary versatility. Though she lacks the sheer healing power of the cleric, she makes up for it with additional offensive power, thanks to her spell selection and wild shape ability. A druid back up by another secondary healer (such as a paladin) can prove extremely valuable to a group of adventurers. Her animal companion also provides valuable melee combat support.

All Druidic Orders' Game Rule Information

All Druids have the following game statistics. Afterwards, we will discuss the specifics for the Elemental Orders.

Abilities: Wisdom determines how powerful a spell a druid can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, a druid must have a Wisdom score of 10 + the spell's level. A druid gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a druid's spell is 10 + the spell's level + the druid's Wisdom modifier. Since a druid wears light or medium armor, a high Dexterity score greatly improves her defensive ability.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8.

Class Skills: The druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int),

Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

- *Skill Points at 1st Level:* $(4 + \text{Int modifier}) \times 4$.
- *Skill Points at Each Additional Level:* $4 + \text{Int modifier}$.

Level	BAB	Saves			Special	Spells per Day												
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Animal Companion; Nature Sense; Wild Empathy	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Woodland Stride	4	2	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Trackless Step; Precursor Form	4	2	1	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Venom Resistance	5	3	2	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Wild Shape, 1/Day	5	3	2	1	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5	Wild Shape, 2/Day	5	3	3	2	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5	Wild Shape, 3/Day	6	4	3	2	1	-	-	-	-	-	-	-	-
8	+6/+1	+6	+2	+6	Wild Shape (Large Sized), 1/Day	6	4	3	3	2	-	-	-	-	-	-	-	-
9	+6/+1	+6	+3	+6	Wild Shape (Elemental; Tiny), 1/Day	6	4	4	3	2	1	-	-	-	-	-	-	-
10	+7/+2	+7	+3	+7	Wild Shape, 4/Day	6	4	4	3	3	2	-	-	-	-	-	-	-
11	+8/+3	+7	+3	+7	Wild Shape (Large Sized), 2/Day	6	5	4	4	3	2	1	-	-	-	-	-	-
12	+9/+4	+8	+4	+8	Druidic Order Ability	6	5	4	4	3	3	2	-	-	-	-	-	-
13	+9/+4	+8	+4	+8	Wild Shape (Elemental; Small), 2/Day	6	5	5	4	4	3	2	1	-	-	-	-	-
14	+10/+5	+9	+4	+9	Wild Shape, 5/Day	6	5	5	4	4	3	3	2	-	-	-	-	-
15	+11/+6/+1	+9	+5	+9	Wild Shape (Elemental; Medium), 3/Day	6	5	5	5	4	4	3	2	1	-	-	-	-
16	+12/+7/+2	+10	+5	+10	Wild Shape (Huge Sized), 1/Day	6	5	5	5	4	4	3	3	2	-	-	-	-
17	+12/+7/+2	+10	+5	+10	Wild Shape (Elemental; Large), 4/Day	6	5	5	5	5	4	4	3	2	1	-	-	-
18	+13/+8/+3	+11	+6	+11	Wild Shape, 6/Day; Timeless Body	6	5	5	5	5	4	4	3	3	2	-	-	-
19	+14/+9/+4	+11	+6	+11	Wild Shape (Large Sized), 3/Day; Wild Shape (Elemental; Huge), 5/Day	6	5	5	5	5	5	4	4	3	3	-	-	-
20	+15/+10/+1	+12	+6	+12	Wild Shape (Huge Sized), 2/Day	6	5	5	5	5	5	4	4	4	4	4	4	4

Class Features: All of the following are class features of the druid.

- **Weapon and Armor Proficiency:** Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).
 - Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description, page 246) Druids are proficient with shields (except tower shields) but must use only wooden ones.
 - A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spelllike class abilities while doing so and for 24 hours thereafter.
- **Spells:** A druid casts divine spells (the same type of spells available to the cleric, paladin, and ranger), which are drawn from the druid spell list (page 189). Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).
 - To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier. Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 3–8: The Druid.
 - In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–1: Ability Modifiers and Bonus Spells, page 8). She does not have access to any domain spells or granted powers, as a cleric does. A druid prepares and casts spells the way a cleric does (see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list (page 189), provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.
 - At all times an Elemental Order Druid is restricted from taking an ability that ONLY allows the use of a particular Element if they are not a member of that Order. For Example, a Druid of the Order of Fire cannot take the *Water Breathing* spell.
- **Spontaneous Casting:** A druid can channel stored spell energy into *Cure* spells that she has not prepared ahead of time, just like a standard Cleric can. She can “lose” a prepared spell in order to cast any *Cure* spell of the same level or lower. For example, a druid who has prepared *repel vermin* (a 4th-level spell) may lose *repel vermin* in order to cast *Cure Critical Wounds* (also a 4th-level spell).
- **Chaotic, Evil, Good, and Lawful Spells:** A druid cannot cast spells of an alignment opposed to her own or her deity's. For example, a neutral good druid cannot cast evil spells. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions (see Chapter 11: Spells).
- **Bonus Languages:** A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race (see Race and Languages, page 12, and the Speak Language skill, page 82). A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids. Druidic has its own alphabet.
- **Nature Sense (Ex):** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

- ***Wild Empathy (Ex):*** A druid can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a –4 penalty on the check.
- ***Woodland Stride (Ex):*** Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her. This may be changed to Mountain Stride (Earth) or Sand Stride (Fire or Earth) if the player so chooses.
- ***Trackless Step (Ex):*** Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
- ***Precursor Form (Su):*** At 3rd level, a druid gains the ability to assume a precursor form tied to their chosen element. See descriptions in the individual Druidic Order listings below.
- ***Venom Resistance (Ex):*** At 4th level, a druid gains a +2 to saves versus all types of venom or poison. This ability is a weaker version of the Venom Immunity found in the Player’s Handbook.
- ***Wild Shape (Ex):*** At 5th level, a druid gains the ability to assume the form of a wild animal, Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type (see the *Monster Manual*). This ability functions like the *alternate* form special ability, See Errata. Effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with. For example, a druid who has never been outside a temperate forest could not become a polar bear. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)
 - A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on the table above.
 - A druid may assume a Wild Shape of Large-sized once per day, starting at 8th level. This can be used more times per day at 11th, 17th, and 19th level.
 - A druid may assume a Wild Shape of Huge-sized once per day, starting at 16th level. This can be used two times per day at 20th level.
 - A druid may begin assuming an Elemental form starting at 9th level. At this level, the form may only be Tiny-sized, but this form can increase in size at 13th, 15th, 17th, and 19th level (druid’s choice on size assumed). This ability can be used an additional time per day at 13th, 15th, 17th, and 19th levels.
 - For example, a 20th level Druid can use Wild Shape six times per day, assume a large-sized Wild Shape form three times per day, and assume a huge-sized Wild Shape two times per day. This is in addition to assuming Elemental form (of the size chosen) five times per day.
- ***Druidic Order Ability (Ex):*** At 12th level, each druidic order has a specific ability that they can use as described below.
- ***Timeless Body (Ex):*** After attaining 18th level, a druid no longer takes ability score penalties for aging (see Table 6–5: Aging Effects, page 109) and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.

Druids Of The Order Of Air

Druids of the Order of Air are generally plainsmen or women that have taken to the call of the Elemental Lords. Though it is not unheard of to find a Druid from any place the winds blow, the majority tend to be from the plains. They see the world around them as an adventure or an exploration, very much living a nomadic life.

- **3rd Level Ability:** Once per day equal to half your WIS bonus (minimum once per day), as a standard action, you can assume an airy form. While in this form, you gain a +2 bonus on Reflex and Will Saves. Your natural armor bonus becomes +2 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor). Additionally, once per round you gain a Touch Attack that shocks your enemies, dealing 1d6 damage +1 per level of Air Druid. Lastly, you gain a “Fly” movement type at 20 speed with average mobility.
- **12th Level Ability:** Druids of Air gain the Eagle’s Wings Wild Feat as described in the *Complete Divine Guide*, page 80.

Druids Of The Order Of Earth

Druids of the Order of Earth tend to be the most far reaching of the Druidic Orders on the face of Solinar, hailing from every type of environment that land touches. Two distinct varieties of Druids of Earth have arisen over the last 400+ years however as Druids have taken up the slack in providing divinely inspired power to the masses. These two groups are the Wild Earth Druids and the City Druids. The Wild Earth Druids tend to remain outside of the civilized lands of men, visiting isolated villages as needed for supplies,

but otherwise avoiding contact with mankind. The City Druids have moved into the very heart of civilization however, adopting a more urban atmosphere about themselves, and are dangerously close to losing the very Elemental connection that gives them power.

- **3rd Level Ability:** Once per day equal to half your WIS bonus (minimum once per day), as a standard action, you can assume a stony and rocklike form. While in this form, you gain a +4 bonus on Fortitude saves against poison. Your natural armor bonus becomes +4 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor). You also gain a slam attack that deals bludgeoning damage equal to a Morningstar appropriate to your size (2d6 points for Large characters, 1d8 points for Medium characters, 1d6 points for Small characters).
- **12th Level Ability:** Druids of Earth gain the *Oaken Resilience* Wild Feat as described in *Complete Divine Guide*, page 82.

Druids Of The Order Of Fire

Druids of the Order of Fire come in one of two varieties. Either they belong to one of the various desert tribes on Tyrnus, or they are from a region that is close to a volcano. Whichever is chosen, all Druids of Fire have the following adjustments.

- **3rd Level Ability:** Once per day equal to half your WIS bonus (minimum once per day), as a standard action, you can assume a fiery form. While in this form, you will set any combustible material on fire as if your limbs were torches. Your natural armor bonus becomes +4 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor). You can also cast “Produce Flame” (as the spell) once per round.
- **12th Level Ability:** Druids of Fire gain the *Savage Mobility* Wild Feat as described in *Dragon #326*, page 33.

Druids Of The Order Of Water

Druids of the Order of Water come in three varieties: Ocean, Ice and River. Most Ocean Druids tend to be of the aquatic races, though it is not unheard of for a half sea elf to take up this calling, nor even a human who spends most of his days upon the seas. The River Druids can be of any race and tend to come from regions near a large river or vast lake. Ice Druids hail from the frozen northern or southern reaches of the world, surviving with little difficulty in the harsh environments.

- **3rd Level Ability:** Once per day equal to half your WIS bonus (minimum once per day), as a standard action, you can assume a watery or icy form. Your natural armor bonus becomes +4 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor). You can breathe water as if breathing air. Additionally, once per round you gain a Touch Attack that freezes your enemies, dealing 1d6 damage +1 per level of Water Druid. Lastly, you gain “Swim” as a movement type at a 20 rating.
- **12th Level Ability:** Druids of Water gain the *Serpent’s Venom* Wild Feat as described in *Complete Divine Guide*, page 84.

Entropy Druids

The Entropy Druid, a name often equated to evil and corruption, strikes fear into most goodly beings of the world... and some not-so-good as well. The Entropy Druid is a follower of a Primordial Being called Entropy, the Destroyer and the Corruptor. Entropy’s cause is the destruction of the permanent, the corruption of the natural, and the promotion of chaos throughout the cosmos. Based strictly upon the information presented above, one would assume Entropy to be an evil being. But this is not the case. Entropy is as much a part of the natural order of things as the other Primordials, representing the act of decay... decay that comes before creation. Entropy Druids are not cruel for cruelties sake. They are not, necessarily, evil in alignment (indeed some can be True Neutral). All that an Entropy Druid does is in service to Entropy, to speed the process of entropy itself.

Class Skills: Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Arcana); Knowledge (Nature) (Int), Knowledge (the Planes) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

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

Skill Points at Each Additional Level: 4 + Int modifier.

Weapon and Armor Proficiency: You are proficient with all simple weapons and non-metal armors. You are not proficient with any type of shield.

As you advance as a child of night, your physiology changes, becoming more shadow and less mortal flesh.

- **Alignments Allowed:** Entropy Druids are very restricted in their alignment choices. Newly created Entropy Druids can be Neutral, Chaotic Neutral, or Neutral Evil in their alignments.
- **Mysteries/Spellcasting:** At each level, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable). See progression in chart above. Entropy Druids also gain the ability to cast normally Arcane-only spells, called Mysteries. These mysteries are granted spells just like their normal divine spells. See below for the Entropy Druid Spell List.
- **Fundamentals of Shadow (Su):** As a Entropy Druid, you must master certain basic powers before proceeding to deeper secrets of shadow. These powers, known as fundamentals, function as supernatural abilities usable once per day. You begin play with one fundamental and gain an additional fundamental at 5th level and another at 10th, 15th, and 20th levels. When you would gain a Fundamental, choose from the list below:

Level	BAB	Saves			Special	Spells per Day												
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Fundamental of Shadow; Planar Survival (Shadow)	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Lesser Shadow Reflection (10%)	4	2	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Umbral Sight (30'); Trackless Step	4	2	1	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4		5	3	2	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Sustaining Shadow; Fundamental of Shadow (2nd)	5	3	2	1	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5	Blight Shape (Medium Wraith, 1/Day); Planar Survival (Negative)	5	3	3	2	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5	Shadow Reflection (30%)	6	4	3	2	1	-	-	-	-	-	-	-	-
8	+6/+1	+6	+2	+6	Blight Shape (Large Wraith, 2/Day)	6	4	3	3	2	-	-	-	-	-	-	-	-
9	+6/+1	+6	+3	+6	Venom Immunity	6	4	4	3	2	1	-	-	-	-	-	-	-
10	+7/+2	+7	+3	+7	Fundamental of Shadow (3rd); Blight Shape (Large Wraith, 3/Day)	6	4	4	3	3	2	-	-	-	-	-	-	-
11	+8/+3	+7	+3	+7	Greater Shadow Reflection (50%); Umbral Sight (60')	6	5	4	4	3	2	1	-	-	-	-	-	-
12	+9/+4	+8	+4	+8	Blight Shape (Huge Wraith, 4/Day)	6	5	4	4	3	3	2	-	-	-	-	-	-
13	+9/+4	+8	+4	+8	Timeless Body	6	5	5	4	4	3	2	1	-	-	-	-	-
14	+10/+5	+9	+4	+9	Blight Shape (Huge Wraith, 5/Day)	6	5	5	4	4	3	3	2	-	-	-	-	-
15	+11/+6/+1	+9	+5	+9	Fundamental of Shadow (4th)	6	5	5	5	4	4	3	2	1	-	-	-	-
16	+12/+7/+2	+10	+5	+10	Blight Shape (Huge Wraith, 6/Day)	6	5	5	5	4	4	3	3	2	-	-	-	-
17	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1	-	-	-
18	+13/+8/+3	+11	+6	+11	Blight Shape (Huge Wraith, 7/Day)	6	5	5	5	5	4	4	3	3	2	-	-	-
19	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3	-	-	-
20	+15/+10/+5	+12	+6	+12	Fundamental of Shadow (5th); Blight Shape (Huge Wraith, 8/Day)	6	5	5	5	5	5	4	4	4	4	-	-	-

- **Low-Light Vision (Su):** In situations where the light is dim or nearly non-existent, the Entropy Druid may utilize Low-Light Vision out to 60'.
- **Blindsense (Ex):** The Entropy Druid gains the Blindsense ability.
- **Elemental DR (Su):** You are resistant to one type of energy associated with the other elements (Air, Earth, Fire, or Water). You gain DR 3/"type". (Note this Fundamental can be taken up to four times, one for each element).
- **Planar Survival, Shadow (Su):** At 1st Level, you gain the ability to function normally on the Plane of Shadow, suffering no ill-effects.
- **Shadow Reflection (Su):** Once per day equal to half your WIS bonus (minimum once per day), as a standard action, you can assume a humanoid, shadowy form. While in this form, you gain a +2 bonus on all Saving Throws. You gain a +3 to your Natural Armor (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor). Additionally, once per round you gain a Touch Attack that drains the life force from anything touched. This translates to dealing 1d4 points of damage to a target that has been successfully struck.
- **Entropic Shape (Su):** The Entropy Druid's greatest power is his ability to assume increasingly more powerful forms to allow them to spread entropy, rot, and death. This shape may be taken 1 time per day. This ability strengthens with new forms being allowed at higher levels. Some forms can be assumed more than once per day, based upon the level of the Entropy Druid. The progression of this power is as follows:
 - **6th Level:** Entropic Wraith Form, 1/Day plus ½ WIS Bonus, minimum once per day – Medium Sized
 - **8th Level:** Entropic Wraith Form, 2/Day plus ½ WIS Bonus, minimum once per day – Large Sized
 - **10th Level:** Entropic Wraith Form, 3/Day plus ½ WIS Bonus, minimum once per day – Large Sized
 - **12th Level:** Entropic Wraith Form, 4/Day plus ½ WIS Bonus, minimum once per day – Huge Sized
 - **14th Level:** Entropic Wraith Form, 5/Day plus ½ WIS Bonus, minimum once per day – Huge Sized
 - **16th Level:** Entropic Wraith Form, 6/Day plus ½ WIS Bonus, minimum once per day – Huge Sized
 - **18th Level:** Entropic Wraith Form, 7/Day plus ½ WIS Bonus, minimum once per day – Huge Sized
 - **20th Level:** Entropic Wraith Form, 8/Day plus ½ WIS Bonus, minimum once per day – Huge Sized
 - **Note for all Levels:** It is important to note that, regardless of the form taken, the Entropy Druid does not gain the sub-types of the assumed form (such as Undead Sub-type or Outsider Sub-type). In all situations the only sub-type that will apply is any sub-types acquired during character creation... the base character sub-types. Like-wise, when assuming a form with traits, the character does not gain these traits either. For example, the Entropic Reaper normally has "undead traits" that the Entropy Druid does not gain.
- **Umbral Sight (Su):** When you reach 3rd level, your vision extends slightly into the Plane of Shadow. You gain darkvision out to 30 feet. If you already have darkvision, or gain it from some other source, the effective distance of that vision is increased by 30 feet. At 11th level, you become able to see perfectly in complete darkness, even magical darkness, out to 60 feet.
- **Trackless Step (Ex):** Starting at 3rd Level, the Entropy Druid leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.
- **Sustaining Shadow (Ex):** When you reach 5th level, your bond to the Plane of Shadow allows you to absorb dark energies, mitigating certain biological needs. You need eat only a single meal per week to maintain health. At 10th level, you only need 1 hour of sleep per night (but you must still rest for 8 hours to regain your mysteries for the next day). At 15th level, you gain immunity to nonmagical diseases and poisons. Finally, at 20th level, you no longer need to breathe, and need never eat or sleep.

- **Planar Survival, Negative (Su):** At 6th Level, you gain the ability to function normally on the Negative Material Plane, suffering no ill-effects.
- **Venom Immunity (Ex):** At 9th level, a druid gains immunity to all poisons.
- **Timeless Body (Ex):** After attaining 13th level, a druid no longer takes ability score penalties for aging (see Table 6–5: Aging Effects, page 109) and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.
- **Summon Taint Elemental (Su):** At 17th Level, the Entropy Druid gains the ability to summon forth a Taint Elemental (Heroes of Horror, page 145). The size of this elemental is randomly determined by rolling 1d6. A result of 1-2 will bring forth a Small Taint Elemental, 3-4 will bring a Medium Taint Elemental, and 5-6 will bring forth a Large Taint Elemental. No matter the size of the elemental brought forth, it will faithfully serve the Entropy Druid for 1d6 days before dissipating to return to the Negative Material Plane.

Summon Greater Taint Elemental (Su): At 19th Level, the Entropy Druids ability to summon a Taint Elemental grows much stronger, allowing him to bring forth a Huge-sized Taint Elemental. Which type is brought forth is determined randomly by rolling a 1d6. A result of 1-3 will bring forth a standard Huge Taint Elemental. A result of 4-5 will bring forth a Greater Huge Taint Elemental. On a roll of 6, an Elder Huge Taint Elemental is brought forth.

❖ ENTROPY DRUID SPELL LIST

This spell list utilizes spells and what is sometimes called mysteries by Entropy Druids as they originated in the arcane world, from the Tome of Magic, though not all of them. An Entropy Druid may utilize are listed below, followed by descriptions of those used from Tome of Magic. *Italic* listings are found in this book. **Bold** listings are found in the Spell Compendium. Standard Text listings are found in the Player's Handbook. CAPS listings are found in other sources and will be annotated as needed.

• Zero Level Entropy Druid Spells

Mystic Reflections; Shadow Hood; Sight Obscured; Amanuensis; Inflict Minor Wounds; Detect Magic; Spoil Food and Drink; Read Magic; Resistance; Touch of Fatigue.

• 1st Level Entropy Druid Spells

Arrow of Dusk; Bend Perspective; Black Candle; Carpet of Shadow; Caul of Shadow; Dusk and Dawn; Life Fades; Iliquid Night; Mesmerizing Shade; Steel Shadows; Umbral Hand; Voice of Shadow; Widened Eyes; Anarchic Water; Chill of the Grave; Enrage Animal; Raging Flames; Summon Undead I; Chill Touch; Inflict Light Wounds.

• 2nd Level Entropy Druid Spells

Black Fire; Congress of Shadows; Flesh Fails; Piercing Sight; Shadow Skin; Sight Eclipsed; Thoughts of Shadow; Align Fang; Bite of the Wererat; Claws of Darkness; Decomposition; Desiccating Bubble; Malevolent Miasma; Ray of Sickness; Shroud of Undeath; Summon Undead II; Veil of Shadow; Wracking Touch; Wraithstrike; Command Undead; Darkness; Flaming Sphere; Ghoul Touch; Summon Swarm; CREEPING COLD (Comp Div).

• 3rd Level Entropy Druid Spells

Afraid of the Dark; Clinging Darkness; Dancing Shadows; Flicker; Killing Shadows; Sharp Shadows; Umbral Touch; Align Fang, Mass; Anarchic Storm; Attune Form; Bite of the Werewolf; Blindsight; Contagious Fog; Eradicate Earth; Hypothermia; Icelance; Infestation of Maggots; Junglerazer; Mantle of Chaos; Rust Ray; Slashing Darkness; Snakebite; Summon Undead III; Unholy Storm; Contagion; Diminish Plants; Inflict Moderate Wounds; Poison; Sleet Storm; Vampiric Touch; INFESTATION OF MAGGOTS (Comp Div).

• 4th Level Entropy Druid Spells

Aura of Shade; Bolster; Shadow Evocation; Shadow Vision; Shadows Fade; Step into Shadow; Unravel Dweomer; Warp Spell; Armor of Darkness; Bite of the Wereboar; Blindsight, Greater; Contagious Touch; Languor; Miasma of Entropy; Negative Energy Aura; Poison Vines; Starvation; Summon Undead IV; Wither Limb; Wood Rot; Wrack; Animate Dead; Antiplant Shell; Blight; Contagion; Enervation; Dispel Magic; Giant Vermin; Ice Storm; Inflict Serious Wounds; Rusting Grasp.

• 5th Level Entropy Druid Spells

Curtain of Shadows; Dark Air or Water; Echo Spell; Feign Life; Languor; Pass into Shadow; Bite of the Weretiger; Contagion, Mass; Darkbolt; Inferno; Jungle's Rapture; Memory Rot; Phantom Stag; Plague of Rats; Poison Thorns; Shadow Form; Summon Undead V; Viscid Glob; Call Lightning Storm; Inflict Critical Wounds; Insect Plague; Waves of Fatigue; POISON THORNS (Comp Div).

• 6th Level Entropy Druid Spells

Flood of Shadow; Shadow Evocation, Greater; Shadow Investiture; Shadow Storm; Shadows Fade, Greater; Unveil; Voyage into Shadow; Aura of Terror; Bite of the Werebear; Curse of Lycanthropy; Miasma; Ray of Entropy; Antilife Shell; Inflict Light Wounds, Mass; Repel Wood; CONTAGIOUS TOUCH (Comp Div); CRUMBLE (Comp Div).

• 7th Level Entropy Druid Spells

Dark Soul; Ephemeral Image; Life Fades, Greater; Prison of Night; Summon Umbral Servant; Truth Revealed; Arrow of Bone; Kiss of the Vampire; Scourge; Storm of Elemental Fury; Withering Palm; Creeping Doom; Fire Storm; Inflict Moderate Wounds, Mass; Waves of Exhaustion.

- **8th Level Entropy Druid Spells**

Far Sight; Flesh Fails, Greater; Shadow Plague; Soul Puppet; Tomb of Night; Maelstrom; Phantom Wolf; Veil of Undeath; Wrathful Castigation; Create Greater Undead; Finger of Death; Inflict Serious Wounds, Mass; Horrid Wilting; Repel Metal or Stone.

- **9th Level Entropy Druid Spells**

Army of Shadow; Consume Essence; Ephemeral Storm; Reflections of Things to Come; Shadow Surge; Shadow Time; Phantom Bear; Shadow Landscape; Sphere of Ultimate Destruction; Antipathy; Energy Drain; Inflict Critical Wounds, Mass; Storm of Vengeance.

❖ **ENTROPIC WRAITH FORM**

One of the most iconic of forms when one thinks of an Entropy Druid, the Entropic Wraith Form is one of the most used forms by all Entropy Druids. When he assumes this form, he gains the following stats:

- **Size:** Becomes Large-sized.
- **Hit Point Modification:** You gain a bonus pool of 30HPs when you assume this form. This increases to +40 at 6th Level and +50 at 8th Level.
- **Initiative Modification:** You gain a +4 to Initiative. This increases to +6 at 6th Level and +8 at 8th Level.
- **Speed:** You no longer make contact with the ground; thus, you do not have a normal Speed attribute. Instead, you float just above the ground. Gain Fly 60' (good) as a base speed. This speed becomes 90' at 6th Level, and 120' at 8th Level.
- **Armor Class Modification:** You gain a +5 Deflection Bonus to your AC when you assume this form. This increases to +7 at 6th Level and +9 at 8th Level. This is further modified by -1 for Size, making the total AC modification as +4, +6, and +8 respectively.
- **Base Attack/Grapple Modifiers:** Gain a +4 to Hit at 4th Level. This increases to +6 at 6th Level and +8 at 8th Level.
- **Damage:** Incorporeal Touch (1d6 damage + CON) is gained when you assume this form. This increases to 2d6 damage + CON at 6th Level and 3d6 damage + CON at 8th Level.
- **Special Attacks:** Gains Constitution Drain on melee attacks.
- **Special Qualities:** Only those granted from Class.
- **Saves:** Gains a +2 to REF and WILL Saves in this form.
 - **Constitution Drain:** This ability requires an Entropy Druid to succeed in a melee (direct touch) attack. When an Entropy Druid succeeds on a melee attack, the target must make a Fortitude Save versus the Entropy Druid's save DC. The save DC of the attack is equal to 10 plus the level of the Entropy Druid. Those that fail this save will suffer 1d4 CON damage. This increases to 1d6 CON damage at 6th Level. At 8th Level, this ability stays at 1d6, but can be added to ranged touch attacks (such as Rays) as well.
 - **Create Spawn:** Entropy Druids do not gain this ability like standard Wraiths.

Felian Patron Druids

Unlike the standard Elemental Order Druids discussed above, Felians see their ability come through a channeling force associated with one of the Elemental Lords... called a Patron. This Patron creature appears as an Elemental form of the Tribal Patron that all Felian's have associated with them. These Patrons usually watch over an entire tribe of Felian, being the primary being they revere in service to their chosen Elemental Lord... for those that follow the Druidic path.

- **Patron Animal Companion:** At 1st Level, the Patron Druid must choose his/her Patron Animal as his/her Animal Companion. The Patron Animal Companion gains abilities as a normal Druid's Animal Companion, except the Patron Druid is considered to be two levels higher for purposes of determining the companion's abilities.
- **Nature Sense (Ex):** As Druid. A druid gains a +2 bonus on Knowledge (nature) and Survival checks.
- **Wild Empathy (Ex):** As Druid. A druid can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2 (such as a basilisk or a girallon), but she takes a -4 penalty on the check.
- **Woodland Stride (Ex):** As Druid. Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her. This may be changed to Mountain Stride (Earth) or Sand Stride (Fire or Earth) if the player so chooses.
- **Trackless Step (Ex):** As Druid. Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
- **Precursor Form (Su):** At 3rd level, a druid gains the ability to assume a precursor form tied to their chosen element. See descriptions in the individual Druidic Order listings below.

Level	BAB	Saves			Special	Spells per Day												
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9			
1	+0	+2	+0	+2	Animal Companion; Nature Sense; Wild Empathy	3	1	-	-	-	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Woodland Stride	4	2	-	-	-	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3	Trackless Step; Precursor Form	4	2	1	-	-	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Venom Resistance	5	3	2	-	-	-	-	-	-	-	-	-	-
5	+3	+4	+1	+4	Wild Shape (Patron), 1/Day	5	3	2	1	-	-	-	-	-	-	-	-	-
6	+4	+5	+2	+5	Wild Shape (Patron), 2/Day	5	3	3	2	-	-	-	-	-	-	-	-	-
7	+5	+5	+2	+5	Wild Shape (Dire Patron), 1/Day	6	4	3	2	1	-	-	-	-	-	-	-	-
8	+6/+1	+6	+2	+6	Wild Shape (Patron), 3/Day	6	4	3	3	2	-	-	-	-	-	-	-	-
9	+6/+1	+6	+3	+6	Wild Shape (Celestial –or- Fiendish Patron), 1/Day	6	4	4	3	2	1	-	-	-	-	-	-	-
10	+7/+2	+7	+3	+7	Wild Shape (Patron), 4/Day	6	4	4	3	3	2	-	-	-	-	-	-	-
11	+8/+3	+7	+3	+7	Wild Shape (Dire Patron), 2/Day	6	5	4	4	3	2	1	-	-	-	-	-	-
12	+9/+4	+8	+4	+8	Wild Shape (Combination Patron), 1/Day; Wild Shape (Patron), 5/Day;	6	5	4	4	3	3	2	-	-	-	-	-	-
13	+9/+4	+8	+4	+8	Wild Shape (Celestial –or- Fiendish Patron), 2/Day	6	5	5	4	4	3	2	1	-	-	-	-	-
14	+10/+5	+9	+4	+9	Wild Shape (Patron), 6/Day	6	5	5	4	4	3	3	2	-	-	-	-	-
15	+11/+6/+1	+9	+5	+9	Wild Shape (Dire Patron), 3/Day; Wild Shape (Elemental; Tiny), 1/Day	6	5	5	5	4	4	3	2	1	-	-	-	-
16	+12/+7/+2	+10	+5	+10	Wild Shape (Patron), 7/Day; Wild Shape (Combination Patron), 2/Day; Wild Shape (Elemental; Small), 2/Day	6	5	5	5	4	4	3	3	2	-	-	-	-
17	+12/+7/+2	+10	+5	+10	Wild Shape (Celestial –or- Fiendish Patron), 3/Day; Wild Shape (Elemental; Medium), 3/Day	6	5	5	5	5	4	4	3	2	1	-	-	-
18	+13/+8/+3	+11	+6	+11	Wild Shape (Elemental; Large), 4/Day	6	5	5	5	5	4	4	3	3	2	-	-	-
19	+14/+9/+4	+11	+6	+11	Wild Shape (Dire Patron), 4/Day	6	5	5	5	5	5	4	4	3	3	-	-	-
20	+15/+10/+1	+12	+6	+12	Wild Shape (Combination Patron), 3/Day	6	5	5	5	5	5	4	4	4	4	-	-	-

- **Venom Resistance (Ex):** At 4th level, a druid gains a +2 to saves *versus* all types of venom or poison. This ability is weaker than that found in the Player's Handbook.
- **Patron Shape (Su):** Members of Felian Tribes can only ever assume the form their Patron appears to them in... but they gain this ability sooner than standard Druids because of this limitation. This form will never be larger than Medium in size (even if the Patron is Large), however it undergoes other modifications to the base form over time as shown below. Other things happen as shown below -
 - At 5th Level the Patron Druid is able to change into a Medium-sized Patron Animal. This can get no larger from this point forward. A druid can use this ability more times per day than a standard Druid, gaining more changes at 6th, 8th, 10th, 12th, 14th, and 16th level.
 - At 7th Level, the Patron Druid may apply the Dire Template to his character.
 - At 9th level, the Totem Druid may apply the Celestial (if non-Evil) or Fiendish (if non-Good) Template to his/her Animal form. A Neutral Totem Druid may choose either Celestial or Fiendish, but the decision cannot be changed.
 - At 12th Level, the Patron Druid may combine the Dire Template with either the Celestial or Fiendish Template, based upon which of the two he chose at 9th Level.
 - At 15th Level, the Patron Druid gains the ability to assume the Elemental version of their Patron form once per day. This increases to twice per day at 16th Level, three times per day at 17th Level, and four times per day at 18th Level. Additionally, the size category able to be assumed is based on their level as indicated below:
 - 15th: Tiny-sized
 - 16th: Small-sized
 - 17th: Medium-sized
 - 18th: Large-sized
 - For Example, a Patron Druid of 20th Level may assume the form of their Patron seven times per day. In addition, she may assume the Dire Patron form four times per day, a Celestial or Fiendish Patron form three times per day, a Combination form three times per day, and an Elemental Patron form four times per day of varying size.
- **12th Level Ability:** Each Elemental Order listed above has a bonus Feat given to them at 12th Level. In all cases the Feat granted is the same as the Element they choose to adhere to.



FIGHTERS

Fighters come from all walks of life and races on Solinar. There is a bevy of skills and features available for fighters specifically, but below are two special ones of note for Solinar. With the return of the Human Deities to the lands of Solinar, it has again become possible for Paladins to exist in the world. Many of the Knightly Orders have witnessed their brethren spontaneously displaying divine powers bequeathed to them by the Gods, and most rejoice in this new development. None of the Orders have been harmed by this inclusion of new divine power, and indeed many are undergoing something of a renaissance in membership. The various Knightly Orders are described below:

Battle Dancers

Wherever slavery has arisen, those oppressed by tyranny must find subtle ways to topple their masters. In most tyrannical regimes arms, armor, spells, and other potential weapons undergo tight control. A slave with a sword is a rebel. Thus, oppressive regimes do everything within their power to keep their vassals unarmed. The battle dancer's art arose among the oppressed, the enslaved, and those trod upon by tyranny's ironshod boots. The battle dancer's art arose under the innocent facade of dances, stories, and songs that slaves used to entertain themselves during their few free moments. Even the most vicious lord knows to sometimes spare the lash: A slave with nothing left to lose is a slave who rebels. The battle dancer's fighting abilities resemble a monk's martial arts. Where a monk embraces order and focus, the battle dancer revels in chaos and wild, frenetic maneuvers. A monk trains under a master to gird her mind and body against attacks and deadly magical effects. The battle dancer learns to hit hard and hit often via a training regimen that turns her into a living weapon. Battle dancers are made, not born. Many of them gain their talents by studying for long, strenuous hours under the tutelage of the members of a dance circle. A circle consists of traveling musicians, battle dancers, and elders who teach their arts to promising youths and any men and women with good hearts and the desire to protect their communities. Circles wander the land as they wish, interfering in local matters if they feel they can help. Most will be found in northern Tynrus (descendants of Giant slaves) or on Aver (slaves and descendants of Nephidia).

Game Rule Information: Battle dancers have the following game statistics.

Abilities: Charisma is the battle dancer's key ability, as it affects her dance abilities and defenses. A good Dexterity helps her avoid blows, as the battle dancer scorns armor, while Strength and Constitution make her a more effective fighter.

Alignment: Any chaotic.

Hit Die: d8.

Class Skills: The battle dancer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Sleight of Hand (Dex), Swim (Str), and Tumble (Dex).

- **Skill Points at 1st Level:** (4 + Int modifier) x 4.
- **Skill Points at Each Additional Level:** 4 + Int modifier.

Level	BAB	Saves			Special	Unarmed Damage	AC Bonus
		Fort	Ref	Will			
1	+1	+0	+2	+0	AC Bonus; Unarmed Strike	1d6	+0
2	+2	+0	+3	+0	Battle Dancer's Performance	1d6	+0
3	+3	+1	+3	+1		1d6	+0
4	+4	+1	+4	+1	Bonus Speed (+10')	1d8	+0
5	+5	+1	+4	+1	Dance of the Vexing Snake	1d8	+1
6	+6/+1	+2	+5	+2	Dancer's Strike (Magic)	1d8	+1
7	+7/+2	+2	+5	+2		1d8	+1
8	+8/+3	+2	+6	+2	Dance of the Floating Step	1d10	+1
9	+9/+4	+3	+6	+3		1d10	+1
10	+10/+5	+3	+7	+3	Bonus Speed (+10')	1d10	+2
11	+11/+6/+1	+3	+7	+3	Dance of the Springing Tiger	1d10	+2
12	+12/+7/+2	+4	+8	+4	Dancer's Strike (Alignment)	2d6	+2
13	+13/+8/+3	+4	+8	+4		2d6	+2
14	+14/+9/+4	+4	+9	+4	Dance of the Crushing Python	2d6	+2
15	+15/+10/+5	+5	+9	+5		2d6	+3
16	+16/+11/+6/+1	+5	+10	+5	Bonus Speed (+10')	2d8	+3
17	+17/+12/+7/+2	+5	+10	+5	Dance of the Soaring Eagle	2d8	+3
18	+18/+13/+8/+3	+6	+11	+6	Dancer's Strike (Any)	2d8	+3
19	+19/+14/+9/+4	+6	+11	+6		2d8	+3
20	+20/+15/+10/+5	+6	+12	+6	Dance of Death's Embrace	2d10	+4

Class Features: All of the following are class features of the battle dancer.

- **Weapon and Armor Proficiency:** A battle dancer is proficient with all simple weapons. She is not proficient with any type of armor or shield.
- **AC Bonus (Ex):** When unarmored and unencumbered, the battle dancer adds her Charisma bonus (if any) to her AC. She uses the captivating and confusing movements of the battle dance to evade her foes' attacks. In addition, a battle dancer gains a +1 dodge bonus to AC at 5th level. This bonus increases by 1 for every five battle dancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). This bonus reflects the battle dancer's intense training in unarmed and unarmored combat. These bonuses to AC apply even against touch attacks or when the battle dancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.
- **Unarmed Strike:** A battle dancer uses unarmed strikes in a manner similar to a monk. She can land a blow with her fist that has the same power as an axe stroke. At 1st level, the battle dancer gains Improved Unarmed Strike as a bonus feat. The battle dancer's unarmed attacks deal lethal damage, but she can choose to deal nonlethal damage without penalties on her attack rolls. Treat her attacks as both natural and manufactured weapons for purposes of spells and effects that can enhance either type of attack. The battle dancer's knowledge of martial arts allows her strikes to deal far more damage than an untrained person's blows. Table 2-2 summarizes the damage she deals by level. Large and Small battle dancers inflict more, and less damage respectively as shown below. Note that, unlike a monk, the battle dancer does not gain the ability to use a flurry of blows, but she can make an off hand attack as normal using a weapon or unarmed strike.

Battle Dancer Unarmed Damage

<u>Level</u>	<u>Damage (Sm/M)</u>	<u>Damage (L)</u>
1st-3rd	1d4	1d8
4th-7th	1d6	2d6
8th-11th	1d8	2d8
12th-15th	1d10	3d6
16th-19th	2d6	3d8
20th	2d8	4d8

- **Dance of Reckless Bravery (Su):** A 2nd-level battle dancer with 5 ranks in Tumble gains the ability to inspire bravery in her allies. All of the battle dancer's allies within 30 feet of her gain a +4 bonus on saves against fear effects for a number of rounds equal to 5 + the battle dancer's Charisma modifier. The battle dancer can use this ability only when she is within an opponent's threatened area. It requires a move action that does not provoke an attack of opportunity.
- **Bonus Speed (Ex):** The battle dancer moves with speed and agility earned through countless hours of practice, physical training, and study of the precise, fluid movements of her battle dances. She gains a +10-foot bonus to speed at 4th level. She gains additional +10-foot bonuses at 10th level and 16th level.
- **Dance of the Vexing Snake (Su):** A 5th-level battle dancer with 8 ranks in Tumble gains the ability to dodge her opponent's blows with her sudden, unpredictable maneuvers. She can use the Tumble skill to move at her normal speed without penalty, and she can Tumble a distance up to her current speed.
- **Dancer's Strike (Su):** The magic of the battle dancer's arcane maneuvers allows her to manifest auras of energy around her feet and hands. These auras can defeat an opponent's damage reduction. The battle dancer can generate this aura as a standard action at will. It persists for a number of rounds equal to 5 + the battle dancer's Charisma modifier before it fades. At 6th level, the battle dancer's aura makes her unarmed strikes count as magic damage. At 12th level, the battle dancer chooses one aspect of her alignment, such as good or chaotic. Her aura allows her strikes to count as that alignment (as well as magic). She must choose one aspect of her alignment, and once she has made a choice she cannot alter it. At 18th level, the battle dancer can choose any one special material or alignment that overcomes damage reduction (such as adamantine, cold iron, holy, or even lawful). Her aura now includes that material or alignment. Once she has made this choice, she cannot change it.
- **Dance of the Floating Step (Su):** The battle dancer moves with such grace and speed that she can dance across water. An 8th-level battle dancer with 11 ranks in Tumble can cross the surface of a liquid, such as water or magma, without taking damage or sinking below the surface. If she ends her movement on such a liquid, she takes damage and sinks as normal. The battle dancer must begin her movement on a stable, firm surface.
- **Dance of the Springing Tiger (Su):** An nth-level battle dancer with 14 ranks in Tumble can spring upon an opponent with the ferocity of a tiger. When charging, she can attempt a DC 20 Tumble check. If she succeeds, she may make a full attack rather than a standard attack as part of her charge.
- **Dance of the Crushing Python (Su):** The battle dancer's speed and mighty unarmed strikes combine to make her a fearsome opponent. She can step into an opponent's reach and confuse it with a series of feints and quick blows, distracting it from other threats. A 14th-level battle dancer with 17 ranks in Tumble can rain a series of hammering blows upon a foe. She must use the Tumble skill to enter her opponent's space without provoking an attack of opportunity. If she succeeds, she may then attack her opponent while in its space. If the battle dancer's attack hits, her opponent takes a -2 penalty to AC and it cannot make attacks of opportunity until the start of the battle dancer's next action. After the battle dancer completes her attack, she enters a square of her choice adjacent to the target.

- *Dance of the Soaring Eagle (Su)*: A 17th-level battle dancer with 20 ranks in Tumble gains a fly speed equal to her base land speed with average maneuverability. If a flying battle dancer charges an opponent below her, she gains a +4 bonus on attack rolls and a +2 bonus on damage in place of the normal benefits of charging. She may use her dance of the springing tiger in conjunction with an aerial charge.
- *Dance of Death's Embrace (Su)*: A 20th-level battle dancer with 23 ranks in Tumble can perform a vicious, deadly dance to defeat her opponent. Before using this dance, the battle dancer selects a single target within 30 feet. As a full-round action, the battle dancer performs an elaborate dance that requires a DC 35 Tumble check to complete. If she succeeds, any time she makes a successful attack against her designated target she deals +2d6 points of damage. In addition, any critical threat the battle dancer makes against her designated target is automatically confirmed as a critical hit.

Knights

During the period that Humans were unable to reach out to their Gods, and for those unable to maintain the exacting life of the Paladin, there arose the Knights. Broken into three distinct orders of Knights, they are a military force that all must contend with should they reside within the borders of a kingdom. Luckily, each of the three Knightly Orders maintains a headquarters outside of the bounds of others.

Since the reemergence of the Gods, Knights have changed. They are no longer simply the equivalent of mounted fighters, but are instead a bridge between Fighters and Paladins in ability. Indeed, many former Paladins or Fighters who do not quite have what it takes to be a Paladin, become Knights.

Ability Requirements: The Knight's primary Stats are Charisma and Wisdom, though Intelligence is also important to the Knight, all based on their skills. As a martial class, Knights benefit from high Strength, Dexterity, and Constitution.

- Primary Stat(s): Charisma (12 minimum) and Wisdom (12 minimum).

Alignment: Any Lawful (LG, LN, or LE).

Hit Die: d10.

Class Skills: The Knight's class skills, and the key ability for each are: Concentration (CON), Craft (INT), Diplomacy (CHA), Handle Animal (CHA), Knowledge Nobility (INT), Knowledge Religion (INT), Ride (DEX), Sense Motive (WIS), and Survival (WIS).

- **Skill Points at 1st Level:** (4 + Int modifier) x 4.
- **Skill Points at Each Additional Level:** 2 + Int modifier.

Level	BAB	Saves			Special	Spellcasting (Divine)			
		Fort	Ref	Will		Zero	1 st	2 nd	3 rd
1	+1	+1	+1	+1	Resolute	-	-	-	-
2	+2	+2	+1	+1		-	-	-	-
3	+3	+2	+1	+1	Divine Spellcasting	1	-	-	-
4	+4	+3	+2	+2	Aligned Strike	1	-	-	-
5	+5	+3	+2	+2		2	-	-	-
6	+6/+1	+4	+2	+2	Bonus Feat (Divine Fervor)	2	1	-	-
7	+7/+2	+4	+3	+3		3	1	-	-
8	+8/+3	+5	+3	+3	Armor of the Gods	4	2	-	-
9	+9/+4	+5	+3	+3		4	2	1	-
10	+10/+5	+6	+3	+3	Divine Mount	4	3	1	-
11	+11/+6/+1	+6	+4	+4		4	3	2	-
12	+12/+7/+2	+7	+4	+4	Remove Curse 1/Week	4	4	2	1
13	+13/+8/+3	+7	+4	+4		4	4	3	1
14	+14/+9/+4	+8	+4	+4		4	4	3	2
15	+15/+10/+5	+8	+5	+5	Remove Curse 2/Week	4	4	4	2
16	+16/+11/+6/+1	+9	+5	+5		4	4	4	3
17	+17/+12/+7/+2	+9	+5	+5		4	4	4	3
18	+18/+13/+8/+3	+10	+5	+5	Remove Curse 3/Week	4	4	4	4
19	+19/+14/+9/+4	+10	+6	+6		4	4	4	4
20	+20/+15/+10/+5	+11	+6	+6		4	4	4	4

Class Features: All of the following are class features of the knight.

- **Weapon and Armor Proficiency:** A battle dancer is proficient with all simple weapons. She is not proficient with any type of armor or shield.

- **Knighly Orders:** As a Knight, you must pledge yourself to one of the three Knighly Orders on Solinar. This must occur at 1st Level. If one's Alignment changes, one must repledge themselves to the Knight Order again and perform an atonement task (determined by the Order itself) in order to be accepted into the Order again. Failure to perform the atonement task (or meet the Alignment requirement) will result in the Knight becoming a standard Fighter and never again being able to acquire Knighly levels. The Knighly Orders are described below.
- **Resolute:** Your faith bolsters your resolve, allowing you to stand firm against all foes. At 1st Level, as an immediate action, you can reduce your base attack bonus by one-half and gain a bonus on your Will save equal to the amount of the reduction. This effect lasts until the end of your next action. This is a supernatural ability.
- **Divine Spellcasting:** Beginning at 3rd Level, the Knight has displayed enough faith that the God worshipped grants minor spellcasting ability to the Knight.
- **Aligned Strike:** As a Holy (or Unholy) warrior, you can channel your faith into your attacks. At 4th Level, as a free action, you can orient your weapon along one alignment component that you possess. For example, if you are chaotic good, you can make your weapon either chaotic- or good-aligned for the purpose of overcoming damage reduction. This effect lasts until you choose to end it or change it (as a free action) to the other alignment component, or until you no longer wield the weapon. Ammunition or a thrown weapon affected by this ability remains aligned until it either strikes a target or misses. Aligned strike is a supernatural ability.
- **Bonus Feat (Divine Fervor):** At 6th Level, gain the Divine Fervor Feat as a Bonus Feat.
- **Armor of the Gods:** Your belief protects you from attacks. At 8th Level, as an immediate action, you can reduce your base Will save down to +0 (or an increment thereof) and gain a bonus to your Armor Class equal to the amount of the reduction. This effect lasts until the beginning of your next turn. Armor of god is a supernatural ability.
- **Divine Mount:** Your faith has inspired your deity to grant you a new favor. At 9th Level you gain the Paladin's special mount ability.
- **Remove Curse:** Once per week, starting at level 12, the Knight gains the ability to Remove Curse. This ability can be used an additional time per week at 15th and 18th levels.

The Shield's Code

All of the Knighly Orders adhere to the code presented here... even those of the Sword follow this Code.

- Defend any responsibility given, even unto death.
- A Knight's word is his law.
- Show courage in all things.
- Show honor to, and earn the respect of, those above you... Man or God.
- Leadership is a sacred oath to guide and bring glory to those you command.
- Battle is the test of worth. (Knights of the Sword add the following to this, "... those found unworthy are to be dealt with.")
- Choose death before dishonor.

❖ **THE HOLY ORDER OF THE SHIELD**

Strength and Honor are the two guiding principles of the Holy Order of the Shield. The Shield Knights, as they are called throughout the lands, had maintained their Paladin viewpoints and ethos during the Darkness and have been those that fell most readily into becoming Paladins once the Gods returned unto Man. Those that remained Knights are not looked down upon by their Paladin brethren, instead cherished as men and women with the courage in their hearts to hold true to a path of righteousness. They are in all regards identical to the Knight class from the Player's Handbook 2, with the exceptions listed below. These Knights are found primarily in the Kingdom of Raran and the town of Brithra on Ugh'Ratha.

Requirements:

- **Alignment:** Must be Lawful, Good.
- **Attributes:** Must have a Charisma score of at least 14.
- **Skills:** Must take 2 Ranks of the Riding skill at 1st level.
- **Special Abilities:** Knights of the Holy Order of the Shield have the ability to "Detect Evil" just as a Paladin does.

❖ **KNIGHTS OF ST. ARGUS**

Sound Judgment and Duty are the two guiding principles of the Knights of St. Argus. Argosians, as they are called throughout the lands, serve as judges and moderators throughout the lands, recognized for their neutrality and ability to make difficult decisions. They are in all regards identical to the Knight class from the Player's Handbook 2, with the exceptions listed below. These Knights are found primarily in Cu'Catha in the Kingdom of Vec'Tilo where they originate.

Requirements:

- **Alignment:** Must be Lawful, Neutral.
- **Attributes:** Must have a Wisdom score of at least 14.
- **Skills:** Must take 2 Ranks of the Diplomacy skill at 1st Level.
- **Special Abilities:** Knights of St. Argus have the ability to "Detect Lie" in the same manner as Paladins have the ability to "Detect Evil".

❖ THE UNHOLY ORDER OF THE SWORD

Advancement and Power are the two guiding principles of the Knights of the Sword. These Knights fulfill contracts, hiring themselves out as mercenaries and assassins to the highest bidder, fulfilling the contract to the letter. They are cold, efficient, and evil... all that could be asked for in contract men. They are in all regards identical to the Knight class from the Player's Handbook 2, with the exceptions listed below. These Knights are found primarily at Black Guard Keep in Ugh'Ratha and in the Nephidian Empire on Aver.

Requirements:

- **Alignment:** Must be Lawful, Evil.
- **Attributes:** Must have a Strength score of at least 14.
- **Skills:** Must take 2 Ranks of the Intimidate skill at 1st Level.
- **Special Abilities:** Knights of the Sword have the ability to "Detect Good" in the same manner a Paladin has the ability to "Detect Evil".

Darksong Knights

The Darksong Knights are elite soldiers of Eilistraee who further her many causes and hunt the yochlol, the demonic servants of the Spider Queen. They develop an intricate, dancelike style of swordplay and special powers to defeat their demonic enemies. To take a Darksong Knight substitution level, a character must have Eilistraee as her patron deity, be a member of the Darksong Knights, have 1 rank in Knowledge (religion), and be about to take her 2nd, 6th, or 8th level of fighter.

- **Hit Die:** d8.
- **Skill Info:** Darksong Knight substitution levels have the class skills of the standard fighter class plus Perform (dance).
 - *Skill Points at Each Level:* 2 + Int modifier.
 - *Class Features:* All of the following are features of the Darksong Knight Substitution levels.
- **Bonus Feat:** A Darksong Knight's choice of bonus feats is identical to a standard fighter's bonus feats.
- **Dancing Feint (Ex):** Starting at 2nd level, a Darksong Knight can use her Perform (dance) skill to feint in combat as if it were the Bluff skill.
- **Favored Enemy (Ex):** At 4th level, a Darksong Knight gains yochlols as a favored enemy, just as if she were a 1st-level ranger. Unlike standard ranger favored enemies, which are classified by monster type, the Knight's favored enemy bonuses apply only to yochlols, not all kinds of demons.
- **Combat Dancing (Ex):** At 8th level, a Darksong Knight with at least 5 ranks in Perform (dance) gains a +2 dodge bonus against attacks of opportunity. If she uses Spring Attack, she gains a +2 circumstance bonus on the attack roll made as part of the maneuver.

Elemental Warriors

On Solinar, from time to time one who is born into one of the Druidic faiths do not quite have the connection to the elements that others have. In these cases, the individual will instead often become a defender of the faith, becoming an Elemental Warrior. While not having the same ability as the Druid he is raised from, he is still able to channel small bits of elemental might as indicated below.

❖ WARRIOR OF AIR:

You possess a link with the elemental power of air, allowing you to move with the freedom of wind and channel the destructive power of lightning.

- **Level:** 2nd.
- **Replaces:** You do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.
- **Benefit:** You have a connection with the element of air, which grants you a variety of benefits. At 2nd level, you gain electricity resistance 5. This increases to electricity resistance 10 at 12th level and electricity resistance 20 at 20th level. Starting at 6th level, you gain the ability to cast feather fall as a spell-like ability three times per day. Caster level equals your fighter level. In addition, you deal electricity damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of electricity damage at 6th level, +2d6 electricity damage at 12th level, and +3d6 electricity damage at 20th level. Starting at 12th level, you may cast freedom of movement as a spell-like ability once per day. Caster level equals your fighter level. At 20th level, you may cast freedom of movement three times per day instead.

❖ WARRIOR OF EARTH:

Your connection to the elemental power of earth grants you the erosive abilities of acid, the strength of stone, and the ability to shape the earth to your whim.

- **Level:** 2nd.
- **Replaces:** You do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.
- **Benefits:** You have a connection with the element of earth, which grants you a variety of benefits. At 2nd level, you gain acid resistance 5. This increases to acid resistance 10 at 12th level and acid resistance 20 at 20th level. Starting at 6th level, you gain the ability to cast Acid Splash as a spell-like ability three times per day. Caster level equals half your fighter level.

In addition, you deal acid damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of acid damage at 6th level, +2d6 acid damage at 12th level, and +3d6 acid damage at 20th level. Starting at 12th level, you may cast stone shape as a spell-like ability three times per day. Caster level equals your fighter level. At 20th level, you may cast stone shape at will instead.

❖ **WARRIOR OF FIRE:**

Burning with the passion of elemental fire, you gain the destructive and intimidating power of flame.

- **Level:** 2nd.
- **Replaces:** You do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.
- **Benefits:** You have a connection with the element of fire, which grants you a variety of benefits. At 2nd level, you gain fire resistance 5. This increases to fire resistance 10 at 12th level and fire resistance 20 at 20th level. Starting at 6th level, you gain the ability to cast burning hands as a spell-like ability three times per day. Caster level equals your fighter level. In addition, you deal fire damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of fire damage at 6th level, +2d6 fire damage at 12th level, and +3d6 fire damage at 20th level. Starting at 12th level, you may cast fire shield (fire only) as a spell-like ability once per day. Caster level equals your fighter level. At 20th level, you may cast fire shield three times per day instead.

❖ **WARRIOR OF WATER:**

Your connection to the element of water grants you the ability to breathe as a fish and to control the chilling power of cold.

- **Level:** 2nd.
- **Replaces:** You do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.
- **Benefit:** You have a connection with the element of water, which grants you a variety of benefits. At 2nd level, you gain cold resistance 5. This increases to cold resistance 10 at 12th level and cold resistance 20 at 20th level. Starting at 6th level, you gain the ability to cast obscuring mist as a spell-like ability three times per day. Caster level equals your fighter level. In addition, you deal cold damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of cold damage at 6th level, +2d6 cold damage at 12th level, and +3d6 cold damage at 20th level. Starting at 12th level, you may cast water breathing as a spell-like ability three times per day. Caster level equals your fighter level. At 20th level, you may cast water breathing at will instead.

Ronin

Ronin are a special Class. In order to be a Ronin, a character must first have at LEAST one level in Samurai. Given the honorable nature of a Samurai, those who stray from the path either willingly or unwillingly begin taking levels in Ronin instead of Samurai. They become masterless warriors, cast adrift in the world around them. As such, class progression only goes up to 19th Level (assuming at least 1 level of Samurai).

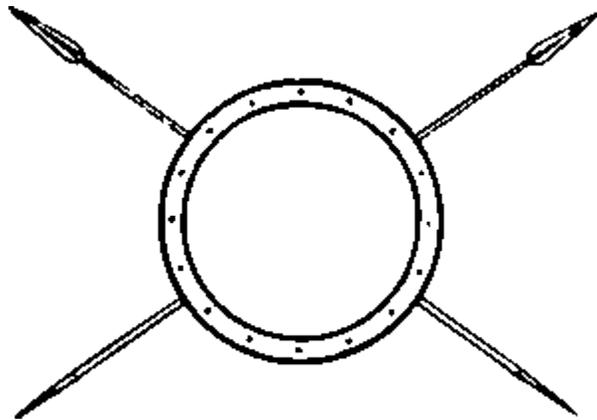
Level	BAB	FORT	REF	WILL	Special
1	+1	+2	+0	+0	Infamy; Sneak Attack +1d6
2	+2	+3	+0	+0	Banzai Charge
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Sneak Attack +2d6
5	+5	+4	+1	+1	
6	+6/+1	+5	+2	+2	Bonus Feat
7	+7/+2	+5	+2	+2	Sneak Attack +3d6
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	Bonus Feat
10	+10/+5	+7	+3	+3	Sneak Attack +4d6
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+8	+4	+4	Sneak Attack +5d6
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	Bonus Feat
16	+16/+11/+6/+1	+10	+5	+5	Sneak Attack +6d6
17	+17/+12/+7/+2	+10	+5	+5	
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+11	+6	+6	Sneak Attack +7d6

Entry Requirements: Special (Must have at least one level of Samurai).

Class Skills: Bluff (CHA), Craft (INT), Disguise (CHA), Intimidate (CHA), Knowledge History (INT), Knowledge Nobility/Royalty (INT), Ride (DEX), Sense Motive (WIS). Skill Points = 2 + INT Mod.

Class Features:

- **Weapon & Armor Proficiency:** Ronin gain no new proficiencies with any weapon or armor.
- **Infamy:** The Ronin has a reputation on the Dragon Isles, or to any Dragon Islander they encounter with knowledge of the Ronin. They are seen as dishonorable initially which results in one category worse than initially rolled and suffers a -4 circumstance penalty on all Charisma-based checks involving said Dragon Islanders.
- **Sneak Attack (Ex):** At 1st Level, if a Ronin catches an opponent off-guard, they gain the +1d6 Sneak Attack ability (as the Rogue). This ability increases by +1d6 for every three levels of the Ronin (4th, 7th, 10th, 13th, 16th, and 19th).
- **Bonzai Charge (Ex):** At 2nd Level, the Ronin may take a variable penalty on a Charge attack (-2 to Hit initially), converting this to a damage bonus (+2 to Damage initially). -2 is the lowest this can go or no larger than their base attack bonus.
- **Bonus Feats:** The Ronin's battle prowess and hard-fighting life has taught him a thing or two along the way. As such, Ronins gain a bonus feat at 3rd level. Additionally, every three levels beyond the second results in another bonus Feat (6th, 9th, 12th, 15th, and 18th). These Feats must be chosen from the following: Far Shot, Improved Precise Shot, Manyshot, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Ride-By Attack, Shot on the Run, Spirited Charge, Trample, a Weapon Focus, or a Weapon Specialization. The Ronin must still meet all the prerequisites for the bonus Feat.
- **Retained Samurai Abilities:** A Ronin with levels in Samurai retains some of the abilities from this class as follows:
 - **Up to 5th Level Samurai:** The Ronin retains the Ki Smite ability feature.
 - **6th through 10th Level Samurai:** As above, plus any Staredown class features he had as a Samurai.
 - **11th Level Samurai and Above:** As above, plus one level of Ronin for every level of Samurai traded in.



MONKS

Monks in Solinar all hail originally from the Dragon Isles, all members of one of the four monasteries located there. While the monasteries have their own atmosphere, in the end they basically teach the same things, standard Monks as well as two different styles. For the most part, traditional 3.5 D&D Monks are the standard class produced there, however each student's journey toward enlightenment takes its own form. Because of this, it is not uncommon for Monks to have unique aspects to themselves. Those that do not follow the standard 3.5 D&D Monk rules may take one of the styles shown below and will determine what House of Temple they hail from.

Way of the Draconic Fist:

Monks who follow the Way of the Draconic Fist seek to harness their inner ki just as dragons harness their innate magical ability. While you give up versatility in combat, the ability to add energy to your unarmed strikes makes them more potent against a wide range of foes. This method is trained in all the monasteries of the Dragon Isles. This style may not be combined with others listed here.

- **Required Skills:** Followers of the Way of the Draconic Fist must take the following skill ranks:
 - **Concentration:** 4 Ranks
 - **Knowledge (Arcana):** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feat at 1st level.
- **Benefit:** When you select this class feature, choose one energy type from among acid, cold, electricity, or fire. As a swift action, you can choose for your next unarmed attack made in this round to deal an extra 1d6 points of damage of the chosen energy type. This extra damage improves to 2d6 points at 5th level, and by another 1d6 points every five levels thereafter. You can use this ability a number of times per day equal to your class level.

Way of the Serpent:

Monks of the Temple of Solitude sometimes specialize in agility and defense. Inspired by the lightning-fast strike of the venomous serpent, students are taught to combine mobility with deadly accuracy. By making herself hard to pin down, the Serpent monk forces the enemy to fight on her terms. Although some claim the school was founded twelve centuries ago by a renegade yuan-ti, this is most likely an idle boast. Nevertheless, the masters of the Way of the Serpent are legendary for their cruel methods of teaching, a tradition that tends to create hard-hearted students. The masters of the school point to the lack of failed Way of the Serpent students in the world as evidence of the efficiency of their methods, but many whisper that it more accurately points to the efficiency of the school in eliminating those who meet with the displeasure of the masters. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Balance:** 4 Ranks
 - **Escape Artist:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonuses:** Pursuers of the Way of the Serpent gain a +2 to Escape Artist checks.
- **Bonus Feats:** Pursuers of the Way of the Serpent gain bonus feats as indicated below:
 - **1st Level:** Improved Grapple
 - **2nd Level:** Combat Reflexes
 - **6th Level:** Improved Disarm
- **Bonus Ability:** At 6th Level pursuers of the Way of the Serpent sees their Armor Class granted by their Dodge feat increase to +2.

Way of the Denying Stance:

Monks of the House of Eternal Vigilance sometimes train to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error. Today, Denying Stance is widely practiced by those willing to learn the discipline of a patient defense. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Tumble:** 4 Ranks
 - **Escape Artist:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonuses:** Pursuers of the Way of the Denying Stance gain a +2 to Tumble checks.
- **Bonus Feats:** Pursuers of the Way of the Denying Stance gain bonus feats as indicated below:
 - **1st Level:** Improved Grapple
 - **2nd Level:** Combat Reflexes
 - **6th Level:** Improved Disarm
- **Bonus Ability:** When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on Grapple checks and Disarm attempts.

Way of the Hand & Foot:

Monks of the Temple of Martial Light sometimes train to use their appendages for both offense and defense. This style closely resembles the "traditional" fighting style of the D&D monk, and thus is usually among the most common in any campaign that includes martial artists. Combining offense and defense, it is among the best-rounded and balanced fighting styles practiced today. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Balance:** 4 Ranks
 - **Tumble:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonus:** Pursuers of the Way of the Hand & Foot gain a +2 to Balance checks.
- **Bonus Feats:** Pursuers of the Way of the Hand & Foot gain bonus feats as indicated below:
 - **1st Level:** Stunning Fist
 - **2nd Level:** Deflect Arrows
 - **6th Level:** Improved Trip
- **Bonus Ability:** You gain a +2 bonus on attacks of opportunity made against an opponent attempting to Bull Rush or Trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed.

Way of the Invisible Eye:

Monks of the House of Inner Light sometimes train in this style. Monks of the Invisible Eye rely on their other senses, particularly hearing, to aid them in combat. To the uninitiated, the style appears essentially defensive, yet a master of the Invisible Eye learns to turn defensive awareness into offensive prowess. In memory of the founders of the style, however, all students spend the entire first year of their training blindfolded. These blindfolds are removed in a ceremony called "The Awakening." This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Sense Motive:** 4 Ranks
 - **Knowledge (Arcana):** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonus:** Pursuers of this method gain a +2 to Sense Motive checks.
- **Bonus Feats:** Pursuers of this method gain bonus feats as indicated below:
 - **1st Level:** Combat Reflexes
 - **2nd Level:** Lightning Reflexes
 - **6th Level:** Blind-Fighting
- **Bonus Ability:** When unarmed and fighting defensively, using Combat Expertise, or using the total defense action, increase the dodge bonus to Armor Class that you gain from using that tactic by 1.

Way of Overwhelming Attacks:

Monks of the Temple of Martial Light sometimes train in this style. A monk trained in the Overwhelming Attack style always presses the advantage, preferring all-out offense over any form of defense. Some monks trained in other styles accuse them of unnecessary brutality, but it's hard to argue with the results. Monks who practice this style tend to be enemies of monks of the Denying Stance, thanks to an old enmity between the two styles. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Jump:** 4 Ranks
 - **Tumble:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonus:** Pursuers of this method gain a +2 to Intimidate checks.
- **Bonus Feats:** Pursuers of this method gain bonus feats as indicated below:
 - **1st Level:** Power Attack
 - **2nd Level:** Improved Bull Rush
 - **6th Level:** Improved Overrun
- **Bonus Ability:** If you have used Intimidate to demoralize your opponent at any time within the previous 10 rounds, you gain a +4 bonus on Strength checks made to Bull Rush or Overrun that opponent.

The Passive Way:

Monks of the House of Inner Light sometimes train in this style. The Passive Way focuses on making your opponent overreach himself or underestimate your skill. A monk who practices this style typically opens combat in a defensive stance, first taking measure of her opponent before stepping in to take advantage of a momentary opening in the opponent's defenses. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:

- **Concentration:** 4 Ranks
- **Tumble:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonus:** Pursuers of this method gain a +2 to Bluff checks.
- **Bonus Feats:** Pursuers of this method gain bonus feats as indicated below:
 - **1st Level:** Combat Expertise
 - **2nd Level:** Improved Trip
 - **6th Level:** Improved Feint
- **Bonus Ability:** You gain a +4 bonus on Strength checks made to trip an opponent who is denied his Dexterity bonus to Armor Class.

Way of the Sleeping Tiger:

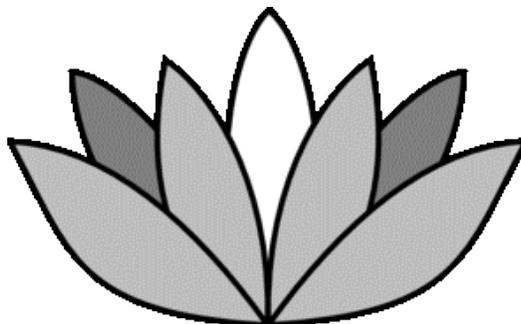
Monks of the Temple of Solitude sometimes train in this style. The Sleeping Tiger style mixes smooth motions with powerful strikes. It favors a quick, first-strike approach, preferably from a position of ambush. This is among the more physically challenging of the known fighting styles, demanding a combination of strength and agility of those who would master it. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Balance:** 4 Ranks
 - **Swim:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonus:** Pursuers of this method gain a +2 to Hide checks.
- **Bonus Feats:** Pursuers of this method gain bonus feats as indicated below:
 - **1st Level:** Weapon Finesse (Kama is most used weaponry)
 - **2nd Level:** Improved Initiative
 - **6th Level:** Improved Sunder
- **Bonus Ability:** Once per round, when an opponent would be denied his Dexterity bonus to Armor Class, if this happens, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon (not unarmed attacks). Any creature immune to sneak attacks is immune to this ability.

The Undying Way:

Monks of the House of Eternal Vigilance sometimes train in this style. Monks of the Undying Way believe in patience above all else. They work to outlast their opponent by means of superior endurance. The masters of the Undying Way are called "Immovable" and are highly respected. The fact that these masters produce students well-qualified to defend those communities does not hurt. This style may not be combined with others listed here.

- **Required Skills:** Those pursuing this method must take the following skill ranks:
 - **Concentration:** 4 Ranks
 - **Sense Motive:** 4 Ranks
- **Replaces:** If you select this class feature, you do not gain the standard monk's bonus feats at 1st, 2nd, or 6th Level.
- **Skill Bonus:** Pursuers of this method gain a +2 to Concentration checks.
- **Bonus Feats:** Pursuers of this method gain bonus feats as indicated below:
 - **1st Level:** Toughness
 - **2nd Level:** Endurance
 - **6th Level:** Diehard
- **Bonus Ability:** When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains Damage Reduction 2/-.



PALADINS

The power of the Paladin was once locked away from Solinar by the evil actions of Tiamat when she locked Human Deities away from Solinar. Those who would normally have chosen the path of the Paladin instead became Knights. When the Human Gods returned to Solinar, Paladins once again made their way to Solinar. Within the generation this happened, it was quite common to come across a dual classed Knight/Paladin as those that took up the mantle of Paladin all hailed from one of the Knightly Orders. The Lawful Good Paladin is identical to those found in the Player's Handbook, however there is a Chaotic Evil Paladin called the Anti-Paladin as well as a True Neutral Paladin called an Incarnate as shown below.

Special Mounts (From "Defenders of the Faith", Page 12)

Given the weight of your armor and your weapons, you may need a strong mount. However, in a campaign that emphasizes dungeon-crawling, a mount may seem like nothing more than a status symbol. Ask your Dungeon Master's if a special mount will see much use. If not, the effort required to call a special mount might seem like a waste. Care, feeding, defense, and housing for an animal you only ride to and from adventures can become onerous. If you spend too much time on issues that concern your mount, the rest of the party members might resent the time you spend dealing with a horse (a superior horse, granted, but a still a horse).

One solution to this potential problem might be to find a valet or groom. You can take the initiative and make defending the mount while you are in the dungeon the responsibility of a hireling. Hiring a mercenary for the job might be wise if one is available. Such a person might work for a share of the treasure if you are short of cash and the party is willing (see Table 5-2: Prices for Hireling Services in Chapter 5 of the DUNGEON MASTER's Guide). The party might help with the support, since the hireling guards everyone's horses, not just your special mount. Or you might wait to call your mount until after 6th level, and take the Leadership feat at that time, too, in order to have your cohort or squire guard the party's animals.

A paladin who calls a special mount should prepare heal mount as soon as she can learn it (12th level, or 11th level if Wisdom is 16 or higher). The less impact the mount has on party resources, such as healing spells and items, the more welcome it is. Certainly, the first time monsters attack the party in transit, the mount will prove itself worth the effort to defend it, feed it, and care for it.

Of course, if a paladin finds herself mostly involved in wilderness missions, the special mount is an integral part of the party. A paladin in that situation should invest in Mounted Combat and the other feats for which Mounted Combat is a prerequisite (Mounted Archery, Trample, Ride-By Attack, and Spirited Charge). Also, your mount might be able to look after and help guard the mounts of your friends while you are underground, especially if it can command others of its type.

Anti-Paladin

Of the variant unholy warriors, the anti-paladin is certainly the most notorious. A loner, he eschews prolonged contact with all forms of society and companionship except on a temporary basis as his desires, needs, and lusts demand. He wanders the fringe of civilization, always seeking justice to upend, happiness to quash, and faith to destroy. Many anti-paladins are truly mad, completely overwhelmed with the burning desire to tear down what others have toiled to create, be it a comfortable home, a loving family, or even a powerful nation. Anti-paladins must be chaotic evil since they personify the raw destructive force of entropy and hatred without focus or direction. Evil deities of destruction often count anti-paladins among their devoted, but powerful beings from the lower planes (especially demon lords) also enlist these hateful souls as minions. Anti-paladins do not form knighthoods or similar societies, but they do work as mercenaries. An anti-paladin who finds himself in charge of a contingent of like-minded killers usually grows tired of his "allies" before long and leads them to their doom or kills them himself.

- **Alignment:** Chaotic evil.
- **Hit Die:** d10.
- **Class Skills:** The anti-paladin's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Knowledge (the planes) (Int), Ride (Dex), and Survival (Wis).
 - **Skill Points at 1st Level:** (2 + Int modifier) x 4.
 - **Skill Points at Each Additional Level:** 2 + Int modifier.
- **Class Features:** All of the following are class features of the anti-paladin.
 - **Weapon and Armor Proficiency:** Anti-paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).
 - **Aura of Evil:** The power of an anti-paladin's aura of evil (see the detect evil spell) is equal to his anti-paladin level.
 - **Detect Good (Sp):** At will, an anti-paladin can detect good, as the spell.
 - **Smite Good (Su):** An anti-paladin's smite targets creatures of a good alignment, but otherwise, it functions the same as the paladin's ability to smite evil.
 - **Divine Grace (Su):** An anti-paladin gains this ability at 2nd level, which functions as the paladin ability of the same name.

Level	BAB	Saves			Special	Spells per Day			
		Fort	Ref	Will		1	2	3	4
1	+1	+2	+0	+0	Aura of Evil; Detect Good; Smite Good, 1/Day	-	-	-	-
2	+2	+3	+0	+0	Divine Grace; Slaughter the Weak	-	-	-	-
3	+3	+3	+1	+1	Aura of Fear; Death Knell, 1/Day	-	-	-	-
4	+4	+4	+1	+1	Turn or Rebuke Outsider	0	-	-	-
5	+5	+4	+1	+1	Smite Good, 2/Day; Fiendish Mount	0	-	-	-
6	+6/+1	+5	+2	+2	Contagion, 1/Week	1	-	-	-
7	+7/+2	+5	+2	+2		1	-	-	-
8	+8/+3	+6	+2	+2	Death Knell, 2/Day	1	0	-	-
9	+9/+4	+6	+3	+3	Contagion, 2/Week	1	0	-	-
10	+10/+5	+7	+3	+3	Smite Good, 3/Day	1	1	-	-
11	+11/+6/+1	+7	+3	+3		1	1	0	-
12	+12/+7/+2	+8	+4	+4	Contagion, 3/Week	1	1	1	-
13	+13/+8/+3	+8	+4	+4	Death Knell, 3/Day	1	1	1	-
14	+14/+9/+4	+9	+4	+4		2	1	1	0
15	+15/+10/+5	+9	+5	+5	Contagion, 4/Week; Smite Good, 4/Day	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	Contagion, 5/Week; Death Knell, 4/Day	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Smite Good, 5/Day	3	3	3	3

- **Slaughter the Weak (Ex):** Beginning at 2nd level, an anti-paladin takes a perverse and horrendous glee when facing opponents in battle that are weaker than himself. He gains a +2 morale bonus to attack and damage rolls with melee weapons when he attacks any creature that has fewer Hit Dice than he does. Dying creatures who have less Hit Dice than the anti-paladin suffers a -2 penalty to save against death knell spells cast by the anti-paladin.
- **Aura of Fear (Su):** Beginning at 3rd level, an anti-paladin exudes an almost palpable aura of menace and evil. Each enemy within 10 feet of her suffers a -4 morale penalty on saving throws against fear effects. The anti-paladin herself is deadened to the emotion of fear, and is immune to all fear effects. This ability functions while the anti-paladin is conscious, but not if she is unconscious or dead. An anti-paladin can suppress or activate this aura as a free action.
- **Death Knell (Sp):** The anti-paladin can cast death knell, as the spell, once per day at 3rd level, at a caster level equal to his anti-paladin level. At every five levels thereafter, the anti-paladin can cast death knell an additional time each day.
- **Turn or Rebuke Outsider (Su):** When an anti-paladin reaches 4th level, he gains the supernatural ability to turn or destroy good outsiders by channeling energy. He can instead rebuke or command evil outsiders with a use of this ability if he chooses. The anti-paladin may use this ability a number of times per day equal to 3 + his Charisma modifier. The anti-paladin turns or rebukes outsiders as a cleric of three levels lower would turn undead.
- **Fiendish Mount (Sp):** Anti-paladins gain a fiendish mount at 5th level. This ability functions just like the special mount ability of the paladin class except that an anti-paladin's special mount always has the fiendish template, and it remains for 1 hour per anti-paladin level once called.
- **Contagion (Sp):** At 6th level, an anti-paladin gains the ability to cast contagion, as the spell, once per week. He may use this ability an additional time each week every additional three levels, to a maximum of 5 times a week at 20th level. Caster level is equal to the anti-paladin's class level.
- **Associates:** An anti-paladin may adventure with any non-good alignment, but remains hateful and distrustful of any "allies." As soon as an ally is no longer useful, the anti-paladin usually kills her (or at the very least, sacrifices her for his own personal gain). He never knowingly associates with good characters, nor will he continue an association with someone who balks at senseless murder or refuses to reward him for his aid. An anti-paladin may only accept henchmen, followers, or cohorts who are chaotic evil. Anti-paladins always suffer the -2 penalty for cruelty when determining their effective Leadership score to recruit a cohort.
- **Code of Conduct:** An anti-paladin must be of chaotic evil alignment and loses all class abilities if he ever willingly commits a good act. He must work at all times to undermine the works of civilization and good peoples, and must never offer mercy or grant quarter unless he betrays his word within the next hour. He cannot join an organization, but he can perform services for others as long as the services are for pay and ultimately lead to chaos and devastation.
- **Anti-Paladin Spell List:** Anti-paladins choose their spells from the following list:
 - **1st Level:** Bane, cause fear, curse water, deathwatch, doom, inflict light wounds, magic weapon, profane weapon, protection from good, protection from law, ray of enfeeblement, read magic, summon monster I.
 - **2nd Level:** Bull's strength, darkness, desecrate, shatter, summon monster II, undetectable alignment.

- **3rd Level:** Bestow curse, blindness/deafness, deeper darkness, greater magic weapon, heal mount, inflict moderate wounds, magic circle against good, magic circle against law, summon monster III.
- **4th Level:** Death ward, dispel good, dispel law, fear, inflict serious wounds, poison, unholy sword.

Elemental Incarnate:

The Elemental Incarnate is unique among the divine martial champions in that she does not serve a Human Deity as the others do, focusing her faith and belief in the Elements, honoring the Elemental Lords. Incarnates are always neutral. Incarnates are often seen as the enforcers of the Druidic Orders, smiting those who would wantonly destroy or subjugate the natural world. The non-aligned aspect of the natural world appeals to many incarnates, and most of them prefer to live in the wild.

- **Alignment:** Neutral.
- **Hit Die:** d10.
- **Class Skills:** The incarnate's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis), and Survival (Wis).
 - **Skill Points at 1st Level:** (2 + Int modifier) x 4.
 - **Skill Points at Each Additional Level:** 2 + Int modifier.

Level	BAB	Saves			Special	Spells per Day			
		Fort	Ref	Will		1	2	3	4
1	+1	+2	+0	+0	Detect Imbalance; Elemental Affinity; Smite Extremist, 1/Day	-	-	-	-
2	+2	+3	+0	+0	Divine Grace; Elemental Burst	-	-	-	-
3	+3	+3	+1	+1	Aura of Courage; Energy Resistance	-	-	-	-
4	+4	+4	+1	+1	Rebuke Outsider	0	-	-	-
5	+5	+4	+1	+1	Smite Extremist, 2/Day; Elemental Minion	0	-	-	-
6	+6/+1	+5	+2	+2		1	-	-	-
7	+7/+2	+5	+2	+2		1	-	-	-
8	+8/+3	+6	+2	+2	Commune with Nature, 1/Week	1	0	-	-
9	+9/+4	+6	+3	+3		1	0	-	-
10	+10/+5	+7	+3	+3	Smite Extremist, 3/Day	1	1	-	-
11	+11/+6/+1	+7	+3	+3		1	1	0	-
12	+12/+7/+2	+8	+4	+4	Commune with Nature, 2/Week	1	1	1	-
13	+13/+8/+3	+8	+4	+4		1	1	1	-
14	+14/+9/+4	+9	+4	+4		2	1	1	0
15	+15/+10/+5	+9	+5	+5	Smite Extremist, 4/Day	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5	Commune with Nature, 3/Week	2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6		3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Commune with Nature, 4/Week; Smite Extremist, 5/Day	3	3	3	3

- **Class Features:** All of the following are class features of the incarnate.
 - **Weapon and Armor Proficiency:** Incarnates are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).
 - **Detect Imbalance (Sp):** Incarnates are sensitive to the presence of creatures with alignment subtypes because of how unbalancing the presence of such creatures can be. This ability functions as the Detect Undead spell, save that it detects creatures with an alignment subtype rather than the type. This ability does not determine the alignment or subtype of the creature, just the presence.
 - **Elemental Affinity (Ex):** The elemental planes are closer to the mind of an incarnate than the Outer Planes. As a result, an incarnate has a particular affinity to two elements, either air and earth or fire and water. She must select one of these pairings upon taking her first incarnate level. This choice will affect their Elemental Burst ability later. You gain better control over your spells and the elements. You gain the following benefits:
 - Choose one element. This element is the one most associated to your character (I.E. Earth Druids would choose Earth for Affinity).
 - Choose a spell of up to Level 5th. You can, as a bonus action, change the damage type from this spell to one of the other elements you have affinity with.
 - The Feat can be taken multiple times with a new element selected each time.
 - **Smite Extremist (Su):** An incarnate's smite targets creatures of the following alignments: lawful good, lawful evil, chaotic good, and chaotic evil. When the incarnate makes a smite attack, she must decide which alignment she is smiting, but otherwise, it functions the same as the paladin's ability to smite evil.
 - **Divine Grace (Su):** An incarnate gains this ability at 2nd level, which functions as the paladin ability of the same name.
 - **Elemental Burst (Su):** Beginning at 2nd level, an incarnate with a Charisma score of 12 or higher can create a burst of energy appropriate to her elemental affinity. Use of this supernatural ability is a standard action. She can direct

this burst of energy at any target within 60 feet as a ranged touch attack. A successful hit deals 1d4 points of damage plus the incarnate's Charisma modifier of both the incarnate's associated energy types. Thus, an incarnate who has a Charisma of 13 and is associated with both fire and water would deal 1d4+1 points of fire damage and 1d4+1 points of cold damage to a target struck by the attack. The incarnate can generate a number of elemental bursts in a day equal to her Charisma bonus.

- **Aura of Courage (Su):** An incarnate gains this ability at 3rd level, which functions as the paladin ability of the same name.
- **Energy Resistance (Ex):** At 3rd level, the incarnate gains energy resistance 5 to the types of energy associated with her elemental affinity.
- **Rebuke Outsider (Su):** When an incarnate reaches 4th level, she gains the supernatural ability to rebuke or command outsiders. She can only use this ability while she is on the Material Plane. The incarnate can use this ability a number of times per day equal to 3 + her Charisma modifier. The incarnate turns outsiders as a cleric three levels lower would turn undead.
- **Elemental Minion (Sp):** Upon reaching 5th level, an incarnate gains the ability to summon a Medium elemental (air, earth, fire, or water) as a standard action usable once a day. This elemental must be one of the types she is associated with due to her elemental affinity. This elemental minion carries the same responsibilities as a paladin's special mount and gains the same bonuses to its HD, natural armor, Strength, Intelligence, and other special abilities that a paladin's special mount gains when the incarnate gains levels. Unlike the paladin's special mount, the elemental minion only remains for 1 hour/level before returning to the elemental plane from whence it came.
- **Commune with Nature (Sp):** At 8th level, an incarnate gains the ability to commune with nature, as the spell, once per week. She may use this ability an additional time each week every additional four levels, to a maximum of 4 times a week at 20th level.
- **Code of Conduct:** An incarnate must be of neutral alignment and loses all class abilities if she ever willingly commits an act that endangers the natural balance of the world. The incarnate is most at home in the wilderness, but she does not take any special vows to avoid city life. She avoids travel to other planes (with the exception of the Elemental Planes to which she has an affinity) except in the direst need. The incarnate prefers to arrive at peaceful solutions but is fully capable of using force against unwanted intrusions into this realm from beyond.
- **Associates:** An incarnate can adventure with characters of any alignment but remains suspicious and wary of those who draw their powers from the Outer Planes (including most clerics and other holy warriors). She tolerates the presence of native outsiders such as aasimar and tieflings, but would prefer not to share their company if possible. She never knowingly associates with creatures of an alignment subtype, nor will she continue an association with someone who consistently offends her moral code. An incarnate may only accept henchmen, followers, or cohorts who are neutral.
- **Incarnate Spell List:** Incarnates choose their spells from the following list:
 - **1st Level:** Bless, bless water, bless weapon, charm animal, cure light wounds, detect poison, divine favor, endure elements, entangle, longstrider, magic fang, magic weapon, pass without trace, protection from chaos, protection from evil, protection from good, protection from law, speak with animals.
 - **2nd Level:** Animal messenger, barkskin, bear's endurance, bull's strength, eagle's splendor, hold person, lesser restoration, owl's wisdom, resist energy, shield other, spike growth, tree shape.
 - **3rd Level:** Cure moderate wounds, diminish plants, dominate animal, greater magic fang, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, plant growth, prayer, speak with plants.
 - **4th Level:** Break enchantment, command plants, cure serious wounds, dismissal, dispel chaos, dispel evil, dispel good, dispel law, freedom of movement, tree stride.



RANGERS

Until the return of the Human Gods to Solinar, Rangers gained their power from the Elemental Lords themselves... and this is still the case in most instances. Before the return of the Human Gods, Rangers all fell under the Wild Defender rules as a class. Once the Human Gods returned, Rangers began arising from the Human Gods, all utilizing the standard Ranger abilities as displayed in the Player's Handbook. Rangers of this type have always been the standard for Rangers of other races, though a few of these would seek out and dedicate themselves to the Elemental Lords. To this day just as many Rangers will revere the Elemental Lords as they revere the other Gods and Goddesses of their racial faiths. Additionally, regardless of which type of Ranger they are, there are a few who reside in desert lands, having their own unique abilities as well... the Dervish.

Dervish:

The Dervish will use the standard Ranger from the Player's Handbook... each modified by the Alternate Class Features illustrated here.

- **Favored Environment:** Instead of selecting a type of creature against which to apply a bonus on certain skills and damage rolls, the Dervish selects a specific natural environment and gains bonuses when in that environment. At 1st level, a ranger may select a natural environment from among those given on Table: Ranger Favored Environments. Due to the ranger's experience in that environment, he gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills in that environment. He also gains the same bonus on Knowledge (nature) checks made in association with that environment (or on Knowledge (dungeoneering) checks made in association with underground environments if the ranger has selected underground as a favored environment). At 5th level and every five levels thereafter (at 10th, 15th, and 20th level), the ranger may select an additional favored environment from those given on the table and gains an identical bonus on the appropriate skill checks in that environment. In addition, at each such interval, the bonuses in any one favored environment (including the one just selected, if so desired) increase by 2. For example, a 5th-level ranger has two favored environments. In one he has a +4 bonus on the appropriate skill checks, and in the other he has a +2 bonus. At 10th level, he has three favored environments, and he gains an additional +2 bonus, which he can allocate to any of his three favored environments. Thus, his bonuses could be either +4, +4, and +2 or +6, +2, and +2. If the ranger chooses desert or forest, he must also choose a climate type, as indicated on the table (either "cold" or "temperate or warm" for desert, or "cold or temperate" or "warm" for forest). The game master may rule that a ranger cannot select an environment that he has never visited. The favored environment for the Dervish is either Desert (Cold) or Desert (Temperate or Warm).
- **Wasteland Ranger:** Rangers of the waste are fierce protectors of their homeland. They are masters of desert camouflage and have adapted weaponry and tactics that mimic those of creatures that share their environment. Desert nomads are most likely to produce rangers, with a wandering lifestyle that prepares them well for the role. This variant ranger gains all the normal class features of the ranger, with the changes below.
 - **Heat Endurance:** At 3rd level, a wasteland ranger gains Heat Endurance as a bonus feat. If he already has Heat Endurance, the ranger gains Improved Heat Endurance instead and need not meet the prerequisites for that feat. This benefit replaces the standard ranger's Endurance bonus feat.
 - **Sandskimmer:** At 7th level, a wasteland ranger gains Sandskimmer as a bonus feat. This benefit replaces the standard ranger's woodland stride class feature.
 - **Waste Hunter (Ex):** At 10th level, a wasteland ranger chooses a specific kind of favored enemy native to the waste from among the types or subtypes he has already chosen. (For example, he could choose dunewind if he has magical beasts as a favored enemy.) He gains an additional +2 bonus on weapon damage rolls, and on Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of this kind. In addition, the ranger gains a +2 bonus on saves against the chosen creature's special abilities and damage reduction 2/- against its physical attacks. This benefit replaces the new favored enemy gained at 10th level by a standard ranger, but the waste ranger's bonuses against previously selected favored enemies increase as if he had gained a new favored enemy.

Elemental Rangers

Elemental Rangers all utilize the Wild Defender variant class as shown here. The wild defender is a holy warrior attuned to the sacred divinity of nature. Druids usually welcome them, but most wild defenders work in solitude. The wild defender guards the land and those who use it respectfully. Those who violate the wilderness consider wild defenders a manifestation of nature's wrath. The wild defender is a variant ranger. Unless otherwise noted, a wild defender advances in the same manner as a ranger (same Hit Die, base attack bonus, saving throw bonuses, skill points, and so on). When a character elects to take a level of ranger or wild defender, he may not later take levels in the other class. This prevents the character from gaining the benefits of a 1st-level ranger twice.

- **Alignment:** A wild defender must be neutral good, lawful neutral, neutral, or chaotic neutral.
- **Class Features:** The wild defender loses the base ranger's favored enemy, bonus feats, combat style, camouflage, and hide in plain sight class features but gains several druid and paladin abilities and acquires some class features at different levels than a ranger.
 - **Smite Evil (Su):** Once per day, the wild defender may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per wild defender level. If

the wild defender accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level and every five levels thereafter, the wild defender may smite enemies one additional time per day, as indicated on the Table: The Wild Defender. A character with levels in both wild defender and paladin adds his levels in both classes to determine how many times per day he may smite evil as well as the amount of extra damage he deals.

- **Natural Lore (Ex):** The wild defender has a +2 bonus on Knowledge (nature) and Survival checks.
- **Trackless Step (Ex):** At 3rd level, the wild defender leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Level	BAB	Saves			Special	Spells per Day			
		Fort	Ref	Will		1	2	3	4
1	+1	+2	+2	+0	Natural Lore; Smite Evil, 1/Day; Wild Empathy	0	-	-	-
2	+2	+3	+3	+0	Woodland Stride	0	-	-	-
3	+3	+3	+3	+1	Trackless Step	1	-	-	-
4	+4	+4	+4	+1	Resist Nature's Lure	1	0	-	-
5	+5	+4	+4	+1	Animal Companion; Smite Evil, 2/Day	1	0	-	-
6	+6/+1	+5	+5	+2	Rebuke Nature (Animal)	1	1	-	-
7	+7/+2	+5	+5	+2		2	1	0	-
8	+8/+3	+6	+6	+2	Rebuke Nature (Vermin)	2	1	0	-
9	+9/+4	+6	+6	+3	Evasion	2	1	1	-
10	+10/+5	+7	+7	+3	Smite Evil, 3/Day	2	2	1	0
11	+11/+6/+1	+7	+7	+3		3	2	1	0
12	+12/+7/+2	+8	+8	+4	Rebuke Nature (Plants)	3	2	1	1
13	+13/+8/+3	+8	+8	+4		3	2	2	1
14	+14/+9/+4	+9	+9	+4	Rebuke Nature (Fey)	3	3	2	1
15	+15/+10/+5	+9	+9	+5	Smite Evil, 4/Day	4	3	2	1
16	+16/+11/+6/+1	+10	+10	+5	Improved Evasion	4	3	2	2
17	+17/+12/+7/+2	+10	+10	+5		4	3	3	2
18	+18/+13/+8/+3	+11	+11	+6	Rebuke Nature (Ooze)	4	4	3	3
19	+19/+14/+9/+4	+11	+11	+6		5	4	3	3
20	+20/+15/+10/+5	+12	+12	+6	Rebuke Nature (Elementals); Smite Evil, 5/Day	5	4	4	4

- **Resist Nature's Lure (Ex):** At 4th level, the wild defender gains a +4 bonus on saving throws against the spell-like abilities of fey.
- **Rebuke Nature (Su):** When the wild defender reaches 6th level, he gains the ability to rebuke (but not command) creatures of nature, just as an evil cleric can rebuke undead. He may use this ability a number of times per day equal to 3 + his Charisma modifier. He rebukes nature as a cleric of three levels lower would turn undead. At 6th level, this ability only works on animals, but the wild defender gains control over a wider range of natural creatures as he gains levels.



ROGUES

The rogue is a character class that has so many differences from one rogue to a next, it is impossible to lock down any one true style of rogue, especially for Humans. Of those presented here, only the Felian (or similar race) that live more in the wilderness have specific traits that other rogues may not have (i.e., they utilize the Wilderness Rogue class variant always).

Adventurer

The rogue who favors martial training over stealth and cunning can profit if she chooses her fights carefully. This variant simply swaps one or more of a class's features for one or more class features of another class. A class feature gained works just as it did for its original class, including the level at which it is gained and any other effects, except as noted below.

- **Lose:** Sneak attack.
- **Gain:** Bonus feats (as fighter).

Antiquarian

You are incredibly knowledgeable about artifacts, relics, and antiques - especially those that are religious in nature.

- **Level:** 1st.
- **Replaces:** This benefit replaces the trapfinding class feature.
- **Benefit:** When examining divine items and religious relics, you gain a bonus equal to your Wisdom modifier on all Appraise checks as an extraordinary ability.
- In addition, if you examine a magic item created using a spell from the cleric or paladin list, or an item with special religious significance, you can attempt a Knowledge (religion) check (DC 10 + the item's caster level) to identify it exactly as a spell-like ability. This works like the identify spell (caster level equals your rogue level) but requires no material component and can be performed as a full round action. You can use this ability on only one item per day.

Criminal Specialist

A rogue (of other class that meets the following prerequisites) may specialize in one particular type of crime, much like a wizard might specialize in a school of magic. Such criminal specialization requires four mandatory skills and prohibits two other skills (the specialist can never put ranks into these skills, but he may still use them untrained). In addition, as long as the specialist takes an appropriate Skill Focus feat he also gains a unique special ability at the listed level, which he can use only if he maintains a maximum number of ranks in the listed skills (even if he multiclassed). Any class with all six of the listed skills as class skills qualifies and allows a member of that class to become a specialist in the listed field.

- **BEGGAR:** As your childhood ended, the faces of those you implored for alms grew harder, causing you to learn how to feign injuries and infirmities, anything to stoke a charitable impulse. You have learned how to use those skills to protect yourself.
 - **Level:** 1st.
 - **Prerequisites:** Bluff, Disguise, Sleight of Hand, Spot, Skill Focus (Disguise);
 - **Forbidden Skills:** Disable Device and Open Lock.
 - **Playing Possum (Ex):** You may attempt to gain a temporary edge in combat by shamming a debilitating injury, such as blindness or a missing limb. This requires 1 minute of advance preparation, a disguise kit, and a Disguise check. The next intelligent foe you encounter must succeed at an opposed Spot check or else he is flat-footed against your first attack. Your first attack in the combat must be made against this foe. If you encounter multiple foes, they all get a chance to see through your disguise, but you only gain the benefit of this ability on the first attack you make.
- **BLACKMAILER:** In your life you have developed a talent for remaining in the background while your targets committed their indiscretions. You can leap quickly into the foreground when you need to, taking your victims by surprise and using the threat of their secrets to cow them into obeying your forcefully delivered commands.
 - **Level:** 3rd.
 - **Prerequisites:** Decipher Script, Gather Information, Intimidate, Search, Skill Focus (Intimidate).
 - **Forbidden Skills:** Disable Device and Open Lock.
 - **Vilify (Ex):** You can attempt to uncover some secret humiliation of a particular foe by carefully sifting through rumor and idle Speculation. You must spend at least 8 hours chasing gossip in an area your target has frequented within the last month followed by a Gather Information check (DC 10 + target's CR). If you succeed at this Gather Information check you may, at any time in the following month, make an Intimidate check against your target as a full-round action. At any time in the next hour, as long as you are not in combat, you may issue a command (as the spell) at your target as a standard action. The save DC of your command effect equals the result of your Intimidate check. This is a language-dependant, mind-affecting ability. If your Gather Information check fails you must wait at least six months before trying again against that particular target. If your target simply has no humiliating indiscretions in her past (as determined by the DM) you cannot use this ability against that target.

- **FENCE:** You learned to look for every defect in an item and never hesitate to use even the most infinitesimal flaw as grounds to lower your price. These skills proved equally useful when dealing with any kind of object, valuable or not.
 - **Level:** 6th.
 - **Prerequisites:** Appraise, Bluff, Forgery, Sense Motive, Skill Focus (Appraise).
 - **Forbidden Skills:** Climb and Tumble.
 - **Fracture (Ex):** Your trained eye can identify and exploit the subtle, hidden defects of objects. After your first successful attack against a construct or object, you may make an Appraise check (DC 15 for an object or DC 15 + creature's CR for a construct). For every point by which you succeed at this check you can ignore one point of hardness or one point of DR for all later attacks against that construct or object. You can only use this ability with melee attacks.
- **GOON:** You possess a singular enthusiasm for breaking legs - or heads - upon command, but you also learned to apply your intellect, to let rumor guide you to your targets and to find the kernels of truth within their pleas and evasions.
 - **Level:** 6th.
 - **Prerequisites:** Bluff, Gather Information, Intimidate, Sense Motive, Skill Focus (Intimidate).
 - **Forbidden Skills:** Decipher Script and Use Magic Device.
 - **Browbeat (Ex):** You can, as a full-round action, make a single melee attack against an opponent. If you hit and deal damage, you can immediately follow it with an Intimidate check (DC 15 + target's CR). If you succeed in this check your foe becomes shaken until the end of your next turn. For each round you continue to attack the same target, you gain a cumulative +1 bonus on your Intimidate checks. This is a mind-affecting fear effect.
- **KIDNAPPER:** Displaying a fiendish ingenuity for knots and bindings, you drifted into criminal gangs that made their living by snatching people and holding them for ransom.
 - **Level:** 1st.
 - **Prerequisites:** Climb, Disguise, Move Silently, Use Rope, Skill Focus (Use Rope).
 - **Forbidden Skills:** Diplomacy and Tumble.
 - **Hobble (Ex):** You can attempt to restrict or bind any foe you manage to catch unawares. Whenever you face a flat-footed opponent no more than one size category larger than you, you may attempt a melee touch attack as a full-round action. You must have a length of rope at least 20 feet long in hand when you make this touch attack. If you succeed, you can wrap your target's arms and legs in rope. Make a Use Rope check with a -4 penalty. Your target moves at half his normal speed and takes a -2 penalty to Strength and Dexterity scores until he escapes your knots, requiring a full-round action and an Escape Artist check (DC equals your Use Rope check).
- **LOOKOUT:** While others spent their time housebreaking or shaking down tourists, you found a comfortable niche by merely offering advanced warning of approaching danger. Your keen senses made you a welcome addition to any criminal enterprise.
 - **Level:** 3rd.
 - **Prerequisites:** Hide, Listen, Move Silently, Spot, Skill Focus (Spot).
 - **Forbidden Skills:** Appraise and Disable Device.
 - **Perceive (Su):** As a full-round action, you can gain one of the following effects until your next turn: blindsense, low-light vision, scent, or tremorsense. You cannot gain an effect you already possess. This ability requires you to concentrate the entire time. If you are attacked or otherwise distracted, you must succeed at a DC 20 Concentration check or lose the effect.
- **PICKPOCKET:** Through trial and error (and more than one night in jail), you mastered the art of taking what you needed from passersby - the fatter and wealthier the better. As you grew older, you learned the hard way that not all wealthy folk flaunted their jewels unarmed. After several lengthy stays at the local temples, you learned to identify (and disarm) those who carried protection.
 - **Level:** 6th.
 - **Prerequisites:** Hide, Move Silently, Sleight of Hand, Spot, Skill Focus (Sleight of Hand).
 - **Forbidden Skills:** Disable Device and Sense Motive.
 - **Snatch Weapon (Ex):** You can attempt to strip a creature of a sheathed weapon by making a Sleight of Hand check (DC 20 + target's CR) as a full-round action. Your target must be flat-footed to you. You can snatch a light weapon (based on your size, not your target's) without penalty, a one-handed weapon with a -4 penalty, and a two-handed weapon with a -8 penalty. You cannot snatch a weapon too large for you to wield. If you succeed in this check, you gain possession of the weapon. You must have enough free hands available when you attempt the snatch to wield the weapon properly (i.e., you must have at least one free hand when attempting to snatch a light or one-handed weapon and two free hands when attempting to snatch a two-handed weapon). When you use this ability, your Sleight of Hand check is opposed by the Spot checks of those nearby. The success of observers (including your victim) doesn't prevent you from performing the snatch, just from doing it unnoticed.

Penetrating Strike

Creatures that have immunity to extra damage from sneak attacks are a bane to rogues everywhere. Particularly in ancient tombs where undead are common, rogues must rely on their wits to survive. You have spent a significant amount of time studying this problem and have learned ways to harm even such resilient opponents.

- **Level:** 3rd.
- **Replaces:** If you select this alternative class feature, you do not gain trap sense.
- **Benefit:** Whenever you flank a creature that is immune to extra damage from sneak attacks, you still deal extra damage equal to half your normal sneak attack dice. This benefit does not apply against creatures that cannot be flanked, nor against foes that are otherwise denied their Dexterity bonus to AC or flat-footed but not flanked.

Wilderness Rogue

The wilderness rogue prefers to put her skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors. In many ways, she is similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world. This Variant is ALWAYS used by Felians on Solinar. Other races could utilize this as well, especially if the character spends a lot of time in the wilderness.

- **Class Skills:** Remove the following rogue class skills from the wilderness rogue's class skill list: Appraise, Diplomacy, Decipher Script, Forgery, and Gather Information. Add the following skills to the wilderness rogue's class skill list: Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival.
- **Class Features:** The wilderness rogue has all the standard rogue class features, except as noted below.
- **Special Abilities:** Add woodland stride (as the 7th-level ranger ability), camouflage (as the 13th-level ranger ability), and hide in plain sight (as the 17th-level ranger ability, requires the rogue to already have the camouflage ability) to the list of special abilities that can be chosen by the wilderness rogue. Lastly, the Wilderness Rogue does not gain Sneak Attack as standard Rogues do. Instead, they gain Skirmish (as Scout).



SORCERERS

Sorcerers on Solinar are commonplace, equally as common as the Rogue. This is most likely due to the influence of Dragons on Solinar, though a few draw their power from other... eviler... sources. The following modifications may be made to Sorcerers on Solinar.

Arcane Reabsorption

You have always focused more on the raw manipulation of arcane energy than others of your profession. As such, you know how to possibly regain that energy when outside forces attempt to disrupt your magic.

- **Level:** 1st (4th for hexblades).
- **Replaces:** If you select this class feature, you do not gain a familiar.
- **Benefit:** Whenever a targeted spell you cast fails to penetrate a creature's spell resistance or is countered by another spellcaster, you can immediately attempt to reabsorb the arcane energy you just spent as an immediate action. The spell can have no effect at all in order to use this ability. By making a Spellcraft check (DC 20 + [spell level × 3]), you regain the spell as if it was never cast (or regain the spell slot if you cast spells spontaneously). Attempting this taxes your body. Regardless of the success of the check, you take 1 point of nonlethal damage per spell level you attempt to reabsorb. This damage is internal and bypasses damage reduction and resistances you possess.

Battle Sorcerer

The battle sorcerer is no weak arcanist, hiding behind the fighters. Instead, she is a capable physical combatant who mixes magical prowess with fighting skill.

- **Hit Die:** d8.
- **Base Attack Bonus:** The battle sorcerer uses the base attack bonus progression of the cleric.
- **Class Skills:** Remove Bluff from the battle sorcerer's class skill list. Add Intimidate to the battle sorcerer's class skill list.
- **Class Features:** The battle sorcerer has all the standard sorcerer class features, except as noted below.
 - **Weapon and Armor Proficiency:** At 1st level, a battle sorcerer gains proficiency with any light or one-handed martial weapon of the character's choice. She also gains proficiency with light armor.
 - **Spellcasting:** A battle sorcerer can cast sorcerer spells derived from her class levels of battle sorcerer while in light armor without the normal arcane spell failure chance.
 - A battle sorcerer has fewer daily spell slots than a standard sorcerer. Subtract one spell per day from each spell level on Table: The Sorcerer (to a minimum of zero spells per day). For example, a 1st-level battle sorcerer may cast four 0-level spells and two 1st-level spells per day (plus bonus spells, if any).
 - A battle sorcerer knows fewer spells per spell level than a standard sorcerer. Subtract one spell known from each spell level on Table: Sorcerer Spells Known (to a minimum of one spell per spell level). For example, a 4th-level battle sorcerer knows five 0-level spells, two 1st-level spells, and one 2nd-level spell. When she reaches 5th level, the battle sorcerer learns one additional 1st-level spell, but doesn't learn an additional 2nd-level spell (since two minus one is one).

Dragonblood Sorcerer

Kobolds, spellscales, and the members of other dragonblood races tap into their innate draconic talents to achieve greater heights of sorcerous power. Forgoing any pretense of mundane pursuits, a dragonblood sorcerer explores new approaches to casting arcane spells.

- **Hit Die:** d4.
- **Requirements:** To take a dragonblood sorcerer substitution level, a character must have the dragonblood subtype and be about to take his 1st, 4th, or 7th level of sorcerer.
- **Class Skills:** Dragonblood sorcerer substitution levels have the class skills of the standard sorcerer class, minus Craft and Profession, plus Use Magic Device. In addition, a dragonblood sorcerer who takes the 1st-level racial substitution level gains a class skill from his Draconic Heritage feat.
 - **Skill Points at Each Level:** 2 + Int modifier (or four times this number as a beginning character).

Level	BAB	Saves			Special	Spellcasting
		Fort	Ref	Will		
1	+0	+0	+0	+2	Arcane Insight +2; Draconic Heritage	As Sorcerer of Equivalent Level
4	+2	+1	+1	+4	Arcane Insight +4; Spell-Like Ability	As Sorcerer of Equivalent Level
7	+3	+2	+2	+5	Arcane Insight +6; Bonus Spells Known	As Sorcerer of Equivalent Level

- **Class Features:** All the following are class features of the dragonblood sorcerer racial substitution levels.
 - **Arcane Insight (Ex):** A 1st-level dragonblood sorcerer's racial talent with magic grants him keen insights into arcane mysteries. Each time he selects a dragonblood sorcerer substitution level, he gains a cumulative +2 insight bonus on Knowledge (arcana) checks.
 - **Draconic Heritage:** A 1st-level dragonblood sorcerer gains Draconic Heritage as a bonus feat.
 - This substitution feature replaces the standard sorcerer's familiar class feature.
 - **Spell-Like Ability:** A dragonblood sorcerer who takes the 4th-level racial substitution level gains the ability to transform a sorcerer spell he knows into a spell-like ability. A spell chosen for this ability can't have a costly material component, an XP cost, or any sort of focus, and it can't be a spell of the highest level the sorcerer can cast. The chosen spell is removed from the sorcerer's list of spells known, reducing his number of known spells of that level by one, and the sorcerer loses one spell slot of that spell level - as well as one spell slot from the next higher level of spells he is able to cast. In return for those two spell slots, he gains the ability to use the chosen spell as a spell-like ability three times per day, using his sorcerer level as the caster level. Each time a dragonblood sorcerer who has this substitution level feature gains access to a new spell level, he can exchange the spell chosen for this ability for a new one. He returns the previously chosen spell to his list of spells known and regains both lost spell slots. He then chooses a new spell, subject to the limitations given above. He loses that spell from his spells known list along with one spell slot of the newly chosen spell's level and a spell slot one level higher than the chosen spell.
- **Bonus Spells Known:** A dragonblood sorcerer who takes the 7th-level racial substitution level adds four spells to his list of known sorcerer spells. The spells added depend on the dragonblood sorcerer's alignment or draconic heritage. A dragonblood sorcerer who is good-aligned must choose the good list of known spells, and vice versa. One descended from a particular kind of dragon is treated as if he shared that dragon's alignment for the purpose of this substitution feature, regardless of his own alignment. For example, a half-red dragon sorcerer, or a sorcerer with Draconic Heritage (red dragon), is treated as evil-aligned for determining which bonus spells known he gains. Dragonblood sorcerers who are neither good nor evil and have no distinct draconic heritage can choose which set of spells to add. If a dragonblood sorcerer already knows any of the listed spells, he can pick another spell that a sorcerer would ordinarily have available at that same level.
 - *Evil:* 1st - charm person; 2nd - darkness, resist energy; 3rd - suggestion.
 - *Good:* 1st - bless; 2nd - fog cloud, resist energy; 3rd - fly.
 - The chosen list of spells known replaces the normal additions to the sorcerer's list of spells known (one 1st-level spell, one 2nd-level spell, one 3rd-level spell) gained at 7th level.

Drakken Familiar

Arcane spellcasters, even those who do not claim the blood of dragons as their own, often have a special link with dragonkind. One manifestation of this link is the caster's familiar, which can take on draconic characteristics.

- **Class:** Hexblade, sorcerer, or wizard.
- **Level:** 4th (hexblade) or 1st (sorcerer or wizard).
- **Replaces:** If you select this class feature, your familiar does not gain all the benefits normally accorded to a familiar. See below to determine which alternative benefits it gains, and which standard benefits these replace.
- **Benefit:** Your familiar is a drakken version of a normal animal. It gains the dragonblood subtype and all the benefits of being a familiar, except as described below. When your familiar would normally gain the ability to deliver touch spells, it gains a breath weapon instead. This breath is a 15-foot cone of fire, usable once per hour, that deals a number of points of damage equal to $1d6 + \text{twice your class level}$ (levels of different classes that are entitled to familiars stack for this purpose). A successful Reflex save ($10 + \frac{1}{2}$ your total class levels for determining the familiar's abilities) halves the damage dealt. When your familiar would normally gain the ability to speak with animals of its kind, it instead gains the ability to speak with creatures of the dragon type.

Planar Sorcerer

Though many claim a sorcerer's power derives from draconic heritage, a few sorcerers believe that their arcane prowess comes from an even purer source - the planes themselves. It is not uncommon to see sorcerers traveling the multiverse in search of support for this belief. Unlike other spellcasters, the sorcerer has a limited ability to customize his talents for planar adventuring. With a small list of spells known, the sorcerer who wishes to adapt to life on the planes must choose his tools wisely. Even so, the wide variety of challenges awaiting the planar sorcerer demands a slightly more adaptable approach to spellcasting.

- **Hit Die:** d4.
- **Requirements:** To take a sorcerer planar substitution level, a character must be about to take her 5th, 9th, or 13th level of sorcerer. The character must also fulfill any one of the following criteria:
 - Have 1 rank in Knowledge (the planes).
 - Have a heritage feat.
 - Have the extraplanar subtype when on the Material Plane.
 - Have visited a plane other than the Material Plane.

- **Class Skills:** Sorcerer planar substitution levels have the class skills of the standard sorcerer class plus Knowledge (the planes) (Int).
 - **Skill Points at Each Level:** 2 + Int modifier.

Level	BAB	Saves			Special	Spellcasting
		Fort	Ref	Will		
5	+2	+1	+1	+4	Forced Charged Energy	As Sorcerer of Equivalent Level
9	+4	+3	+3	+6	Extraplanar Spell Penetration	As Sorcerer of Equivalent Level
13	+6/+1	+4	+4	+8	Spontaneous Planar Summoning	As Sorcerer of Equivalent Level

- **Class Features:** All of the following are features of the sorcerer's planar substitution levels.
 - **Force-Charged Energy (Su):** At 5th level, a planar sorcerer can lace his spells with pure force, the better to affect the various energy-resistant elementals and outsiders he faces. At the sorcerer's option, half of the energy damage dealt by a spell he casts is replaced by force damage. This effect can be applied to any spell that deals acid, cold, electricity, fire, or sonic damage. The maximum spell level to which a planar sorcerer can apply this effect is one lower than the highest level of sorcerer spell that he can cast. For instance, a 5th-level planar sorcerer can apply this effect to 0-level and 1st-level sorcerer spells, while an 18th-level planar sorcerer can apply it to spells of up to 8th level. This benefit replaces the ability to learn a new 2nd-level spell gained by a standard sorcerer at 5th level. From now on, the sorcerer's number of 2nd-level spells known at any class level is one less than the value shown on Table: Sorcerer Spells Known.
 - **Extraplanar Spell Penetration (Ex):** A 9th-level planar sorcerer can imbue his spells with the ability to penetrate the spell resistance of extraplanar creatures more readily. Three times per day, for 1 round each time, the sorcerer can add his Charisma bonus to all his caster level checks made to overcome the spell resistance of extraplanar creatures. This benefit replaces the ability to learn a new 4th-level spell gained by a standard sorcerer at 9th level. From now on, the sorcerer's number of 4th-level spells known at any class level is one less than the value shown on Table: Sorcerer Spells Known.
 - **Spontaneous Planar Summoning (Su):** A 13th-level planar sorcerer learns to summon extraplanar creatures spontaneously. When he chooses this planar substitution benefit, a sorcerer selects one of the following categories: elementals (creatures of the elemental type), celestial creatures (creatures with the celestial template), or fiendish creatures (creatures with the fiendish template). He can use any spell slot to spontaneously cast a summon monster spell of the same level, but he can use that spell to summon only creatures of the selected category. For example, a 13th-level sorcerer who chose elementals could use one of his 6th-level spell slots to cast summon monster VI. He could use that spell to summon a single Large elemental, or 1d3 Medium elementals (from the 5th-level summoning list). He could not use the spell to summon creatures that weren't elementals. This benefit replaces the ability to learn a new 6th-level spell gained by a standard sorcerer at 13th level. From now on, the sorcerer's number of 6th-level spells known at any class level is one less than the value shown on Table: Sorcerer Spells Known.

Spell Shield

As a powerful spellcaster, you are likely to attract the attention of powerful opponents, and your teammates can't always protect you. Spell shield lets you use your spells' energy to offset damage that might otherwise kill you.

- **Level:** 1st.
- **Replaces:** If you select this alternative class feature, you do not gain a familiar.
- **Benefit:** By achieving oneness with the magical energy from which you draw your power, you make it part of your life force. As an immediate action when you take damage from any source, you can attempt to sacrifice spell energy instead of losing hit points. Expend a spell slot as if you had cast a spell of that level. Then, make a Concentration check with a DC equal to 15 + the level of the sacrificed spell. If you succeed, you ignore an amount of damage equal to five times the level of the spell slot you gave up. If you fail, you still lose the spell, but the magical energy fails to negate any of the damage. For example, Hennes finds himself in the way of a black dragon's breath. Although he succeeded on his saving throw, he is still going to take 22 points of acid damage. As a 7th-level sorcerer, Hennes can sacrifice a spell of up to 3rd level. He chooses a 3rd-level spell, so the DC of his Concentration check is 18. Hennes gets a result of 22 and magically negates 15 points of the acid damage, taking only 7 points. You can attempt to deflect damage as often as you wish, but you can make only one attempt per round. If an attack's damage has multiple sources (such as that of a flaming sword, which deals both weapon damage and fire damage), you must choose which source to negate. If an attack must deal damage to have a secondary effect (such as poison from a snake's bite), negating all the damage also prevents the secondary effect.

Stalwart Sorcerer

Most sorcerers hide behind walls of steel, slinging spells at enemies safely distant. You have no patience for such cowards and prefer to be near the front line. Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

- **Class:** Sorcerer.
- **Level:** 1st.
- **Special Requirement:** Knowledge (arcana) 1 rank.
- **Replaces:** Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one). As a 1st-level character, you have one 1st-level spell known rather than two. When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level. For example, at 5th level, you reduce your 2nd-level spells known from two to one, but you gain the previously unavailable 1st-level spell (increasing your 1st-level spells known from three to four).
- **Benefit:** You gain extra hit points equal to two times your sorcerer class level. Every time you advance a level, you gain another 2 extra hit points. (So, at 1st level you have 2 extra hit points, at 2nd level you have 4 extra hit points, and so on.) You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

Witch

Below is a new spell list for a variant spellcasting class: the witch. A staple of fantasy literature and fairy tales, the witch dabbles in many kinds of magic - minor illusions, spells dealing with health or life, nature-based magic, simple divinations, and spells that alter the shape and appearance of things - but excels at just a few. Hence, her list is somewhat limited, but it contains wizard, cleric, and druid spells. She casts spells as a sorcerer, using the sorcerer's Spells per Day table, and her spells are based on Charisma. The witch's spell list is designed with the following considerations in mind.

- **Cure Spells:** Only the weakest of these, and the witch does not have the cleric's ability to cast cure spells spontaneously. The witch isn't blessed with a cleric's (or druid's) plethora of healing spells, but she can offer a little aid to those she favors.
- **Illusions:** Only through the middle levels. A witch can trick her foes, but not to the extent that a wizard can.
- **Divinations:** Only the straight-forward divinations, such as clairvoyance/clairaudience and scrying, and not even all of them.
- **Charms:** Many. A major feature of this class.
- **Form-Changing:** Another strong point for the witch. From alter self to shapechange, the witch has most of the spells relating to changing her (or someone else's) form.
- **Nature:** From speaking to animals to controlling the weather, the witch dabbles in this type of magic, if for no other reason than she usually lives a secluded life in the wilderness.
- **No Flashy Spells:** Anything from a lightning bolt to a wall of fire to a Bigby's hand spell is right out. The witch's archetype does not suggest overt attack spells or spells that create massive magic constructs. She does not summon monsters, place wards, or teleport from place to place. Her magic is subtle.
- **Miscellaneous:** Spells such as whispering wind, Leomund's tiny hut, bestow curse (and a few other curse-like spells), and a few communication spells round out the list.
- **Witch Spell List:**
 - *0 Level:* arcane mark, cure minor wounds, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mending, read magic, resistance, virtue.
 - *1st Level:* cause fear, change self, charm person, command, comprehend languages, cure light wounds, doom, endure elements, hypnotism, identify, silent image, sleep, speak with animals, ventriloquism.
 - *2nd Level:* alter self, blindness/deafness, calm emotions, cure moderate wounds, delay poison, detect thoughts, enthrall, invisibility, locate object, minor image, scare, whispering wind.
 - *3rd Level:* bestow curse, clairvoyance/clairaudience, contagion, create food and water, dispel magic, Leomund's tiny hut, magic circle against chaos/law/evil/good*, major image, rage, remove blindness/deafness, suggestion, tongues.
 - *4th Level:* charm monster, crushing despair, discern lies, divination, fear, giant vermin, good hope, locate creature, minor creation, neutralize poison, polymorph, remove curse, scrying.
 - *5th Level:* baleful polymorph, dream, false vision, feeblemind, greater command, magic jar, major creation, mirage, arcane, nightmare, seeming, sending.
 - *6th Level:* animate objects, control weather, eyebite, find the path, geas/quest, greater scrying, heroes' feast, legend lore, mass suggestion, mislead, repulsion, shadow image, Tenser's transformation, true seeing.
 - *7th Level:* creeping doom, finger of death, insanity, liveoak, repel wood, transport via plants.
 - *8th Level:* antipathy, demand, discern location, horrid wilting, polymorph any object, sympathy, trap the soul.
 - *9th Level:* earthquake, foresight, refuge, shapechange, wail of the banshee, weird.
- When she becomes able to cast 3rd-level spells, the witch chooses to have one of the four magic circle spells on her spell list. Whichever spell she chooses, she cannot cast it as a spell of an alignment opposed to her own.



WIZARDS

Across the face of Solinar, there are Wizard Schools in places of civilization. There are powerful Wizards that make their homes away from civilization. There are solitary Wizards that are found wandering across the face of Solinar. All of these take on apprentices to assist them in their studies or to train the next generation of Wizard by passing on their knowledge to others. Regardless of where your character originates, you have entered the study of the Arcane.

Anagakok

Most primitive societies have sorcerers, shamans, or witch doctors among their ranks, but a lesser-known tradition of cunning arcanists has existed for thousands of years. Found among some of the most barbaric tribes of the world, those who learn this magical discipline do not rely on instincts, personal magnetism, or divinity to weave their magic. Instead, much like the wizards of more civilized societies, they learn their mysterious craft by rote and study their spells each day, using their superior intellects to master the peculiar power of the arcane. Those who follow this path are called anagakoks. An anagakok (ah nah GA kawk) is an alternative specialist wizard from a primitive society. Born and raised in nature and bound by the traditions of an ancient people, an anagakok has great respect for and control over the environment in which he lives. From an early age, he learns to master the art of survival in the most extreme conditions. Many of his spells grant him a measure of control over animals and plants, and others allow him to move through nature unhindered or unseen. Although he does not necessarily worship deities associated with the wilderness and the source of his power comes from arcane forces rather than from the divine, an anagakok attracts the attention of many lesser spirits of the wild. These fickle beings bestow special boons on the anagakok that make him unnaturally lucky. The members of his tribe regard him as someone who brings good fortune to the people. Most of his tribesmen cling to the belief that a guardian spirit possesses this mysterious magic weaver. The anagakok is especially concerned with the well-being of his tribe. He helps gather food, finds safe shelter in times of crisis, and defends tribesmates against sometimes impossible odds. Because of his connection to nature and the useful spells he can cast, the anagakok is a vital member of his society. Nevertheless, like many wizards the anagakok is often attracted to a life of adventure and exploration. When an anagakok chooses to become an adventurer, he travels the world seeking to perfect his art. An adventuring anagakok can be of valuable assistance to any party. Because his magic is especially useful in the wild, he is a great addition to any group that lacks a druid or ranger in its ranks, as well as to any party that specializes in wilderness exploration. A versatile character, the anagakok is not lost in environments unknown to him - such as in great cities. The anagakok is a variant wizard. Unless otherwise noted, an anagakok advances in the same manner as a wizard (same base attack bonus, saving throw bonuses, skill points, and so on). When a character elects to take a level of wizard or anagakok, he may not later take levels in the other class. This prevents the character from gaining the benefits of a 1st-level wizard twice. The anagakok originally appeared as a kit in second edition's Complete Wizard's Handbook.

- **Alignment:** Any. Although an anagakok is rarely lawful, he can be of any alignment.
- **Hit Die:** d4.
- **Class Skills:** In addition to those of the standard wizard, the anagakok also has Survival as a class skill.

Level	BAB	Saves			Special	Spells per Day										
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9	
1	+0	+0	+0	+2	Good Fortune (2pts); Illiteracy; Wilderness Lore	3+1	1+1	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4+1	2+1	-	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3		4+1	2+1	1+1	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		4+1	3+1	2+1	-	-	-	-	-	-	-	-
5	+2	+1	+1	+4	Good Fortune (4pts)	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-
6	+3	+2	+2	+5		4+1	3+1	3+1	2+1	-	-	-	-	-	-	-
7	+3	+2	+2	+5		4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-
8	+4	+2	+2	+6		4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-
9	+4	+3	+3	+6		4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-
10	+5	+3	+3	+7	Good Fortune (6pts)	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-
11	+5	+3	+3	+7		4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
12	+6/+1	+4	+4	+8		4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
13	+6/+1	+4	+4	+8		4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-
14	+7/+2	+4	+4	+9		4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-
15	+7/+2	+5	+5	+9	Good Fortune (8pts)	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-
16	+8/+3	+5	+5	+10		4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-
17	+8/+3	+5	+5	+10		4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	1+1
18	+9/+4	+6	+6	+11		4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	1+1
19	+9/+4	+6	+6	+11		4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
20	+10/+5	+6	+6	+12	Good Fortune (10pts)	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

1 In addition to the stated number of spells per day for 0- through 9th-level spells, an anagakok gets a bonus specialization spell for each spell level for specializing in a distinctive school of magic unique to anagakoks. The "+1" in the entries on this table represents that spell. Bonus specialization spells are in addition to any bonus spells the anagakok may receive for having a high Intelligence score.

- **Class Features:** An anagakok can prepare as many spells per day as a regular specialist.
 - **Spellbooks:** Just like a wizard, an anagakok must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for read magic, which all anagakoks can prepare from memory. An anagakok's spellbook is usually made from crudely cut layers of bark. Some anagakoks even carve the formulas for their spells on stone, tree roots, or other materials found in nature, but most prefer bark because it is lighter and easier to write on.
 - **School Specialization:** An anagakok is a specialist wizard (see [School Specialization](#)) specializing in a distinctive school of magic unique to anagakoks. Unlike typical wizard schools, the anagakok's school of magic regroups spells especially useful to survival in harsh environmental conditions as well as spells affecting nature in general. As such, the anagakok school of magic allows him to cast spells not typically available to other wizards (i.e., not on the wizard spell list). As a type of specialist wizard, an anagakok can prepare one additional spell of this specialty school per spell level each day, as normal. These spells go on the anagakok's spell list, allowing him to prepare them in any spell slot. He also gains a +2 bonus on Spellcraft checks to learn spells of this school. The anagakok's prohibited schools are always illusion and necromancy, and he may never learn or cast spells from them. An anagakok cannot become a specialist in any other school.
 - The anagakok's school includes the following spells:
 - *0* - create water, know direction, purify food and drink.
 - *1st* - calm animals, charm animal, detect animals or plants, detect snares and pits, longstrider, pass without trace.
 - *2nd* - animal trance, hold animal, reduce animal, wood shape.
 - *3rd* - diminish plants, dominate animal, neutralize poison, quench, snare.
 - *4th* - antiplant shell, command plants, repel vermin, rusting grasp.
 - *5th* - awaken, commune with nature, control winds, tree stride.
 - *6th* - find the path, repel wood, stone tell, transport via plants.
 - *7th* - animate plants, transmute metal to wood, windwalk.
 - *8th* - animal shapes, control plants, repel metal or stone.
 - *9th* - elemental swarm, regenerate, shambler.
 - **Illiteracy:** With the exception of arcane spell formulas, the anagakok cannot read or write. He may spend 2 skill points to gain the ability to read and write all languages he is able to speak. An anagakok who gains a level in any other class except barbarian automatically gains literacy. Any other character who gains an anagakok level does not lose the literacy he already had.
 - **Spontaneous Casting:** An anagakok can channel stored spell energy into an endure elements spell the anagakok did not prepare ahead of time. The anagakok can "lose" any prepared spell of 1st level or higher that is not his specialist bonus spell in order to cast endure elements.
 - **Wilderness Lore:** An anagakok is learned in the ways of nature. He gains a +2 bonus on Knowledge (nature) and on Survival checks.
 - **Good Fortune:** The anagakok is well regarded by the many spirits that inhabit the wilderness and begins to attract their attention early in his career. Blessed by the spirits of nature, he gains a number of good fortune points he can apply (as an immediate action) to any die roll to gain a luck bonus equal to the number of points he expends. At 1st level, he receives 2 good fortune points per day, and this number increases by 2 more points at 5th level and every five levels thereafter. The anagakok may spread out his good fortune points to add bonuses to a number of rolls, checks, or saving throws or expend them all on a single die roll. As a readied action, the anagakok may also choose to expend his good fortune points to grant a luck bonus on the roll of an ally he can touch.

Beleaguered Spellcaster

The most fragile of all archetypes, arcane spellcasters struggle to avoid taking damage as often as possible. As injuries accumulate your desperation causes your spells to become more effective.

- **Level:** 1st (4th for hexblades).
- **Replaces:** If you select this class feature you do not gain a familiar.
- **Benefit:** Whenever you take an amount of damage equal to 3 times your spellcaster level from one attack, the next spell you cast is automatically maximized or extended (your choice) without increasing the spell level or casting time. You may use this ability a number of times per day equal to 1 + the spellcasting ability score modifier of the class in which you took this alternative class feature.

Deathwalker

From the earliest days of her training, the deathwalker works to gain immortality as an undead creature. The first stages of her transformation are simple changes that leave her mostly alive. As her necromantic prowess increases, however, the dark energies she commands slowly kill off her corporeal form, rotting it from the inside out. By the time she reaches 20th level, she has completed her transformation into an undead creature. The deathwalker invests more time and effort in achieving immortality this way than she

would by using other means, but the gradual change allows her to gain control of potent necromantic magic as she undergoes the necessary physical changes. Furthermore, as she grows in power, her capacity to command and control other undead creatures increases. The deathwalker may follow a more arduous road to eternal life than other necromancers, but the end result is immortality plus power - a potent combination indeed. Deathwalkers crave undeath, and they view necromancy as a useful tool for collecting and commanding utterly obedient undead servants. Many deathwalkers are utterly amoral, seeing living beings in the same light as they do skeletons or zombies. Both categories of beings, living and mindless undead, are little more than tools or objects to be used and manipulated for their own twisted ends. Some deathwalkers are content to remain in their isolated towers and strongholds, but most are too ambitious to rest on their laurels. Their casual disdain for the living leads them to pursue rituals that require the deaths of hundreds of innocents with little concern for the potential repercussions of their actions.

- **Alignment:** Any evil.
- **Hit Die:** d4.
- **Class Skills:** The deathwalker's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).
 - **Skill Points at 1st Level:** (2 + Int modifier) x 4.
 - **Skill Points at Each Additional Level:** 2 + Int modifier.

Level	BAB	Saves			Special	Spells per Day										
		Fort	Ref	Will		0	1	2	3	4	5	6	7	8	9	
1	+0	+0	+0	+2	Master of the Dead; Undead Familiar	3+1	1+1	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4+1	2+1	-	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3		4+1	2+1	1+1	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		4+1	3+1	2+1	-	-	-	-	-	-	-	-
5	+2	+1	+1	+4	Aura of the Grave	4+1	3+1	2+1	1+1	-	-	-	-	-	-	-
6	+3	+2	+2	+5		4+1	3+1	3+1	2+1	-	-	-	-	-	-	-
7	+3	+2	+2	+5		4+1	4+1	3+1	2+1	1+1	-	-	-	-	-	-
8	+4	+2	+2	+6		4+1	4+1	3+1	3+1	2+1	-	-	-	-	-	-
9	+4	+3	+3	+6		4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-
10	+5	+3	+3	+7	Shroud of Death	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-
11	+5	+3	+3	+7		4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
12	+6/+1	+4	+4	+8		4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
13	+6/+1	+4	+4	+8		4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-
14	+7/+2	+4	+4	+9		4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-
15	+7/+2	+5	+5	+9	Mastery of Undeath	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-
16	+8/+3	+5	+5	+10		4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	1+1	-
17	+8/+3	+5	+5	+10		4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	1+1
18	+9/+4	+6	+6	+11		4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	1+1
19	+9/+4	+6	+6	+11		4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
20	+10/+5	+6	+6	+12	Mantle of Undeath	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

1 In addition to the stated number of spells per day for 0- through 9th-level spells, a deathwalker gets a bonus necromancy spell for each spell level for specializing in the necromancy school. The "+1" in the entries on this table represents that spell. Bonus necromancy spells are in addition to any bonus spells the deathwalker may receive for having a high Intelligence score.

- **Class Features:** All of the following are class features of the deathwalker.
 - **Weapon and Armor Proficiency:** Like most arcane spellcasters, a deathwalker receives only minimal training with weapons and none with armor. She is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a deathwalker's movements, which can cause spells with somatic components to fail.
 - **Spells:** A deathwalker casts arcane spells, which are drawn from the sorcerer/wizard spell list in the Player's Handbook. She must choose and prepare her spells ahead of time, like a wizard. To learn, prepare, or cast a spell, a deathwalker must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a deathwalker's spell is 10 + the spell level the deathwalker's Intelligence modifier. Like a wizard, a deathwalker can cast only a certain number of arcane spells of each spell level per day. Her base daily spell allotment is given on the table for her class. In addition, she receives bonus spells per day if she has a high Intelligence score. All deathwalkers function as necromancer specialist wizards for the purpose of spellcasting. They must specialize in necromancy and choose prohibited schools as per the standard rules for specialist wizards.
 - **Spellbooks:** A deathwalker must record her spells in thick books. Each morning, she pores over these tomes to prepare her spells for use later in the day. The deathwalker can prepare read magic from memory, but all other spells must appear in her spellbooks before she can prepare them. A deathwalker gains all 0-level wizard spells (except for those from prohibited schools) at 1st level. In addition, she gains three 1st-level spells and an additional number equal to her Intelligence bonus. Thereafter, each time the deathwalker achieves a new level, she gains two new spells of any level or levels that her new level allows her to cast. Like a wizard, a deathwalker may select the Spell Mastery feat.
 - **Master of the Dead (Sp):** At 1st level, the deathwalker gains the ability to bind certain undead creatures to her service, controlling them as though with animate dead. If the deathwalker or any of her allies attack a controlled

- creature, control is immediately broken for that creature. Upon confronting a zombie or skeleton, the deathwalker can attempt a Charisma check (DC 15 + the undead's Hit Dice) to command it. She cannot use this method if she or any of her comrades have already attacked the target creature. A deathwalker can control only 5 HD worth of skeletons and zombies per deathwalker level. (Treat undead with less than one Hit Die as 1-HD undead for the purpose of this ability.) If she attempts to gain control of undead in excess of her limit, she must immediately release already controlled zombies and skeletons from her service until the number she has under her control falls to or below her limit. The limit of 5 x the deathwalker's class levels is the maximum number of Hit Dice of mindless undead that the deathwalker can control by any means, including animate dead. (That is, casting animate dead does not allow the deathwalker to exceed this limit.) The deathwalker's ability to control undead using master of the dead extends only to skeletons and zombies. At this point in her development, the deathwalker gains a pale complexion and an unnaturally low body temperature. Her hands are cold to the touch, and her eyes have a glassy look. She takes a -2 penalty on all Fortitude saves to resist negative levels as her life force begins to waver within her physical shell.
- **Undead Familiar:** A deathwalker's familiar is always an undead creature. The deathwalker uses all the standard rules that a wizard would for gaining a familiar, but the creature that arrives immediately becomes undead. Its type changes to undead, and all its Hit Dice become d12s (this does not affect its hit points). Like other undead, it has no Constitution score. It gains darkvision to a range of 60 feet if it did not already have it, and it also gains the standard undead traits. Treat the familiar's Hit Dice as equal to its master's for the purpose of turn, rebuke, or bolster attempts. The creature cannot be commanded by anyone save its own master.
 - **Aura of the Grave (Ex):** At 5th level, the deathwalker continues her slow descent into an undead state. She no longer needs to sleep, and she gains immunity to sleep effects. She also becomes immune to all diseases. Her nerve endings begin to dull, making her less able to feel pain. The physical effects of the deathwalker's continuing transformation become more marked at this point. Her skin draws tightly over her body, giving her a hollow, empty look. Any person viewing her may make a Knowledge (arcana) check (DC 25) to determine that she follows the deathwalker's path. Because of her decreased tactile sense, she may absentmindedly skewer her hand with a needle while deep in thought, singe her hand on a hot stove without noticing, or fail to note the flies that land on her eye or buzz in or near her mouth. Slowly but surely, she continues to lose her grip on life.
 - **Shroud of Death (Ex):** As the deathwalker's magical prowess increases, her physical body continues to fail. Yet, in many ways, she becomes stronger than ever. As her body dies, her organs rot in place, but the necromantic energies she has learned to harness keep her bodily processes functioning enough to sustain the shred of life remaining in her. At 10th level, the deathwalker gains a +4 circumstance bonus on saves against poison, paralysis, and mind-affecting effects. Since her organs have largely ceased functioning, there is a 50% chance that extra damage from a critical hit or sneak attack does not affect her. This ability works much like the fortification special armor quality. She no longer needs to eat or drink to stay alive (although she still must breathe). However, the stench of decay that surrounds her imposes a -2 penalty on Charisma, Bluff, and Diplomacy checks against any creatures with the exception of undead.
 - **Mastery of Undeath (Su):** At 15th level, the deathwalker gains the ability to force obedience and servitude from even the mightiest undead creatures. The raw force of her necromantic magic combined with the slow replacement of her living body with undead flesh make her appear as a commanding, regal figure to the undead. She gains the ability to rebuke or command undead as an evil cleric of her deathwalker level a number of times per day equal to 1 + her Charisma bonus (if any). She also develops further outward signs of her descent into undeath. Her stomach bloats and may even split open because of the rot within her body, and her teeth turn yellow and fall from her gums.
 - **Mantle of Undeath:** At 20th level, the deathwalker finally becomes an undead creature. She loses her Constitution score and any bonus hit points she had previously gained from it, and her Hit Die type becomes d12 (but the deathwalker's hit point total does not change). Her type changes to undead, and she gains the standard undead traits. She does not lose any of the racial traits she previously possessed, and her attack bonuses, save bonuses, and other statistics are not recalculated.

Eidetic Spellcaster

Unlike other wizards, you can see within your mind the intricate arcane symbols, words, and gestures that define your spells. Your photographic memory acts as your spellbook, inscribing the spells you know within your mind.

- **Level:** 1st.
- **Replaces:** If you select this class feature you do not gain a familiar or the Scribe Scroll bonus feat.
- **Benefit:** You do not need a spellbook, either to record spells you know or to prepare known spells. You can learn spells normally, either through gaining levels in wizard or learning from other spellbooks, and you must pay all the normal costs for learning new spells (used instead in special incenses rather than inks), but you do not need to put them into a spellbook.

Filidh

Highly respected lawgivers of barbarian society, filidhs draw their power from their knowledge and application of lore. They provide judgments in legal disputes and defend their people using the mysterious ways of their ancestors. If shamans are the conscience of the tribe and skalds its memory, then filidhs are its unshakable will. The filidh is a variant wizard. Unless otherwise noted, a filidh advances in the same manner as a wizard (same Hit Die, base attack bonus, saving throw bonuses, skill points, and so on). When a character elects to take a level of wizard or filidh, he may not later take levels in the other class. This prevents the character from gaining the benefits of a 1st-level wizard twice. Filidhs seek to preserve the beliefs of their tribe. As enforcers of ancestral traditions, they seek out magical power to increase their knowledge and strengthen their position within the tribe. These barbaric lore keepers tend toward neutral alignments, although both lawful and chaotic societies have traditions filidhs might seek to uphold. To aid them, most filidhs typically devote a significant number of spells to divination, balancing them with other offensive or supporting spells. These tribal wizards equate knowledge with power and carefully dispense their learning to a select few. They tend to play subtle but domineering roles in any group, even if they do not obviously lead it. Many filidhs associate with religious orders or druids as they often hold similar perspectives and goals. Devout and spiritual beyond most traditional wizards, filidhs usually worship gods of knowledge, magic, poetry, or travel. They also highly respect and might worship creator gods, as they are usually credited with teaching laws to the first mortals. Other filidhs worship nature gods and explore the secrets of both the natural and the unseen world.

- **Class Skills:** The filidh's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).
- **Class Features:** The filidh loses the base wizard's Scribe Scroll, bonus feats, and summon familiar class features but gains several abilities related to knowledge and divination. All of the following are class features of the filidh.
- **Weapon and Armor Proficiencies:** Filidhs are proficient with the club, dagger, quarterstaff, and shortbow but not with any type of armor or shield. Armor of any type interferes with a filidh's movements, which can cause her spells with somatic components to fail.
- **Filidh Knowledge:** This ability functions as the bardic knowledge ability. A filidh with levels in another class that grants bardic knowledge stacks those levels with her filidh levels when determining her total bonus to bardic knowledge checks.
- **Greater Divining:** A filidh is able to cast divination spells as if her caster level was +1 level higher at 5th level. This ability increases to +2 levels higher at 10th level, +3 levels higher at 15th level, and +4 levels higher at 20th level.

School Mastery

Some specialist wizards take their mastery to whole new levels. Occasionally, even sorcerers and other arcane spellcasters focus their attentions on one school over the others. Your expertise in a chosen school of magic is unparalleled.

- **Level:** 1st (4th for hexblades).
- **Replaces:** If you select this class feature you do not gain a familiar.
- **Benefit:** Choose a school of magic. If you are already a specialist wizard, you may only choose the school in which you are specialized. You cast all spells from the chosen school at +1 caster level. In addition, you gain the following benefit, based on the school you select.
 - *Abjuration:* Any non-instantaneous, nonpermanent abjuration spell you cast on someone other than yourself that does not require concentration has double the duration. You cannot use this ability on any spell whose duration you affect in any other way, such as with the Extend Spell metamagic feat.
 - *Conjuration:* Each creature you conjure with any summon spell gains a +2 enhancement bonus to Dexterity and Wisdom for the duration of the spell that summoned it.
 - *Divination:* Whenever you cast a divination spell, you immediately gain a +2 insight bonus on Listen and Spot skill checks for 1 hour per level of the spell you cast (0-level spells grant the bonus for 30 minutes).
 - *Enchantment:* For 24 hours after an enchantment spell, you cast expires, the target of your spell takes a -2 penalty on all Will saves made to resist your spells or spell-like abilities. You may affect only one creature at a time in this way. If your enchantment spell affected multiple targets, you must choose one creature against whom the penalty applies. Whenever an enchantment spell you cast expires while such a penalty is active, the old penalty immediately disappears.
 - *Evocation:* Whenever you cast an evocation spell that deals hit point damage, that spell deals +1 point of damage.
 - *Illusion:* Whenever you cast an illusion (shadow) spell that creates a partially real effect (such as shadow conjuration or shadow evocation), the effect is 10% more real than normal. Thus, a creature created by shadow conjuration is 30% as strong as a real creature of the same kind, instead of the normal 20%.
 - *Necromancy:* Each undead creature you create with any evil spell gains a number of temporary hit points equal to your caster level. These temporary hit points last indefinitely, only disappearing when your creation takes damage. They cannot be regained once lost.
 - *Transmutation:* Whenever you cast a spell that alters a creature's form, kind, or type, the DC to resist the spell increases by +1.

CLASS NOTES

Beyond the class alternate features listed previously, there are other classes allowed for players on the face of Solinar. These classes all come from different source material out there. Those that can be found on Solinar are listed in the “Common Classes” portion of each entry of the “Classes on Solinar” section above.

Good-aligned Ninjas do not gain the Poison Use class ability, instead gaining the Enchant Blade ability below.

Enchant Blade (Su): Any non-evil aligned Ninja loses the Poison Use and Improved Poison use abilities of that Class. A non-evil aligned Ninja instead gains the ***Enchant Blade*** ability as follows: The effect lasts for 1 minute/level, and the Ninja can create the effect once per day. The Ninja can choose from the following special abilities to bestow on his blade: defending, flaming, frost, shock, or ghost touch. A Ninja can use this ability even if he is wearing medium or heavy armor. At 6th level, a Ninja’s use per day increases by one to twice a day. At 9th level, a Ninja’s use per day increases by one more to three times a day.

Note on Psionics

Most Psionicist are from the Dragon Isles, where this sort of power is, though not common, is not unheard of. All Psionicist are usually trained by a Grand Master, and those that have not been forced to learn the powers they have within themselves at a much slower pace. (DM Note: It takes twice the amount of experience to level up if you are not trained by a Grand Master.)

- ***Available Psionic Classes:*** Ardent, Lurk Psion, Psychic Warrior, Soulnife and Wilder.
- ***Modified Psionics:*** Apopsi [A Remove Curse cast by someone of equal to or greater level will also restore the powers, no matter the timeframe.]
- ***Banned Psionics:*** Blackstone Hammer; Sever Legacy.

Classes from the Complete Psionic cannot be used on Solinar except on the Dragon Isles. Anyone taking one of these classes that leaves the Dragon Isles will instantly lose all powers associate with these classes. BAB, Fortitude Save, Reflex Save, Will Save, and Weapon & Armor Proficiency skills and stats are not affected.

Archivists

Archivists are extremely rare in Solinar. Those that have the ability to draw upon such magic may become dedicated masters of esoteric divine knowledge, and are in all other ways identical to those found in Heroes of Horror.

Beguilers

Beguilers are identical to those found in the Player’s Handbook 2.

Binders

Binders are extremely rare on Solinar, usually only coming about when someone stumbles upon ancient lore lost for the ages... and generally best left forgotten. Binders are looked upon as evil, twisted beings, untrustworthy and earning nothing more than death. Most Binders keep their abilities completely secret, passing themselves off as Mages to the best of their abilities. Binders are otherwise identical to those found in the Tome of Magic.

Crusaders

Every now and then a child is born of pure disposition that could have become a Paladin but lacks the faith in the Divine that such a route takes. This child inevitably grows to become a Crusader and offer a different route for would-be Paladins to take instead of becoming a normal Knight. Crusaders are identical to those found in Tome of Battle; Book of Nine Swords.

Dragonfire Adepts

Found primarily on the Dragon Isles or Tyrnus, the Dragonfire Adept is in all ways identical to those found in Dragon Magic.

Dragon Shamans

Found primarily on Ugh'Ratha and part of Barbarian cultures, Dragon Shamans are identical to those found in the Player’s Handbook 2.

Dread Necromancers

Dread Necromancers, evil in the extreme, are greeted with open hostility in most lands and keep their abilities secret most times (except Nephidia of course where the Lich King originated as one himself). They are in all ways identical to those found in Heroes of Horror.

Duskblades

Duskblades are found primarily on Tynus, though a rare few Humans that have been accepted into Elven cultural areas (Elfhome on Aver, Ugh'Ratha, etc) are not unheard of. Duskblades are identical to those found in the Player's Handbook 2.

Factotum

Factotums do not exist on Solinar and are unavailable for play.

Favored Souls

Favored Souls are identical to those found in Complete Divine.

Healer

Healers are identical to those found in the Miniature's Handbook.

Hexblades

Hexblades can be found anywhere on Solinar, though many find themselves associating with one of the Knightly Orders listed under the Paladin or hailing from Xulin as part of the Swords of Xulin. Though Hexblades are seen as evil beings normally, those hailing from Xulin have taken the enemy's skills to use against them, and are normally not evil. They are in all ways identical to those found in Complete Warrior otherwise.

Knights

The Knight described in Player's Handbook 2 are not utilized in Solinar. Instead reference Knights above.

Marshals

Marshals are identical to those found in the Miniature's Handbook.

Ninjas

Ninjas originated on the Dragon Isles but have spread throughout the world. They are in all ways identical to those found in the Complete Adventurer.

Samurai

Samurai hail from the Dragon Isles and are identical to those found in Complete Warrior.

Scouts

Scouts are identical to those found in the Complete Adventurer.

Shadowcasters

Shadowcasters are generally seen as evil beings and are feared by the common folk of Solinar. Shadowcasters are identical to those found in the Tome of Magic.

Shaman

Shaman are identical to those found in Oriental Adventures.

Shugenja

Shugenja have begun to appear in the lands of the Dragon Isles since the return of the Human Pantheon. They are in all ways identical to those found in Complete Divine.

Sohei

Sohei are identical to those found in Oriental Adventures.

Spellthief

Spellthieves are identical to those found in the Complete Adventurer.

Spirit Shamans

Spirit Shamans are found in Barbarian cultures, but are feared by them and shunned. They are in all ways identical to those found in Complete Divine.

Swashbuckler

Swashbucklers can come from any place on Solinar, but tend to fall into one of two categories: Sailors or Dandies. Sailors can come from anywhere but most often hail from villages and cities on one of Solinar's oceans. Dandies are those noble-borne that are more into flash and artistry than substance. They are identical to those found in Complete Warrior otherwise.

Swordsage

Swordsages are all from the Dragon Isle's Temple of Solitude, and are otherwise identical to those found in Tome of Battle; Book of Nine Swords.

Truename

Truenamers do not exist in Solinar, as True Name Magic does not exist.

True Necromancers

Like the Dread Necromancers mentioned beforehand, True Necromancers are considered wholly evil by most on Solinar and are strongly persecuted wherever they go.

Warblades

Warblades can be found only in Elven cultures on Solinar, but are otherwise identical to those found in Tome of Battle; Book of Nine Swords.

Warlock

Warlocks can be found anywhere on Solinar and are identical to those found in Complete Arcane.

Warmage

Warmages tend to come from places such as Raran, Nephidia, Xilan and other large cities, serving as battlefield mages in great armies across the face of Solinar. They are in all ways identical to those found in Complete Arcane.

Wu Jen

Wu Jen are the Wizards of the Dragon Isles and are in all ways identical to those found in Complete Arcana. It is not uncommon for Wu Jen to be members of noble courts, serving as advisors. Indeed, in the Imperial City, many Wu Jen are present to teach the Imperial's children about the natural world around them.

PRESTIGE CLASS CHANGES

The following changes are to be made to the indicated class when playing them upon Solinar. This reflects the uniqueness of the world as well as the differences between Solinar and perhaps your standard Dungeons & Dragons game world. I have broken this down into the various sources of these Prestige Classes.

Book of Exalted Deeds (BoED)

The usage of this book is restricted. A character must "earn" the right to access material from this book, determined by the Dungeon Master. The following changes are made on Solinar -

- The Beloved of Valarian are called Beloved of Yulan. They are the same in all ways except for the Deity worshipped.
- Due to the nature of the Barbarian Tribes, Champions of Gwynharwyf do not exist on Solinar.

- Defenders of Sealtiel are called Defenders of the Shield and only come from the Knights of the Shield Order.
- The Emissary of Barachiel is called an Emissary of Tyrna on Solinar.
- Fists of Raziel are called Fists of the Meloch on Solinar.
- Lions of Talisid do not exist on Solinar.
- Prophets of Erathaol do not exist on Solinar.
- Sentinels of Bharrai do not exist on Solinar.
- Slayers of Domiel do not exist on Solinar.
- Stalkers of Kharash do not exist on Solinar.
- Vassals of Bahamut are called Vassals of Eliphaz on Solinar.

Book of Vile Darkness (BoVD)

The following Prestige Classes are effected in Solinar – No changes are made to this book at this time.

Cityscape

The following Prestige Classes are effected in Solinar –

- Ebonmar Infiltrators are not called this on Solinar. They usually adopt the name of their House. For example, an Infiltrator that works for House Raran in Aver could be called a Raran Infiltrator.
- Urban Savants do not belong to any organization, and this class may be taken without meeting this requirement.

Complete Adventurer

The following Prestige Classes are effected in Solinar –

- This version of the Animal Lord is not used. Use the version found in Masters of the Wild instead.
- Daggernesspell classes are from a secluded school on an island off the coast of Tyrnus.
- Dread Pirates are usually found off the western coast of Tyrnus, plying the waters for targets. Their only serious worries are the naval fleets from Raran and the Dragon Isles.
- Fochlucan Lyrists are trained in Raran, Trademeet, and the Dragon Isles.
- Maesters are only found in Coppertown and Salzube, where the remnants of the Gnomish people reside.
- The Nightsong Guild does not exist on Solinar. Nightsong Enforcers and Nightsong Infiltrators can be found within Nephidia, Shi Jin, and the Dragon Isles as part of those location's militaries. They are not called Nightsong, but instead are named after their location (i.e. Nephidian Enforcer or Shi Jin Infiltrator).
- Ollams hail from Earth Home, the Isle of Sands, Artis on Tyrnus.
- Shadowbane Inquisitors and Stalkers are part of the Holy Order of the Shield.
- Shadowminds can only exist on the Dragon Isles.
- This version of the Vigilante is not used. Use the version found in Song and Silence instead.
- This version of the Virtuoso is not used. Use the version found in Song and Silence instead.
- Wild Plains Outriders are only common to tribal people that live on the plains of Solinar. See DM for more information on those locations available.

Complete Arcane

The following Prestige Classes are effected in Solinar –

- Alienists deal with the same entities that a Binder does.
- The Blood Magus Prestige class does not exist on Solinar.
- Effigy Masters are most common to the Gnomish people, but some others who have become obsessed with constructs delve deep enough to take this class.
- The Green Star Adept prestige class does not exist on Solinar.
- Initiate of the Sevenfold Veil is not changed in structure, but those that take this class must be accepted by the others within the group, as a mentor is needed to understand the class.
- A Mage of the Arcane Order hails from the Arcanist Academy in Trademeet, and are commonly called Mages of the Academy.
- Suel Arcanamachs are simply called Arcanamachs in Solinar.
- This version of the Tamer of Beasts is not used. Use the version found in Masters of the Wild instead.
- This version of the Tempest is not used. Use the version found in Masters of the Wild instead.
- The Wayfarer Guide prestige class does not exist on Solinar.

Complete Champion

The following Prestige Classes are effected in Solinar –

- None of the prestige classes listed in this book belongs to any organization, and PCs may take these classes without meeting that requirement.
- Ordained Champions all belong to one of the Knightly Orders.
- The Shadowspy and Shadowstriker both belong to the Church of Elia or follow an appropriate non-Human Deity.

Complete Divine

The following Prestige Classes are effected in Solinar –

- Black Flame Zealots worship Mask, Valla, or an appropriate non-Human Deity.
- This version of the Church Inquisitor is not used. Use the version found in Defenders of the Faith instead.
- This version of the Consecrated Harrier is not used. Use the version found in Defenders of the Faith instead.
- This version of the Contemplative is not used. Use the version found in Defenders of the Faith instead.
- This version of the Divine Oracle is not used. Use the version found in Defenders of the Faith instead.
- Entropomancers worship Entropy on Solinar (see Elemental Lords).
- This version of the Geomancer is not used. Use the version found in Master of the Wild instead.
- This version of the Holy Liberator is not used. Use the version found in Defenders of the Faith instead.
- Hospitalers are found only amongst the Holy Order of the Shield or the Knights of St. Argus. This version of the Hospitaler is not used. Use the version found in Defenders of the Faith instead.
- Radiant Servants of Pelor are called Radiant Servants of Elia.
- This version of the Sacred Exorcist is not used. Use the version found in Defenders of the Faith instead.
- This version of the Sacred Fist is not used. Use the version found in Defenders of the Faith instead.
- Seekers of the Misty Isle are actually called Seekers of Allanorn, said to be lost realm of the Elves on Solinar... the first place that the Elves settled on the world.
- Shining Blades of Heironeous are called Shining Blades of Tyrna on Solinar.
- Stormlords worship Benak or an appropriate non-Human Deity.
- This version of the Templar is not used. Use the version found in Defenders of the Faith instead.
- Temple Raiders of Olidammara are called Temple Raiders of Mask or an appropriate non-Human Deity. The version presented in Complete Divine is not used on Solinar. Use the version in Song and Silence instead.
- This version of the Ur-Priest is not used. Use the version found in Book of Vile Darkness instead.
- This version of the Warpriest is not used. Use the version found in Defenders of the Faith instead.

Complete Mage

The following Prestige Classes are effected in Solinar – None.

Complete Psionics

The following Prestige Classes are effected in Solinar –

- The House of Eternal Vigilance on the Dragon Isles is where all Ebon Saints are trained.
- The House of Inner Light on the Dragon Isles is where all Illumine Souls are trained.
- The Temple of Martial Light on the Dragon Isles is where all Soulbows are trained.
- The Temple of Solitude on the Dragon Isles is where all Anarchic Initiates and Zerth Cenobites are trained.
- The Temple of the Mind outside Shi Jin is where all Ectopic Adepts and Storm Disciples are trained.
- The Flayerspawn Psychic prestige class does not exist on Solinar.

Complete Scoundrel

The following Prestige Classes are effected in Solinar – None.

Complete Warrior

The following Prestige Classes are effected in Solinar –

- Bladesingers are mostly from Quivala or Ugh'Rathal, though a small group does exist in Salzube and Illustus.
- Cavaliers are usually found in one of the Knightly Orders, but it is not unknown for an accomplished horseman from other locations to rise to this prestige class.
- Dark Hunters are usually Svirfneblin, Deep Dwarves, or Silver Dwarves. It is very uncommon for any other race to pursue this prestige class.
- Darkwood Stalkers are usually from Illustus or Salzube, though a small number do exist on in Ugh'Rathal.
- Dervish are usually found among the Sand Folk of the Isle of Sands, though some Barbarian Tribes have people that excel in this prestige class.
- Drunken Masters are usually from the Dragon Isles or Shi Jin.

- Eyes of Gruumsh are usually of Green Orc decent (either full or half). Very few Gray Orcs or Gray Half-Orcs follow this path.
- Frenzied Berserkers are the stuff of legend among Barbarian Tribes and are seldom heard of outside of these tribal people.
- Gnome Giant-Slayers are only found in Coppertown or Salzube.
- Halfling Outriders are usually found south of Ignatus or in Waterton.
- This version of the Hunter of the Dead is not used. Use the version found in Defenders of the Faith instead.
- Knights of the Chalice do not exist on Solinar.
- Knight Protectors are found among the members of the Holy Order of the Shield and the Knights of St. Argus.
- Nature's Warriors all belong to one of the Druidic Orders.
- Order of the Bow Initiates are from Illustus, Salzube, Ugh'Rathal, or Quinvala.
- The Purple Dragon Knight prestige class does not exist on Solinar.
- Ravagers worship Dagnar or an appropriate non-Human Deity.
- Ronin are all originally from the Dragon Isles, as are the Samurai they originated as.
- Stonelords are either from Artis, the Isle of Sands, or Earth Home.
- Tattooed Monks, though not a common class, all come from one of the Temples or Houses on the Dragon Isles or Shi Jin.
- The Thayan Knight Prestige class does not exist on Solinar.

Defenders of the Faith

The following Prestige Classes are effected in Solinar –

- At least a small cadre of Church Inquisitors exist for each of the Good-aligned Human faiths.
- Each of these small cadres also usually has a few Consecrated Harriers available to call upon.
- Knights of the Chalice do not exist on Solinar.
- Knights of the Middle Circle do not exist on Solinar.
- Sacred Fists do exist, but are extremely rare.

Dragon Compendium, Vol. 1

The following Prestige Classes are effected in Solinar –

- Blessed of Gruumsh, Cerebrex, Fleet Runner of Ehlonna (renamed Fleet Runner of Yulan), Flux Adept, and Force Missile Mages are available on Solinar.
- No other Prestige Classes exist on Solinar.

Dragon Magic

The following Prestige Classes are effected in Solinar –

- Diamon Dragons do not exist on Solinar.
- Dragon Descendant: Found only the Dragon Isles.
- Dragon Lord: Found only on the Dragon Isles.
- Hand of the Winged Masters: Found only on Draconis Major.
- Pact-Bound Adept: Found only on Draconis (Minor and Major).
- Swiftwings: Found only on the Dragon Isles and Draconis (Minor and Major).
- Wyrms Wizard: Found anywhere one finds a Dragon.

Draconomicon

The following Prestige Classes are effected in Solinar –

- All Dracolutes worship one of the Draconic Deities.
- Initiates of the Draconic Mysteries all receive their initial training in the House of Inner Light on the Dragon Isles.
- Platinum Knights all worship Eliphasilantix, the Runed One, as Bahamut has died.

Drow of the Underdark

The following Classes are effected in Solinar – None.

Dungeon Master's Guide

The following Prestige Classes are effected in Solinar –

- Arcane Archers are from Illustus, Salzube, Ugh'Rathal, or Quinvala.
- There are many Assassin Guilds throughout Solinar.
- Dwarven Defenders are from Artis, the Isle of Sands, or Earth Home.

- The Red Wizard prestige class does not exist on Solinar.

Dungeonscape

The following Prestige Classes are effected in Solinar – None.

Expanded Psionics Handbook

The following Prestige Classes are effected in Solinar –

- The Psion Uncarnate prestige class does not exist on Solinar.
- The Thrallherd prestige class does not exist on Solinar.
- The House of Eternal Vigilance on the Dragon Isles is where all Fists of Zuoken are trained.
- The House of Inner Light on the Dragon Isles is where all Pyrokineticists are trained.
- The Temple of Martial Light on the Dragon Isles is where all Elocators and War Minds are trained.
- The Temple of Solitude on the Dragon Isles is where all Cerebremancers are trained.
- The Temple of the Mind outside of Shi Jin is where all Illithid Slayers are trained.

Frostburn

The following Prestige Classes are effected in Solinar –

- Cryokineticists are only found on the Dragon Isles, losing their power upon leaving said islands.
- Disciples of Thrym are called Disciples of Auris, worshiping the Goddess of Winter.
- Knights of the Iron Glacier do not exist on Solinar, and are not available for play.
- Rimefire Witches must take Auris as their Patron Deity.
- Winterhaunts of Iborighu are called Winterhaunts of Auris, worshiping the Goddess of Winter.

Heroes of Battle

The following Prestige Classes are effected in Solinar –

- Combat Medics are trained battlefield healers who usually come from one of the larger kingdoms or cities on Solinar.
- Dread Commandos usually come from one of the larger kingdoms or cities on Solinar.
- Legendary Leaders are not common on Solinar, but have been known to crop up from time to time.
- War Weavers are exclusively trained in the Kingdom of Raran on Aver.

Heroes of Horror

The following Prestige Classes are effected in Solinar –

- Purifiers of the Hallowed Doctrine are called Purifiers of Meloch on Solinar.

Libris Mortis

The following Prestige Classes are effected in Solinar –

- Masters of Radiance worship Elia or an appropriate non-Human Deity.
- Masters of Shroud worship Valla or an appropriate non-Human Deity. Use the version found in Defenders of the Faith instead of this version.
- Sacred Purifiers worship Aurosan or an appropriate non-Human Deity.

Lords of Madness

The following Prestige Classes are effected in Solinar –

- Most Abolishers fall into one of the Druidic Orders, though it is not unknown for a Ranger to take this path.
- Fleshwarpers are ostracized and often do not go into public if they can avoid it.
- The Keeper of the Cerulean Sign prestige class does not exist on Solinar.
- The House of Eternal Vigilance is where most Sanctified Minds receive their training and only exist on the Dragon Isles.
- The Topaz Guardian prestige class does not exist on Solinar.

Manual of the Planes

The following Prestige Classes are effected in Solinar –

- The Divine Agent prestige class is a restricted class and may only be taken with the DM's permission.

Masters of the Wild

The following Prestige Classes are effected in Solinar –

- The Blighter as listed on page 48 does not exist in Solinar. Instead see Blight Druid above.
- The Oozemaster has the additional requirement of “Class: Must have at least 3 levels of Blight Druid.”
- The Shifter does not exist on Solinar.
- There is no “Order of the Verdant Grove”.

Miniatures Handbook

The following Prestige Classes are effected in Solinar – None.

- **Note:** The Warmage found in this book is identical to that found in Complete Adventurer

Oriental Adventures

The following Prestige Classes are effected in Solinar may be used on Solinar: Battle Maiden, Blade Dancer, and Shintao Monk.

Races of Destiny

The following Prestige Classes are effected in Solinar –

- Dopplegangers are not available for Players, therefor the Chameleon class requires Human for race.
- The Loredelver prestige class is a restricted class and may only be taken with the DM’s permission.
- The Shadow Sentinel prestige class is a restricted class and may only be taken with the DM’s permission.

Races of Stone

The following Prestige Classes are effected in Solinar –

- Battlesmiths are from Artis, the Isle of Sands, or Earth Home.
- Blade Bravos are from Coppertown or Salzube.
- Dawn callers all come from the Isle of Sands, the only place Goliaths make a home.
- Deepwardens are usually Deep Dwarves or Silver Dwarves.
- Divine Pranksters are from Coppertown or Salzube.
- Goliath Liberators all come from the Isle of Sands.
- Peregrine Runners all come from the Isle of Sands.
- Runesmiths do not exist on Solinar. See *New Prestige Classes* below.
- Shadowcraft Mages are from Coppertown or Salzube.
- Goliath Stonespeaker Guardians all come from the Isle of Sands.

Races of the Dragon

The following Prestige Classes are effected in Solinar –

- Singers of Concordance worship the Dragon God Io, the Ninefold Dragon.

Races of the Wild

The following Prestige Classes are effected in Solinar –

- No Raptoran prestige classes exist on Solinar.
- All Elven prestige classes come from Illustus, Quinvala, Salzube, or Ugh’Rathal.
- All Halfling prestige classes come from Waterton or south of Ignatus on the Isle of Sands.

Sandstorm

The following Prestige Classes are effected in Solinar –

- The Lord of Tides prestige class has no “special” requirement and most often worship Grumbar or Kossuth.
- Scions of Tem-Et-Nu as called Scions of Ishtishia and worship the Elemental Lady of Water.
- Walkers in the Waste have an additional Entry Requirement of: “Must have at least 3 levels of Entropy Druid”.

Song and Silence

The following Prestige Classes are effected in Solinar –

- Royal Explorers hail from Raran, Nephidia, and other established kingdoms and empires. They can also be found in Trademeet where a school for training Royal Explorers exist.
- Temple Raider of Olidammara are named Temple Raider of Mask.

Stormwrack

The following Prestige Classes are effected in Solinar –

- All Aventi prestige classes (Knight of the Pearl and Wavekeeper) are a restricted class and may only be taken with the DM's permission.
- Wavekeeper prestige class has an addition Entry Requirement of: "Race: Must be Aventi".
- No other classes are changed.
-

Sword & Fist

The following Prestige Classes are effected in Solinar –

- Cavaliers are usually part of a standing army, such as that of Raran or Nephidia.
- Drunken Masters, Master Samurai, Red Avengers, and Weapon Masters all hail from the Dragon Isles.
- Fists of Hextor are renamed Fists of Ragan.
- Knight Protector of the Great Kingdom and Ninja of the Crescent Moon does not exist on Solinar.

Tome of Battle

The following Prestige Classes are effected in Solinar – None.

Tome of Magic

The following Prestige Classes are effected in Solinar –

- No Pact Magic, associated class, or prestige classes exist on Solinar.
- No Truename Magic, associated class, or prestige classes exist on Solinar.
- Shadowcasters and all Shadow Magic prestige classes are available.

Unearthed Arcana

The following Prestige Classes are effected in Solinar –

- If any member of the party wishes to utilize either the Prestige Bard, Prestige Ranger, or Prestige Paladin other party members may, at their choosing, utilize the base-classes even though weaker.



NEW PRESTIGE CLASSES

The Prestige Classes presented in the following pages are a new approach to the idea of a Prestige Class. These classes are a reward for undergoing the long-haul to ECL10, and are meant to be taken all the way to ECL20.

Blessed of Gruumsh *(This Prestige Class originated in Dragon Compendium, Volume I, dated 2005.)*

A blessed of Gruumsh is an orc or half-orc who enjoys the favor of his dark-tempered god. Each exemplifies all that is orc. He is always true to the ways of his race and lives by the words of his god. Masters of combat and intimidation, each is feared—and rightfully so. Blessed of Gruumsh are most often fighters or barbarians, though clerics often join their ranks. Rogues and rangers also make up a large minority of members of this elite group.

ENTRY REQUIREMENTS

Race: Must be an orc or half-orc of any type.

Religion: Gruumsh followers only

Alignment: Any non-good

Skills: Knowledge (Religion), 3 Ranks

Base Attack Bonus: +6

Required Feats: Cleave, Power Attack, Weapon Proficiency (Orc Weaponry)

Special: In a ritual to Gruumsh, a character seeking to become a Blessed of Gruumsh must remove one of his own eyes.

GAME RULE INFORMATION

A Blessed of Gruumsh has the following game statistics.

Abilities: Strength and Charisma are the primary statistics used by a Blessed of Gruumsh, though Intelligence and Wisdom are important as well.

Hit Die: d10.

Starting Gold: N/A.

CLASS SKILLS

A Bloodline Magus' class skills (and the key ability for each skill) are: Bluff (CHA), Climb (STR), Craft (INT), Intimidate (CHA), Jump (STR), Knowledge (Religion; INT), Profession (WIS), and Spot (WIS).

Skill Points per Level: 4 + Int modifier.

Level	Base Attack Base	Saves			Special
		Fort Save	Ref Save	Will Save	
1	+1	+2	+0	+0	Divine Blessing (+1)
2	+2	+3	+0	+0	Fist of Gruumsh
3	+3	+3	+1	+1	Evil Eye (Eye of Disdain)
4	+4	+4	+1	+1	Divine Blessing (+2)
5	+5	+4	+1	+1	Keen Eye of Gruumsh
6	+6/+1	+5	+2	+2	Evil Eye (Eye of Fear)
7	+7/+2	+5	+2	+2	Divine Blessing (+3)
8	+8/+3	+6	+2	+2	Thunderous Roar of Gruumsh
9	+9/+4	+6	+3	+3	Evil Eye (Eye of Curses)
10	+10/+5	+7	+3	+3	Divine Blessing (+4); True Orc

CLASS FEATURES

Weapon and Armor Proficiency: A blessed of Gruumsh is proficient with all simple and martial weapons, all types of armor, and with shields (except tower shields).

Divine Blessing (Ex): Gruumsh, it is said, watches over his blessed ones. Thus, each has a luck bonus to Armor Class equal to his blessed of Gruumsh class level.

Fist of Gruumsh (Su): At 2nd level, once per day, the blessed of Gruumsh can deal additional damage with any single attack. The amount of damage dealt is +1d6 for 2nd-4th levels, +2d6 for 5th-7th levels, and +3d6 for 8th-10th levels. Use of this ability must be declared before the attack roll is made. If the attack misses, that use of the fist of Gruumsh is wasted.

Evil Eye (eye of disdain) (Sp): Once per day, as a spelllike ability, the 3rd-level blessed of Gruumsh can make a gaze attack for 1 round as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh level + Cha modifier), and those who fail take a -1 penalty on attacks, saves, and skill checks for 1 round per blessed of Gruumsh level.

Keen Eye of Gruumsh (Su): At 5th level, once per day, the blessed of Gruumsh can add a luck bonus equal to his blessed of Gruumsh level on an attack roll for any single attack. Use of this ability must be declared before the attack roll is made. If the attack misses the keen eye of Gruumsh is wasted.

Evil Eye (eye of fear) (Sp): Once per day, as a spell-like ability, the 6th-level blessed of Gruumsh can make a gaze attack for 1 round as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh level + Cha modifier), and those who fail must run in fear as if affected by a *fear* spell cast by a sorcerer with a caster level equal to the blessed of Gruumsh's class level.

Thunderous Roar of Gruumsh (Ex): At 8th level, once per day, the blessed of Gruumsh can double the number of attacks he makes in a given round while he bellows an incredible roar. If for example, a blessed of Gruumsh normally attacks with an orc double axe at +16/+11/+6 and an off-hand attack of +16, he instead makes six attacks (at +16/+16/+11/+11/+6/+6) and two off-hand attacks (at +16/+16). The blessed of Gruumsh must be able to audibly roar to use this ability—a silence spell negates this ability, for example.

Evil Eye (eye of curses) (Sp): Once per day, as a spell-like ability, the 9th-level blessed of Gruumsh can make a gaze attack for 1 round as an attack action with a range of 30 feet. A Fortitude save resists the effect (DC 10 + blessed of Gruumsh level + Cha modifier), and those who fail are cursed as if a sorcerer (of a caster level equal to the blessed of Gruumsh's class level) had cast *bestow curse* upon them.

True Orc (Sp): At 10th level, the blessed of Gruumsh can call upon his deity's might and speak in a commanding voice, uttering words in the true language of orcs—the very language that Gruumsh used to give birth to his children. These words inspire all orcs who can hear them (including the blessed of Gruumsh), granting those within 100 feet of the blessed of Gruumsh a +4 morale bonus on attack rolls, skill checks, and saving throws for 10 minutes. He can use this ability once per week.

Bloodline Magus *(This Prestige Class utilizes the Bloodlines Variant from Unearthed Arcana.)*

Occasionally as a wizard delves deeper and deeper into the Arcane Arts, they discover something about themselves that sets them apart from others: they discover their Bloodline. This manifests in different ways based upon the Bloodline chosen, but in all instances they learn to incorporate their Bloodline abilities with the ways of magic.

ENTRY REQUIREMENTS

Race: Human.

Religion: Any.

Class: ECL 10; Any non-spontaneous arcane caster.

Alignment: Any.

Skills: Knowledge (Arcana), 8 Ranks; Spellcraft, 8 Ranks.

GAME RULE INFORMATION

A Bloodline Magus has the following game statistics.

Abilities: Intelligence and Charisma determines the effectiveness of many of the skills and abilities of the Bloodline Magus. Additionally, having a high Wisdom score will aid them in other skills.

Hit Die: d4.

Starting Gold: N/A.

CLASS SKILLS

A Bloodline Magus' class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (the Planes) (Int), Search (Int), and Spellcraft (Int).

Skill Points per Level: 4 + Int modifier.

Level	BAB	Saves			Special	Spellcasting
		Fort	Ref	Will		
1	+0	+0	+0	+1	Choose Bloodline; Spell Feat; Innate Spell	+1 Existing Arcane Class
2	+1	+0	+0	+1	Minor Bloodline Trait; Arcane Spell Power +1	+1 Existing Arcane Class
3	+1	+1	+1	+2	Spell Feat; Innate Spell	+1 Existing Arcane Class
4	+2	+1	+1	+2	Minor Bloodline Trait; Arcane Spell Power +2	+1 Existing Arcane Class
5	+2	+1	+1	+3	Spell Feat; Innate Spell	+1 Existing Arcane Class
6	+3	+2	+2	+3	Minor Bloodline Trait; Arcane Spell Power +3	+1 Existing Arcane Class
7	+3	+2	+2	+4	Spell Feat; Innate Spell	+1 Existing Arcane Class
8	+4	+2	+2	+4	Minor Bloodline Trait; Arcane Spell Power +4	+1 Existing Arcane Class
9	+4	+3	+3	+5	Spell Feat; Innate Spell	+1 Existing Arcane Class
10	+5	+3	+3	+5	Minor Bloodline Trait; Arcane Spell Power +5	+1 Existing Arcane Class

CLASS FEATURES

Weapon and Armor Proficiency: The Bloodline Magus does not gain any additional skills in weapons and armor beyond those gained prior to walking their chosen path.

Choose Bloodline (Su): At 1st level, the Bloodline Magus chooses one of the available Bloodlines in Solinar. This choice cannot be changed later.

Spell Feat (Su): At 1st level, and every other level thereafter, the Bloodline Magus chooses one of the following feats, representing their continued foray into the depths of the magic within their Bloodline, even if the requirements are not met.

- **Arcane Master:** You can take 10 on caster level checks (as if the caster level check was a skill check).
- **Extra Slot:** You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never changes level.
- **Extra Spell:** You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand her repertoire. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.
- **Favored Magic Foe:** Choose a creature type (see below). If you choose humanoid or outsider, you must also choose a subtype from Table 3–14: Ranger Favored Enemies (PH 47). You gain a +1 bonus on caster level checks to overcome the spell resistance of the chosen creature type, and such creatures take a –1 penalty on saves against your spells and spell-like abilities.
 - Aberration
 - Animal
 - Construct
 - Dragon
 - Elemental
 - Fey
 - Giant
 - Humanoid (any)
 - Magical beast
 - Monstrous humanoid
 - Ooze
 - Outsider (any)
 - Plant
 - Undead
 - Vermin
- **Persistent Spell:** Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on persistent detect spells (such as detect magic or detect thoughts) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal. A persistent spell uses up a spell slot six levels higher than the spell's actual level.
- **Practiced Spellcaster:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of non-spellcasting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice). A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Innate Spell: At 1st level, and every other level thereafter, the Bloodline Magus chooses one of his Zero or 1st level spells. This spell may now be cast a number of times per day equal to his or her Charisma modifier -1 (minimum of 1) as a spell-like ability. This spell counts towards the Heighten Spell-Like Ability feat and all similar feats.

Arcane Spell Power (Ex): At 2nd level, your caster level for all arcane spells increases by 1. It increases again at 4th level, 6th level, 8th level and 10th level (to a maximum of +5).

Minor Bloodline Traits (Su): At 2nd level, and every other level thereafter, the Bloodline Magus gains access to the next power in his or her Minor Bloodline chain of abilities.

Cerebrex *(This Prestige Class originated in Dragon Compendium, Volume I, dated 2005.)*

Experts at finding solutions to puzzles that baffle even the greatest minds, cerebrexes also possess awesome intellectual powers that strike fear in the hearts of other Spellcasters. Cerebrexes follow a path to enhance the human central nervous system—not merely the brain, but the eyes, the spine, and the senses—using magic. Those who follow this path are great thinkers and problem solvers. They are respected and feared for their ability to control not only their own minds, but also the minds of others. Cerebrexes are typically seen as aloof, absent-minded, and unaware of their surroundings. In fact, they are often so aware of their surroundings and have remembered so many facts that they simply forget—or do not care—to interact with the people around them.

ENTRY REQUIREMENTS

Cerebrex are popular Prestige Classes for Spellthieves to move into, but they are not the only class that does so. To qualify to become a Cerebrex, a character must fulfill all of the following criteria:

Skills: Concentration 8 ranks, Craft (Alchemy) 4 ranks, Knowledge (Arcane) 8 ranks, and Spellcraft 8 ranks.

Spells: Ability to cast 3rd level Arcane Spells.

GAME RULE INFORMATION

Cerebrex have the following game statistics.

Abilities: Intelligence and Wisdom make up the bulk of a Cerebrex's skills, though Dexterity is also important.

Hit Die: d4.

Starting Gold: N/A.

CLASS SKILLS

A Cerebrex's class skills are: Appraise (INT), Concentration (CON), Craft (INT), Decipher Script (INT), Disable Device (INT), Forgery (INT), Heal (WIS), Knowledge –All- (INT), Listen (WIS), Profession (WIS), Search (INT), Spellcraft (INT), Spot (WIS), and Use Magical Device (CHA).

Skill Points per Level: 8 + Int modifier.

Level	BAB	Saves			Special	Spellcasting
		Fort	Ref	Will		
1	+0	+0	+0	+2	Enigma's Bane	-
2	+1	+0	+0	+3	Scent	+1 Existing Arcane Class
3	+1	+1	+1	+3	Aggression Mastery	-
4	+2	+1	+1	+4	Symphony of Nerves	+1 Existing Arcane Class
5	+2	+1	+1	+4	Blindsense; Telepathic Immunity	-
6	+3	+2	+2	+5	Eidetic Memory	+1 Existing Arcane Class
7	+3	+2	+2	+5	Clairaudience/Clairvoyance	-
8	+4	+2	+2	+6	Blindsight	+1 Existing Arcane Class
9	+4	+3	+3	+6	Twist the Neural Skein	-
10	+5	+3	+3	+7	Neural Glimpse; Inscrutable Mind	+1 Existing Arcane Class

CLASS FEATURES

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

Weapon and Armor Proficiency: Cerebrexes gain no additional proficiency with any weapon or armor.

Spells: At each even-numbered level gained in the Cerebrex class, a character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Cerebrex, she must decide to which class she adds the new level for purposes of determining spells per day.

Enigma's Bane (Ex): A Cerebrex knows the way to the heart of any mystery. When confronted by a puzzle, enigma, code, or riddle, she gains a circumstance bonus equal to her cerebrex level to any Intelligence checks or Intelligence-based skill checks necessary to solve it.

Scent (Su): At 2nd level, the cerebrex gains the scent ability (Monster Manual, page 314).

Aggression Mastery (Su): At this point in her development, the 3rd-level cerebrex has mastered the areas of the brain responsible for aggression. Once per day, as a standard action, the cerebrex may either cause herself or another creature to enter a rage (as a barbarian), or alternatively to force a barbarian out of a rage. Non-barbarians rage as a 1st-level barbarian, while barbarians rage as normal. The cerebrex must touch the creature, which provokes an attack of opportunity, to use this ability. An unwilling target can make a Will save (DC 10 + one-half cerebrex level + Charisma bonus) to negate the effect.

Symphony of Nerves (Su): A 4th-level cerebrex's neural networks are now highly sensitized. Once per day, as a free action, she gains an enhancement bonus to Dexterity equal to one-half her cerebrex level. This effect lasts one round per cerebrex level.

Blindsense (Ex): At 5th level, the cerebrex's heightening senses grant her blindsense to 30 feet.

Telepathic Immunity (Su): A Cerebrex of 5th level is immune to all forms of telepathy or mind reading. She may suppress and reactivate this immunity at will, as a free action.

Eidetic Memory (Ex): At 6th level, the Cerebrex reaches the next level of her evolution: memory. She has perfect recall of events in all five senses. This grants her a competence bonus on all Intelligence checks and Intelligence-based skill checks equal to half her cerebrex levels.

Clairaudience/Clairvoyance (Sp): By concentrating for 1 minute, a 7th-level Cerebrix may expand her senses to such an extent that she can perceive an unseen area as per the clairaudience/clairvoyance spell. This ability is as the spell of the same name, as cast by a sorcerer of the cerebrix's class level.

Blindsight (Ex): An 8th-level cerebrix gains blindsight to 60 feet (Monster Manual, page 306).

Twist the Neural Skein (Su): The 9th-level Cerebrix knows the neural "shapes" of spells in her own mind so well that she can sense the traces of memorized spells in the minds of her opponents and tear them from their minds. Twice per day, as a standard action, a Cerebrix can watch a known spellcaster and attempt to determine a spell that caster still has prepared. She must succeed at a Spellcraft check (DC 15 + spell level + opponent's Intelligence modifier) to uncover a spell. The amount the check result exceeds this DC determines the highest level of spell she can find. She knows one randomly determined prepared spell of the appropriate level (or lower). The cerebrix chooses the spell level she wishes to investigate after making her check. The cerebrix may attempt to overload the paths of the spellcaster's memory, making a discerned spell inaccessible, as if it had been cast. This requires the cerebrix to succeed at a touch attack against the opponent. She and her opponent then both make opposed Will saves. If the cerebrix wins the opposed roll, the target loses the spell. If her opponent wins, he retains the spell, but the cerebrix may try again (including another attempt that round, if she can make more than one attack per round). This ability has no effect on Spellcasters who don't prepare their spells, such as bards and sorcerers.

Neural Glimpse (Su): The cerebrix can detect minute indicators of a humanoid's intended actions even as that being becomes aware of them. In combat, this translates into an insight bonus to AC equal to the cerebrix's Intelligence modifier. Outside of combat, the cerebrix gains an insight bonus equal to her Intelligence modifier (minimum +1) on Bluff, Diplomacy, Intimidate, and Sense Motive checks. She may use this ability once per day for a number of rounds equal to her cerebrix class level.

Inscrutable Mind (Su): Also at 10th level, the Cerebrix has become so aware of her own mind that she gains a +4 bonus on all saves made against mind-affecting, fear, and sleep effects. In addition, whenever a Cerebrix makes a saving throw against an illusion, she gains a circumstance bonus equal to her Intelligence bonus.

Devastator *(Special thanks to Michael West of the inspiration for this Prestige Class).*

Masters of crushing blows and shrugging off the attacks of others, a Devastator is a boon to any adventuring group lucky enough to find one.

ENTRY REQUIREMENTS

Race: Any.

Religion: Any.

Class: ECL 10.

Alignment: Any.

Skills: Intimidate (5 Ranks), Perform (2 Ranks).

Feats: Power Attack.

Special: Devastators use Bludgeoning Weapons.

GAME RULE INFORMATION

Devastators have the following game statistics.

Abilities: Strength and Constitution form the backbone of the Devastator's abilities. Additionally, Dexterity is important in order to improve the Devastator's Armor and Initiative modifiers.

Hit Die: d12.

Starting Gold: N/A.

Level	Base Attack Base	Saves			Special
		Fort Save	Ref Save	Will Save	
1	+1	+1	+0	+0	<i>Diehard</i> ; Rallying Cry; Train the Body
2	+2	+2	+0	+1	<i>Iron Will</i> ; Knock Prone
3	+3	+2	+1	+1	Inspire Courage, 1/Day; Powerful Stance (DR 2/-)
4	+4	+3	+1	+2	Train the Body; Thundering Charge
5	+5	+3	+1	+2	<i>Improved Power Attack</i> ; Evade the Foe
6	+6/+1	+4	+2	+3	Inspire Courage, 2/Day; Powerful Stance (DR 4/-)
7	+7/+2	+4	+2	+3	Final Stand; Sweep the Field
8	+8/+3	+5	+2	+4	Train the Body; School of Hard Knocks
9	+9/+4	+5	+3	+4	Inspire Courage, 3/Day; Powerful Stance (DR 6/-)
10	+10/+5	+6	+3	+5	Supreme Power Attack

CLASS SKILLS

A Devastator's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Intimidate (Str), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points per Level: 3 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Devastator does not gain any additional skills in weapons and armor beyond those gained prior to walking their chosen path.

Diehard (Ex): A Devastator gains Diehard as a bonus feat even if she does not meet the prerequisites.

Rallying Cry (Su): Up to three times per day as a free action, a Devastator can utter a powerful shout that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their speed by 5 feet until the Devastator's next turn.

Traditionally, this mind-affecting ability is used when a formation of soldiers is about to charge.

Train the Body (Ex): As you level up, you continue to push your body to its limits through exercises and combat. While others may lose their edge, you grow more and more effective. At 1st level, the Devastator may add 1 point permanently to either STR, DEX, or CON to represent their striving toward physical perfection. Another point may be added to one of these abilities at levels 4 and 8.

Iron Will (Ex): At 2nd level, a Devastator gains Iron Will as a bonus feat.

Knock Prone (Ex): At 2nd level, a Devastator wielding a Bludgeoning weapon may make a single attack in a round with such force, that it knocks his foes to the ground at his feet. A Devastator takes a -3 to his attack roll, but deals double damage on a successful strike. A foe so struck makes a Reflex Save (DC equal to Devastator level + Fighter level if any + STR Modifier), or is knocked prone. This attack can affect creatures one size category larger than the Devastator and below. No other attacks may be made in the same round as a Knock Prone, but it can be used in conjunction with a Charge.

Inspire Courage (Su): This ability, gained at 3rd level, has the same effect as the bard ability of the same name. The Devastator makes an inspirational speech, bolstering her allies against fear and improving their combat abilities. To be affected, an ally must be able to hear the Devastator speak. The effect lasts for as long as the ally hears the Devastator speak and for 5 rounds thereafter. While speaking, the Devastator can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 3rd level, a Devastator may use this ability once per day; at 6th level, she may use it twice per day; at 9th level, she may use it three times per day.

Powerful Stance (Ex): A Devastator of 3rd level has learned how to shrug off blows which would fell others, possessing an almost legendary ability to take a hit and keep on going. At 3rd level, the Devastator gains DR 2/-. This DR increases to DR 4/- at 6th level and DR 6/- at 9th level.

Thundering Charge (Ex): When a Devastator of 4th level or higher charges into battle, he can accept a variable penalty to his Armor Class and take an equivalent bonus on the damage roll. The normal -2 AC penalty for charging still applies and counts toward the bonus, but the Devastator cannot accept a penalty smaller than -2 or larger than his base attack bonus.

Improved Power Attack (Ex): Beginning at 5th level, a Devastator gains a +3 bonus on her melee damage rolls for every -2 penalty she takes on her melee attack rolls when using the Power Attack feat (or +3 for every -1 penalty if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the normal effects of Power Attack.

Evade the Foe (Ex): Through hard practice, and harder knocks, a Devastator of 5th level or higher gains a +2 to Reflex Saves.

Sweep the Field (Ex): At 7th level, the Devastator learns how to clear the path before him. This ability is as Knock Prone, but a number of creatures within reach are all struck. Taking the highest Armor Class of foes within reach of the Devastator (but not behind him), the Devastator makes an attack roll at -3. Success means that each enemy within reach is knocked prone. This attack cannot be used if the Devastator moves except for a 5-Foot Step.

Final Stand (Su): Once per day, a 7th level Devastator can inspire his troops to a heroic effort, temporarily increasing their vitality. All allies within 10 feet of the Devastator gain 2d10 temporary hit points. This ability affects a number of creatures equal to the Devastator's class level + her Charisma modifier and lasts an equal number of rounds.

School of Hard Knocks (Ex): At 8th level, the Devastator gains a +2 to all saves as a result of his constant combat.

Supreme Power Attack (Ex): A 10th-level Devastator gains a +2 bonus on her melee damage rolls for every -1 penalty she takes on her melee attack rolls when using the Power Attack feat (or +4 for every -1 penalty if wielding a two-handed weapon other than a double weapon). This benefit does not stack with the effects of Power Attack or Improved Power Attack.

Dragon Aspirant (*Special thanks to Thomas Haenke who helped to develop this Prestige Class*).

Some Half-Dragons either obsessed with their draconic parentage or sickened by their status as outcasts among both parent species, plea to Io, the Concordant Dragon, for the blessing of peace. Sometimes, Io listens. When a Half-Dragon is blessed by Io's touch, he slowly begins the process of becoming a True Dragon of his parent species... something all Half-Dragons regardless of their reasons would die to achieve.

ENTRY REQUIREMENTS

This class is unique in that only one race is able to pursue it, and that there are special requirements that MUST be met, in game, before the class may be taken.

Race: Half-Dragon only.

Class: Dragon Racial Type 4, Sorcerer 3

Alignment: As Parent Dragon.

Special: First, the Half-Dragon must have the Blessing of Io. This is achieved by meditating and praying to Io for no less than one month and giving to Io every ounce of precious metals the Half-Dragon possesses by burning them upon an alter to Io. This alter can be crude or magnificent... it matters little. Any weapons and armor of special material (Alchemical Silver, Mithril, Adamantine, etc) are set ablaze upon the alter by the Half-Dragon's breath weapon in addition to every coin he possesses. The weapons, armor, and coins burn for the entirety of the month of prayer and when they vanish at the end of this time period, the Half-Dragon receives the Blessing of Io. Secondly, the Half-Dragon must consume a small quantity of Dragon blood of the same type as their parent species that has been Blessed. Lastly, the Dragon Racial Type must have been taken. This class is not open to a Half-Dragon created fresh from the Monster Manual.

GAME RULE INFORMATION

Dragon Aspirants have the following game statistics.

Abilities: Strength and Charisma form the backbone of the Half-Dragon, and this carries over to the Dragon Aspirant as well. In addition, many skills fall under the Intelligence and Constitution categories and so should not be ignored.

Hit Die: Dragon Aspirants roll d10's for Hit Dice for their Class. Upon attaining their True Dragon form, they gain HD equal to their Age Category for a normal Dragon. This is in addition to any level HD they have or will gain in the future.

Starting Gold: None (see Special Requirement above).

CLASS SKILLS

A Dragon Aspirant's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disguise (Cha), Gather Information (Cha), Jump (Str), Knowledge - Arcana (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points per Level: 2 + Int modifier.

Level	BAB	Saves			Special	Nat. Armor	Breath Weapon	Spellcasting
		Fort	Ref	Will				
1	+0	+0	+0	+1	<i>Dragon Breath</i> ; +1 to STR & CHR	+0	1d4 + STR & CHR Mod	
2	+1	+0	+0	+1	Spell-Like Ability	+0		+1 Existing Arcane Class
3	+1	+1	+1	+2	Wings & Tail; Growth Spurt; Fly 30	+0		
4	+2	+1	+1	+2	+2 to STR; Becomes Large Creature	+1		+1 Existing Arcane Class
5	+2	+1	+1	+3	Draconic Vulnerability; Fly 35	+1	2d4 + STR & CHR Mod	
6	+3	+2	+2	+3	Lair & Hoard; -1 to DEX	+1		+1 Existing Arcane Class
7	+3	+2	+2	+4	Spell-Like Ability; Frightful Presence	+2		
8	+4	+2	+2	+4	+2 to INT; -1 to DEX; Fly 40	+2		+1 Existing Arcane Class
9	+4	+3	+3	+5	+2 to CHR	+3	3d4 + STR & CHR Mod	
10	+5	+3	+3	+5	Dragon Form; -1 to DEX	+3		+1 Existing Arcane Class

CLASS FEATURES

Weapon and Armor Proficiency: The Dragon Aspirant gains no new Weapon or Armor proficiencies.

Bonus Feat (*Dragon Breath*): At 1st Level, the Dragon Aspirant gains the Dragon Breath feat. If the Dragon Aspirant already has this feat, then no bonus feat is gained. Additionally, all Dragon Aspirants gain the use of the breath weapon(s) of their parent dragon if multiple had, even if they only had use of one beforehand.

Spell-Like Ability: At 2nd Level, the Dragon Aspirant gains a spell-like ability associated with their draconic parent. At 7th Level, the Dragon Aspirant gains a second spell-like ability in the same way. Save DCs (where appropriate) are equal to 10 + Charisma Modifier + equivalent spell level. The Player chooses which of the spell-like abilities they wish to learn.

Wings & Tail: At 3rd Level, the Dragon Aspirant sleeps for a period of 3 days. During this time their wings and tail grow giving them all benefits of both. The tail has a 5' reach as a medium creature and a 10' reach as a large creature.

Growth Spurt (*Ex*): During this period, the Dragon Aspirant undergoes a growth spurt, adding 1d6" to their height and 2d8 lbs. to their weight.

Natural Armor: Beginning at 4th Level, the Dragon Aspirant's scales begin to harden and thicken resulting in a +2 to their natural armor every level.

Attribute Adjustments: Dragon Aspirants undergo physical and mental changes that bring them more in line with their dragon parent. At 4th Level, the Dragon Aspirant's Strength increases by 2 and it becomes a Large Creature (with all benefits and hindrances) as it grows to 8' in height, gaining 200lbs. of weight. Every level thereafter, the Dragon Aspirant gains 1" in height and 10lbs in weight. At 6th Level, the Dragon Aspirant's Dexterity decrease by 1 to reflect the increasing size and bulk it is gaining. At 8th Level, the Dragon Aspirant's Intelligence increases by 2 to reflect its further intellectual advancement even as its Dexterity decreases by 1 to further reflect its physical changes. At 9th Level, the Dragon Aspirant's Charisma increases by 2 to reflect their force of personality while their Dexterity drops by 1 more point. Lastly at 10th Level, after achieving the form of a dragon, their Dexterity drops by 1 final point to reflect their total transformation to the much less agile dragon.

Draconic Vulnerability: At 5th Level, the Dragon Aspirant begins to experience the Vulnerability associated with its draconic parent (if any).

Lair & Hoard: By 6th Level, the Dragon Aspirant must establish a Lair for itself and begin collecting a Hoard. It cannot progress to the next level until this Lair is established and at least a 10,000gp Hoard is in the Lair.

Frightful Presence: At 7th Level, the Dragon Aspirant begins to display the draconic mind-affecting Frightful Presence extraordinary ability, but in a weaker manner. Those that successfully make a Will Save (DC 10 + Charisma Modifier) are unaffected by the Frightful Presence of that particular Dragon Aspirant for 24 hours. The Dragon Aspirant must consciously bring this ability into focus, and it affects anyone nearby (including the Dragon Aspirant's party members). On a failure, creatures with 2 or less HD become panicked for 2d6 rounds and those with 3 or more HD become shaken for 2d6 rounds. Dragon Aspirants become immune to the Frightful Presence of True Dragons at this time.

Dragon Form: At 10th Level, the Dragon Aspirant realizes its ultimate goal, becoming a dragon. Its Hoard must be at least 50,000gp in value before this will occur. Once the proper amount of treasure is accumulated, the Dragon Aspirant falls into a 2 week sleep from which he awakens as a full fledged Dragon. For purposes of determining the starting Age Category of the Dragon, consult Monster Manual I, page 68.

Dwarven Avenger

Dwarves have always been a race of stout and hardy folk, steadfastly loyal to their people and fierce defenders of their homelands. Sometimes, however, no matter the defense offered, a hold will fall. It is at these times that the Dwarven Avenger is called. Fighting in the name of one of the Dwarven Gods, the Dwarven Avenger seeks to reclaim Dwarven homelands and holds from those that have taken them from their rightful rulers.

ENTRY REQUIREMENTS

Race: Dwarven

Class: ECL10

Alignment: Must be Lawful.

Skills: Knowledge (Religion) 8 Ranks; Knowledge (History) 8 Ranks.

Spells: Must be able to cast Divine Spells of level 3 or above.

GAME RULE INFORMATION

Dwarven Avengers have the following game statistics:

Abilities: Strength and Wisdom form the backbone of the Dwarven Avengers. Additionally, Charisma is important in order to handle the leadership aspects of being a Dwarven Avenger.

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

An Avenger's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Gather Information (Cha), Jump (Str), Knowledge (History) (Int), Knowledge (Religion) (Int), Knowledge (Dungeoneering) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The Dwarven Avenger gains no new Weapon or Armor proficiencies.

Speed of Faith (Ex): The Dwarven Avenger's faith fuels them in combat, increasing their speed and reflexes beyond the level at which other Dwarves can act. At 1st Level, an Avenger gains a +10' to their movement speed. It is important to note that Avengers still are not affected by heavy armor on their movement, just as other Dwarves. This movement increases by another +10' at 5th Level and another +10' at 10th Level.

Spells per Day/Spells Known: An Avenger continues advancing in divine spellcasting ability as well as learning the skills of an Avenger. Thus, when a new Avenger level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not however gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This means that he adds the level of Avenger to the level of another divine spellcasting class the character has, and then determines spells per day accordingly. If a character had more than one divine spellcasting class before he became an Avenger, the player must decide which class to assign each level of Avenger for the purpose of determining divine spells per day and spells known.

Flesh of the Earth (Su): Beginning at 2nd Level, the Dwarven Avenger's skin hardens, taking on a grayish sheen that is reminiscent of the stones which they grew up with, giving them a +1 to their Natural Armor. This Natural Armor increases at even levels, up to +5 Natural Armor at level 10.

Shield of Faith (Su): At 3rd Level, the Avenger gains Spell Resistance of 10 plus Avenger Class Level. This Spell Resistance is a mark of their faith, shielding them from harmful magical effects.

Level	BAB	Saves			Special	Spellcasting
		Fort	Ref	Will		
1	+1	+1	+0	+0	Speed of Faith (+10')	+1 Existing Divine Class
2	+2	+1	+0	+1	Flesh of the Earth (+1)	+1 Existing Divine Class
3	+3	+2	+1	+1	Shield of Faith	+1 Existing Divine Class
4	+4	+2	+1	+2	Flesh of the Earth (+2); Resolute Visage (+2); Tunnel Fighter	+1 Existing Divine Class
5	+5	+3	+1	+2	Bones of Steel (DR 3/-); Speed of Faith (+20')	+1 Existing Divine Class
6	+6/+1	+3	+2	+3	Bones of Steel (DR 4/-); Bonus Domain; Flesh of the Earth (+3)	+1 Existing Divine Class
7	+7/+2	+4	+2	+3	Bones of Steel (DR 5/-)	+1 Existing Divine Class
8	+8/+3	+4	+2	+4	Bones of Steel (DR 6/-); Flesh of the Earth (+4); Resolute Visage (+4)	+1 Existing Divine Class
9	+9/+4	+5	+3	+4	Bones of Steel (DR 7/-)	+1 Existing Divine Class
10	+10/+5	+5	+3	+5	Bones of Steel (DR 8/-); Flesh of the Earth (+5); Speed of Faith (+30')	+1 Existing Divine Class

Tunnel Fighter (Ex): By 4th Level, the Avenger has become so attuned to fighting in close quarters, that they gain the Tunnel Fighter Feat, whether they meet the requirements or not.

Resolute Visage (Su): At 4th Level, the Avenger gains the ability to affect the morale of those around him, increasing their combat abilities to a higher level. This translates to a +2 Morale Bonus to hit, damage, and saves. This bonus increases to +4 at 8th Level.

Bones of Steel (Su): Beginning at 5th Level, the Dwarven Avenger's bones become denser, giving them DR 3/-. This DR increases every level, up to DR 8/- at level 10.

Bonus Domain (Su): At 6th Level, an Avenger gains access to a third Domain of his chosen Deity.

Fleet Runner of Yulan *(Renamed: Prestige Class originated in Dragon Compendium, Volume I, dated 2005.)*

In the wild, speed is sometimes essential. Often, an animal's only hope of survival is to outrun another creature. Certain followers of Yulan, goddess of the woodlands, emulate this aspect of the natural world above all others, cultivating their natural speed until they become like the deer leaping between the trees, or—eventually—the wind that blows through them. Most fleet runners of Yulan are clerics who serve that deity, although a number of rangers also follow this path. Multiclass cleric/rangers quite often become fleet runners, but members of other classes are rarely interested. NPC fleet runners are almost feral creatures of the woodland. They have been known to run with the centaurs and dance with the satyrs although many prefer the company of animals to that of more sophisticated creatures.

ENTRY REQUIREMENTS

Alignment: Must be Neutral Good.

Base Save Bonus: Will +3.

Skills: Knowledge (Religion) 8 Ranks.

Feats: Dodge, Mobility, and Run.

Spells: Must be able to cast Divine Spells.

Patron Deity: Yulan.

GAME RULE INFORMATION

Fleet Runners of Yulan have the following game statistics:

Abilities: Dexterity, Intelligence, and Wisdom form the backbone of the Fleet Runner's skills.

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

A Fleet Runner of Yulan's class skills (and the key ability for each skill) are: Concentration (CON), Heal (WIS), Hide (DEX), Knowledge – Nature (INT), Knowledge – Religion (INT), Move Silently (DEX), and Survival (WIS).

Skill Points at Each Level: 2+ INT Modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Fleet runners are proficient with all simple and martial weapons, with all armor, and with shields (except tower shields).

Spells: At every even level the fleet runner gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling undead, wildshape, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a fleet runner, she must decide to which class she adds the new level for purposes of determining spells per day.

Fast Movement (Ex): The fleet runner has a speed faster than what is normal for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human fleet runner in studded leather armor has a standard speed of 40 feet. This increase stacks with similar speed increases, such as from the barbarian or monk classes.

Level	BAB	Saves			Special	Spellcasting
		Fort	Ref	Will		
1	+0	+2	+0	+2	Fast Movement; Greater Mobility; Additional Domain	-
2	+1	+3	+0	+3	Evasion	+1 Existing Divine Class
3	+2	+3	+1	+3	Leap of the Hart	-
4	+3	+4	+1	+4	Shot on the Run	+1 Existing Divine Class
5	+3	+4	+1	+4	Run Like the Huntress	-
6	+4	+5	+2	+5	Improved Evasion	+1 Existing Divine Class
7	+5	+5	+2	+5	Run Like the Wind	-
8	+6/+1	+6	+2	+6	Leopard's Pounce	+1 Existing Divine Class
9	+6/+1	+6	+3	+6	Swiftiness of the Tigress	-
10	+7/+2	+7	+3	+7	Cheetah's Sprint	+1 Existing Divine Class

Greater Mobility (Ex): A fleet runner of Yulan gains a +8 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. This supercedes the bonus granted by the Mobility feat.

Additional Domain: A fleet runner gains access to another of Yulan's domains as a third clerical domain. She can use the granted power of the domain (using her fleet runner level instead of her cleric level), and can choose from the spell lists of three domains when selecting her domain spells for the day. She can still cast only one domain spell of each level (1st through 9th) per day. Fleet runners without a level of cleric gain no benefit from this granted ability.

Evasion (Ex): At 2nd level and above, a fleet runner can avoid even magical and unusual attacks with great agility. If the fleet runner makes a successful Reflex saving throw against an attack that normally allows a Reflex save for half damage she instead takes no damage. The fleet runner can use evasion only if she is wearing light armor or no armor.

Leap of the Hart (Ex): At 3rd level and higher, a fleet runner makes Jump checks as if she made a running jump regardless of how far she moves (if at all) before leaping.

Shot on the Run: At 4th level, the fleet runner gains the Shot on the Run feat, even if she does not meet its prerequisite.

Run like the Huntress (Su): At 5th level, a fleet runner gains supernatural stamina while running. She can run for a number of rounds equal to two times her Constitution score without making any checks, and she gains a +8 bonus on Constitution checks made to continue running after that point.

Improved Evasion (Ex): At 6th level, a fleet runner's evasion ability improves. She still takes no damage on a successful Reflex, but henceforth she only takes half damage on a failed save. The fleet runner can only use improved evasion if she wears light armor or no armor.

Run like the Wind (Sp): At 7th level, a fleet runner can slip magically between spaces, as per the spell *dimension door*, once per day as a spell-like ability. The fleet runner's effective caster level equals her class level.

Leopard's Pounce (Ex): At 8th level, a fleet runner can make a full attack at the end of a charge.

Swiftiness of the Tigress (Ex): When she reaches 9th level, a fleet runner can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive.

Cheetah's Sprint (Su): Once an hour, a 10th-level fleet runner can take a charge action to move ten times her normal speed.

Force Missile Mage *(This Prestige Class originated in Dragon Compendium, Volume I, dated 2005.)*

The spell *magic missile* is one of the most iconic elements of DUNGEONS & DRAGONS, a favored staple of many arcane Spellcasters and an example of raw magical force. Thus, it is no wonder that a cabal of arcane Spellcasters focuses their studies on this spell, determined to perfect its casting technique above all others. As these Spellcasters obsessively explore *magic missile's* secrets and press its boundaries, every rune and magical symbol of the spell becomes inexorably etched upon their minds. The outcome of such focused study results in the ability to warp the magical energies involved in casting *magic missile*, which leads to the creation of new abilities that augment the spell's effects. Eventually the most devoted researchers come to a new understanding of how magic works, revealing unplumbed depths of power out of the reach of ordinary Spellcasters. These inspired Spellcasters are known as force missile mages. Other Spellcasters don't understand the force missile mages' dedication to only one spell and frown upon what they see as misguided research. In their reasoning, force missile mages are a discredit to all Spellcasters as they limit their understanding of magic to delve into the secrets of what many see as ultimately an insignificant spell. Due to this disdain, force missile mages avoid their more widely studied peers, either pursuing their studies subtly or in seclusion. This has led many to take up the life of a wanderer, traveling from one school or library to the next, learning more about their spell of choice and exploring the world. Still others gravitate to this class as a result of their positions in a nation's military or similar profession. This class has an enormous potential as a force to turn the tide of any battle practitioners find themselves in.

ENTRY REQUIREMENTS

Skills: Concentration 9 Ranks, Spellcraft 9 Ranks

Feats: Combat Casting

Spells: Ability to cast *magic missile* once per day.

GAME RULE INFORMATION

Force Missile Mages have the following game statistics.

Abilities: Dexterity, Intelligence and Wisdom form the backbone of the Hands of Fate's abilities. Additionally, Charisma is important in order to handle the populace and interact with the faith's hierarchy.

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

A Hand of Fate's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Knowledge (Arcana)(Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points per Level: 2 + Int modifier.

Level	Base Attack Base	Saves			Special	Spell Casting
		Fort Save	Ref Save	Will Save		
1	+0	+0	+0	+2	Bonus Missile; Still Missile	-
2	+1	+0	+0	+3	Energy Missile; Swift Shield	+1 Existing Arcane Class
3	+1	+1	+1	+3	Overpowering Missile	+1 Existing Arcane Class
4	+2	+1	+1	+4	Reflective Shield	+1 Existing Arcane Class
5	+2	+1	+1	+4	Bonus Missile	+1 Existing Arcane Class

CLASS FEATURES

Weapon and Armor Proficiency: The Force Missile Mage gains no additional weapon or armor proficiencies beyond those gained from previous classes.

Spells: A force missile mage continues training in magic as he gains levels. At each level after 1st, the force missile mage gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character has levels in more than one spellcasting class before becoming a force missile mage, he must decide to which class he adds each level of force missile mage for the purposes of determining spells per day.

Bonus Missile: At 1st level, a force missile mage gains increased mastery over his spell of choice. Every time he casts *magic missile*, he creates an additional missile, even if this extra missile exceeds the normal maximum of five missiles that the spell normally allows. Thus, a 1st-level force missile mage/6th-level wizard creates five *magic missiles*, while a 1st-level force missile mage/8th level wizard produces six missiles. At 5th level, the force missile mage benefits from an additional bonus missile. This means that a high-level force missile mage can create up to seven missiles with a single casting of *magic missile*.

Still Missile (Ex): All of the force missile mage's *magic missile* spells lack a somatic component. He casts *magic missile* as if using the Still Spell feat but without an increase in spell level.

Energy Missile (Ex): A force missile mage becomes intimately attuned to the energies that compose the spell *magic missile* and may alter them in significant ways. Starting at 2nd level, a force missile mage may add either the acid, cold, electricity, or fire descriptor to any *magic missile* he casts. The type of energy added to the spell is chosen at the time of casting, and you can choose a different type of energy each time you cast *magic missile*. This altered descriptor affects all missiles created by a single casting of *magic missile*. Although still a force spell, any *magic missile* altered in this way deals additional damage against vulnerable creatures and less damage against creatures with related resistances and immunities.

Swift Shield (Sp): A force missile mage realizes the need to defend himself against the *magic missiles* of other Spellcasters. A 2nd-level force missile mage can cast *shield* once per day as an immediate action. (An immediate action is like a free action, but only one can be made per round.) This spell is cast in addition to the force missile mage's usual number of spells per day and at the force missile mage's highest caster level.

Overpowering Missile: At 3rd level, the force missile mage's *magic missile* spells become especially potent, breaking through spell resistance more readily than normal. He gains a +2 bonus on caster level checks to overcome a creature's spell resistance with the spell *magic missile*. This benefit only applies to *magic missile* spells he casts. In addition, a force missile mage's *magic missiles* might penetrate *shield* spells and *brooches of shielding*. Against such protections, the force missile mage makes a caster level check with a DC equal to the caster level, in the case of *shield*, or DC 20, in the case of a brooch.

Reflective Shield (Sp): At 4th level, a force missile mage can reflect the spell *magic missile*. For the purposes of being affected by *magic missile*, a force missile mage is constantly treated as being under the effect of the spell *spell turning*, thus reflecting offensive *magic missiles* back at their caster. If that caster is protected by the *shield* spell or a *brooch of shielding*, these reflected *magic missiles*

are negated as normal. Missiles reflected back against a caster who also has *spell turning* in effect require the force missile mage to roll on the *spell turning* mishap chart (*Player's Handbook*, page 283).

Hand of Fate (*Special thanks to Thomas Haenke who supplied the inspiration for this Prestige Class*).

Servants of sufficient dedication to the God of Fate, Sheiro, sometimes dedicate themselves to understanding the skeins of Fate, their places within it, and how to alter them to their benefit in certain situations. This is a dangerous path walked by few, but those who do have the potential to shape the very fabric of reality around them.

ENTRY REQUIREMENTS

Race: Any.

Religion: Follower of Sheiro.

Alignment: Any Neutral.

Skills: Knowledge (Religion) 8 Ranks; Sense Motive 8 Ranks.

Spells: Able to cast divine spells of the 3rd level.

Misc: Must possess at least one (1) Luck Feat.

GAME RULE INFORMATION

Hands of Fate have the following game statistics.

Abilities: Dexterity, Intelligence and Wisdom form the backbone of the Hands of Fate's abilities. Additionally, Charisma is important in order to handle the populace and interact with the faith's hierarchy.

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

A Hand of Fate's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Arcana)(Int), Knowledge (History)(Int), Knowledge (Local)(Int), Knowledge (Religion)(Int), Knowledge (The Planes)(Int), Knowledge(Nature)(Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points per Level: 6 + Int modifier.

Level	Base Attack Base	Saves			Special	Spell Casting
		Fort Save	Ref Save	Will Save		
1	+1	+1	+1	+1	Fate's Choice; Fate's Knowledge (+1)	+1 Existing Divine Class
2	+2	+1	+1	+1	Bonus Luck Feat; Alter Fate 1/Day	+1 Existing Divine Class
3	+3	+1	+1	+1	Fate's Choice; Change Fate 1/Day	+1 Existing Divine Class
4	+4	+2	+2	+2	Augury 1/Day; Fate's Knowledge (+2)	+1 Existing Divine Class
5	+5	+2	+2	+2	Fate's Choice; Bonus Domain	+1 Existing Divine Class
6	+6/+1	+2	+2	+2	Bonus Luck Feat; Change Fate 2/Day	+1 Existing Divine Class
7	+7/+2	+3	+3	+3	Fate's Choice; Fate's Knowledge (+3); Augury 2/Day	+1 Existing Divine Class
8	+8/+3	+3	+3	+3	Divination 1/Day; Alter Fate 2/Day	+1 Existing Divine Class
9	+9/+4	+3	+3	+3	Fate's Choice; Change Fate 3/Day	+1 Existing Divine Class
10	+10/+5	+4	+4	+4	Fate's Knowledge (+4); Divination 2/Day; Augury 2/Day; Bonus Luck Feat	+1 Existing Divine Class

CLASS FEATURES

Weapon and Armor Proficiency: The Hands of Fate only gains proficiency with the Sickle if not already possessed.

Turn Undead: A Hand of Fate adds Hand class levels to cleric levels for all purposes related to turning undead.

Spells per Day/Spells Known: A Hand of Fate continues advancing in divine spellcasting ability as well as learning the skills of a Hand. Thus, when a new Hand of Fate level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not however gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so on). This means that he adds the level of Hand of Fate to the level of another divine spellcasting class the character has, then determines spells per day accordingly. If a character had more than one divine spellcasting class before he became a Hand of Fate, the player must decide which class to assign each level of Hand of Fate for the purpose of determining divine spells per day and spells known.

Fate's Choice: The Hand of Fate infuses a deck of cards with Sheiro's blessing which gives it the power of Fate. The deck contains 36 cards, three sets of 12.

- One set of 12 represent Fate's positive influence. One set of 12 represents Fate's indifference. The last set of 12 represent's Fate's fickle or negative side. To determine what card is drawn from the deck, roll a 1d12 to first identify what card is pulled. Once you have this determined, roll a 1d4 to determine the aspect drawn of that card.
- At 3rd level, 2 of the Negative Cards become Indifference Cards permanently, chosen randomly. This is illustrated by the 1d4 roll normally made having a 75% chance of roll Indifferent, represented by rolling 1d4. A result of 1 would be a Positive aspect of the card, while a result of 2-4 being Indifference.
- Additionally, 2 of the Indifference Cards become Positive Cards, represented by a roll of 1-2 being Positive in aspect, 3 being Indiffernt, and 4 being Negative. This happens again at 5th, 7th, and 9th level.
- All Indifference Cards provide no bonus or negative.
- This deck is draw from once per day and the effects last the entire day. At 3rd level this increases, allowing the Hand of Fate to draw twice from the deck per day, though the effects of the last card draw will remain in effect the remainder of the 24 hour period, while the effects of the last card go away. At 5th, 7th, and 9th levels, the number of times per day the deck can be drawn from increases by once per day, up to 5 times per day maximum.
- The Cards are presented below:

1 - Knight <ul style="list-style-type: none"> • (1) Positive: +2 to AC • (2-3) Indifferent: No effect • (4) Negative: -2 to AC 	7 - Priest <ul style="list-style-type: none"> • (1) Positive: +2 to Turning Level • (2-3) Indifferent: No effect • (4) Negative: -2 to Turning Level
2 - Balance <ul style="list-style-type: none"> • (1) Positive: +1 to All Saves • (2-3) Indifferent: No effect • (4) Negative: -1 to All Saves 	8 - Moon <ul style="list-style-type: none"> • (1) Positive: +3 to WILL Saves • (2-3) Indifferent: No effect • (4) Negative: -3 to WILL Saves
3 - Fire <ul style="list-style-type: none"> • (1) Positive: +2 to Damage Rolls • (2-3) Indifferent: No effect • (4) Negative: -2 to Damage Rolls 	9 - Earth <ul style="list-style-type: none"> • (1) Positive: +10 temporary HP • (2-3) Indifferent: No effect • (4) Negative: -10 temporary HP
4 - Mage <ul style="list-style-type: none"> • (1) Positive: +2 to Caster Level • (2-3) Indifferent: No effect • (4) Negative: -2 to Caster Level 	10 - Thief <ul style="list-style-type: none"> • (1) Positive: +2 to Initiative Rolls • (2-3) Indifferent: No effect • (4) Negative: -2 to Initiative Rolls
5 - Sun <ul style="list-style-type: none"> • (1) Positive: +3 to FORT Saves • (2-3) Indifferent: No effect • (4) Negative: -3 to FORT Saves 	11 - Stars <ul style="list-style-type: none"> • (1) Positive: +3 to REFLEX Saves • (2-3) Indifferent: No effect • (4) Negative: -3 to REFLEX Saves
6 - Water <ul style="list-style-type: none"> • (1) Positive: +2 to Attack Rolls • (2-3) Indifferent: No effect • (4) Negative: -2 to Attack Rolls 	12 - Air <ul style="list-style-type: none"> • (1) Positive: +10' to Movement Speed • (2-3) Indifferent: No effect • (4) Negative: -10' to Movement Speed

Fate's Knowledge: The Hand of Fate gains the ability to make a special Knowledge (Religion) skill check with a +1 to the roll. This skill check is used to provide insight on the appropriate weaknesses, habits, and lore of a particular chosen subject. At 4th, 7th and 10th level this check gets an additional +1 to the roll.

Bonus Luck Feat: At 2nd level, the Hand of Fate gains a bonus Luck Feat of his or her choice as long as he or she meets the requirements for the new Luck Feat. At 6th level and 10th level, the Hand of Fate gains another Luck Feat as well.

Alter Fate (Su): At 2nd level, the Hand of Fate may cause a single dice to be rerolled by an enemy (attack roll, damage, saving throw, or initiative) per day. At 8th level, the Hand of Fate gains may cause an additional dice per day to be rerolled.

Change Fate (Su): At 3rd level, the Hand of Fate gains the ability to reroll any one roll he or she desires per day, though they must declare this prior to the results of any roll being known. At 6th level and 9th level, the Hand of Fate gains another reroll chance per day.

Augury (Sp): At 4th level, a Hand of Fate gains the ability to use augury as a spell-like ability once per day as a cleric of the Hand's level. At 7th level, he can use this ability twice per day, and at 10th level he can use it three times per day.

Divination (Sp): An 8th level Hand can use divination as a spell-like ability once per day as a cleric of the Hand's level. At 10th level, he gains the ability to use divination twice per day.

Bonus Domain: A Hand who reaches 5th level and 10th level is granted another of Sheiro's domains as a third and then fourth cleric domain. He can use the granted power of the new domain, and he can choose from the spell lists of the new domains when selecting his domain spells for the day.

FATE'S CHOICE DECK

	KNIGHT	BALANCE	FIRE	MAGE	SUN	WATER
POSITIVE						
INDIFFERENT						
NEGATIVE						
	PRIEST	MOON	EARTH	THIEF	STARS	AIR
POSITIVE						
INDIFFERENT						
NEGATIVE						

Master Ninja *(Special thanks to Cory Knight who supplied the inspiration for this Prestige Class).*

After what may seem an eternity to some members of a Ninja Clan, eventually they are elevated to the rank of Master within their Clan and taught the secrets of their group. With this knowledge comes a new focus for their abilities and indeed new abilities as well.

ENTRY REQUIREMENTS

Race: None.

Class: Ninja 5; ECL10 required.

Alignment: Any Lawful.

Skills: Bluff (8 ranks), Gather Information (8 ranks), and Spot (10 ranks).

Special: One seeking to become a Master Ninja must take 5 levels of Ninja before any other class(s) may be chosen (i.e. ECL1 through 5 must be Ninja).

GAME RULE INFORMATION

Master Ninjas have the following game statistics.

Abilities: Dexterity and Wisdom form the backbone of the Ninja, and carries on to the Master Ninja as well. Additionally, Charisma is important in order to handle the leadership aspects of being a Master.

Hit Die: d6.

Starting Gold: N/A.

CLASS SKILLS

A ninja's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points per Level: 6 + Int modifier.

Level	BAB	Saves			Special	Fast Move	Spells/Day			
		Fort	Ref	Will			1	2	3	4
1	+1	+0	+1	+0	Quick Draw; Clan Knowledge; Sudden Strike +1d6	-	1	-	-	-
2	+2	+1	+1	+1	Slippery Movement (Evasion); Master Feat	+10'	2	1	-	-
3	+3	+1	+2	+1	Blindsight; Enchant Blade –or- Infuse Blade; Sudden Strike +2d6	-	2	2	1	-
4	+4	+2	+2	+2	Way of the Shadow; Master Feat; +1 AC Bonus	+15'	3	2	2	1
5	+5	+2	+3	+2	Slippery Movement (Improved Evasion); Sudden Strike +3d6	-	3	3	2	2
6	+6/+1	+3	+3	+3	Way of the Healer; Master Feat	+20'	4	3	3	2
7	+7/+2	+3	+4	+3	Blindsight; Enchant Blade –or- Infuse Blade; Sudden Strike +4d6	-	4	4	3	3
8	+8/+3	+4	+4	+4	Way of the Arcane; Master Feat; +1 AC Bonus	+25'	5	4	4	3
9	+9/+4	+4	+5	+4	Slippery Movement (Freedom of Movement); Sudden Strike +5d6	-	5	5	4	4
10	+10/+5	+5	+5	+5	Way of the Blade; Master Feat	+30'	6	5	5	4

CLASS FEATURES

Weapon and Armor Proficiency: The Master Ninja gains no new Weapon or Armor proficiencies.

Quick Draw: At 1st Level, the Master Ninja gains the Quick Draw Feat.

Fast Movement (Ex): At 2nd Level, the Master Ninja gains Fast Movement (similar to the Monk) of +10' per round. This increases by +5' per round every other level (4, 6, 8, and 10).

AC Bonus (Ex): A ninja is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. This ability continues to increase with the Master Ninja. When unarmored and unencumbered, a Master Ninja adds her Wisdom bonus (if any) to her Armor Class. This ability does not stack with the monk's AC bonus ability (a ninja with levels of monk does not add the bonus twice). In addition, Master Ninja gains a +1 bonus to AC at 4th level and an additional +1 at 8th level. These bonuses to AC apply even against touch attacks or when a Master Ninja is flat-footed. The character loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Spells: Beginning at 1st level, a Master Ninja gains the ability to cast a number of arcane spells. To cast a spell, a Master Ninja must have an Intelligence score of at least 10 + the spell's level, so a Master Ninja with an Intelligence of 10 or lower cannot cast these spells. Master Ninja bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the Master Ninja's Intelligence bonus (if any). When the Master Ninja gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level Master Ninja), he gains only the bonus spells he would be entitled to, based on his Intelligence score for that spell level. The Master Ninja utilizes the Assassin's Spell List. A Master Ninja casts spells just as a bard does. Upon reaching 6th level, at every even-numbered level after that (8th and 10th), a Master Ninja can choose to learn a new spell in place of one he already knows.

The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Master Ninja spell the Master Ninja can cast. For instance, upon reaching 6th level, a Master Ninja could trade in a single 1st-level spell (two spell levels below the highest level sorcerer spell he can cast, which is 3rd) for a different 1st-level spell. At 8th and 10th levels, he could trade in a single 1st-level or 2nd-level spell (since he now can cast 4th-level Master Ninja spells) for a different spell of the same level. A Master Ninja may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Clan Knowledge (Ex): A Master Ninja, if she is doing her job, knows everything that goes on in her "territory," and a lot about what goes on outside it. A Master Ninja may make a special Local History knowledge check with a bonus equal to her class level + her Intelligence modifier to see whether she knows some relevant information about local people or places. The Master Ninja may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

Sudden Strike (Ex): If a Master Ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Whenever a Master Ninja's target is denied a Dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), the Master Ninja deals an extra 1d6 points of damage with her attack. This extra damage increases by 1d6 points every other three Master Ninja level thereafter (3, 5, 7, and 9). A Master Ninja can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. This damage also applies to ranged attacks against targets up to 30 feet away.

Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sudden strikes. A Master Ninja cannot make a sudden strike while striking the limbs of a creature whose vitals are out of reach. A Master Ninja cannot use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with the extra damage from sneak attack whenever both would apply to the same target.

Slippery Movement (Ex): Beginning at 2nd level, a Master Ninja begins to manifest the legendary ability of the Ninja to evade. At 2nd level, a Master Ninja gains the Evasion ability. At 5th level, a Master Ninja gains the Improved Evasion ability. Lastly, at 9th level, a Master Ninja gains the Free Movement ability (This ability duplicates the effect of a freedom of movement spell, except that it is always active. A Master Ninja loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load).

Master Feats: At 2nd level and every two levels thereafter (4th, 6th, 8th, and 10th), a Master Ninja gains a bonus feat, which must be selected from the following list. These bonus feats may be chosen more than once, and stack.

Master Ninja Bonus Feats

- **ATTENTION TO DETAIL:** You gain a +3 bonus on Sense Motive and Spot checks.
- **GIFTED MASTER:** You gain a +2 bonus on Initiative checks and a +2 bonus on all Fortitude saves.
- **POWERFUL BODY:** You gain a +3 bonus on all checks you make for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), and +5 to your hit point total.
- **KAMI'S INTUITION:** You get a +3 bonus on Sense Motive checks and on Intelligence checks made to figure things out.
- **KI MASTER:** Gain four (4) extra uses of your ki power.
- **MAGIC IN THE BLOOD:** You get a +3 bonus on Alchemy and Spellcraft checks.
- **SILVER TONGUE:** You gain a +3 bonus on Bluff and Diplomacy checks.

Blindsight (Ex): At 3rd level, a Master Ninja gains the blindsight ability out to 30 feet. This ability functions as described on page 306 of the Monster Manual.

Enchant Blade (Su) -or- Infuse Blade (Su): At 3rd level, a Master Ninja of a non-evil alignment gains an additional use per day of the Enchant Blade ability. This increases by another use per day at 7th level. The selectable abilities to enchant the weapon with are as follows: Disruption, Flaming Burst, Icy Burst, Shocking Burst, and Wounding. These are in addition to those already accessible by the base Ninja. At 3rd level, a Master Ninja of evil alignment gains the ability to infuse his weapon with the Contagion spell, except that save DCs for the effect chosen are increased by the Master Ninja's Charisma Modifier. At 7th level, a Master Ninja of evil alignment gains an additional +5 to the DC of these saves.

Way of the Shadow (Ex): At 4th level, a Master Ninja gains a greater understanding of the shadows which aide all of his or her kind. A Master Ninja of 4th level adds four additional uses per day to his or her Ki as well as increase the duration of his or her Ghost Step ability to a number of rounds equal to his or her Charisma Bonus. The first attack made during this time does not cause the Master Ninja to reappear. On any subsequent attack however, the Master Ninja's Ghost Step ceases to function for that usage.

Way of the Healer (Ex): At 6th level, a Master Ninja gains a greater understanding of his or her body and how to counteract the effects of damage. A Master Ninja of 6th level gains the ability to cast Cure Serious Wounds (Self) with an expenditure of his or her Ki as well as increasing the stabilization roll to 25% instead of the normal 10% for being below 0 hp.

Blindsight (Ex): A 7th level Master Ninja gains the blindsight ability out to 30 feet. Her senses become so acute that she can maneuver and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the Master Ninja must have line of effect to a creature or object to discern it.

Way of the Arcane (Ex): At 8th level, a Master Ninja gains a greater understanding of the Arcane forces around her. A Master Ninja of 8th level gains the ability to choose three 1st level Sorcerer/Wizard spells she doesn't already know, and cast each of them twice a day as a spell-like ability. Additionally, the Master Ninja gains the ability to summon a familiar should they choose to do so.

Way of the Blade (Ex): At 10th level, a Master Ninja gains a greater understanding of ways of warfare. A Master Ninja of 10th level ignores the effects of any Fear-based status effect. Additionally, the Master Ninja can reroll an attack roll per day equal to his or her Charisma modifier. Lastly, the Master Ninja gains a +5 bonus to confirm all critical rolls achieved.

Master Ninja Spell List

Master Ninjas choose their spells from the following list (and any other additional Assassin spell lists available):

- **1st Level:** Disguise Self, Detect Poison, Feather Fall, Ghost Sound, Jump, Obscuring Mist, Sleep, and True Strike.
- **2nd Level:** Alter Self, Cat's Grace, Darkness, Fox's Cunning, Illusory Script, Invisibility, Pass without Trace, Spider Climb, and Undetectable Alignment.
- **3rd Level:** Deep Slumber, Deeper Darkness, False Life, Magic Circle Against Good, Misdirection, and Nondetection.
- **4th Level:** Clairaudience/Clairvoyance, Dimension Door, Freedom of Movement, Glibness, Greater Invisibility, Locate Creature, Modify Memory, and Poison.

Master of Shadow

Some driven or domineering souls seek nothing less than mastery of darkness itself—the ability to turn the very shadows into their agents and allies. These are the masters of shadow, commanders of soldiers as dark and insubstantial as night itself. For those with the force of will enter their ranks, the very shadows serve at their beck and call. Blight Druids are the most common masters of shadow since they can most easily enter the class. Sorcerers, wizards, clerics, and even the occasional druid can multiclass just enough to gain access, however. Few martial types do so because the class demands specialties far removed from combat skills.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 8 ranks

Feat: Shadow Companion*

Mysteries/Spellcasting: Caster level 5th

GAME RULE INFORMATION

Master of Shadow have the following game statistics.

Abilities: Intelligence and Wisdom dictate the bulk of the Master of Shadow's skills.

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

Class Skills (2 + Int modifier per level): Concentration (CON), Craft (INT), Intimidate (CHA), Knowledge – Arcana (INT), Knowledge – Religion (INT), Knowledge - The Planes (INT), Profession (WIS), Sense Motive (WIS), Spellcraft (INT), and Spot (WIS).

Skill Points per Level: 2 + Int modifier.

Level	Base Attack Base	Saves			Special	Spell Casting
		Fort Save	Ref Save	Will Save		
1	+0	+2	+0	+2	Shadow Servant; Master's Bidding (Standard Action)	-
2	+1	+3	+0	+3	Resistance to Cold 5	+1 Existing Casting Class
3	+1	+3	+1	+3		+1 Existing Casting Class
4	+2	+4	+1	+4	Resistance to Cold 10	+1 Existing Casting Class
5	+2	+4	+1	+4	Master's Bidding (Move Action)	+1 Existing Casting Class
6	+3	+5	+2	+5	Resistance to Cold 20	+1 Existing Casting Class
7	+3	+5	+2	+5		+1 Existing Casting Class
8	+4	+6	+2	+6		+1 Existing Casting Class
9	+4	+6	+3	+6		+1 Existing Casting Class
10	+5	+7	+3	+7	Immunity to Cold; Master's Bidding (Swift Action); Rapid Shadow	+1 Existing Casting Class

CLASS FEATURES

Weapon and Armor Proficiency: The Master of Shadows gains no new Weapon or Armor proficiencies.

Shadow Servant (Su): As you progress as a master of shadow, you gain command of an increasingly powerful dark servant. At 1st level, your shadow familiar permanently transforms into a Medium shadow elemental. It loses all familiar traits, but gains new abilities as your shadow servant (see the Shadow Servant sidebar). Should your shadow servant die, you can summon a replacement after 24 hours pass. Your shadow servant cannot travel farther from you than 30 feet + 10 feet for each of your master of shadow

levels (40 feet at 1st level and a maximum of 130 feet at 10th level). If it is forcibly separated from you by more than this distance, the servant dissipates instantly, and you must wait 24 hours to summon a new one.

Master's Bidding (Su): At 1st level, as a standard action, you can focus your affinity with shadow to enhance your shadow servant, granting it one special ability for 1 round. The special abilities available to your shadow servant are described in the Shadow Servant sidebar, and depend on your class level. For example, at 4th level you could give your servant any of the following special abilities: interact with corporeal, fast healing 1, extra attack, or cold damage +1d8. At 5th level, you can grant your shadow servant a special ability for 1 round by taking only a move action rather than a standard action. You can choose to use two move actions in the same turn to grant it two abilities. Additional move actions granted by spells, class features, or the like can also be used to further enhance your shadow servant. At 9th level, you can grant your shadow servant a special ability for 1 round by taking only a swift action rather than a move action. You can still use move actions to give it additional abilities. Thus, a 10th-level master of shadow who does nothing else in a round can choose to give his shadow servant three special abilities (using one swift action and two move actions).

Resistance to Cold (Su): At 2nd level, the shadow in your essence provides resistance to cold 5. This increases every other level by five more points (4th, 6th, and 8th), until becoming Immunity to Cold at 10th Level.

Spellcasting: At 2nd level and every level thereafter, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also gained a level in a casting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefits a character of that class would have gained. If you had more than one casting class before becoming a master of shadow, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells or mysteries known.

Rapid Shadow (Su): After you reach 10th level, if your shadow servant dies you can summon a replacement 10 minutes later.

Omni-Thief (*Special thanks to Chris Weaver who supplied the inspiration for this Prestige Class*).

Sometimes, a Spellthief in search of more power options will branch out from the standard progression of the Spellthief, instead focusing more on their ability to steal an opponent's capabilities and their own Arcane might. Characters who do this will often branch out into the Omni-Thief; a class designed specifically for this type of ability. Unlike the typical Spellthief who has learned how to harness this ability versus all spell related products, the Omni-Thief has learned how to pull even the extraordinary and supernatural powers from his friends and foes.

ENTRY REQUIREMENTS

Class (Rogue): Must have Evasion Feat.

Class (Spell Thief): Ability to steal 4th level spells.

Skills: Knowledge (Arcana) and Spellcraft, both with 10 ranks.

GAME RULE INFORMATION

The Omni-Thief has the following game statistics:

Abilities: As with the Spellthief, Charisma determines which spells an Omni-Thief can cast and how hard those spells are to resist. Dexterity helps him avoid blows in combat despite his light armor usage.

Hit Die: d6.

Starting Gold: N/A.

CLASS SKILLS

An Omni-Thief's class abilities (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each level: 5+Int modifier

CLASS FEATURES:

Weapon and Armor Proficiency: Omni-Thieves gain the use of martial bladed weapons that are wieldable in one hand; no extra armor proficiencies granted.

Arcane Sight (Su): Beginning at 1st level, an Omni-Thief can use *arcane sight* as a swift action (see page 137) a number of times per day equal to his Charisma modifier (minimum 1). His caster level is equal to his Omni-Thief and Spellthief class levels combined.

Branching Out: The Omni-Thief gains access to one of the previous forbidden schools of arcane magic (conjuration, evocation, or necromancy). From this point forward, when the character gains levels that provide them a new spell slot, he/she is able to pull from the school selected. At 5th Level and 9th Level, the Omni-Thief gains access to one more previously forbidden school.

Sneak Arrack (Ex): This ability is identical to the Rogue's Sneak Attack Ability. Every other level beginning at 2nd Level (2, 4, 6, 8, & 10) the Omni-Thief gains additional damage using their Sneak Attack.

Level	BAB	Saves			Special	Spells per Day				
		Fort	Ref	Will		1	2	3	4	5
1	+0	+0	+0	+2	Branching Out I; Arcane Sight	1	0	-	-	-
2	+1	+0	+1	+2	Sneak Attack +1d6; Steal Spell (4 th Level)	1	1	0	-	-
3	+2	+1	+1	+3	Steal Energy Resistance (10)	2	1	1	0	-
4	+3	+1	+2	+3	Sneak Attack +2d6; Steal Extraordinary Ability	2	2	1	1	0
5	+3	+1	+2	+4	Branching Out II; Steal Spell (5 th Level); Arcane Growth	3	2	2	1	1
6	+4	+2	+3	+4	Sneak Attack +3d6; Steal Energy Resistance (15); Discover Spells	3	3	2	2	1
7	+4	+2	+3	+5	Steal Spell Resistance (5, 10, or 15)	4	3	3	2	2
8	+5	+2	+4	+5	Sneak Attack +4d6; Steal Spell (6 th Level); Steal Supernatural Ability	4	4	3	3	2
9	+5	+3	+4	+6	Branching Out III; Steal Energy Resistance (20)	5	4	4	3	3
10	+6/+1	+3	+5	+6	Sneak Attack +5d6; Absorb Spell	5	5	4	4	3

Level	Spells Known				
	1 st	2 nd	3 rd	4 th	5 th
1	3	3	-	-	-
2	3	3	2	-	-
3	4	3	2	2	-
4	4	4	3	2	2
5	4	4	3	3	2
6	5	4	3	3	3
7	5	5	4	3	3
8	5	5	4	4	3
9	6	5	4	4	4
10	6	6	5	4	4

Steal Spell (Su): This ability is a continuation of the Spellthief's ability to Steal Spells. However, it is important to note that the ability goes up slower than that of the traditional Spellthief as the character elects to concentrate a little harder on learning other things. All other descriptors are the same as that found in the Spellthief description.

Steal Extraordinary Ability (Su): As *Steal Spell-Like Ability* for the Spellthief, but must sacrifice 2d6 of Sneak Attack damage. All other descriptors (duration, use, etc...) are identical to the *Steal Spell-Like Ability* description in the CoAd book, pg 19. This is not possible with *Divine Extraordinary Abilities* (such as the divine abilities granted to a character via his/her totem), or with abilities that do not have an arcane spell equivalent.

Arcane Growth (Su): This growth in knowledge and ability now allows the Omni-Thief to cast 5th level spells of their own. This will be based on the Arcane spell list and only from those schools allowed via the Spellthief class and whichever school was chosen from the Branching Out class feature of the Omni-Thief.

Discover Spells (Ex): An Omni-Thief of 6th level or higher who steals a spell from a spellcaster with his steal spell ability automatically learns the names of all other spells prepared or known by the spellcaster that are of the same spell level as the stolen spell. This knowledge allows the Omni-Thief to better choose which spells to steal on subsequent attacks. For example, a 6th Level Omni-Thief who steals *disintegrate* from an enemy sorcerer would also discover the names of all other spells of up to 6th Level known by that sorcerer.

Steal Spell Resistance (Su): Beginning at 7th level, an Omni-Thief can use a sneak attack to temporarily steal some or all of a creature's spell resistance. An Omni-Thief who hits an opponent with a sneak attack can choose to forgo 1d6, 2d6, or 3d6 points of sneak attack damage and instead reduce the target's spell resistance by 5, 10, or 15 respectfully. The Omni-Thief also gains the same amount stolen. For example, the Spellthief attacks and chooses to sacrifice 3d6 points of Sneak Attack damage. The target, with a Spell Resistance of 12, will lose all 12 points of Spell Resistance... which the Spellthief then gains. If the target is willing, an Omni-Thief can steal spell resistance with a touch as a standard action. The stolen spell resistance benefits the Omni-Thief for a number of rounds equal to the Omni-Thief's Charisma modifier (minimum 1 round) and then returns to the target creature. If the spell resistance is derived from a temporary effect (such as a spell), the stolen spell resistance disappears when the effect elapses. An Omni-Thief cannot use this ability on the same creature again until the creature's stolen spell resistance returns.

Steal Supernatural Ability (Su): At 8th Level, the Omni-Thief gains the ability to steal Supernatural abilities, as *Steal Spell-Like Ability* for the Spellthief, but must sacrifice 3d6 of Sneak Attack damage. All other descriptors (duration, use, etc...) based on the *Steal Spell-Like Ability* description (CoAd, pg 19). This is not possible with *Divine Supernatural Abilities* (such as the Werebear of Elanna followers ability to become werebears) or with abilities that do not have an arcane spell equivalent.

Absorb Spell (Su): Beginning at 10th level, if an Omni-Thief makes a successful save against a spell that targets him, he can attempt to absorb the spell energy for later use. This ability affects only spells that have the Omni-Thief as a target, not effect or area spells. An Omni-Thief cannot absorb a spell of a higher spell level than he could steal with his steal spell ability (see above). To absorb a spell that targets him, an Omni-Thief must succeed on a level check (1d20 + Omni-Thief and Spellthief class levels) against a DC of 10 + the spell's caster level. Failure indicates that the spell has its normal effect. Success means that the Omni-Thief suffers no effect from

the spell and can cast the spell later (or use its energy to cast one of his own spells known) as if he had stolen the spell with his steal spell ability. His normal limit of total spell levels stolen still applies.

Runecaster

Originating in Dwarven halls, and since spreading far and wide, these individuals are able to create Runes of Power in order to empower the world around them. From individual to area effects, Runes of Power are especially useful indeed. With the ability to protect large areas, accomplished Runecasters are in high demand. All Runecasters are Divine casters, the magic of the Arcane just not taking to the task.

ENTRY REQUIREMENTS

To become a Runecaster, a character must fulfill all of the following criteria:

Race: Dwarf, Half-Orc, or Full-Blood Orc only.

Spellcasting: Ability to cast 3rd Level Divine spells.

Skills: Spellcraft (8 Ranks), Craft (8 Ranks)

Feat: Inscribe Rune

GAME RULE INFORMATION

Runecaster's have the following game statistics.

Abilities: Intelligence and Wisdom are the stats highly regarded by a Runecaster.

Hit Die: D8

Starting Gold: N/A

CLASS SKILLS

Class Skills (2 + Int modifier per level): The Runecaster's class skills (and the key ability for each skill) are: Concentration (CON), Craft (INT), Diplomacy (CHA), Heal (WIS), Knowledge Arcana (INT), Knowledge Religion (INT), Profession (WIS), Sense Motive (WIS), and Spellcraft (INT).

Level	Base Attack Base	Saves			Rune Duration	Special	Spell Casting
		Fort Save	Ref Save	Will Save			
1	+0	+2	+0	+2	1 Use	Rune Craft +1; 1 st Level Spell Inscription	+1 Existing Casting Class
2	+1	+3	+0	+3	3 Uses	Rune Power +1; 2 nd Level Spell Inscription	+1 Existing Casting Class
3	+2	+3	+1	+3	5 Uses	Improved Runecasting (Trigger Method)	+1 Existing Casting Class
4	+3	+4	+1	+4	7 Uses	Rune Craft +2; 3 rd Level Spell Inscription	+1 Existing Casting Class
5	+3	+4	+1	+4	9 Uses	Rune Power +2; 4 th Level Spell Inscription	+1 Existing Casting Class
6	+4	+5	+2	+5	11 Uses	Maximize Rune	+1 Existing Casting Class
7	+5	+5	+2	+5	13 Uses	Rune Craft +3; 5 th Level Spell Inscription	+1 Existing Casting Class
8	+6/+1	+6	+2	+6	15 Uses	Improved Runecasting (Multiple Functions)	+1 Existing Casting Class
9	+6/+1	+6	+3	+6	---	Rune Power +3; 6 th Level Spell Inscription	+1 Existing Casting Class
10	+7/+2	+7	+3	+7	---	Rune Chant; 7 th Level Spell Inscription	+1 Existing Casting Class

CLASS FEATURES

Weapon and Armor Proficiency: The Runecaster gains no new Weapon or Armor proficiencies.

Spells per Day: A Runecaster's training grants them the ability to cast spells as if they have attained a level in their chosen Divine Spellcaster class.

Rune Craft: Add this bonus to the Runecaster's Craft skill checks made to inscribe a rune.

Rune Power: For runes created by the Runecaster, add this value to the DC of all Saves or DC for all Disable Devices rolls against the rune. This bonus also applies to caster level checks to overcome the spell resistance of a target.

Improved Runecasting: As a Runecaster rises in level, he can create runes that function more than once or that have different means of being triggered.

- Initially only those runes physically read will trigger, however upon attaining 3rd level as a Runecaster, runes may be triggered when passing them, at the caster's discretion. Once a method is determined, it cannot be changed. Additionally, runes that are set to activate when passing them may have specific triggers to 'go off' instead of being indiscriminate (i.e. 'When a non-Dwarf passes' or 'When an Orc passes' are both acceptable criteria. This criteria is set upon casting the Rune and cannot be changed). Lastly, a password of no more than 3 words can be set into the rune, allowing anyone stating said password to pass unscathed.
- Upon attaining 8th level as a Runecaster, multiple functions can be triggered for each rune inscribed. When casting a rune, the Runecaster may determine up to three spells that may be housed within each rune... each with its own trigger if so desired. Such a rune takes one hour per spell being inscribed into the rune.

Maximize Rune: The Runecaster can create runes that are considered Maximized as it under the Maximize Spell feat, without altering the level of the rune.

Rune Chant: Whenever the Runecaster casts a Divine Spell, he may trace a rune in the air as an extra somatic component for the spell. Doing this allows the Runecaster to gain the benefit of his Rune Power ability.

Rune Crafter (*Special thanks to Sani McPherson who provided the inspiration for this Prestige Class*).

During the ancient past, Orcs and Dwarves warred in many lands across Solinar, causing devastation while innovating ways to fight. One of the things that came out of this period was the Rune Crafter. As shown above, those with an aptitude toward the Divine first started using Runes and inscribing them to objects to empower them, becoming Rune Casters. Arcane-minded individuals took this idea and turned it inward, helping to increase their survivability on the battlefield, while adding a new way to use their magics in the war. Rune Crafters infuse certain magics into their runes, inscribing them as a permanent tattoo upon their bodies, and can thereafter activate the power of that rune as needed.

ENTRY REQUIREMENTS

This class is unique in that only one race is able to pursue it, and that there are special requirements that **MUST** be met, in game, before the class may be taken.

Race: Dwarf, Half-Orc, or Full-Blood Orc only.

Class: Must have to study to prepare their Arcane spells. This class seems unable to be used by Spontaneous Spellcasters. In addition, they must be able to cast 4th Level Spells.

Alignment: No alignment restrictions.

Special: Rune Crafters require a strong mind and body in order to infuse and use the Runes upon their bodies. This translates to a minimum attribute score of 16 in both Constitution and Intelligence.

GAME RULE INFORMATION

Rune Crafter have the following game statistics.

Abilities: Intelligence and Constitution are the two primary Attributes needed by a Rune Crafter.

Hit Die: As Rune Crafters must be hardier than a standard Arcane Caster, a Rune Caster uses six-sided (d6) dice for Hit Dice.

Starting Gold: None.

CLASS SKILLS

A Rune Crafter's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Knowledge - Arcana (Int), Decipher Script (Int), Search (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points per Level: 2 + Int modifier.

Level	BAB	Saves			Special	Max. Lesser Runes	Max. Greater Runes	Spellcasting
		Fort	Ref	Will				
1	+1	+0	+0	+1	Lesser Rune Infusion (1)	1	-	+1 Existing Arcane Class
2	+1	+1	+1	+2	Lesser Rune Infusion (2)	2	-	+1 Existing Arcane Class
3	+1	+1	+1	+2	Greater Rune Infusion (1)	-	1	-
4	+2	+2	+2	+3	Lesser Rune Infusion (3)	3	-	+1 Existing Arcane Class
5	+2	+2	+2	+3	Lesser Rune Infusion (4)	4	-	+1 Existing Arcane Class
6	+2	+3	+3	+4	Greater Rune Infusion (2)	-	2	-
7	+3	+3	+3	+4	Lesser Rune Infusion (5)	5	-	+1 Existing Arcane Class
8	+3	+4	+4	+5	Lesser Rune Infusion (6)	6	-	+1 Existing Arcane Class
9	+3	+4	+4	+5	Greater Rune Infusion (3)	-	3	-
10	+4	+5	+5	+6	Lesser Rune Infusion (7)	7	-	+1 Existing Arcane Class

CLASS FEATURES

Weapon and Armor Proficiency: The Rune Crafter gains no new Weapon or Armor proficiencies.

Spellcasting: The Rune Crafter increases their spellcasting ability every level except for 3rd, 6th, and 9th levels where their focus is on mastering and infusion of a Greater Rune.

Lesser Rune Infusion: At 1st, 2nd, 4th, 5th, 7th, 8th, and 10th levels, the Rune Crafter gains the ability to infuse one Rune, permanently, on their bodies. This Rune can be used a number of times per day equal to 1 + INT Bonus, unless otherwise stated in the list. A Rune cannot be destroyed or removed from the body except by at least a *Wish* spell or equivalent.. *Dispel Magic* and similar spells will only suppress the use of the Rune for 1d4 Rounds. All Runes are considered cast at the wielder's current caster level.

Greater Rune Infusion: At 3rd, 6th, and 9th levels, the Rune Crafter gains the ability to infuse a Greater Rune, permanently, on their bodies. This Rune can be used a number of times per day equal to 1 + INT Bonus, unless otherwise stated in the list. A Rune cannot be

destroyed or removed from the body except by at least a *Wish* spell or equivalent. *Dispel Magic* and similar spells will only suppress the use of the Rune for 1d4 Rounds. All Runes are considered cast at the wielder's current caster level.

Lesser Runes

Spell/Effect	Spell/Effect
Bear's Endurance [PHB]	Mountain Stance [SC]
Blindsight [SPHB]	Owl's Wisdom [PHB]
Bull's Strength [PHB]	Piercing Sight [SPHB]
Cat's Grace [PHB]	Primal Form [SC]
Disobedience [CScountrel]	Protection from Chaos [PHB] – Always Active
Dragonskin [SC]	Protection from Evil [PHB] – Always Active
Eagle's Splendor [PHB]	Protection from Good [PHB] – Always Active
Endure Elements [PHB] – Always Active	Protection from Law [PHB] – Always Active
Enlarge Person [PHB] – Only 1 Size Category Larger	Scholar's Touch [RoDestiny]
Feather Fall [PHB] – Always Active	Sense of the Dragon [RotDragon]
Fist of Stone [SC]	Shadow Phase [SC]
Fox's Cunning [PHB]	Spider Climb [PHB]
Girallon's Blessing [SC]	Swim [SC]
Karmic Aura [CMage]	Tremorsense [SC]
Levitate [PHB]	Vigilant Slumber [CMage] – 1 Rune per Criteria
Mage Armor [PHB]	Water Breathing [PHB] – Always Active

Greater Runes

Spell/Effect
Aspect of the Icy Hunter [CMage]
Cryptwarden's Grasp [CMage]
Displacer Form [SC]
Draconic Might [SC]
Flight of the Dragon [SC]
Heart of Fire [CMage]
Sandform [Sandstorm]
Stoneskin [PHB]
Transformation of the Deeps [Stormwrack]

Shadow Adept

Some Shadowcasters take it upon themselves to dwell for a time on the Plane of Shadow, soaking up some of the atmosphere of the plane and seeing their bodies altering significantly because of this. Upon returning to Solinar, these Shadow Adepts as their called seem to be protected by the very shadows that fascinate them so.

ENTRY REQUIREMENTS

In order to become a Shadow Adept, the following criteria must be met:

Spellcasting: Must have the ability to cast 3rd level spells.

Skills: Knowledge the Planes (8 Ranks), Spellcraft (8 Ranks).

Feat: Must have at least one (1) Metamagic Feat.

Other: In addition to the requirements above, the Shadow Adept must have spent at least a continuous month on the Plane of Shadow.

GAME RULE INFORMATION

Runcrafter's have the following game statistics.

Abilities: Charisma, Wisdom, and Intelligence are the primary stats for the Shadow Adept.

Hit Die: D6

Starting Gold: N/A/

CLASS SKILLS

Class Skills (2 + Int modifier per level): The Shadow Adept's class skills, and the key ability for each are: Bluff (CHA), Concentration (CON), Craft (INT), Disguise (CHA), Hide (DEX), Knowledge All, taken individually (INT), Profession (WIS), Spellcraft (INT), Spot (WIS), and Survival (WIS)

Level	Base Attack Base	Saves			Special	Spell Casting
		Fort Save	Ref Save	Will Save		
1	+0	+0	+0	+2	Low-Light Vision, Darkvision 60', Shadow's Chosen	+1 Existing Casting Class
2	+1	+0	+0	+3	Shadow's Defense (+1/+2)	+1 Existing Casting Class
3	+1	+1	+1	+3	Shadow's Power (+1/+2)	+1 Existing Casting Class
4	+2	+1	+1	+4	Shield of the Shadows (Base)	+1 Existing Casting Class
5	+2	+1	+1	+4	Metamagic Feat; Shadow's Defense (+2/+3)	+1 Existing Casting Class
6	+3	+2	+2	+5	Shadow's Power (+2/+3)	+1 Existing Casting Class
7	+3	+2	+2	+5	Shadow Walk	+1 Existing Casting Class
8	+4	+2	+2	+6	Shadow's Defense (+3/+4); Shield of the Shadows (SR)	+1 Existing Casting Class
9	+4	+3	+3	+6	Shadow's Power (+3/+4)	+1 Existing Casting Class
10	+5	+3	+3	+7	Metamagic Feat; Shadow Double	+1 Existing Casting Class

CLASS FEATURES

Weapon and Armor Proficiency: The Shadow Adept gains no new Weapon or Armor proficiencies.

Spells per Day: A Shadow Adept's training grants them the ability to cast spells as if they have attained a level in their chosen Spellcaster class.

Low-Light Vision (Su): A Shadow Adept gains low-light vision if they don't already have it.

Darkvision 60' (Su): A Shadow Adept gains Darkvision out to 60' if they don't already have it.

Shadow's Chosen: At 1st Level, the Shadow Adept gains immunity to Cold and Fast Movement 10'.

Metamagic Feat: At 5th and 10th Levels, the Shadow Adept may choose one Metamagic Feat to learn.

Shadow's Defense: At 2nd Level, the Shadow Adept gains a +1 on all Saves when in shadows. This becomes a +2 when in darkness. This ability increases by +1 (respectively) at 5th and 8th levels. This benefit cannot be activated against Light or Fire descriptor spells.

Shadow's Power: At 3rd Level, the Shadow Adept gains a +1 to damage and Save DC when in shadows. This becomes a +2 when in darkness. This ability increases by +1 (respectively) at 6th and 9th levels.

Shield of the Shadows (Su): At 4th Level, the Shadow Adept gains the ability generate a mobile disc of force, purplish-black, shield of force. The shield has the effects of a *Shield* spell and will also provide 50% concealment when in shadows and a 50% miss chance in total darkness. The shield is not physically held, instead hovering near the caster, and can be rotated around the wielder's body, thus allowing cover where needed. This can be done as a Free Action once per round. This shield can be summoned a number of times per day equal to the user's Charisma bonus level. At 8th Level, the power of this shield grows, granting a Spell Resistance of 12 + the Caster's Shadow Adept level as if under the effects of a *Spell Resistance* spell while active.

Shadow Walk (Sp): At 7th Level, the Shadow Adept gains the ability to jump from one shadow stood in to another within visual range, up to 120' away. This ability can be used a number of times per day equal to the user's Charisma bonus level, times two.

Shadow Double (Su): At 10th Level, the Shadow Adept may conjure a shadowy double of themselves once per day, woven from shadowstuff. The double has the ability scores, base AC, hit points, saves, and attack bonus as the creator, but no equipment that is visible is usable (i.e. a held dagger does not duplicate). The double can attack the creator's enemies if given a weapon with substance to it, or by attempting a Touch attack for 1d4 points of damage plus inflicting the "Shaken" status effect unless saved against at DC 12 + the Shadow Adept's level. This will effect last until the end of the round. Additionally, the Shadow Adept can take a Full Round action to see and hear through the double, thus allowing the caster to cast spells through the double. The shadowy double will last for 1 round per caster level, plus CHA modifier. This shadowy double will be instantly dispelled if a *Sunlight* spell is cast upon it or will have its duration halved if a *Light* spell is cast upon it.

Shadowblade

Shadowblades are martial combatants with an innate link to shadow. While some deliberately study the arts of shadow, most develop their abilities instinctively, making them more akin to shadowdancers than Blight Druids. Those who master the arts of the unseen weapon become warriors with few equals. Their ability to manipulate darkness and shadow enhances their martial skills, allowing them to target weak points, land blows that should not strike true, and even attack foes who are paces away. Shadowblades manipulate shadow to strike swiftly and fatally, becoming the ultimate combination of skilled soldier and brutal slayer. Multiclass fighter/rogues are the most common shadowblades, because they possess both the martial ability and the skills necessary. Single-classed fighters or rogues can enter the class, but it takes longer. A rare few paladins and rangers take this path, enhancing their own abilities with a mastery of shadow. Few mystery users or spellcasters become shadowblades, and barbarians tend to prefer brute force and distrust a shadowblade's powers.

ENTRY REQUIREMENTS

Base Attack Bonus: +5

Skills: Bluff 5 ranks, Hide 5 ranks, Move Silently 5 ranks

Feats: Blind-Fight

Special: Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or through physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion).

GAME RULE INFORMATION

Master of Shadow have the following game statistics.

Abilities: Charisma, Dexterity, & Strength dictate the bulk of the Master of Shadow's skills, though

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

Class Skills (2 + Int modifier per level): Bluff (CHA), Climb (STR), Craft (INT), Handle Animal (CHA), Hide (DEX), Intimidate (CHA), Jump (STR), Move Silently (DEX), Profession (WIS), Ride (DEX), and Swim (STR).

Skill Points per Level: 2 + Int modifier.

Level	Base Attack Base	Saves			Special
		Fort Save	Ref Save	Will Save	
1	+0	+2	+0	+0	Unseen Weapon (Unerring Strike)
2	+1	+3	+0	+0	Shadow and Stealth; Sudden Strike +1d6
3	+2	+3	+1	+1	Shadow Vision; Unseen Weapon (Unexpected Strike)
4	+3	+4	+1	+1	Sudden Strike +2d6
5	+3	+4	+1	+1	Unseen Weapon (Ephemeral Weapon)
6	+4	+5	+2	+2	Sudden Strike +3d6
7	+4	+5	+2	+2	See in Darkness; Unseen Weapon (Shadowy Strike)
8	+5	+6	+2	+2	Sudden Strike +4d6
9	+5	+6	+3	+3	Unseen Weapon (Far Shadow)
10	+6/+1	+7	+3	+3	Unseen Weapon (Free Action); Sudden Strike +5d6

CLASS FEATURES

Weapon and Armor Proficiency: The Master of Shadows gains no new Weapon or Armor proficiencies.

Unseen Weapon (Su): As a standard action, you can wrap any melee weapon you wield in a layer of shifting shadows. This causes the weapon to darken, become less distinct, and leave a trail of shadow behind it as it moves. Your weapon must be in hand and ready to use for you to draw upon this power. You can dismiss the effect with a free action; dropping or sheathing the weapon also ends the effect. Once per day per shadowblade level, you can activate one of the powers of your unseen weapon as a swift action. At 1st level, you have the power to make an unerring strike (see below). As you gain levels in the class, you acquire additional choices when activating your unseen weapon, as indicated on Table 2–6. When you activate your unseen weapon, choose one of the available abilities. Multiple uses of the same ability do not stack on a single attack.

- **Unerring Strike:** Your next melee attack ignores any miss chance because of concealment or total concealment. You gain this choice at 1st level.
- **Unexpected Strike:** Your opponent is denied its Dexterity bonus against your next melee attack. You gain this ability at 3rd level.
- **Ephemeral Weapon:** Your next melee attack deals an extra 2d6 points of damage, as extraplanar darkness momentarily replaces portions of your opponent's body. You gain this choice at 5th level.
- **Shadowy Strike:** Your next melee attack is resolved as a melee touch attack, ignoring armor and natural armor. You gain this ability at 7th level.
- **Far Shadow:** Your melee reach is increased by 10 feet for 1 round. You gain this choice at 9th level. At 10th level, you can use your unseen weapon abilities as a free action, though you are still limited to one use per day per class level.

Shadow and Stealth (Su): Beginning at 2nd level, the shadows that engulf your unseen weapon cover you as well, granting you a circumstance bonus equal to half your class level (round down) on Hide and Move Silently checks.

Sudden Strike (Ex): Beginning at 2nd level, if you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied a dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your attack. This extra damage increases by 1d6 for every two levels thereafter. You can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. Ranged attacks can count as sudden strike attacks only if the target is within 30 feet. Sudden strike functions identically to sneak attack in all other respects. The extra damage from sudden strike stacks with the extra damage from sneak attack whenever both would apply to the same target. It also stacks with the ephemeral weapon ability of the unseen weapon class feature.

Shadow Vision (Su): Beginning at 3rd level, you are able to see clearly in shadowy illumination. Thus, you can see up to 40 feet clearly in the illumination provided by a torch (which gives off bright illumination in a 20-foot radius and shadowy illumination for 40 feet beyond that), or twice that if you have low-light vision.

See in Darkness (Su): At 7th level, you can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Undead Slayer

Servants of sufficient dedication to Aurosan, God of the Dead, Elia, Goddess of the Dawn, Sheiro, God of Fate, or Yulan, Goddess of Nature sometimes feel a powerful calling to remove the unnatural state of Undeath from Solinar. Some find their calling because a loved one has suffered at the Slayers of the Undead. Some feel the calling singing to them in their faith. Still others seek the challenge inherent in battling the Undead. Regardless of the origin of their call to arms... the Undead Slayer has become a huge part of Solinar, even to the point of forming the Slayer's Guild, which consolidates requests for aide and sends them to members in the appropriate areas and of the correct power to be able to help those in need.

ENTRY REQUIREMENTS

Race: Any.

Religion: Follower of Aurosan, Elia, Sheiro, Yulan, or any Good-aligned deity.

Class: ECL 10.

Alignment: Any fitting one of the above-mentioned faiths.

Skills: Knowledge (Religion) 12 Ranks.

Feats: Weapon Focus (Deity's Favored Weapon).

Spells: Able to cast divine spells of the 2nd level.

Misc: Turn Undead class feature.

GAME RULE INFORMATION

Undead Slayers have the following game statistics.

Abilities: Wisdom and Charisma form the backbone of the Undead Slayer's abilities. Additionally, Constitution is important in order to Slayers as some of the abilities of undead affect the life-force of a person. Lastly, many of the Undead Slayer's skills are based upon Intelligence, making a high score desirable.

Hit Die: d8.

Starting Gold: N/A.

CLASS SKILLS

An Undead Slayer's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Heretory) (Int), Knowledge (Religion) (Int), Search(Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points per Level: 6 + Int modifier.

Level	Base Attack Base	Saves			Special	Spell Casting
		Fort Save	Ref Save	Will Save		
1	+1	+1	+0	+1	Extra Greater Turning; Positive Energy Burst	+1 Existing Divine Class
2	+2	+1	+0	+1	Combat Sense; Holy Aura (Detect Undead)	+1 Existing Divine Class
3	+3	+2	+1	+2	Deity's Favored Weapon (Specialization); Favored Enemy (Undead)	+1 Existing Divine Class
4	+4	+2	+1	+2	Ghost Warrior; Holy Aura (Consecrate)	+1 Existing Divine Class
5	+5	+3	+1	+3	Deity's Favored Weapon (Focus)	+1 Existing Divine Class
6	+6/+1	+3	+2	+3	Bonus Domain; Holy Aura (Lesser Vigor)	+1 Existing Divine Class
7	+7/+2	+4	+2	+4	Deity's Favored Weapon (Mastery)	+1 Existing Divine Class
8	+8/+3	+4	+2	+4	Immunity to Possession; Holy Aura (Glorious Aura)	+1 Existing Divine Class
9	+9/+4	+5	+3	+5	Divine Retribution	+1 Existing Divine Class
10	+10/+5	+5	+3	+5	Holy Aura (Righteous Aura)	+1 Existing Divine Class

CLASS FEATURES

Weapon and Armor Proficiency: The Undead Slayer does not gain any additional skills in weapons and armor beyond those gained prior to walking their chosen path.

Spells per Day/Spells Known: An Undead Slayer continues advancing in divine spellcasting ability. Thus, when a new Undead Slayer level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not however gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent remove disease, and so

on). This means that he adds the level of Undead Slayer to the level of another divine spellcasting class the character has, and then determines spells per day accordingly. If a character had more than one divine spellcasting class before he became a Undead Slayer, the player must decide which class to assign each level of Undead Slayer for the purpose of determining divine spells per day and spells known.

Turn Undead: An Undead Slayer adds her Slayer class levels to her previous divine levels for all purposes related to turning undead. This means that an Undead Slayer of 3rd level that had achieved 8th level in Cleric, would turn undead as an 11th level Cleric.

Extra Greater Turning: The Undead Slayer gains the Greater Turning Feat and can perform a greater turning a number of times per day equal to 1 + her Charisma modifier.

Positive Energy Burst (Su): As a standard action, an Undead Slayer can create a ball of positive energy. A touch attack modified only by her DEX modifier is required to hit her target. When the ball of positive energy strikes her target, it deals 1d6 points of damage per class level to all undead creatures within 20' feet of the target plus her CHA modifier. Undead are allowed a Reflex save (DC equal to 10 + the class level of the Slayer + her CHA modifier) to avoid half the damage. This supernatural ability uses up one of her turning attempts for the day.

Combat Sense (Ex): A Slayer of at least 2nd level may designate a single undead opponent in combat. Against that opponent, the Slayer gains a +2 insight bonus to AC and a +2 insight bonus on attack rolls. This ability is only effective against undead and incorporeal creatures. At 5th level, these bonuses increase to +4. At 8th level, they increase to +6.

Divine Aura (Su): At 2nd level, the Undead Slayer gains a pure aura of holy power that keeps undead at bay, and grants various other benefits, which are always active unless the Slayer wills the function to cease (reactivating the ability is a free action). This aura gets more powerful as their faith and progression increases. The aura begins with a 30' radius. At 6th level, this radius increases to 60'. All effects require line of effect to be effective. The aura has many different benefits (each stacking where appropriate) as follows:

- **2nd level:** Detect Undead as the spell, except with a radius indicated above.
- **4th level:** Consecrate as the spell, except with the indicated radius.
- **6th level:** Lesser Vigor as the spell, except that all allies in within the radius are affected, and all undead in the radius take damage.
- **8th level:** Glorious Aura which grants a +2 bonus on turning checks and adds an additional +1d6 on the turning damage roll (this stacks with the Glory Domain granted power if possessed).
- **10th level:** Righteous Aura which grants all allies in the radius an extra attack against undead, a +3 to hit and damage rolls against undead, and a +3 caster level for purposes of overcoming spell resistance against undead.

Deity's Weapon Specialization: At 3rd level, an Undead Slayer gains the Weapon Specialization feat with her deity's favored weapon, even if she doesn't meet the requirements for this feat.

Favored Enemy; Undead (Ex): At 3rd level, a Slayer designates undead as her chosen foe. Due to her extensive study on her chosen type of foe and training in the proper techniques for combating such creatures, the Slayer gains a +3 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against undead. Likewise, she gets a +3 bonus on weapon damage rolls against such creatures. These bonuses increase to +6 at 6th level and to +9 at 9th level. These bonuses do not stack with a Ranger's Favored Enemy bonuses.

Ghost Warrior (Su): Beginning at 4th level, an Undead Slayer confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the Dungeon Master's Guide) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal undead, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal undead. This ability is only effective against undead opponents, not against other opponents with the ability to become incorporeal (naturally or magically).

Deity's Weapon Focus: At 5th level, an Undead Slayer gains the Greater Weapon Focus feat with her deity's favored weapon, even if she doesn't meet the requirements for this feat.

Bonus Domain: A Slayer who reaches 6th level is granted access to another of her deity's domains as a third cleric domain, or he can choose the Glory, Purification, or Sun domains, even if not normally part of her deity's domain list. She can use the granted power of the new domain, and he can choose from the spell lists of three domains when selecting her domain spells for the day. Those that do not utilize Domains normally (such as Paladins) will gain the Domain power as well as gain the benefit of adding 1st through 4th level spells of that domain to their spell list.

Deity's Weapon Mastery: At 7th level, an Undead Slayer gains the Greater Weapon Specialization feat with her deity's favored weapon, even if she doesn't meet the requirements for this feat.

Immunity to Possession (Ex): A Undead Slayer of 8th level or higher has immunity to magic jar, soul bind, trap the soul, a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via astral projection, if so desired.

Divine Retribution (Su): An Undead Slayer that reaches 9th level gains additional power in turning undead creatures facing them. These additional modifiers stack with all other modifiers previously granted. Divine Retribution grants the ability to Turn Undead as a Swift Action once per round, though at a -3 to both the turning check as well as the turning damage roll, and uses 2 of her turn attempts for the day. This aspect of Divine Retribution does not have to be used and must be declared as being used as a Free Action prior to any rolls being made. Finally, Divine Retribution allows the Slayer to use one daily use of her Turn Undead ability to cast the Ghost Trap spell (Spell Compendium).

Verdant Watcher *(Special thanks to Caesar Camacho who supplied the inspiration for this Prestige Class).*

Many races most at home in the wilderness have members of their society that serve as the eyes and ears of their people in the surrounding lands. These Verdant Watchers stalk interlopers, ensuring they do no harm to their lands, and take swift action when required.

ENTRY REQUIREMENTS

Race: Any with a tribal culture or who live in harmony with nature.

Class: ECL 10.

Alignment: Any.

Skills: Hide (8 Ranks), Move Silently (8 Ranks), Sense Motive (5 Ranks), and Survival (5 Ranks).

Misc: Must take the Wilderness Rogue variant from above under Classes. Must have a Skirmish of +5d6.

GAME RULE INFORMATION

Watchers have the following game statistics.

Abilities: Dexterity and Wisdom form the backbone of skills that make up what it means to be a Verdant Watcher. A higher than average Strength is also desirable for some of the other skills utilized by the Watchers.

Hit Die: d6.

Starting Gold: N/A.

CLASS SKILLS

A Verdant Watcher's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points per Level: 6 + Int modifier.

Level	BAB	Saves			Special	Fast Move	Spells/Day			
		Fort	Ref	Will			1	2	3	4
1	+1	+1	+1	+1	Woodland Stride; Skirmish +1d6	+10'	1	0	-	-
2	+2	+1	+1	+1	Swift Tracker	-	2	1	0	-
3	+3	+1	+2	+1	Camouflage; Skirmish +2d6	-	2	2	1	0
4	+4	+2	+2	+2	Improved Evasion; Nature's Embrace 1/Day	-	3	2	2	1
5	+5	+2	+3	+2	Skirmish +3d6	+20'	3	3	2	2
6	+6/+1	+2	+3	+2	Eyes of the Wild 1/Day; Hide in Plain Sight (Nature)	-	4	3	3	2
7	+7/+2	+3	+4	+3	Skirmish +4d6; Nature's Embrace 2/Day	-	4	4	3	3
8	+8/+3	+3	+4	+3	Eyes of the Wild 2/Day	-	5	4	4	3
9	+9/+4	+3	+5	+3	Skirmish +5d6; Hide in Plain Sight (Any)	+30'	5	5	4	4
10	+10/+5	+4	+5	+4	Eyes of the Wild 3/Day; Nature's Embrace 3/Day	-	6	5	5	4

CLASS FEATURES

Weapon and Armor Proficiency: The Verdant Watcher gains no additional weapon or armor proficiencies beyond those gained from previous classes.

Spells (Su): A Verdant Watcher casts divine spells drawn from a very limited spell list. A Verdant Watcher must choose and prepare her spells in advance (see below). To prepare or cast a spell, the Watcher must have a Wisdom score equal to at least 10 + the spell level (Wis 10 for 0-level spells, Wis 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a Watcher's spell is 10 + the spell level + the Watcher's Wisdom modifier. Like other spellcasters, a Watcher can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 7: Verdant Watcher. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, PHB). She does not have access to any domain spells or granted powers, as a cleric does. A Watcher prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A Watcher may prepare and cast any spell on the Verdant Watcher spell list (see below), provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Fast Movement (Ex): At 1st level, the Verdant Watcher gains +10' per round Fast Movement. This goes up at 5th and 9th levels by an additional +10' per round.

Woodland Stride (Ex): At 1st level, the Verdant Watcher may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Skirmish (Ex): At 1st level, the Verdant Watcher gains a +1d6 to their Skirmish ability. This increases every other level (3, 5, 7, and 9).

Swift Tracker (Ex): At 2nd level, the Verdant Watcher can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Camouflage (Ex): At 3rd level, the Verdant Watcher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Improved Evasion (Ex): At 4th level, the Verdant Watcher gains Improved Evasion. This ability works like evasion, except that while the Watcher still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, henceforth she henceforth takes only half damage on a failed save. A helpless Watcher (such as one who is unconscious or paralysed) does not gain the benefit of improved evasion.

Nature's Embrace (Su): At 4th level, the Verdant Watcher gains an almost supernatural ability to completely disappear in a wilderness setting. Treat this ability as if the Verdant Watcher were under the effects of an Invisibility spell, but one which will only work in a wilderness setting, and cast by a caster of a level equal to the Watcher's class level. At 7th level, the Verdant Watcher may use this ability two times per day, and at 10th he may use this ability three times per day.

Trackless Step (Ex): At 5th level, the Verdant Watcher leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Eyes of the Wild (Su): At 6th level, the Verdant Watcher gains a mystical sense of the world around him, able to discern the slightest issues in the things he views. Treat this ability as if the Watcher were under the True Seeing spell which only works in a wilderness setting and is cast by a caster of a level equal to the Watcher's class level.

Hide in Plain Sight (Ex): At 6th level, the Verdant Watcher can use the Hide skill even while being observed as a Rogue, but only in a nature environment. At 9th level, this ability is able to be used in any environment.

Verdant Watcher Spell List

Zero Level – Create Water, Detect Magic, Flare, Know Direction, Light, Purify Food and Drink, Resistance.

1st Level – Calm Animals, Cure Light Wounds, Detect Snares and Pits, Entangle, Faerie Fire, Hide from Animals, Obscuring Mist, Speak with Animals.

2nd Level – Animal Messenger, Barkskin, Delay Poison, Gust of Wind, Hold Animal, Resist Energy, Lesser Restoration, Spider Climb, Wood Shape.

3rd Level – Cure Moderate Wounds, Dominate Animal, Meld into Stone, Neutralize Poison, Protection from Energy, Quench, Speak with Plants, Water Breathing.



CHAPTER 5: SKILLS & FEATS

Presented in this Chapter are new Skill rulings and Feats available for characters on Solinar. From time to time this Chapter may be updated with additional new Feats and Skill rulings as players like yourself help to build Solinar into a living, breathing entity.

SKILLS

As with anything, there are rulings and adjustments that need to be made for different portions of creating a Dungeons & Dragons™ Character on Solinar. They are below:

Skill Adjustments

Open Lock and Disable Device is hereby a combined skill. Kept separate originally as a legacy from 2nd Edition AD&D, the two skills make sense to combine into one skill. For current characters, combine the two scores together. For future characters, only Disable Device is had, thus negating the need to combine them.

Skill Tricks

Skill tricks, as presented in the Complete Scoundrel, are allowed within Solinar of course. Below are a couple unique Skill Tricks for use in your campaign:

False Caster (Manipulation)

Some Classes have abilities that can seem like magic to the common folk or people that do not know a lot about the Class. Some of these Classes (such as the Beguiler and Ninja for example) are secretive and do not wish others to know of them. This Skill Trick allows an individual to pretend that a supernatural ability they possess is actually a spell being cast.

Prerequisites: Perform 5 ranks, Sleight of Hand or Bluff 5 ranks.

Benefits: Whenever you perform a supernatural ability of your Class, you may pretend it is actually a spell you are casting with a successful DC 15 Perform Check. If any casters are present and you wish to make them think the same, the DC raises to 20 and becomes a Bluff or Sleight of Hand Check. Both checks are modified by your CHA bonus, and enjoy a +2 to the roll if you have 5 ranks of Disguise as well.

BACKGROUND FEATS

Background Feats represent the skills, abilities, or minor powers developed by a character before the call of adventure hit them. Each character of Solinar chooses one of the Feats presented below at first level. This Feat is in addition to any other Feats the character may have. As these Feats are above and beyond the norm, it is understandable that they are not very powerful, yet they help tie together a character's history and bring something useful from it instead of just a story. This tangible reward can be of great benefit for a player character but should be chosen to help flesh out a character's background, not what's most beneficial to a character of a given class or to address a 1st level character's weaknesses.

Arcane Schooling

In your homeland, all who show some skill at magic may receive training as spellcasters. Thus, many characters know something of the ways of the bard, the sorcerer, or the wizard.

Restrictions: You must have grown up in a city which has a school of magic, such as Dragon's Fury, Netal, Trademeet, or similar locations.

Benefit: Choose one arcane spellcasting class (bard, sorcerer, or wizard). You can activate spell trigger magic items as if you had 1 level in the selected class. The selected class also becomes a favored class for you in addition to any other favored class you have or select. For example, a multiclass human fighter/rogue who selects wizard for this feat could add levels of wizard without taking any experience penalty for multiclassing in three classes.

Artist

Your people are renowned for their skill at story and song.

Restrictions: Must be Elven, Gnomish, or from one of the Barbarian Tribes who maintain a strong tradition for oral histories.

Benefit: You gain a +2 bonus on all Perform checks and on checks with one Craft skill that involves art, such as calligraphy, painting, sculpture, or weaving. In addition, if you have the bardic music ability, you may use it three additional times per day. For example, a 3rd-level bard with this feat could use her bardic music ability six times per day.

Axethrower

You grew up in a region where the axe is one of your most popular weapons.

Restrictions: Must be Dwarven or from one of the Barbarian Tribes

Benefits: When you make a ranged attack with a thrown weapon, you may add your Strength bonus instead of your Dexterity bonus with the attack roll.

Blacksmith Apprentice

You grew up the child of a smith, learning the forge, or you grew up to be an apprentice for a smith.

Restrictions: None.

Benefits: Gain ER2 (Fire), +2 to Craft (pick a smithing type) checks, and a +1 to Fortitude Saves.

Blooded

You know what it means to fight for your life, and you understand the value of quick wits and quicker reactions when blades are bared and deadly spells are chanted.

Restrictions: None.

Benefits: Gain +2 on Initiatives, +2 on Spot checks, and can't be Shaken.

Born Leader

Restrictions: Cha 14

Benefits: You add 1/2 of your CHA bonus to diplomacy checks (min +1) again. In addition anyone that would be indifferent to you begins as friendly instead.

Bullheaded

The stubbornness and determination of your kind are legendary. You are exceptionally headstrong and difficult to sway from your course.

Restrictions: Dwarf, Half-Orc, resident of a frontier town growing up.

Benefits: Gain +1 to Will Saves, you cannot be Shaken, and you ignore the effects of the shaken condition.

Cosmopolitan

You've been lied to more times than you can count. This history has made you intimately aware of the double-talk, deceit and guile of many city-folk of the world.

Restrictions: Grew up in a city.

Benefit: Gain a +2 to Bluff, Gather Information, and Sense Motive checks.

Dauntless

You can stand up to greater punishment than most and still keep on going.

Restrictions: None.

Benefits: Gain a +1 to Fortitude Saves, +5 Hit Points (one time), and +2 to Survival checks.

Daylight Adaptation

You have grown accustomed to the usually painful sunlight of the surface world.

Restrictions: Deep Dwarf, Dark Elf, resident of the Black growing up.

Benefits: Unlike other members of your race, you are not dazzled or blinded by exposure to bright light or sunlight. However spells or effects that affect all creatures regardless of race, such as Sunbeam or Sunburst spell, still affect you normally.

Desert Bred

You grew up in one of the desert regions of Solinar, learning to survive in a very harsh climate.

Restrictions: Resident of a desert region growing up.

Benefits: Gain a +4 to Survival checks in a desert region, ER2 (Fire), and a +1 to Fortitude Saves.

Discipline

Your people are known for their focus and sometimes single-minded determination and clarity of purpose.

Restrictions: Dwarf, Elf, Gnome or Dragon Islander.

Benefits: You gain a +2 to Will Saves and Concentration Checks.

Farmer

You grew up the child of a farmer or herbalist, learning the seasons and the plants.

Restrictions: None.

Benefits: Gain a +2 to Handle Animal, Knowledge (Nature) and Profession (Farmer) checks. Knowledge (Nature) becomes a class skill regardless of whether or not it usually is.

Fisherman

You grew up the child of a fisherman or grew up near a body of water from which your family made their livings.

Restrictions: Resident of a town or village near a body of water.

Benefits: Gain a +2 to Rope Use, Profession (Sailor/Fisherman), and Swim checks. Swim becomes a class skill regardless of whether or not it usually is.

Fleet of Foot

You are light on your feet, moving quicker than others of your kind.

Restrictions: Elven, Half-Elven, or Dragon Islander

Benefits: When wearing up to Light Armor, you have a +10' Round movement speed.

Foe Hunter

In a land threatened by fierce raiders, you have learned to fight effectively against certain foes. You know their ways and how to beat them.

Restrictions: None.

Benefit: You acquire a favored enemy. This benefit functions like the ranger class feature of the same name, except that the exact type of creature you oppose is determined by your home region. See the DM for information.

Forester

You grew up in a frontier town or village and tended to run wild in the nearby woodlands, enjoying yourself and learning about the natural world around you.

Restrictions: Resident of a frontier town growing up.

Benefits: Gain a +1 on Hide, Listen, Move Silently and Spot checks. These become +3 when you are in a forested terrain.

High Education

You have grown up with access to higher education, something lacked by most others.

Restrictions: Resident of a city or town which has a school or is the apprentice of a scribe, mage, or something of the like.

Benefits: Gain +2 to two Knowledge skills of your choice. Additionally, all Knowledge skills are considered class skills regardless of whether or not they usually are.

Horsemen

Your people are known for their horsemanship abilities, either from breeding them for a living or because you are from one of the horse tribes of Barbarians.

Restrictions: Barbarian or your family were horse breeders.

Benefits: You gain the Riding skill whether it is an In-Class skill or not, and you may take a 10 on riding checks, even if you are rushed or threatened. Additionally, you gain proficiency in the Short Bow and may fire it from horseback, even at a full charge with a successful Ride check.

Hunter

You grew up in a frontier town or village and had to hunt in order to put food on your family's table.

Restrictions: Resident of a frontier town growing up.

Benefits: You gain the Survival and Knowledge (Nature) skills whether or not they are In-Class skills.

Magic in the Blood

You have a knack for getting the most out of your innate magical abilities. You can use them more often than others of your race can.

Restrictions: Must have an innate magical ability from your race.

Benefit: You can use your racial spell-like abilities more often than you otherwise could. Any ability that is otherwise usable once per day is now usable three times per day.

Merchant's Child

You grew up the child of a merchant and learned the "tricks of the trade" as it were to mercantile ventures.

Restrictions: Resident of a city growing up.

Benefits: Gain +2 to Appraise checks, able to sell items at 75% of their listed price, 1/month buy one item at 75% offered price.

Militia Training

Your people relied on a well-trained militia force to protect themselves, and you have undergone the basic militia training provided to teenaged members of the society.

Restrictions: Elf, Half-Elf, Half-Orc (either), Human, or from a frontier town.

Benefits: You gain proficiency with all simple or martial weapons (chose one).

Mind over Body

The aesthetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

Restrictions: Must be from the Dragon Isles or Shi Jin.

Benefits: At 1st level, you may use your Intelligence or Charisma modifier (your choice) to determine your bonus hit points. For all subsequent levels, you use your Constitution modifier, as normal. In addition, you gain +1 hit point every time you learn a metamagic feat. Furthermore, if you can cast arcane spells, you get a +1 insight bonus to Armor Class.

Nomad

Your people were wanderers, never settling in one place for more than a season, following the herds of animals that served as your primary source of food.

Restrictions: Elf or Barbarian.

Benefits: You gain the Riding skill whether it is an In-Class skill or not, and you may take a 10 on riding checks, even if you are rushed or threatened. Additionally, you gain proficiency in the Short Bow and may fire it from horseback, even at a full charge with a successful Ride check.

Silver Palm

Your culture is based on haggling and the art of the deal.

Restrictions: Must be from Netal, Vec'Tilo, the Empire of Nephidia, the Dragon Isles or Shi Jin.

Benefits: You gain a +2 bonus on all Appraise, Bluff, and Sense Motive checks.

Skilled Laborer

While growing up, or before becoming an adventurer, you performed labor as a crafter. No longer an apprentice, or coming to the end of your apprenticeship, you have worked hard to master your craft.

Restrictions: Must be from a city.

Benefits: You add 1/2 your character level (ECL) to checks of a chosen Craft skill. This skill is always considered a class skill for you. Additionally, as long as you have used the skill during the previous level, you gain 1 skill point for this skill per level.

Spellwise

You grew up in a land or city where magic is highly prevalent, giving you a better understanding of Arcane forces, even if you aren't a spell caster yourself.

Restrictions: Elf, Half-Elf, or from Nephidia, Trademeet, Dragon's Fury or Xulin.

Benefits: You gain a +2 to Knowledge (Arcana) checks, gain this skill as an In-Class skill even if it isn't normally one and a +2 to saves vs. Illusions.

Stormheart

The sea is in your blood. You are no stranger to sea chases and blood on the decks.

Restrictions: None.

Benefit: You gain a +2 bonus on Balance and Profession (Sailor) checks. You may ignore any hampered movement penalties for fighting on pitching or slippery decks, and you gain a +1 dodge bonus to Armor Class during any fight that takes place on or in a boat or ship.

Street Smart

You know how to keep informed, ask questions, and interact with the criminal underworld without raising suspicions or getting yourself knifed for your troubles.

Restrictions: From a large city growing up.

Benefits: You gain a +2 to Gather Information and Sense Motive checks. Additionally, you gain a contact in the criminal underworld that can serve as a source of information, or as a fence (chose one).

Street Urchin

You grew up on the streets, scrapping by for a living and stealing what you could not legally procure.

Restrictions: From a large city growing up.

Benefits: You gain a +2 to Move Silently, Hide, and Sleight of Hand checks, and these skills are considered In-Class skills even if they are not normally.

Wizard's Apprentice

You grew up with a natural inclination to the Arcane, and seeing your natural aptitude, apprenticed to a local magic-user for a time.

Restrictions: INT or CHA of a 12 and either an Elf or from a town or city which has a magic-user in residence.

Benefits: You gain three 0-Level Cantrips you may cast per day in addition to any other spells you may cast. Additionally, you gain a +2 on Knowledge (Arcana) checks and it is considered to be an In-Class skill even if it usually is not.

NEW FEATS

The Feats listed in this section are either brand new or are taken from other material and consolidated here. These are not common Feats.

Note on Metashadow Feats

Just as other casters enhance their spells through metamagic, so mystery users can manipulate their castings with metashadow feats. While metamagic feats increase the casting time of a spell to a full round when attached to spontaneously cast spells, this is not always the case with metashadow feats. Metashadow feats function identically to metamagic feats in all ways not specifically contradicted herein. A metashadow feat improves a mystery regardless of whether it is cast as a spell, activated as a spell-like ability, or used as a supernatural ability. The exception to this rule is Still Mystery, which only affects a mystery cast as a spell.

Ability Enhancer [General]

Your helpful transmutation spells aid you more than normal.

Prerequisite: Spell Focus (transmutation).

Benefit: Any transmutation spell you cast that enhances ability scores increases the ability scores by +2 more than it normally does. For example, casting bull's strength with this feat grants the subject a +6 enhancement bonus to Strength, instead of the usual +4 enhancement bonus.

Allied Defense [General]

You are good at protecting nearby allies.

Requirements: Combat Expertise.

Description: Whenever you use Combat Expertise to gain a bonus to Armor Class, any adjacent ally gains the same bonus.

Normal: The Combat Expertise feat only grants you an Armor Class bonus.

Artifact Gnome Feats – Adamantine Body

At the cost of mobility and making spellcasting extremely difficult, the Artifact Gnome has encased his new body in Adamantine.

Prerequisites: Artifact Gnome Only, 1st Level Only

Benefits: Your armor bonus is increased to a +8, you have DR 2/Adamantine, and you are considered to be wearing Heavy Armor.

Normal: Without this Feat, your character only has a +2 to your Armor bonus.

Drawbacks: If you choose this Feat, the following takes effect in addition to the Benefits above -

- Your base land speed is reduced to 20 feet per round.
- You have a maximum DEX bonus to AC of a +1.
- You are no longer able to cast Druidic Spells (if you could before).
- You suffer a -5 to skill checks that armor penalties usually apply to.
- You have a 35% Arcane Spell Failure.

Artifact Gnome Feats – Adamantine Fluidity

Your movements are smoother and more fluid than those of other Artifact Gnomes.

Prerequisites: Artifact Gnome Only, Adamantine Body

Benefits: Your maximum DEX bonus is increased by +1. In addition, the armor check penalties to skill checks that armor penalties apply to is reduced by -1.

Special: This feat can be taken up to two times.

Artifact Gnome Feats - Cold Iron Tracery

Cold-forged iron that runs through your body allows you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.

Prerequisites: Artifact Gnomes

Benefit: Your natural weapons and grapple checks made to deal damage are treated as cold iron weapons for the purpose of overcoming damage reduction. You also gain a +1 bonus on Will saves against spells and spell-like abilities.

Artifact Gnome Feats – Construct Lock

Your knowledge of construct nature allows you to deal extra damage to or even immobilize such foes.

Prerequisites: Artifact Gnome, base attack bonus +2.

Benefit: You gain a +2 bonus on damage rolls against creatures with the construct type (including living constructs). If you roll a critical threat against a construct, you can forego the confirmation roll to make another attack roll using the same modifier. If this second attack also hits and deals at least 1 point of damage, the construct must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Con modifier) or be rendered immobile and helpless for 1 round (as if it had been paralyzed).

Special: If you spend an action point to improve an attack roll against a construct and hit with the attack, the attack roll is automatically considered to be a critical threat regardless of the number rolled on the die.

Artifact Gnome Feats – Improved Resiliency

You gain a construct's resistance to nonlethal damage.

Prerequisite: Artifact Gnomes

Benefit: You are immune to nonlethal damage but lose the ability to benefit from regeneration or fast healing, even if you would gain those qualities through magic or the application of a template.

Artifact Gnome Feats – Ironwood Body

Your body is crafted with a layer of hard ironwood that cushions blows.

Prerequisites: Artifact Gnomes, 1st level only.

Benefit: Your armor bonus increases to +3 and you gain damage reduction 2/slashing. You are considered to be wearing light armor, and have a +4 maximum Dexterity bonus to AC, a –3 penalty on all skill checks to which armor check penalties apply (Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble), and an arcane spell failure chance of 20%.

Normal: Without this feat, your Artifact Gnomes character has an armor bonus of +2.

Special: Unlike most feats, this feat must be taken at 1st level during character creation. An Artifact Gnomes with this feat who then takes Improved Damage Reduction (see page 55 of the *EBERRON Campaign Setting*) can choose to gain damage reduction 1/adamantine or improve the damage reduction granted by this feat by 2. Unlike the Adamantine Body and Mithral Body feats, Artifact Gnomes druids who take this feat can cast druid spells and use the druid's supernatural and spell-like abilities.

Artifact Gnome Feats – Jaws Of Death

Gnashing teeth and a powerful set of jaws allow you to bite foes.

Prerequisite: Artifact Gnomes.

Benefit: You have a bite attack that deals 1d6 points of damage (for a Medium Artifact Gnomes). Your bite is treated as a secondary natural weapon (–5 penalty on your attack roll and you apply only 1/2 your Strength bonus on damage rolls). For Artifact Gnomes larger or smaller than Medium (or if you are subject to an effect that increases your size), see Table 5–1 on page 296 of the *Monster Manual* for bite damage.

Artifact Gnome Feats – Mithral Body

At the cost of mobility and making spellcasting extremely difficult, the Artifact Gnome has encased his new body in Adamantine.

Prerequisites: Artifact Gnome Only, 1st Level Only

Benefits: Your armor bonus is increased to a +5 and you are considered to be wearing Light Armor.

Normal: Without this Feat, your character only has a +2 to your Armor bonus.

Drawbacks: If you choose this Feat, the following takes effect in addition to the Benefits above -

- You have a maximum DEX bonus to AC of a +5.
- You are no longer able to cast Druidic Spells (if you could before).
- You suffer a -2 to skill checks that armor penalties usually apply to.
- You have a 15% Arcane Spell Failure.

Artifact Gnome Feats – Mithral Fluidity

Your movements are smoother and more fluid than those of other Artifact Gnomes.

Prerequisites: Artifact Gnome Only, Mithral Body

Benefits: Your maximum DEX bonus is increased by +1. In addition, the armor check penalties to skill checks that armor penalties apply to is now a -1.

Special: This feat can be taken up to two times.

Artifact Gnome Feats – Overload Metabolism

You can heal damage at a cost to your other physical attributes.

Prerequisite: Artifact Gnome, STR 13, CON 13

Benefit: Once per day, as a Standard Action, you can excite your metabolism to heal a number of hit points equal to 5 + your HD.

Doing this incurs a -2 penalty to your STR and DEX scores for 10 minutes. If you are unconscious and have not yet used this ability, any infusion that targets you automatically activates it.

Artifact Gnome Feats – Second Slam

You have learned to use your form to the utmost and can make two slam attacks.

Prerequisites: Artifact Gnome, base attack bonus +6.

Benefit: You can deliver a second slam in any round in which you make a full attack that includes a slam attack. The second slam uses your highest attack bonus with a -5 penalty, and deals your normal slam attack damage.

Special: A fighter can select Second Slam as one of his fighter bonus feats.

Artifact Gnome Feats – Shocking Fist

Your slam attack can deal a shock.

Prerequisite: Artifact Gnome, Base Attack Bonus of a +3

Benefit: As a Free Action, you can channel some of your life force into a slam attack. You must declare that you are using this Feat before you make your attack roll. When you use this Feat, you deal damage to yourself (any amount equal to or less than your Base Attack Bonus). If the attack hits, you deal 1d4 points of electricity damage to the target per point of damage you dealt to yourself.

For example, if you dealt 3 points of damage to yourself, a successful attack would deal an extra 3d4 points of electricity damage. If the attack misses, the attempt is wasted, but you still take the damage. You can attempt a shocking fist attack any number of times per day, but only once per round.

Artifact Gnome Feats – Silver Tracery

Alchemical silver tracery covers your body, allowing you to overcome the supernatural defenses of certain creatures and protecting against some magical attacks.

Prerequisite: Artifact Gnome

Benefit: Your natural weapons and your grapple checks made to deal damage are treated as silvered weapons for the purpose of overcoming damage reduction. As well, you gain a +1 bonus on Fortitude saves against spells and spell-like abilities.

Artifact Gnome Feats – Spiked Body

Your body is overlaid with hundreds of protruding spikes that can deal great damage to foes.

Prerequisite: Artifact Gnome

Benefit: You deal extra piercing damage on a successful grapple attack as if you were wearing armor spikes (1d6 points for a Medium Artifact Gnome). Though your slam attack deals no extra damage, the damage it deals is treated as both bludgeoning and piercing damage. The effect of this feat doesn't stack with equipment or abilities (such as the Artifact Gnome juggernaut's armor spikes; see page 84 of the EBERRON Campaign Setting) that provide similar benefits.

Artifact Gnome Feats – Unarmored Body

Your body is crafted without its normal layer of armor, trading off physical strength for magical potential.

Prerequisites: Artifact Gnome, 1st level only.

Benefit: You lose the normal +2 armor bonus and light fortification common to Artifact Gnome characters, but you have no inherent chance of arcane spell failure and can wear armor or magic robes and gain their full effects.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. If you later select any Artifact Gnome feat that grants or adjusts an armor bonus or damage reduction, you lose this feat and all its effects.

Astral Tracking [General]

You can follow tracks across the featureless wastes of the Astral Plane. In addition, you can try to determine the destination of a creature that has used a teleport spell or effect.

Prerequisites: Knowledge (the planes) 11 ranks, Spellcraft 8 ranks, Survival 10 ranks, Track.

Benefit: You can attempt to track a creature normally, even through the featureless wastes of the Astral Plane (base Survival DC 25). In addition, when standing at the location (on any plane) from which a creature departed by means of a teleportation spell or effect, you can determine its destination with a successful DC 30 Survival check. If you have your own means of teleportation, you can then teleport to that location as though you had viewed it once.

Avenging Strike

Your strength of will and strong sense of justice allow you to smite your foes.

Prerequisite: Any good alignment

Benefit: As a Swift Action, you can channel the power of your faith and energy to enhance a single attack to make. This translates to gaining a bonus to hit and damage equal to your Charisma bonus (if any). This may only be done against Evil-aligned Outsiders or Undead creatures. A character can use this ability a number of times per day equal to their Charisma bonus.

Bend Spell [Metamagic]

Cover does little to reduce the effectiveness of your spells.

Benefit: You reduce all benefits from cover for creatures affected by one of your spells. Target creatures gain no cover bonuses to Armor Class against a bent spell, and any saving throws made by creatures in its area of effect gain no cover bonuses. This feat does not allow your spell to affect any target that would not normally be affected (for example, a target with total cover still cannot be affected). A bent spell uses up a slot one level higher than the spell's actual level.

Braced For Charge [General]

When receiving a charge, you know how to strike where it truly hurts.

Prerequisite: Base attack bonus +1.

Benefit: You can ready an action to set any pole arm against a charge. This attack deals double damage on a successful hit against a charging character. This feat grants no bonus to weapons that already grant double damage when set against a charge.

Normal: Only specific weapons deal double damage when readied against a charge.

Special: A fighter may select Braced for Charge as one of his fighter bonus feats.

Cautious Attack

When you take your time in combat, you quickly assess the flow of battle to respond rapidly to threats.

Requirements: Wis 13, Dodge.

Description: Whenever you ready a standard action to attack, you gain a +1 dodge bonus to AC. This bonus lasts until you take the readied action, or until the start of your next turn, whichever comes first.

Charming [General]

You are particularly convincing when attempting to command targets of your mind-affecting spells.

Prerequisites: Cha 13, Negotiator.

Benefit: When you make a Charisma check to exert control over the target of a mind-affecting spell you cast, you gain a +3 bonus on this roll. This applies to checks to convince the target of a spell from the charm person spell chain to take an action it normally wouldn't, as well as to opposed Charisma checks made by two casters whose spells affect the same target and who give it conflicting orders.

Circle Master [General]

You have mastered the techniques of the master's wheel and can focus on multiple opponents at once.

Prerequisites: Concentration 4 ranks, Circle Student, Dodge, base attack bonus +8.

Benefit: Your bonus on attack and to AC against the target of your Circle Student feat increases to +2.

Special: A fighter may select Circle Master as one of his fighter bonus feats.

Circle Student [General]

You have been trained in a master's wheel, a form of fencing instruction that grants you focus and control.

Prerequisites: Concentration 2 ranks, Dodge, base attack bonus +4.

Benefit: By focusing your perceptions on only one opponent, you reap benefits at the cost of your ability to defend against the attacks of others. When in melee with the foe you designate as the focus of your Dodge feat, you may choose to gain an additional +1 dodge bonus to your Armor Class from attacks made by that creature and a +1 competence bonus on attack rolls against that foe.

Unfortunately, during that round you take a -2 penalty to your AC against attacks by any other creature.

Special: A fighter may select Circle Student as one of his fighter bonus feats.

City Magic [Metamagic]

You can use the city itself to shape and enhance your spellcasting.

Prerequisite: Caster level 3rd

Benefit: You can modify any damaging spell you cast to incorporate the urban environment. When casting an offensive spell with an energy subtype—acid, cold, electricity, fire, or sonic—you can invest the spell with a portion of the city’s spirit. In most cases, this investment is gritty and spectacular, drawing dirt, gravel, nails, and other nearby detritus into the spell effect. In other cases, the investiture is much more subtle, often merely changing the look of the spell. Only half the damage from a spell with the appropriate subtype is considered energy damage, and is thus subject to resistances or immunities. The remainder comes from the city itself, and is not subject to spell or energy resistances or immunities. This investiture only occurs for spells cast within urban environments, defined as any area above the size of a small town (DMG 137). For example, a wizard uses City Magic to cast a fireball at a creature with resistance to fire 15. The damage roll is 20, half of it fire damage and half “city.” Thus, the target takes 10 points of “city” damage instead of 5 points of fire damage. This feat is useless to spellcasters who cast their spells in a nonurban environment as defined above. A spell modified using the City Magic feat uses a spell slot of the spell’s normal level.

Combat Charm [General]

Your charm spells are equally effective in combat and noncombat situations.

Prerequisites: Wis 13.

Benefit: When casting a charm spell (such as charm animal, charm person, or charm monster) on a creature being threatened by you or your allies, it does not gain the usual +5 bonus on its save against the spell.

Commanding [General]

The targets of your compulsion spells find them difficult to resist.

Prerequisites: Cha 15, Persuasive.

Benefit: Add +1 to the Difficulty Class for all saving throws against your enchantment (compulsion) spells. This bonus stacks with the bonuses from Spell Focus (enchantment) and Greater Spell Focus (enchantment).

Cover Your Tracks [General]

You are good at masking your route, making it difficult for others to track you.

Requirements: Track.

Description: Add +5 to the DC to follow your tracks, or +10 if you move at half speed and hide your trail. You gain a +2 bonus on Hide checks.

Normal: Characters without this feat can move at half speed and hide their trail, adding +5 to the DC to follow their tracks.

Craft Scepter [Item Creation]

You know the secret of creating magic scepters, devices that can contain much more powerful spells than a magic wand can.

Requirements: Knowledge (history) 4 ranks, caster level 9th.

Description: You can create a scepter that holds any spell of 7th level or lower that you know. Unlike a magic wand, a scepter can contain up to two spells, each of which has a cost in charges to use. Both spell effects draw from a common pool of charges, so they can be used in any combination. Crafting a scepter takes one day for each 1,000gp in its base price. The base price of a scepter is its caster level × the spell level × 750gp for the highest-level spell included, plus the caster level × the spell level × 375gp for the second spell, if any. To craft a scepter, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this amount. A newly created scepter has 50 charges. Any scepter that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty units of the material component or pay fifty times the XP cost.

Cutpurse [General]

You are able to pick the pockets of your melee opponents.

Prerequisites: Sleight of Hand 5 ranks, Improved Unarmed Strike.

Benefit: While engaged in combat, you may attempt to use the Sleight of Hand skill to pickpocket an enemy without provoking an attack of opportunity. This feat allows you to disguise your Sleight of Hand attempts as combat maneuvers.

Normal: Using Sleight of Hand in melee provokes an attack of opportunity.

Divine Intercession [Divine]

You can channel divine energy to remove yourself from a dangerous situation.

Requirements: Turn or rebuke undead, Travel or Trickery domain.

Description: You can spend three turn or rebuke undead attempts to teleport to any point up to 30 feet away within line of sight. This effect functions as dimension door, except that you can’t bring along other creatures.

Dead Eye [General]

Your precision with ranged weapons translates into more telling strikes than you could normally make.

Prerequisites: Dex 17, Point Blank Shot, Weapon Focus (any ranged weapon), base attack bonus +14.

Benefit: You may add your Dexterity bonus on damage rolls made with ranged weapons for which you have the Weapon Focus feat, so long as the target is within 30 feet.

Special: Dead Eye does not increase the damage dealt to creatures immune to critical hits. A fighter may select Dead Eye as one of his fighter bonus feats.

Deceptive Dodge [General]

You can assume a defensive posture that allows you to redirect melee attacks made against you.

Prerequisite: Dex 13, Int 13, Dodge, Expertise, base attack bonus +4.

Benefit: When a melee attack by your dodge target (as per the Dodge feat) misses you while you are fighting defensively, that attack has a chance to strike another target of your choice that is both adjacent to you and within the attacker's reach. The attacker must make a new attack roll for the redirected attack, using the same modifiers applied to the missed attack. You may use this feat once per round. If there are no other targets adjacent to you and within the attacker's reach, you can't have attacks strike others.

Special: A fighter may select Deceptive Dodge as one of his fighter bonus feats.

Deceptive Spell [Metamagic]

You can cast spells that seem to come from somewhere other than where they should.

Benefit: A deceptive spell appears to come from any direction you choose. For instance, a magic missile might shoot from a nearby doorway, rather than from your own finger, or a lightning bolt might emerge from the floor rather than from you. You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You cannot apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot one level higher than the spell's actual level.

Divine Conduit [General]

You can lend your own divine power to a divine spellcaster of your faith.

Prerequisite: Cha 13, Divine Fervor, patron deity, ability to turn or rebuke undead.

Benefit: If you touch a divine spellcaster who worships the same deity as you, you can expend one or more daily uses of your turn undead ability to boost that character's spellcasting power with your own divine energy. Such a transfer requires a standard action. The touched character can apply a metamagic feat to the next spell he casts as a free action. The total level cost of the metamagic feat must be less than or equal to the number of turn undead uses you expended. Unused energy lasts 1 round before it fades. All divine energy transferred in this way is completely absorbed by the touched character and has no other effects. The caster must have access to the metamagic feat as normal. He applies it to the spell while he casts it via the energy you provided. He does not need to prepare the spell with the feat. You cannot use this ability to boost your own spellcasting talents. The spell your ally uses requires its normal casting time, making quickened spells useless with this ability.

Divine Fervor [General]

You can use divine energy to gain a temporary boost to an ability score.

Prerequisite: Patron deity.

Benefit: Once per day you can call upon your deity and gain a +2 bonus to any one ability score. The bonus lasts a number of rounds equal to 1 + your Charisma modifier (minimum 1 round).

Divine Vigor [Divine]

You can channel energy to increase your speed and vigor.

Requirements: Ability to Turn, Rebuke, or Command Undead

Description: As a standard action, spend one of your turn, rebuke, or command undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last for a number of minutes equal to your Charisma modifier.

Double Team [General]

When fighting with at least one ally who also possesses this feat, you can coordinate your attacks effectively and threaten your opponent's vital areas more easily.

Prerequisites: Combat Reflexes, base attack bonus +6.

Benefit: When you and an ally who also has this feat both threaten the same opponent with a melee weapon, the target is treated as flanked regardless of the positions of you and your ally. Targets normally immune to flanking are immune to the special flanking conditions created by this feat.

Special: A fighter may select Double Team as one of his fighter bonus feats.

Efficient Defender

You have learned to use new techniques and modifications to your armor to increase its protective ability.

Prerequisite: Heavy armor proficiency.

Benefit: When you wear light or medium armor, you gain 1 more point of armor bonus to your AC than that armor normally provides. For example, a suit of studded leather would have a +4 armor bonus rather than 3. However, because you must adjust and customize the armor to more effectively cover weak spots, it is also slightly more encumbering, increasing its armor check penalty by 1. You are not required to make use of this feat. You decide when donning the armor whether you wish to don it normally, or with this feat in effect.

Special: A fighter can select this feat as one of his bonus feats.

Elemental Theurgy [General]

You can combine alternative sources of power when using spells that contain the same elemental descriptor (air, earth, fire, or water).

Prerequisites: At least one elemental domain (Air, Earth, Fire, or Water), ability to cast arcane spells with the same elemental descriptor as your domain.

Benefit: Choose one of your elemental domains: Air, Earth, Fire, or Water. You can cast spells with the related spell descriptor as if your caster level was the sum of all spellcasting classes that grant spells of that elemental spell descriptor. The effect applies only to a single elemental descriptor chosen when the feat is taken. For example, a 5th-level cleric/3rd-level wizard with the Fire domain and this feat can cast any spell with the fire descriptor as an 8th-level caster. This does not affect your spells per day or spells known. It only increases your caster level when casting spells of the appropriate descriptor.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental domain and spell descriptor.

Empower Mystery [Metashadow]

You can cast mysteries to greater effect.

Prerequisites: Any metashadow feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any mystery you cast. All variable, numeric effects of an empowered mystery increase by one-half. Casting an empowered mystery is a full-round action.

Special: You can take this feat multiple times.

Enlarge Mystery [Metashadow]

You can cast mysteries farther than normal.

Benefit: Once per day, you can alter a mystery with a range of close, medium, or long to increase its range by 100%. This functions in most respects as the Enlarge Spell feat.

Special: You can take this feat multiple times.

Enspell Familiar [General]

You can cast spells on your familiar over a distance.

Prerequisites: Caster level 1st, ability to gain a familiar.

Benefit: You are always considered to be in contact with your familiar for the purpose of casting shared spells, as long as it is within 1 mile of you. Thus any spell you cast on yourself also affects your familiar.

Normal: The familiar must be within 5 feet of the caster at the time such a spell is cast.

Epic Companion

You are able to acquire a better companion.

Requirements: Animal Companion, Greater Animal Companion, Knowledge (Nature) – 15 Ranks, Handle Animal – 15 Ranks.

Description: Epic Companion allows Players to receive either animal intelligence creatures or human-like intelligent creatures as their animal companions. All creatures that present themselves to the Player are chosen by the DM specifically and are not subject to rolls. All such Epic Companions are of higher statistics than more common members of that species.

Evasive Reflexes

When an opponent gives you an opening in combat, you know how to slip away if desired.

Prerequisites: DEX 13

Benefit: When an opponent gives you a chance to make an attack of opportunity, you can instead choose to immediately take a 5' Step... even if one has been done already.

Special: Evasive Reflexes can be used in place of Combat Reflexes to qualify for a feat, prestige class, or other special ability. You CAN take both this feat and Combat Reflexes if you choose.

Extend Mystery [Metashadow]

You can cast mysteries that last longer than normal.

Benefit: Once per day, you can apply the effect of the Extend Mystery feat to any mystery you cast. An extended mystery lasts twice as long as normal. Casting an extended mystery is a full-round action.

Special: You can take this feat multiple times.

Extra Contacts

You make connections and alliances easily.

Prerequisite: Cha 11.

Benefit: Your maximum number of contacts increases by four.

Normal: Without this feat, a character is normally limited to a number of contacts equal to his Charisma modifier (minimum 1).

Special: You can take the Extra Contacts feat multiple times. Its effects stack. Each time you take the feat, you add another four to your maximum number of contacts.

Favored

You are an active and valued member of your guild, church, or other organization.

Prerequisites: Membership in a guild, church, or other organization. If selecting this feat for a church, you must also be a true member, not merely a congregant (as described on page 105).

Benefit: Select one of your organization's associated skills. As long as you remain a member of that organization, you gain a +2 competence bonus on checks made with that skill. Additionally, you gain one special benefit depending on your specific guild, church, or organization. These are described as "favored benefits" in the guild, organization, and church entries, beginning on page 84.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, you apply it to a different organization of which you are a member.

Favored Mystery [Metashadow Feat]

The mystery you choose becomes easier to cast.

Prerequisite: Ability to cast mysteries.

Benefit: Choose a mystery you know. You cast that mystery as a supernatural ability instead of a spell-like ability, or as a spell-like ability instead of as a spell. If you choose a mystery that you cast as a supernatural ability, or if you later gain the ability to cast that mystery as a supernatural ability, you gain an extra use of that mystery per day. This feat does not otherwise increase the number of times per day that you can cast the chosen mystery.

Special: You can take this feat multiple times. When you take the feat again, you can choose to affect the same mystery or a different one.

Favored Power Attack [General]

You can deal more damage to favored enemies.

Prerequisites: Power Attack, base attack +4, favored enemy.

Benefit: Chose one of your favored enemies. When you use the Power Attack feat against that favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you are using a two-handed weapon, add 3 times the number. The normal restrictions of the Power Attack feat apply.

Fell Energy Spell [Metamagic]

You add a dose of raw necromantic energy to your beneficial spells, making them especially effective for undead creatures.

Benefit: Any numerical bonus granted by a spell modified with this feat increases by +2 for all undead creatures it affects. This increase does not apply to factors such as range, save DC, healing, or other numerical factors relating to a spell. Only effects described as bonuses gain this benefit. A fell energy spell takes up a spell slot one level higher than the spell's actual level.

Flash Casting [General]

Your passion for magic manifests visibly when you cast a spell.

Prerequisite: Cha 13, ability to cast a spell with the fire or light descriptor.

Benefit: A fiery nimbus surrounds you whenever you cast a spell with the fire or light descriptor. This makes it almost impossible to hide while spellcasting, but it makes you difficult to look at as well. For 1 round after casting a fire or light spell creatures that attempt

to attack you take a -2 penalty on attack rolls. Creatures must be able to see you to be affected by Flash Casting, and creatures with Hindsight or creatures that cannot see are immune.

Greater Animal Companion

You are able to acquire a better companion.

Requirements: Animal Companion, Knowledge (Nature) 4 Ranks, Handle Animal 2 Ranks.

Description: A Druid with this Feat is able to attract an animal companion of one level group higher than his current level. For example, Arus the Fire Druid could attract a Wolverine as an animal companion at 1st Level instead of waiting for 4th Level.

Greater Path Focus [Metashadow Feat]

Choose a path of shadow magic to which you have already applied the Path Focus feat. Your mysteries of that path are now even more potent.

Prerequisite: Path Focus.

Benefit: You function at +1 caster level when casting mysteries of the path you select. Additionally, add +1 to the Difficulty Class of all saving throws against mysteries from that path. These bonuses stack with those granted by Path Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path to which you have applied the Path Focus feat.

Guided Spell [Metamagic]

Your spells zero in on a specific target.

Benefit: Only those spells delivered by a ranged touch attack can be guided. Choose a target within range before casting a guided spell. A guided spell ignores anything up to total cover and full concealment as it moves over, under, or around barriers, seeking that target. You do not check for miss chance due to concealment, and your foe does not gain an AC bonus due to cover. If a guided spell misses on its initial attack, it persists for a number of rounds equal to 1/3 your level (rounded down), making another ranged touch attack on your turn each round against that target until it hits or the guided duration ends. If the target or you move out of the range of the spell, if the target gains total cover or concealment from your position, or if the line of effect for the spell is blocked, the guided spell immediately ends. You do not need to concentrate on a guided spell while it is attacking. A guided spell uses up a spell slot three levels higher than the spell's actual level.

Haft Strike [General]

You have learned to fight with both ends of a pole arm.

Prerequisite: Two-Weapon Fighting.

Benefit: When wielding a pole arm two-handed you may choose to attack with the haft of the weapon. You may only perform this attack as part of a full-attack action. This additional attack is at your highest attack bonus and deals damage like a club of the same size as the pole arm. Although the haft does not possess any of the bonuses associated with the weapon (such as flaming), it does count as magic for the purposes of overcoming damage reduction if the weapon is enchanted. When using this feat, each attack you make in that round (the extra one and the normal ones) suffers a -2 penalty. You only receive half your Strength bonus on damage rolls with this attack. This feat cannot be used with a double weapon.

Normal: The haft of a non-double weapon is considered an improvised weapon and cannot be used as part of a full-attack action.

Special: A fighter may select Haft Strike as one of his fighter bonus feats.

Hammer Fist [General]

You are trained in an unarmed fighting style that emphasizes a two-handed strike.

Prerequisites: Str 13, Improved Unarmed Strike.

Benefit: You may make a single unarmed attack with both hands to add 1-1/2 your Strength bonus on the damage roll. This extra damage does not apply if you make a flurry of blows attack or if you are holding anything in either hand.

Special: A fighter may select Hammer Fist as one of his fighter bonus feats.

Heads Up [General]

You are capable of using the gaze attacks of a slain creature. Why should monsters have all the fun?

Prerequisite: Spell-like abilities or ability to cast arcane or divine spells.

Benefit: If you grasp the severed head of a creature with a gaze supernatural ability (such as the petrifying gaze of a medusa) within 1 hour of the creature being slain, you may use that creature's head to employ the slain creature's gaze supernatural ability as a standard action up to three times during the next 24 hours. After that time the head is rendered useless. Retrieving the head from a slain creature is a full-round action that provokes an attack of opportunity.

Hibernate [General]

When you sleep, you heal at an increased rate.

Prerequisite: Con 13, Endurance.

Benefit: So long as you get at least 8 hours of uninterrupted sleep, you regain hit points equal to twice your character level and heal 2 points of ability damage to each ability score. If you sleep uninterrupted for a full 24 hours, you regain hit points equal to four times your character level and heal 4 points of ability damage to each ability score. "Uninterrupted sleep" does not need to take place in a bed.

Normal: When you rest a full 8 hours, you regain hit points equal to your character level and heal 1 point of ability damage to each affected score. If you have complete bed rest for a full day and night, you regain hit points equal to twice your character level and heal 2 points of ability damage to each affected score.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Requirements: Combat Reflexes, base attack bonus +2.

Description: You can make an attack of opportunity against an opponent who charges you when it enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved. Your attacks of opportunity in a round are still limited to the number allowed by Combat Reflexes.

Investigate

You can use the Search Skill to find and analyze clues at the scene of a crime or other mystery.

Prerequisite: Must have the Search skill as an "in-class" Skill.

Benefit: This feat expands the way you can use the Search skill by allowing you to notice and analyze available clues in a specific area. This use of the Search skill is a full-round action. Clues are pieces of evidence that lead to the solution of a mystery. Clues are physical and can be seen, heard, touched, smelled, or tasted. A clue stands out because it's not a normal feature of the area being searched. Examples of clues include a trampled flower bed, a broken urn, a pin snapped off in a lock, a torn strip of cloth, etc. A character with this Skill can make a DC 10 Search check to "find a clue", though interpretation of said clue is ALL on the player. If one is available to be found (given the situation) the player may then make a DC 15 Search Check to analyze the clue for any tell-tale things. In addition, there are modifier below to these checks:

<u>Scene Condition/Other</u>	<u>Search DC Modifier</u>
Undisturbed	+0
Disturbed	-5
Greatly Disturbed	-10
No obfuscation attempted	+2
Moderate obfuscation attempted	-2
Major obfuscation attempted	-6

Synergy: If you have 5 or more ranks in an appropriate Knowledge Skill for the situation, you get a +2 bonus on Search Checks to find of analyze clues.

Invisible Spell [Metamagic]

You can make your spell effects invisible.

Prerequisite: Any metamagic feat.

Benefit: You can modify any spell you cast so that it carries no visual manifestation. All other aspects of the spell, including range, area, targets, and damage remain the same. Note that this feat has no bearing on any components required to cast the enhanced spell, so the spell's source might still be apparent, depending on the situation, despite its effects being unseen. For example, a fireball cast by someone with this feat could be made invisible in the moment of its detonation, but everyone in the area would still feel the full effect (including the heat), and any flammable materials ignited by the explosion would still burn visibly with nonmagical fire. Those with detect magic, see invisibility, or true seeing spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell. A spell modified using the Invisible Spell feat uses a spell slot of the spell's normal level.

Kung Fu Genius [General]

Some styles of martial arts require the student to memorize advanced medical texts and anatomical charts. These styles favor the intellectual over the introspective.

Prerequisites: Int 13, must be gained at or before the first level of the monk class is taken.

Benefit: You use your Intelligence modifier rather than Wisdom modifier for all monk special abilities that normally rely on Wisdom.

Line of Shadow [Metashadow]

You can cast a mystery without line of sight or line of effect to the target.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, you can apply this feat to a mystery which enables it to affect a target even if you do not currently have line of sight or line of effect. The target must still be within the spell's maximum range, and you must have had line of sight and line of effect within a number of rounds equal to your Intelligence modifier. The target gains a bonus on his save, if any, equal to the number of rounds since you had line of sight or effect. You cannot apply this feat to any mystery that requires a touch or ranged touch. Casting a mystery with Line of Shadow is a full-round action.

Normal: You must have line of effect or line of sight to target a creature or object with a mystery or spell.

Special: You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

Long Strike [General]

You have practiced grasping a pole arm farther down the haft than normal, granting you extended reach.

Prerequisite: Base attack bonus +2.

Benefit: As a full-attack action, you can make one attack with a pole arm as if it had reach, allowing you to strike an opponent 10 feet away. If the pole arm already grants reach, treat its reach as if it extended 5 feet farther.

Normal: Only reach weapons allow you to attack foes more than 5 feet away.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Maximize Mystery [Metashadow]

You can cast mysteries to maximum effect.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, all variable, numeric effects of a mystery modified by this feat are maximized. This functions in most respects as the Maximize Spell feat. Casting a maximized mystery is a full-round action.

Special: You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

Meloch's Smite [General]

You can smite chaotic creatures as well as evil ones.

Prerequisites: Patron deity St. Cuthbert, ability to smite evil.

Benefit: Your smite evil class ability also works against chaotic creatures. Additionally, you may use your smite ability one more time per day. If you accidentally smite a creature that is not chaotic or evil, the smite has no effect but is still used up for the day. Smite evil and smite chaos are supernatural abilities.

Mercurial Strike [General]

With a single motion, you draw your weapon and slash at an opponent.

Prerequisite: Quick Draw, base attack bonus +5.

Benefit: Any time an opponent provokes an attack of opportunity from you but you are unarmed, you may draw a melee weapon and make your attack of opportunity with it. The target of your attack of opportunity is caught flat-footed for that attack.

Mighty Are Fallen [General]

You can sidestep the powerful swings of an opponent that is using Power Attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility.

Benefit: You gain a +4 bonus to your Armor Class against any blow enhanced by the Power Attack feat.

Special: A fighter may take Mighty are Fallen as one of his fighter bonus feats.

Multilingual

You have an uncanny knack for languages.

Requirements: Int 15.

Description: You know three more languages than you normally would. Your choices for these extra tongues are not restricted to your racial or regional list of bonus languages, though you still can't select secret languages such as Druidic unless you belong to the race or class in question. Furthermore, Speak Language is always a class skill for you, and you receive a +2 bonus on all Decipher Script checks.

Special: You can take this feat only as a 1st-level character.

Nocturnal Caster

You are empowered by darkness, making your abilities stronger at night.

Prerequisite: Ability to cast mysteries or a spell with the darkness descriptor.

Benefit: Choose one path of mysteries or school of magic to which you have access. At night, the save DC of all associated mysteries or spells increases by +1. This bonus stacks with similar bonuses, such those from the Path Focus or Spell Focus feats. The ambient light is irrelevant, nor does it matter if you can see the sky. Only the actual time of day matters.

Special: You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school or path.

Pack Feint [General]

You know how to confuse an opponent with the aid of your comrades.

Prerequisites: Improved Feint, Pack Tactics, and base attack bonus 8.

Benefit: Whenever you successfully use Bluff to feint in combat, the target loses his Dexterity bonus to Armor Class for your next attack and the next attack of any allies adjacent to the foe when you made your Bluff check. To benefit from this feat, each ally's next attack and your next attack must be made on or before your next turn.

Normal: After a successful feint in combat, your victim loses his Dexterity bonus to AC for your next attack, so long as you make your attack on or before your next turn.

Special: A fighter may select Pack Feint as one of his fighter bonus feats.

Pack Master [General]

Druids and Rangers share a unique connection to the lands around them. This connection is often reflected in their ability to attract denizens of nature to their side to become companions. Sometimes, however, this connect is much stronger than others of their ilk have.

Prerequisite: Wis 15, *Animal Companion* class feature, ELC 4.

Benefit: You no longer have to release an Animal Companion in order to acquire a new one. The number of Animal Companions a character may have is determined by their Wisdom scores as shown below:

<u>Wisdom Score</u>	<u>Number of Companions</u>
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25	7

Pack Tactics [General]

Fighting in cooperation with one or more partners is second nature to you. You are a master of harrying opponents and finding their undefended flanks.

Prerequisite: Wis 13.

Benefit: Whenever you flank an opponent, an ally not flanking that foe gains a +1 bonus on melee attacks made against your flanked opponent. Flanking allies retain the normal +2 bonus on melee attacks.

Special: A fighter may select Pack Tactics as one of his fighter bonus feats.

Path Focus [Metashadow Feat]

Choose a path of shadow magic, such as Touch of Twilight. Your mysteries of that path are more potent than normal.

Benefit: You function at +1 caster level when casting mysteries of this path. Additionally, add +1 to the DC of all saving throws against mysteries from this path.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path.

Pebble Underfoot [General]

You have learned a special combat technique useful for bringing down creatures much larger than you.

Prerequisite: Improved Trip.

Benefit: When attempting to trip a creature at least two size categories larger than you, you gain a +4 bonus on opposed trip checks. If you fail to trip the creature, it cannot immediately attempt to trip you.

Special: A fighter may select Pebble Underfoot as one of his fighter bonus feats.

Pike Hedge [General]

You are particularly skilled at setting a weapon to receive a charge.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: When readying an action to receive a charge, you deal double damage with any melee weapon, or triple damage with a spear, halberd, or any other polearm that normally deals double damage when set to receive a charge.

Special: A fighter may select Pike Hedge as one of his fighter bonus feats.

Pole Balance [General]

You can use your pole arm to brace yourself against impact and prevent you from falling.

Benefit: When wielding a pole arm two-handed you gain a +4 circumstance bonus to resist being bull rushed or tripped, and on any Balance checks to avoid losing your footing. You may not use this feat if you are flat-footed or if you are in a precarious position {such as on a tightrope or while climbing) that does not provide you a solid surface against which to prop the weapon.

Special: A fighter may select Pole Balance as one of his fighter bonus feats.

Pole Fighter [General]

Your monastic training included extensive work with pole arms and other similar weapons.

Prerequisite: Proficiency with the selected weapon, Weapon Focus with the selected weapon, flurry of blows class feature.

Benefit: Chose a pole arm. You can treat that weapon as a special monk weapon, allowing you to perform a flurry of blows with it.

Special: A fighter may select Pole Fighter as one of his fighter bonus feats

Precise Strike [General]

You are skilled in finding your opponent's weakness and striking where it hurts most.

Prerequisites: Dex 13, ability to sneak attack.

Benefit: When making an attack that would qualify as a sneak attack, you may take away any number of dice from your sneak attack damage and add a +2 circumstance bonus on your attack roll for each die reduction you make. You may convert as many of your dice from your sneak attack damage as you wish in this manner. However, if you make more than one sneak attack during a round and are using this feat, you must convert the same number of dice for each one.

Primary Contact

Your rapport with one of your contacts is stronger than your relationship with the rest.

Prerequisite: Favored.

Benefit: When you gain this feat, select one of your existing contacts to be named your primary contact. Choose one skill associated with the organization to which your contact belongs. You gain 1 bonus rank in that skill (even if doing so would put you above your normal maximum ranks for that skill). In addition, you can double the frequency with which you can call upon your primary contact for no-charge favors. For example, if your primary contact normally provides its no-charge favor once per month, you can now call upon that favor twice per month.

Special: This feat cannot be taken more than once. If the primary contact associated with this feat dies or is otherwise removed from the campaign, the DM can, at his discretion, either replace that contact with a new contact from the same organization or allow you to name one of your other contacts as your primary contact. In either event, you do not gain the bonus skill rank a second time, but neither do you lose it just because your contact has left the campaign.

Puppet Master [General]

It is more difficult to notice manipulation of the targets of your enchantment spells.

Prerequisite: Wis 13.

Benefit: Add +5 to the DC of a Sense Motive check to notice that the target of one of your mind-affecting spells is being magically influenced (DC 30 for most spells, DC 20 for dominate person or dominate monster).

Quicken Mystery [Metashadow Feat]

You can cast a mystery with a moment's thought.

Prerequisite: Any three metashadow feats.

Benefit: Once per day, you can cast a mystery as a swift action. This feat functions in most respects as the Quicken Spell feat.

Special: You can take this feat up to three times. To take it a second time, you must have seven metashadow feats. To take it a third time, you must have eleven metashadow feats.

Quick Reconnoiter

You are skilled at scanning an area or object quickly and thoroughly.

Requirements: Listen 5 ranks, Spot 5 ranks.

Description: You can make one Spot check and one Listen check each round as a free action. You also gain a +2 bonus on initiative checks.

Normal: Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or a Listen check requires a move action.

Reach Mystery [Metashadow Feat]

You can cast touch-range mysteries without touching the target.

Prerequisite: Any metashadow feat.

Benefit: Once per day, you can cast a mystery that normally has a range of touch at any target within 30 feet. The mystery effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the mystery upon the recipient.

Special: You can take this feat multiple times.

Research

You can use your Knowledge skills to extract information from the books, scrolls, and other repositories of facts and figures.

Prerequisite: Must have a Knowledge skill as an “in-class” Skill.

Benefit: This feat expands the way you can use the Knowledge skill by allowing you to research a specific topic in the realm of a specific Knowledge... though some topics will not be helpful based on the Knowledge you have (i.e. Divine Casting if you only have Knowledge Arcana). You must be able to read the language(s) texts are written in to research them.

Research a Topic: Given enough time (usually 1d4 hours, though the DM can increase the time based on the amount of material you’re examining) and a successful DC10 skill check, you gain a general understanding of the topic you are researching. This assumes the information you are searching for exists within the collection of materials you are researching. The higher the check result, the better and more detailed the information (to the limit of the source material). When you want to find out specific information on a specific topic, you must first find a library or similar with tomes relating to the topic. The quality of the library or collection can provide a circumstance bonus to your Knowledge check when performing research.

<u>Library Type</u>	<u>Bonus</u>
General Library	+1
Devoted Library	+2
Comprehensive Library	+4
Master Collections	+6

Examine Records: Examining books or records to get a general sense of what is in them takes time, skill, and some luck. Find a stack of ledgers in the alchemist’s lab? Discover records in the crime lord’s hideout? To get a general sense of the information contained therein and whether or not you can use it, you must make a research check using the most appropriate Knowledge skill. The DC depends on the complexity of the code or filing system used. On any successful check, the higher the result, the better and more complete the information you glean.

<u>Code</u>	<u>DC</u>	<u>Time Required</u>
Basic	10	1d4 hours
Simple	15	1d4+1 hours
Moderate	20	1d4+2 hours
Complex	30	1d4+4 hours

Synergy: If you have 5 or more ranks in an appropriate Knowledge Skill for the situation, you get a +2 bonus on Search Checks to find of analyze clues.

Ring the Golden Bell [General]

With the rush of air from a single precise strike, skilled martial artists can extinguish a candle flame from several feet away.

Legendary masters developed this ability to the point that they could ring a thousand pound bell using only a finger strike from 20 feet away.

Prerequisites: Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike), base attack bonus of a +5.

Benefit: A number of times per day equal to 1 + your Wisdom bonus, you may deal unarmed strike damage with a successful ranged attack. This attack has a range increment equal to 5 feet + 5 feet per point of Wisdom bonus. Normal cover modifiers apply. This attack can deliver any effect your unarmed strike can normally deliver, such as a stunning attack due to the Stunning Fist feat.

Special: A fighter may select Ring the Golden Bell as one of his fighter bonus feats.

Riposte [General]

You are adept at striking from a defensive posture.

Prerequisites: Int 13, Combat Expertise, base attack bonus +5.

Benefit: If you use Combat Expertise to increase your Armor Class, the first opponent to attack and miss you for that round provokes an attack of opportunity from you.

Special: A fighter may select Riposte as one of his fighter bonus feats.

Roof-Jumper [Tactical]

You can make use of the features of the city as handholds and footholds, defying the pull of gravity.

Prerequisites: Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker.

Benefit: The Roof-Jumper feat enables the use of the following tactical maneuvers. You cannot benefit from more than one maneuver in the same round.

- **Death from Above:** You do substantial damage if you deliberately leap down to attack a foe beneath you. You must drop at least 20 feet. You must roll to hit; this qualifies as a charge attack, with all relevant bonuses and penalties. If you hit, you deal damage as normal, plus an extra 1d6 points for every 10 feet of distance beyond the first 10 feet; thus, a drop of 30 feet causes an extra 2d6 points of damage. You still take whatever damage you would normally take from the fall, but you can reduce the falling damage with a successful Jump check or Tumble check. You cannot use any ability to slow your fall (such as the monk's slow fall ability, or the feather fall spell) while attacking in this manner.
- **Urban Acrobatics:** You can make use of windowsills, awnings, lampposts, and similar features of the city when leaping or falling from buildings. If you deliberately jump downward within arm's reach of a wall or similar vertical surface, you can move yourself sideways along the wall, traveling up to 5 feet horizontally for every 10 feet you fall. If you accidentally fall, you can move 5 feet horizontally for every 20 feet you fall. You can move up to your full movement horizontally in this fashion (so long as the wall is wide enough), even if that distance, plus your falling distance, exceeds your normal movement rate.

Normal: Falling characters can move in no direction but down.

Roofwalker [Tactical]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

- **Fleet of Feet:** You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a -5 penalty on your Balance check.
- **Graceful Drop:** If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (PH 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.
- **Master of the Roof:** You know how to use the slopes to your advantage. You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

Runic Magic

Runic Magic is a "lost art" almost, practiced only by the most powerful of spellcasters in this time.

Prerequisite: Able to cast 5th Level Arcane or Divine spells, Must speak Draconic, Create Wondrous Item

Benefits: Originating with Dragons, Runic Magic allows a character to inscribe a Rune to represent a spell with an appropriate DC roll (CHR-Based for Sorcerers/Bards/etc and INT-Based for Wizards). This spell will "hang" in the Rune indefinitely until triggered by a pre-existing condition set forth at the time of scribing. When it is triggered it is considered to have been cast by an Arcane or Divine Caster of a level equal to the one to scribe the Rune, at the time of scribing. (I.E. if a spellcaster was 14th level when he scribed the Rune, it will have the effects of the scribed spell of the 14th level).

<u>Spell Level</u>	<u>DC</u>	<u>Spell Level</u>	<u>DC</u>
1 st	12	6 th	17
2 nd	13	7 th	18
3 rd	14	8 th	19
4 th	15	9 th	20
5 th	16		

Scalding Faith of the Sun [General]

The power and grace of the Sun Lady has enhanced your ability to turn undead.

Prerequisite: Patron deity Elia, divine grace, turn undead.

Benefit: You turn undead as a cleric of your class level.

Normal: A paladin turns undead as a cleric two levels lower would.

Scathing Wit [General]

You are particularly gifted in the art of hurling insults.

Benefit: As a full-round action, you can belittle and insult a single creature that can understand you and is within 30 feet. You and the target must make opposed Intimidate checks; if you win, the target is humiliated and takes a -1 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for a number of rounds equal to your Charisma modifier (minimum of 1 round). If you fail the opposed Intimidate check, the target shrugs off the insults. A particular target may only be subjected to your Scathing Wit once per day.

Sculpt Spell [Metamagic]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius spread), or a 120-foot line. A sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

Special: This feat can be taken multiple times. Each time you take the feat, its effects apply to a new culture, geographic region, kingdom, or nation (whichever is appropriate).

Seer [General]

You receive flashes of insight from your deity.

Prerequisite: Charisma 13, Divine Fervor, patron deity.

Benefit: You gain a +1 luck bonus on Listen, Search, Sense Motive, and Spot checks. In addition, you can call upon your deity once per day for limited information about the future in general, although this usage of the feat temporarily depletes your capacity for divine insight. The effect is similar to that of an augury spell, except there is no material component and you can see only about 10 minutes into the future. This usage of the feat is a spell-like ability requiring a full-round action. Once you have used the feat in this way, the luck bonus it normally provides is negated for the rest of the day.

Serenity [General]

Your wisdom, inner calm, and sagacity fuels your class abilities rather than your force of personality or will.

Prerequisite: Divine grace.

Benefit: Use your Wisdom bonus in place of your Charisma bonus for purposes of divine grace, lay on hands, smite evil, and turn undead.

Normal: The abilities use your Charisma bonus.

Shadow Cast

Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.

Prerequisite: Concentration 5 ranks, Blight Druid level 1st.

Benefit: Designate a square adjacent to you. If no one threatens that square, you do not provoke an attack of opportunity when you cast a spell or use a spell-like ability.

Shadow Companion

Blight Druids developed this feat in order to gain a shadowy companion. This is the only way a Blight Druid will ever acquire a companion, unlike other Druids who gain one automatically.

Prerequisite: Blight Druid level 3rd.

Benefit: You can obtain a familiar in the same manner as a sorcerer or wizard, but it possesses the dark template. As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp. For the purpose of determining familiar abilities that depend on your arcane caster level, your levels in all classes that allow you to cast mysteries or arcane spells stack.

Special: If you gain access to an alternative familiar, such as through the Improved Familiar feat, it also gains the dark template.

Shadow Vision

Your senses grow so attuned with shadow that you gain a limited ability to see in natural and magical darkness.

Prerequisites: Wis 15, ability to cast the bend perspective or truth revealed mystery.

Benefit: As long as you are in shadowy illumination or darkness, you can take a move action to sense the number of creatures within 20 feet that are also within shadowy illumination or darkness and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Shield Maiden's Grace [General]

You can channel energy to grant grace and spiritual calm to your companions.

Prerequisite: Divine grace, ability to turn undead.

Benefit: Spend one of your turn undead attempts to grant a touched creature the protection of your divine grace. The creature applies your Charisma modifier at the time it was touched as a bonus on all saving throws. The Shield Maiden's Grace lasts a number of rounds equal to your Charisma modifier (minimum 1 round). The bonus from this ability does not stack with a paladin's divine grace.

Shorten Grip [General]

You know how to alter your grip on a reach weapon to use it against nearby opponents.

Benefit: When wielding a weapon with reach that you are proficient with, you may treat the weapon as if it did not have reach. The weapon is unwieldy when used in this fashion and you take a -2 penalty on attack rolls when attacking an opponent you normally could not.

Normal: Reach weapons cannot be used against adjacent foes.

Special: A fighter may select Shorten Grip as one of his fighter bonus feats.

Single Blade Style

You wield a single weapon well.

Prerequisites: Int 13, Combat Expertise, Weapon Finesse, base attack bonus +10.

Benefit: When fighting with a weapon you have chosen for the Weapon Focus feat, wearing light armor or no armor, and with nothing in your off-hand, you gain a +2 dodge bonus to your Armor Class.

Special: A fighter may select Single Blade Style as one of his fighter bonus feats.

Song of the Dead [Metamagic]

You can add such a powerful dose of necromantic energy to your mind-affecting spells that they function against undead creatures but are useless against all others.

Benefit: A mind-affecting spell modified by this feat works normally against intelligent undead creatures. Mindless undead (those without Intelligence scores) are still immune to its effect, and the altered spell has no effect against living creatures or constructs. A song of the dead spell takes up a spell slot one level higher than the spell's actual level. Note that the use of this feat does not make mind-affecting spells affect undead if the spell's description specifies that the target must be living or of a particular creature type (other than undead). Any spells prepared with Song of the Dead become necromancy spells.

Special Dispensation

You have been given leave to carry even banned armor, weapons, and equipment in a given area.

Prerequisite: Favored.

Benefit: Due in part to your standing within your organization, you have received special dispensation from the authorities to wear or carry whatever equipment you deem necessary, regardless of local armor and weapons laws. This feat is often represented in the game, either by an object of some kind—typically an official government seal—or even a mark, such as a tattoo.

Special: This feat can be taken multiple times. Each time you take the feat, its effects apply to a new culture, geographic region, kingdom, or nation (whichever is appropriate).

Spinning Defense [General]

You can spin a pole arm around you, deflecting attacks.

Prerequisite: Combat Expertise, Deflect Arrows.

Benefit: While wielding a pole arm during a total defense action, you receive a +1 dodge bonus to your Armor Class (that stacks with the bonuses from total defense) and you can use the Deflect Arrows feat any number of times until your next turn (you do not need an open hand to deflect ranged weapons while using this feat). While using this feat, you cannot catch any of the weapons through the Snatch Arrows feat.

Normal: You can only use the Deflect Arrows feat once per round.

Special: A fighter may select Spinning Defense as one of his fighter bonus feats.

Staggering Blow [General]

You are capable of delivering devastating strikes in melee combat, and when you land a critical blow, opponents seldom recover in time to fend off your attacks.

Prerequisites: Str 13, Heal 3 ranks, Improved Critical (unarmed or bludgeoning weapon), Power Attack, base attack bonus +12.

Benefit: Whenever you confirm a critical hit with a melee attack that deals bludgeoning or nonlethal damage for which you have the Improved Critical feat your opponent must make a Fortitude save (DC 10 + ½ your level + your Strength modifier) or be stunned for one round.

Still Mystery [Metashadow Feat]

You can cast mysteries without gestures.

Benefit: A stilled mystery can be cast with no somatic components. This also prevents your shadow from making gestures that differ from your own during casting. Because mysteries activated as spell-like and supernatural abilities have no somatic components, this feat is useful only with mysteries cast as arcane spells.

Strong Mind [General]

You are unusually difficult to affect with psionic powers and mind attacks.

Requirements: Wis 11.

Description: You gain a +3 bonus on saving throws against Psionic abilities and mind blast attacks. Psionic abilities include the spelllike abilities of monsters such as aboleths, mind flayers, yuan-ti, and any other creatures whose special attacks are described as psionics. Mind blast attacks include the mind flayer's mind blast ability, as well as any similar supernatural ability (at the DM's discretion) that uses sheer mental force to stun or disable an opponent.

Strong Stomach

You have greater resilience to illness and foul odors than most people.

Prerequisites: Con 13, Endurance.

Benefit: You reduce the effects of sickening and nausea by one step. You cannot become nauseated. If you are exposed to an effect or condition that would normally make you nauseated, you become sickened instead. If an effect or condition would normally sicken you, that effect is negated.

Superior Unarmed Strike

Your unarmed attacks have become increasingly deadly to your foes.

Prerequisites: Improved Unarmed Strike, Base Attack Bonus of +3 or higher.

Benefit: You deal more damage with your unarmed strikes in combat (OR one dice tier as appropriate).

<u>Character Level</u>	<u>Unarmed Damage</u>
3 rd	1d4
4 th -7 th	1d6
8 th -11 th	1d8
12 th -15 th	1d10
16 th -20 th	2d6

Swift Tumbler

You can flip, twist, and roll with great speed. You might have learned this ability by traversing the city's rooftops and alleys, or simply by moving through the throng day after day.

Prerequisite: Tumble 7 ranks.

Benefit: When tumbling, you move at a speed equal to half your base speed +10 feet.

Normal: Without this feat, characters move at half speed when tumbling.

Tunnelfighter [General]

You can fight more naturally in the cramped and close quarters of caves and tunnels than usual.

Requirements: Dex 13 or Dwarf or Gnome or other subterranean creature.

Description: You ignore the penalty for hampered melee when fighting in a narrow space (an area smaller than but at least one half of your space) or a low space (an area shorter than but at least one-half of your height) with light or one-handed melee weapons.

Furthermore, you take only a -4 circumstance penalty when using a two-handed weapon in such conditions. In a space both narrow and low, you function as if only one of those conditions applied. In addition, when fighting in cramped quarters, you do not lose your Dexterity bonus to Armor Class.

Normal: In a narrow or low space, a creature without this feat takes a -2 circumstance penalty on attack rolls with light weapons and a -4 circumstance penalty on attack rolls with one handed weapons. It cannot use two-handed weapons at all. Such a creature also loses its Dexterity bonus to Armor Class. In a space that is both narrow and low, the penalties are doubled.

Undermountain Tactics [Tactical]

Dwarves have developed a variety of cunning tactics to defeat those foolish enough to enter their mountain redoubts. While gnomes lack the dwarves' militaristic streak, they too have refined these tactics in countless battles against kobolds and goblins.

Requirements: Dwarf or gnome; or base attack bonus +6 and Knowledge (dungeoneering) 2 ranks.

Description: The Undermountain Tactics feat enables the use of certain tactical maneuvers, described below.

- **Stair King:** To use this maneuver, you must gain the high ground bonus on your attacks against an opponent. If you hit your foe with two or more melee attacks during your turn, he must make a Balance check (DC 10 + your Str modifier) or be knocked prone. Your opponent can opt to succeed automatically on his Balance check. If he does so, he will lose his move action on his next turn, but he will succeed automatically on Balance checks to resist this maneuver until the start of his next turn. Your opponent must make this choice before seeing the result of his Balance check. You can target a particular creature with this maneuver once per round.
- **Tunnel Fighter:** To use this maneuver, you must be the target of at least one melee attack from at least one foe while standing with walls adjacent to you on two or more sides. When you are attacked under such conditions, you gain a +2 bonus to Armor Class due to cover. (If you gain cover from another source, this benefit does not stack with it.) You also block line of sight for any spells or attacks made by your opponents, though your allies can fire through your space as normal.
- **Door Sentinel:** To use this maneuver, you must fight defensively while adjacent to or standing in a doorway, a gate, or a similar opening in a wall. You must be adjacent to or standing in each square across the doorway's width. For 1 round after you fight defensively, you gain a +4 bonus on Strength or Dexterity checks to resist bull rush or trip attacks. Any creature attempting a Tumble check to avoid your attack of opportunity takes a –5 penalty on the check. Any creature attempting to tumble through your space takes a –10 penalty on its check.

Special: A fighter can select Undermountain Tactics as one of his fighter bonus feats (PH 38).

Unorthodox Flurry [General]

You are trained in a monastic tradition that uses nontraditional weapons.

Prerequisite: Flurry of blows.

Benefit: Choose one light weapon. You become proficient with that weapon and can use it as a special monk weapon. You can make a flurry of blows attack with the chosen weapon. (You cannot choose a light exotic weapon unless you already have proficiency with that weapon.)

Normal: Without this feat, monks only gain these benefits with specific weapons, such as the kama, siangham, or nunchaku.

Unseen Arrow

Developed by shadowblades, this feat allows a member of that class to apply his unseen weapon abilities to thrown or projectile weapons.

Prerequisite: Unseen weapon class feature.

Benefit: You can apply the unseen weapon class feature, and all its abilities, to a thrown or missile weapon. If you use the far shadow ability (see page 130) with a ranged weapon, it adds 30 feet to the distance the weapon can travel before you take the first range increment penalty.

Urban Tracking

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check. You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the prevailing conditions. If you fail a check, you can retry after 1 hour of questioning others. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a –5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

<u>Community Size*</u>	<u>DC</u>	<u>Checks Required</u>
Thorp, hamlet, or village	5	1d3
Small town or large town	10	1d4+1
Small city or large city	15	1d6+1
Metropolis	20	1d8+2

* See DMG 137.

Conditions

Every three creatures in group being sought	–2
Every 24 hours group has been missing/sought	+1
Tracked group “lies low”	+2
Tracked group matches community's primary racial demographic*	+2
Tracked group does not match community's primary racial demographic*	–2

* See DMG 139.

DC Modifier

Normal: Characters without this feat can use Gather Information to find out about specific individuals, but each check takes 1d4+1 hours and doesn't allow for effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.
(**Note:** This feat first appeared in Unearthed Arcana. This update supersedes the original.)

Vault [General]

While wielding a pole arm you can jump great distances.

Prerequisite: Str 13, Jump 4 ranks.

Benefit: When wielding a pole arm two-handed, the DC for a long jump is reduced by-5. In addition, the DC for a high jump is equal to three times the distance to be cleared. If you jump up to grab something, you must drop the pole arm to grab the target.

Normal: The DC for a high jump is equal to four times the distance to be cleared.

Special: A fighter may select Vault as one of his fighter bonus feats.

Weapon Group Feats

Following are the Weapon Group proficiency feats available to characters. They are presented in the normal format for feats.

❖ WEAPON GROUP (AXES):

- You understand how to use axes and axelike weapons.
- **Benefit:** You make attack rolls with the following weapons normally: handaxe, battleaxe, greataxe, and dwarven waraxe (two-handed use).
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (BASIC WEAPONS)

- You understand how to use a few basic weapons.
- **Benefit:** You make attack rolls with the following weapons normally: club, dagger, and quarterstaff.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (BOWS)

- You understand how to use bows.
- **Benefit:** You make attack rolls with the following weapons normally: shortbow, longbow, composite shortbow, and composite longbow.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (CLAW WEAPONS)

- You understand how to use weapons strapped to the hands.
- **Benefit:** You make attack rolls with the following weapons normally: punching dagger, spiked gauntlet.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (CROSSBOWS)

- You understand how to use crossbows.
- **Benefit:** You make attack rolls with the following weapons normally: heavy crossbow, light crossbow, repeating heavy crossbow, and repeating light crossbow.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (DRUID WEAPONS)

- You understand how to use weapons favored by druids.
- **Benefit:** You make attack rolls with the following weapons normally: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (FLAILS AND CHAINS)

- You understand how to use flails and chain weapons.
- **Benefit:** You make attack rolls with the following weapons normally: light flail and heavy flail.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (HEAVY BLADES)

- You understand how to use large bladed weapons.
- **Benefit:** You make attack rolls with the following weapons normally: longsword, greatsword, falchion, scimitar, and bastard sword (two-handed use).
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (LIGHT BLADES)

- You understand how to use light bladed weapons.
- **Benefit:** You make attack rolls with the following weapons normally: dagger, punching dagger, rapier, and short sword.
- **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

❖ WEAPON GROUP (MACES AND CLUBS)

- You understand how to use maces and clubs.

- **Benefit:** You make attack rolls with the following weapons normally: club, light mace, heavy mace, greatclub, quarterstaff, sap, and warmace (two-handed use).
 - **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.
 - **Special:** If you use the Arms and Equipment Guide, this weapon group also includes the maul.
- ❖ **WEAPON GROUP (MONK WEAPONS)**
- You understand how to use weapons normally favored by monks.
 - **Prerequisite:** Improved Unarmed Strike.
 - **Benefit:** You make attack rolls with the following weapons normally: kama, nunchaku, quarterstaff, sai, shuriken, and siangham.
 - **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.
- ❖ **WEAPON GROUP (PICKS AND HAMMERS)**
- You understand how to use picks and hammers.
 - **Benefit:** You make attack rolls with the following weapons normally: light pick, heavy pick, light hammer, warhammer, scythe, and maul (two handed use).
 - **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.
 - **Special:** If you use the Arms and Equipment Guide, this weapon group also includes the lucerne hammer.
- ❖ **WEAPON GROUP (POLEARMS)**
- You understand how to use polearms.
 - **Benefit:** You make attack rolls with the following weapons normally: glaive, guisarme, halberd, and ranseur.
 - **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.
- ❖ **WEAPON GROUP (SLINGS AND THROWN WEAPONS)**
- You understand how to use slings and handheld thrown weapons.
 - **Benefit:** You make attack rolls with the following weapons normally: dart and sling.
 - **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.
- ❖ **WEAPON GROUP (SPEARS AND LANCES)**
- You understand how to use spears and javelins.
 - **Benefit:** You make attack rolls with the following weapons normally: javelin, lance, longspear, shortspear, and trident.
 - **Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.



CHAPTER 6: RELIGIONS OF SOLINAR

For details on the various Pantheons mentioned below, reference the Faiths and Pantheons Book. This source book holds descriptions of such powers, enabling character to more accurately portray the faithful of the given God or Goddess. For Dragons, reference the Draconomicon. All Deities worshipped on Solinar are listed below.

DEIFIC POWER CATEGORIES

This section of this book details the Deific Pantheons found on Solinar. We will discuss the Draconic Patheon first, as they are the oldest and most powerful of the Divine beings found on Solinar. Additionally, we will discuss some little known information and God-specific abilities, called “Salient Divine Abilities” as well. It is important to note the power of the Gods & Goddesses as well as not all deities hold the same power levels as others within the same pantheon.

- **Over Power (Rank 21+):** These entities are beyond the ken of mortals and care nothing for worshipers. They will grant spells, do not answer prayers directly (usually using an intermediary), and do not respond to queries from mortals at all. They are called overdeities. In some pantheistic systems, the consent of an overdeity is required to become a god. There are five (5) beings in the Divine Realms that touch Solinar with this level of power –
 - *Io, the Many Scaled One*
 - *Akadi, Queen of the Air*
 - *Grumbar, the Earthlord*
 - *Istishia, the Lord of Water*
 - *Kossuth, the Flamelord*
- **Greater Power (Ranks 16-20):** Called greater deities, these entities may have millions of mortal worshipers, and they command respect even among other deities. The most powerful of greater deities rule over other deities just as mortal sovereigns rule over commoners. Most of the greater deities on Solinar are Draconic Deities. This was not always the case, but because of the events that happened in the ancient past, Io ensured only the Dragons and a select few others held this level of power. Only a few non-Draconic Deities hold this level of power, which includes –
 - *Artinus (Human)*
 - *Benak (Human)*
 - *Chronopsis (Dragon)*
 - *Corellon Larethian (Elf)*
 - *Eliphasilantix (Dragon)*
 - *Garl Glittergold (Gnome)*
 - *Grumsh (Orcish)*
 - *Moradin (Dwarf)*
 - *Tiamat (Dragon)*
 - *Tyrna (Human)*
 - *Yondalla (Halfling)*
- **Intermediate Power (Rank 11-15):** These entities are called intermediate deities. They have hundreds of thousands of mortal worshipers and control larger godly realms than demigods or lesser deities.
 - *Astilanor (Dragon)*
 - *Abbathor (Dwarf)*
 - *Aerdric Faenya (Elf)*
 - *Avoreen (Halfling)*
 - *Bacal (Human)*
 - *Berronar Truesilver (Dwarf)*
 - *Clangeddin Silverbeard (Dwarf)*
 - *Cyrollalee (Halfling)*
 - *Dallah Thuan (Halfling)*
 - *Deep Sashelas (Elf)*
 - *Dumathoin (Dwarf)*
 - *Elebrin Liothiel (Elf)*
 - *Erevan Ilescre (Elf)*
 - *Hanali Celanil (Elf)*
 - *Labelas Enoreth (Elf)*
 - *Laduguer (Dwarf)*
 - *Leothin (Felian)*
 - *Liandra (Human)*
 - *Lolth (Drow)*
 - *Meloch (Human)*
 - *Myonin (Felian)*
 - *Mysman (Human)*
 - *Ragan (Human)*
 - *Ranos (Felian)*
 - *Rillifane Rallathil (Elf)*
 - *Sehanine Moonbow (Elf)*
 - *Sharindiar (Dwarf)*
 - *Sheela Peryroyl (Halfling)*
 - *Sheiro (Human)*
 - *Valla (Human)*
 - *Vandria Gilmadrith (Elf)*
 - *Vergadain (Dwarf)*
 - *Wolin (Human)*
 - *Yulan (Human)*
- **Lesser Power (Rank 6-10):** Called lesser deities, these entities grant spells and can perform more powerful deeds than demigods can, such as sensing certain phenomena from ten miles away. Lesser deities have anywhere from a few thousand to tens of thousands of worshipers and control larger godly realms than demigods. They also have keener senses where their portfolios are concerned.
 - *Aasterian (Dragon)*
 - *Auris (Human)*
 - *Aurosan (Human)*
 - *Bahgtru (Orc)*
 - *Brandobaris (Halfling)*
 - *Callarduran Smoothhands (Gnome)*
 - *Dagnar (Human)*
 - *Dugmaren Brightmantle (Dwarf)*
 - *Elanna (Human)*
 - *Elia (Human)*
 - *Elistraee (Drow)*
 - *Falazure (Dragon)*

- Garyx (Dragon)
- Ghaunadaur (Drow)
- Gorm Gulthyn (Dwarf)
- Hlal (Dragon)
- Ilneval (Orc)
- Ixinon (Human)
- Kavaki (Goliath)
- Kuliak (Goliath)
- Lendys (Dragon)
- Luthic (Orc)
- Luzana (Human)
- Manethak (Goliath)
- Naki-Uthal (Goliath)
- Nivalla (Human)
- Seshna (Human)
- Shanax (Human)
- Shargaas (Orc)
- Sheyanna Flaxenstrand (Gnome)
- Sseth (Yuan-Ti)
- Tamara (Dragon)
- Thard Harr (Dwarf)
- Theleya (Goliath)
- Tiamat (Dragon)
- Tyrna (Human)
- Vanua (Goliath)
- Vecna (Human)
- Vhaerun (Drow)
- Yurtus (Orc)

- **Demi Power (Rank 1-5):** These entities, called demigods, are the weakest of the deities. A demigod can grant spells and perform a few deeds that are beyond mortal limits, such as hearing a grasshopper from a mile away. A demigod has anywhere from a few hundred to a few thousand devoted mortal worshipers and may receive veneration or respect from many more. A demigod controls a small godly realm (usually on an Outer Plane) and has minor control over a portfolio that includes one or more aspects of mortal existence. A demigod might be very accomplished in a single skill or a group of related skills, gain combat advantages in special circumstances, or be able to bring about minor changes in reality itself related to the portfolio. For example, a demigod of thieves might be able to change a stolen item so that it is no longer recognizable.

- Alobal Lorfiril (Elf)
- Bruinvan (Human)
- Bryna Wern (Human)
- Deep Duerra (Dwarf)
- Haela Brightaxe (Dwarf)
- Hardiak (Human)
- Kalidan (Human)
- Kiaransalee (Drow)
- Kosh (Human)
- Kurtulmak (Kobold)
- Mithrias (Human)
- Rill Cleverthrush (Gnome)
- Rinas "Twist" (Human)
- Saint Argus (Human)
- Selvetarm (Drow)
- Shalim Vos (Human)
- Shevaresh (Elf)
- Shii (Human)
- The Glutton (Gnome)
- The Preacher (Human)
- Urogalan (Halfling)
- Ur'Than (Human)
- Wolfen Ray (Human)
- Yun Sho (Human)

- **Quasi-Power (Rank 0):** Creatures of this rank are sometimes called quasideities or hero deities. Creatures that have a mortal and a deity as parents also fall into this category. These entities cannot grant spells, but are immortal and usually have one or more ability scores that are far above the norm for their species. They may have some worshipers. Ordinary mortals do not have a divine rank of 0. They lack a divine rank altogether.
- Ebarin Izariphel (Human)
- The Lich-King (Undead)
- Emperor Xun Tian (Gold Dragon)

THE OVER-POWER

There are powers in the cosmology of every world that far exceed those of others. These powers are considered "Over-Powers" and often represent those beings that created the worlds themselves. In Solinar, this is no different. Through the will of Io, was brought into being with the assistance of the Elemental Lords. These beings represent the top-tier powers of Solinar.



❖ IO (EYE-OH) OR ASGORATH (AZ-GO-WRATH) **Supreme Deity of Solinar – "The Ninefold Dragon"**

During the far, ancient past, Io took it upon himself to create a home for his chosen followers, the Dragons. On many worlds Dragons of all kinds, both good and evil, were a fading breed. Pushed out of their homes by the expansion of other races, battled against for their treasures, even fought against in efforts to destroy their race as a whole... Dragons were often beset on all sides. This is not to say that the Dragons were helpless victims of crimes. Many of the Chromatic Dragons indeed brought much of the actions taken against them on themselves. However, as Io was the creator of all Dragonkind, he loved all of his children. As such, Io created Solinar in order to give his children a home. The story of Io is the story of all Dragonkind, the story of Solinar, and the efforts to protect both... and is told throughout this book. It is important to note that Io does NOT grant any power to those who worship him directly, nor does he communicate with anyone save for Divine Beings... and then only rarely.

Deity's Information

Alignment: True Neutral

Portfolio: Dragonkind

Celestial Realm of Inhabittance: Io maintains a large realm in the Concordant Opposition

Worshipper Information

Holy Symbol: Worshipers utilize a multi-colored sphere as the holy symbol for Io.

Holy Symbol Materials: Usually made of either a multi-colored gemstone, a metallic sphere, or glass bead.

Favored Weapon: Claws, though for those without a Scimitar is most-often used.

Favored Colors of Worshipers: Most worshippers will wear multi-colored outfits to show their faith.

Clerical Alignments: Any

Dogma: Dragons are special creatures in our Lord's eyes, so shall they be for us. Protect the Dragon, for their power is great and they are the true masters of this world.

THE ELEMENTAL LORDS

The power of the Druid comes from the very elements of Solinar around them, presided over by the Elemental Lords. There is rumor of another Elemental Lord... a being that presides over the powers of Entropy... but to most it never makes itself known. Finding it is an adventure all its own... and could mean destruction of all those it encounters. The known Elemental powers are as follows:



❖ AKADI (*ah-KAH-dee*)

Primordial Lady – “The Queen of the Air”

Akadia is one of the four Elemental Lords of the cosmos. She is the embodiment of the element of air and goddess of elemental air, speed, and flying creatures. As an immortal being of freedom and travel, she instructs her followers to move as much as possible from place to place and from activity to activity. In Solinar, and in other places, she is considered a Primordial... a being around before even the Gods came into existence.

Deity's Information

Alignment: True Neutral

Portfolio: Air, Winds, Luck, Sky, and Elemental Air

Celestial Realm of Inhabittance: The Elemental Plane of Air, though she has influence anywhere Air may be found.

Worshipper Information

Holy Symbol: A silvery swirl of air, often hung from a silver chain. Most simply look to the sky to pay her fealty.

Holy Symbol Materials: Most times her holy symbol is made of some sort of silver-colored material. Those poorest will often use basic steel, though those of means will often utilize the purest silver one can find.

Favored Weapon: Most missile-type weapons, though Akadi seems to have a fondness for Bows. When thinking of a melee weapon, worshippers will often use a whip or flail.

Favored Colors of Worshipers: Blue and Silver are the colors most associated with Akadi, though many higher ranking members of the Druidic Orders that follow her will use white as well.

Clerical Alignments: Any

Domains: Air, Illusion, Luck, Travel, and Trickery

Dogma: Honor the air which you breathe. Travel as the winds direct you. Turn your face to the sky and give honor to the Queen of the Air.

❖ GRUMBAR (*GRUM-bar*)

Primordial Lord – “The Earthlord”

Grumbar is the elemental embodiment of earth and is one of the four Elemental Lords of the cosmos. Quiet and withdrawn, strong and possessed of great constitution... he stands as a defender against the ever-present hunger of Entropy.

Deity's Information

Alignment: True Neutral

Portfolio: Caverns, Earth, Metal, Time, and Elemental Earth

Celestial Realm of Inhabittance: Elemental Plane of Earth, though he has influence anywhere one can find earth or stone.

Worshipper Information

Holy Symbol: Worshipers will carry a stone sphere on their person, either in the form of a baseball-sized orb, or one the size of a marble attached to a leather thong about their necks. Another, older, holy symbol for Grumbar was the shape of a jagged mountain. Most simply pay respect to the earth at their feet.

Holy Symbol Materials: Grumbar's holy symbols are normally made of stone, though some are of gemstones.

Favored Weapon: Most worshippers of Grumbar will use a Hammer of some sort, though those who are not wealthy will often carry Clubs with them instead.

Favored Colors of Worshippers: Most worshippers of Grumbar will wear natural colors, leaving the dyed materials to the more flamboyant Elemental Lords. Browns and greens are the norm for them.

Clerical Alignments: Any

Domains: Balance, Cavern, Earth, Strength, and Time.

Dogma: Honor the earth at your feet. Be as strong and steadfast as the mountain. Gives thanks to the Earthlord as you walk across his throne. The church of Grumbar is organized into small sects known as Holds, each comprising seven Druids, seven Elemental Warriors, and seven Rangers... along with as many worshippers as can be supported.

❖ **ISHTISHIA** (*ish-TISH-eea*)

Primordial Lady – “The Lady of Water”

Ishtishia is the Primordial of elemental water and the personification of purification. Sometimes raging, sometimes quiet, Ishtishia is one that will not speak to mortals... therefore little is known about her.

Deity’s Information

Alignment: True Neutral

Portfolio: Water, Cleansing, Storms, Elemental Water

Celestial Realm of Inhabitation: Elemental Realm of Water, though she holds influence anywhere waters flow.

Worshipper Information

Holy Symbol: Most worshippers see any body of water as Ishtishia’s holy symbol, though many will carry a small vial of the purest waters they can find about their necks.

Holy Symbol Materials: Those few who carry water on themselves will often carry a small vial of glass or steel.

Favored Weapon:

Favored Colors of Worshippers: Most worshippers of Ishtishia will wear all the colors of the waters of the world, from clean blue or muddy brown.

Clerical Alignments: Any

Domains: Destruction, Ocean, Purification, Storm, Travel, and Water

Dogma: Honor the waters of the world which gives you life. Be fluid. Give thanks to the Lady of Water when cleansing and refreshing yourself.

❖ **KOSSUTH** (*kos-SOOTH*)

Primordial Lord – “The Flamelord”

Kossuth, or the Lord of Flames, is the god of elemental fire. Much like the other Primordials, not much is known about Kossuth as he remains out of mortal affairs.

Deity’s Information

Alignment: True Neutral

Portfolio: Fire, Heat, Passion, Renewal, and Elemental Fire

Celestial Realm of Inhabitation: Elemental Plane of Fire, though he can find succor in any world holding a flame.

Worshipper Information

Holy Symbol: Any open flame can, and often does, serve as a holy symbol to Kossuth. From time to time something made of metal that has been forged in intense heat will be used instead.

Holy Symbol Materials: See above.

Favored Weapon: Most will use a spiked chain.

Favored Colors of Worshippers: Reds, yellows, and oranges make up the colors most often worn by followers of Kossuth.

Clerical Alignments: Any

Domains: Destruction, Fire, Life, Purification, and Renewal

Dogma: Honor the flames of passion within you. Give thanks to the Flamelord when your passions rise up to rule you.

THE DRACONIC PANTHEON

The Draconic Pantheon consists of those beings I created to assist him in the Upper Planes, managing that which is important to Dragons, Half-Dragons, Dragon-Blooded, and others whom worship them.



❖ AASTERINIAN (*AS-teir-in-ian*)

Lesser God of Learning & Pleasure - “The Messenger of Io”

Aasterinian is a cheeky deity who enjoys learning through play, invention, and pleasure. She is Io’s messenger, a Huge brass dragon who enjoys disturbing the status quo. Aasterinian is just a kid at heart, but this seems to endear her to others more than anything.

Deity’s Information

Alignment: Chaotic Neutral

Portfolio: Learning, Invention, and Pleasure

Celestial Realm of Inhabitanance: Ysgard

Worshipper Information

Holy Symbol: A brass dragon’s head, laughing, in profile.

Holy Symbol Materials: Made of brass, of course, though could be highly decorative based on the worshipper’s means.

Favored Weapon: A scimitar, or the claw.

Favored Colors of Worshippers: Brass, Oranges, and Tans.

Clerical Alignments: CG, CN, and CE

Domains: Chaos, Dragon, Luck, Travel, Trickery.

Dogma: Aasterinian is flighty and quick-witted. She encourages her followers to think for themselves, rather than relying on the word of others. The worst crime, in Aasterinian’s eyes, is not trusting in yourself and your own devices.



❖ ASTILABOR (*as-TIL-uh-bore*)

Intermediate Goddess of Acquisitiveness & Wealth - “The Hoardmistress; The Acquisitor”

She represents the draconic desire to acquire and treasure wealth and by doing so gain status, and so she was, in a way, the archetype of dragonkind. Astilabor usually manifested as a huge dragon that shimmered with all the chromatic and metallic colors of dragonkind, as was considered the Mother of Dragons, much as Io is considered the Father of Dragons... just with less power.

Deity’s Information

Alignment: True Neutral

Portfolio: Acquisitiveness, Status, Wealth.

Celestial Realm of Inhabitanance: Concordant Opposition

Worshipper Information

Holy Symbol: A purple gemstone, often set into something of great value.

Holy Symbol Materials: Usually a purple gemstone, the more valuable the better, set into an expensive item.

Favored Weapon: Like most Draconic Deities, the Claw is favored by her worshippers. Non-Dragons will often wield a Scimitar to represent one.

Favored Colors of Worshippers: Light blue and purple, with golden accents.

Clerical Alignments: NG, LN, N, CN, or NE.

Domains: Dragon, Protection, Wealth, Cavern, and Metal.

Dogma: Acquire wealth where you may, but be not greedy. Amass the hoard and guard it well. Steal not another’s horde, for lives are tied to this.



❖ CHRONEPSIS (*cro-NEP-sis*)

Greater God of Fate - “The Silent; The Watcher”

Chronepsis is neutral—silent, unconcerned, and dispassionate. He is the draconic deity of fate, death, and judgment. His form is colorless and without luster, marking him as an outsider to the struggles of the chromatic and metallic dragons.

Deity’s Information

Alignment: True Neutral

Portfolio: Fate, Death, and Judgment

Celestial Realm of Inhabitanance: Concordant Opposite

Worshipper Information

Holy Symbol: A dragon’s eye

Holy Symbol Materials: Most tattoo the scales around one of their eyes, using that for their holy symbol.

Favored Weapon: Scythes are used by non-Dragons. Dragons use claws of course.

Favored Colors of Worshippers: Green shades and grays

Clerical Alignments: N only

Domains: Death, Dragon, Knowledge

Dogma Chronopsis is a passionless observer of the world. He passes judgment on all dragons when they die, deciding where their souls go in the afterlife. Unlike Lendys (see below), Chronopsis is uninterested in justice: he merely observes what is and is not. He is also singularly uninvolved in the activities of the living, and strives to remain so. It is said that only a cataclysm of world-shaking proportions could rouse Chronopsis from his disinterest.



❖ **ELIPHASILANTIX** (*el-i-FAS-ill-an-tiks*)

Greater God of Metallic Dragons - "The Runed One"

Eliphas, as he is called for short, is the son of the deceased God, Bahamut. Foreseeing his death at Tiamat's hands, Bahamut created a clone of himself. Eliphas was not an exact copy of the God, having his own personality and wants. Upon Bahamut's passing, Eliphas stepped forward to take his place.

Deity's Information

Alignment: Neutral Good

Portfolio: Good Dragons, Wind, Wisdom, Draconic Runes

Celestial Realm of Inhabitation: Elysium

Worshipper Information

Holy Symbol: A platinum Dragon's claw, gripping an orb.

Holy Symbol Materials: For non-Dragons unable to simply grab an orb to represent his symbol, a dragon's claw made of silver, steel, or platinum gripping an orb of some sort. The more valuable the better.

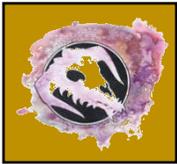
Favored Weapon: Claw, like most, though non-Dragons will still use a Scimitar.

Favored Colors of Worshipers: Platinum, followed by white and dark gray for highlights.

Clerical Alignments: LG, NG, CG, and N.

Domains: Air, Dragon, Good, Luck, Nobility, Pride, Protection, and Storm.

Dogma Harken to the Runes when cast. Listen for the Dragon on the Wind. Learn your lessons and do not repeat them. Help those in need when you can.



❖ **FALAZURE** (*fall-a-ZURE*)

Lesser God of Undeath & Decay - "The Night Dragon"

The terrifying Night Dragon, Falazure, is neutral evil. He is the lord of energy draining, undeath, decay, and exhaustion. Some claim he has a decaying skeletal form, but others believe that he looks like a decrepit black dragon whose flesh is pulled tight over his bones.

Deity's Information

Alignment: Neutral Evil

Portfolio: Decay, Undeath, and Exhaustion

Celestial Realm of Inhabitation: Carceri

Worshipper Information

Holy Symbol: A black dragon's skull

Holy Symbol Materials: Usually, a worshipper will paint their heads with whiteish coloring to look like a skull.

Favored Weapon: A scimitar for non-Dragons and of course a claw for Dragons.

Favored Colors of Worshipers: Black and bone-white

Clerical Alignments: LE, NE, and CE

Domains: Death, Dragon, Evil

Dogma Falazure teaches that even a dragon's long life span need not be the limit to a dragon's existence. Beyond the world of the living is another realm, one of undeath eternal. It is generally accepted that Falazure created (or had a hand in the creation of) the first undead dragons, such as dracoliches, vampiric dragons, and ghostly dragons.



❖ **GARYX** (*GAIR-iks*)

Lesser God of Fire and Destruction - "The All-Destroyer"

Garyx is the evil dragon god of fire, destruction, and as a by-product... renewal. He symbolizes the sheer power and destructive force of Dragonkind as well as the destructive and cleansing influence of fire. Some believe Garyx to be absolutely insane because of his long residence in the Plane of Pandemonium.

Deity's Information

Alignment: Chaotic Evil

Portfolio: Fire, Destruction, and Renewal

Celestial Realm of Inhabitation: The Abyss

Worshipper Information

Holy Symbol: A Red Dragon's eye, aflame.

Holy Symbol Materials: Fire is Garyx's symbol... and all one needs.

Favored Weapon: Fiery breath weapons or Fire-oriented spells.

Favored Colors of Worshipers: Red, orange, and yellow are favored by his faithful.

Clerical Alignments: NE, CE, CN, and oddly... CG.

Domains: Chaos, Destruction, Dragon, Evil, Fire, and Renewal.

Dogma: Burn away the impurities of the world. Destroy the very foundation of the world. Watch the new growth in peace for a time, before doing it all again.



❖ HLAL (*huh-LAL*)

Lesser Goddess of Humor and Inventiveness - "The Laughing Creator"

Hlal is a sleek, copper-colored dragon with a ready grin and a happy glint in her eye. Of the dragon gods, she is the most friendly to nondragons (even Aasterinian enjoys a reputation of playful danger). She absolutely adores copper dragons, seeing them as her children.

Deity's Information

Alignment: Chaotic Good

Portfolio: Humor, story-telling, and inspiration.

Celestial Realm of Inhabitation: Arborea

Worshipper Information

Holy Symbol: A book, leather-bound, with a copper dragon profile on the front.

Holy Symbol Materials: Many worshippers of Hlal will have a tome constructed as mentioned above... the finer the better.

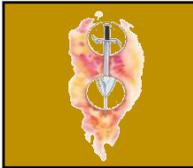
Favored Weapon: A short sword or a Dragon's claws.

Favored Colors of Worshipers: Pinks, Purples, and Light Blues

Clerical Alignments: NG, CG, CN

Domains: Chaos, Dragon, Good, Trickery.

Dogma Hlal enjoys sharing stories and songs with those who appreciate such things, regardless of the listener's race or background. She has little use for tyrants—even well-meaning ones—and even less patience for cruelty or bullying. She teaches that one must be free of restraint, whether real or psychological, in order to freely express one's opinions.



❖ LENDYS (*lin-DIS*)

Lesser God of Justice - "The Scale of Justice"

Unlike Chronopsis, who judges the life of a dragon only after its death, Lendys metes out justice during a dragon's life. His scales are a tarnished silver, some say because he cares more about judging others than tending to himself.

Deity's Information

Alignment: Lawful Neutral

Portfolio: Balance and Justice

Celestial Realm of Inhabitation: Arcadia

Worshipper Information

Holy Symbol: A sword, balanced on a needle's point.

Holy Symbol Materials: A silvered sword is used, though a balance scale is as well.

Favored Weapon: Longswords by non-Dragons, though Dragons will use claws.

Favored Colors of Worshipers: Silver and blue are the primary colors faithful wear.

Clerical Alignments: LG, LN, and LE

Domains: Destruction, Dragon, Law, and Protection

Dogma Lendys is the arbiter of dragonkind, serving as judge, jury, and executioner alike. When a dragon has committed an injustice against dragonkind, Lendys (or one of his trio of great wyrm silver dragons) is dispatched to deal out appropriate justice. Punishments are severe, and appeals unheard of.



❖ **TAMARA** (*ta-MAR-a*)
Lesser Goddess of Light & Mercy - “Her Beneficence”

Tamara is the kindest and most benevolent of the draconic deities. Some mistake this quality for weakness, though such beings don't make the same error twice. She appears as a luminously beautiful silver dragon, her eyes shining with the brightness of the sun itself.

Deity's Information

Alignment: Neutral Good

Portfolio: Life, Light, and Mercy

Celestial Realm of Inhabitation: Elysium

Worshipper Information

Holy Symbol: A seven-pointed star on a field of black

Holy Symbol Materials: Pearl and Silver make up the materials usually used for her symbols.

Favored Weapon: As with most Draconic Deities, a scimitar or claws are preferred.

Favored Colors of Worshipers: White and Silver

Clerical Alignments: LG, NG, and CG

Domains: Dragon, Good, Healing, Strength, and Sun

Dogma: Tamara believes in mercy, both in life and in death. Not only does she heal the sick and tend the injured, she delivers a merciful end to those dragons nearing the end of their natural lives. She fiercely detests those who artificially prolong the life of a dragon, particularly when it is against that dragon's will.



❖ **TIAMAT** (*ti-a-MAT*)
Greater Goddess of Evil Dragons - “The Chromatic One”

All evil dragons pay homage to Tiamat; green and blue dragons acknowledge her sovereignty the most readily. Good dragons have a healthy respect for Tiamat, though they usually avoid mentioning her or even thinking about her. In her natural form, Tiamat is a thick-bodied dragon with five heads and a wyvern's tail. Each head is a different color: white, black, green, blue, and red. Her massive body is striped in those colors. Tiamat has many consorts, including great wyrm dragons of the white, black, green, blue, and red varieties.

Deity's Information

Alignment: Lawful Evil

Portfolio: Evil Dragons, Conquest, and Greed

Celestial Realm of Inhabitation: Baator

Worshipper Information

Holy Symbol: A five-headed chromatic dragon

Holy Symbol Materials: Simple paint will suffice, but, using gems of the appropriate color is done as well.

Favored Weapon: Heavy Pick for non-Dragons. Jaws for Dragons.

Favored Colors of Worshipers: All five primary chromatic dragon colors.

Clerical Alignments: NE, LE

Domains: Destruction, Dragon, Evil, Greed, Law, and Trickery

Dogma Tiamat concerns herself with spreading evil, defeating good, and propagating evil dragons. She enjoys razing the occasional village, city, or country, but only as a diversion from more subtle, world-spanning plots. She is the villain who lurks in the shadows. Her presence is felt but seldom seen. Tiamat constantly seeks to extend the power and dominion of evil dragons over the land, particularly when her subjects find themselves embroiled in territorial disputes with good dragons. Tiamat unfailingly demands reverence, homage, and tribute from her subjects.

THE FELIAN PANTHEON

Felians are pack creatures and they worship of their Deities is the same way. All three members of the Triad are venerated by all Felians, good, evil, or neutral in alignment. The Triad consists of the following deities:



❖ **LEOTHIN** (*lee-OH-thin*)
Intermediate God of the Felians - “The King; The Protector”

Leothin represents strength, courage, and nobility within Felian society. He is the watcher at the gates, the defender of the tribe, and the creator of the Felians.

Deity's Information

Alignment: True Neutral

Portfolio: Felians, Nobility, Protection, Strength

Celestial Realm of Inhabittance: The Outlands

Worshipper Information

Holy Symbol: A lion's head profile, facing west.

Holy Symbol Materials: Generally, simply carved into a surface, though those of means will commission one made of gold if they can.

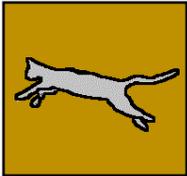
Favored Weapon: Natural or Bastard Sword

Favored Colors of Worshipppers: Tans and browns usually, though gold is highly prized as well.

Clerical Alignments: Any

Domains: Courage, Nobility, Protection, Strength

Dogma Honor the tribe's Chieftain. Stand courageous against the enemies of the people. Protect those weaker than yourself so that life may flourish. Stand with pride and hide not your face.



❖ MYONIN (me-YO-nin)

Intermediate Goddess of the Felians - "The Mother"

Meonin represents the Tribe as well as the cycle of life, death, and rebirth within Felian society. She is the Sister to all Felians, the Mother to all Felians, and the Crone. In ages past she was represented by a trinity of Goddesses, but she now has all three aspects of herself within a single form.

Deity's Information

Alignment: True Neutral

Portfolio: Life, Death, Rebirth, Tribe, and Fate

Celestial Realm of Inhabittance: The Outlands

Worshipper Information

Holy Symbol: A leaping cat.

Holy Symbol Materials: Describe.

Favored Weapon: Natural or Greatclub

Favored Colors of Worshipppers: Describe.

Clerical Alignments: Any

Domains: Balance, Community, Healing, Magic, and Fate

Dogma Honor the tribe's Mother. Honor the tribe's Sister. Honor the wise Crone. Help those in need, protecting the tribe. Honor those who give their life for the tribe and await their return in a future life.



❖ RANOS (RA-noz)

Intermediate God of the Hunt - "The Stalker"

Ranos represents the Hunt, the tests one undertakes, and silence within Felian society. Often the only sign of his passing is his holy symbol, the black paw print of a very large feline.

Deity's Information

Alignment: True Neutral

Portfolio: Hunting, Stealth, Tests of Self

Celestial Realm of Inhabittance: The Outlands

Worshipper Information

Holy Symbol: A black tiger's paw print

Holy Symbol Materials: Charcoal paw prints usually

Favored Weapon: Natural weaponry or Spears of any type

Favored Colors of Worshipppers: Black and shades of gray

Clerical Alignments: Any

Domains: Competition, Pride, Travel, and War

Dogma: Honor the Hunt. Stalk your prey and learn its ways before acting, lest you fail to feed the tribe. Test your might against others so that your place in the tribe is known. Destroy the enemies of the tribe.

THE HUMAN PANTHEON

Humans have a three group Pantheon. While other racial pantheons all fall under one category, the Humans break their Gods and Goddesses down by their alignments as follows:



❖ **ARTINUS** (*ART-i-noos*)
Greater God of Magic - "The Spell Weaver"

The God of Magic and leader of the Human Gods of Neutrality. Artinus takes this alignment very seriously, accepting worshippers of all alignments, as magic knows no alignment.

Deity's Information

Alignment: True Neutral

Portfolio: Spellcasters, Magic, Spells

Celestial Realm of Inhabittance: Concordant Opposition

Divine Agents: Ebarin Izaraphel serves Artinus, rediscovering and reintroducing "lost" magics and making new ones.

Worshipper Information

Holy Symbol: A set of crossed keys.

Holy Symbol Materials: Most crossed keys are made of simple iron, fused together, and worn on a chain.

Favored Weapon: Quarterstaff

Favored Colors of Worshippers: Clerics of Artinus wear any color they choose to wear.

Clerical Alignments: Any

Domains: Illusion, Knowledge, Magic, Spell, Rune

Dogma: Love magic for itself. Do not treat it just as a weapon to reshape the world to your will. True wisdom is knowing when not to use magic. Strive to use magic less as your powers develop, for often the threat or promise of its use outstrips its actual performance. Magic is Art, the Gift of the Master, and those who wield it are privileged in the extreme. Conduct yourself humbly, not proudly, while being mindful of this. Use the Art deftly and efficiently, not carelessly and recklessly. Seek always to learn and create new magic.



❖ **AURIS** (*awe-RISS*)
Lesser Goddess of Winter - "The Cold One"

The Winter Winds has been the bane of common man for eternity, marking the end of the year and the harvest. She is the end... and that frights others usually.

Deitie's Information

Alignment: Neutral Evil

Portfolio: Cold, Winter, Ice, Glaciers

Celestial Realm of Inhabittance: Carceri

Divine Agents: The Demigod Yun Sho serves Auris, bringing her master's icy touch to those that would avoid her embrace.

Worshipper Information

Holy Symbol: A silvery, 12 pointed snowflake

Holy Symbol Materials: Most

Favored Weapon: S

Favored Colors of Worshippers: G

Clerical Alignments: N, LE, NE, and CE

Domains: Air, Evil, Storm, Water

Dogma: Cover all the lands in ice. Quench fire wherever it is found. Let in the winds and the cold; cut down windbreaks and chop holes in walls and roofs that my breath may come in. Work darkness to hide the cursed sun so that the chill that Auris brings may slay. Take the life of an arctic creature only in great need, but slay all others at will. Make all Solinar fear the Frostmaiden. Reverse the Cold Goddess and sing her praises into any chill breeze or winter wind. Do not raise your hand against any other cleric of Auris.



❖ **AUROSAN** (*are-o-SAN*)
Lesser Human God of the Dead - "The Judge"

As the Human God of the Dead, Aurosan is responsible for ensuring the souls of the dead arrive to their appropriate final resting place.

Deity's Information

Alignment: Lawful Neutral

Portfolio: Final Judgment, Disposition of Souls, Death

Celestial Realm of Inhabittance: Arcadia

Divine Agents: The Demigod Preacher serves Aurosan, ushering the dead souls from their mortal shells to stand before Aurosan for final judgment.

Worshipper Information

Holy Symbol: A lotus flower in gray tones.

Holy Symbol Materials: Most holy symbols of Aurosan are silvery metal shaped as a lotus... or the flower itself.

Favored Weapon: Scythe

Favored Colors of Worshipppers: Tones of gray are the most common colors worn.

Clerical Alignments: LE, LG, LN

Domains: Fate, Law, Protection, Repose, Travel

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



❖ BACAL (*ba-CALL*)

Intermediate Goddess of Trade – “The Coin Collector”

The Coin Collector believes in free enterprise and bettering ones situation through hard work and effort to earn coin. A favorite of merchants everywhere.

Deity's Information

Alignment: True Neutral

Portfolio: Trade, Commerce, Merchants, Businesses

Celestial Realm of Inhabittance: Concordant Opposition

Divine Agents: None at this time

Worshipper Information

Holy Symbol: A stack of six golden coins.

Holy Symbol Materials: Worshipppers will have six gold coins fused together and carried in a pocket.

Favored Weapon: Mace (Any type)

Favored Colors of Worshipppers: G

Clerical Alignments: Any

Domains: Protection, Travel, Knowledge, Trade

Dogma: Mercantile trade is the best road to enrichment. Increasing the general prosperity buys ever greater civilization and happiness for intelligent folk worldwide, bringing people closer to the golden age that lies ahead. Destroy no trade goods, raise no restrictions to trade, and propagate no malicious rumors that could harm someone's commerce. Give money freely to beggars and businesses, for the more coin everyone has, the greater the urge to spend and trade rather than hoard. To guard your funds is to venerate Bacal, and to share them well seeds your future success. Call on her in trade and she will guide you in wise commerce.



❖ BENAK (*bay-KNOCK*)

Greater God of Destruction - “The Inferno”

The raging god of destruction believes in impermanence before all things, seeing true power in the ability to destroy all he sees.

Deitie's Information

Alignment: Chaotic Evil

Portfolio: Destruction, Conflagration, Violent Storms, Natural Disasters

Celestial Realm of Inhabittance: The Abyss

Divine Agents: The Demigod Shii serves Benak, bringing destruction across the face of Solinar at his master's bidding.

Worshipper Information

Holy Symbol: A flame with black smoke swirling

Holy Symbol Materials: A raging bonfire usually, though any symbol of flame will work, such as a torch.

Favored Weapon: Greatsword

Favored Colors of Worshipppers: Reds, oranges, and black are the colors most often worn.

Clerical Alignments: CE, CN, NE

Domains: Chaos, Destruction, Evil, Fire, Storm

Dogma: Preach the might of Benak, and always warn others of the forces only he can command – the fury of all Solinar. Walk unafraid in storms, forest fires, earthquakes, and other disasters, for the power of Benak protects you. Do so publically whenever possible so that others see that only Benak can protect them. Make others fear Benak by showing the destruction he and his servants can cause, for only Benak can protect them from gales, hailstorms, winds, floods, droughts, blizzards, hurricanes, and other natural dooms. Hurl such forces at one's foes if Benak deems a place or a person worth defending.



❖ **DAAGNAR** (*dog-NAR*)
Lesser God of Murder - "The Silent Killer"

Though on other worlds Mask may indeed be the God of Murder, on Solinar this role falls to Daagnar, the Silent Killer. It is a position he jealously guards even as he revels in his works.

Deitie's Information

Alignment: Neutral Evil

Portfolio: Murder, Intrigue, Assassins

Celestial Realm of Inhabittance: Carceri

Divine Agents: The Demigod Ur'Than serves Dagnar, personally slaying those that would attempt to usurp the Lord of Murder's authority.

Worshipper Information

Holy Symbol: A knife, piercing a heart

Holy Symbol Materials: The stiletto that each faithful of Dagnar carries serves as their holy symbol.

Favored Weapon: The Stiletto

Favored Colors of Worshippers: Worshippers of Dagnar always dress in black

Clerical Alignments: LE, NE, CE, and N

Domains: Chaos, Destruction, Evil, Illusion, Trickery

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



❖ **ELIA** (*EE-lia*)
Lesser Human Goddess of the Sun - "The Sunray; The Rising Sun"

The Rising Sun shines her light upon the world, standing solidly against the Undead whenever they are encountered. Her glory is often revered by farmers who need her light to grow their crops as well as new mothers who honor her for the birth of their children.

Deity's Information

Alignment: Neutral Good

Portfolio: Dawn, Light, Beginnings, Birth, the Sun

Celestial Realm of Inhabittance: Elysium

Divine Agents: The Demigod Kosh serves Elia, bringing light to the masses by confronting and battling the forces of Darkness.

Worshipper Information

Holy Symbol: A fiery sun with twelve bursts of flame

Holy Symbol Materials: Rubies are precious to Elia's clergy with copper metal used.

Favored Weapon: Spiked Chain

Favored Colors of Worshippers: Reds and oranges primarily, with the occasional yellow accent.

Clerical Alignments: CG, LG, NG

Domains: Community (SC), Glory, Healing, Protection, Purification (SC), Renewal (SC), Sun.

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



❖ **ELANNA** (*el-AH-na*)

Lesser Human Goddess of the Moon - "Our Silver Lady"

The Goddess Elanna has always been a vision in the night sky of Solinar. Though she shares her celestial abode with others, Elanna is the second most powerful of the Moon Goddesses on Solinar, lower in power to only Tamara of the Draconic Pantheon.

Deity's Information

Alignment: Chaotic Good

Portfolio: Good & Neutral Lycanthropes, moon, stars, navigation

Celestial Realm of Inhabitanance: The Beastlands

Divine Agents: The Demigod Bruinvan serves Elanna, counseling good and neutral lycanthropes in understanding of their condition.

Worshipper Information

Holy Symbol: Silvery crescent moon, often with black etchings.

Holy Symbol Materials: Moonstone and Silver are most common.

Favored Weapon: Scimitars

Favored Colors of Worshipers: Tend to dress in blacks and silvers, senior members wear deep blue accents.

Clerical Alignments: CG, CN, NG - (Special: LG, but only for her Werebears).

Domains: Chaos, Good, Moon, Protection, Travel

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



❖ **IXINON** (*ICKS-i-non*)

Lesser Human God of War - "The Charger; Wall Breaker"

The Charger, eternally charging into battle, valuing those courageous in battle above all others. In times of strife, it is not uncommon for him to take the lead in matters of battle.

Deity's Information

Alignment: Chaotic Neutral

Portfolio: War, Battle, Warriors

Celestial Realm of Inhabitanance: Ysgard

Divine Agents: None at this time

Worshipper Information

Holy Symbol: A rearing, black warhorse

Holy Symbol Materials: Most temples have a real warhorse that serves as the symbol of their god.

Favored Weapon: Bastard Sword

Favored Colors of Worshipers: Black, with gray highlights.

Clerical Alignments: CE, CG, CN

Domains: Chaos, Protection, Strength, War

Dogma: Ixinon does not win battles; he helps the deserving warrior win battles. War is fair in that it oppresses and aids all equally and that in any given battle, a mortal may be slain or become a great leader among his or her companions. It should not be feared, but seen as a natural force, the storm that civilization brings by its very existence. Arm all for whom battle is needful, even foes. Retreat from hopeless fights, but never avoid battle. Remember the dead that fell before you... on both sides of a conflict. Disparage no foe and respect all, for valor blazes in all regardless of age, sex, or race. Ixinon looks favorably upon those that acquit themselves honorably in battle without resorting to such craven tactics as destroying homes, family, or livestock when a foe is away... or attacking from the rear except when such an attack is launched by an outnumbered force. Consider the consequences of war, and do not wage it recklessly.



❖ **LIANDRA** (*lee-AHN-dra*)

Intermediate Goddess of Freedom - "The Liberator"

The Liberator believes setting free slaves, punishing slavers, and celebrating being free. Liandra sees it as her mission to destroy places like Nephidia.

Deitie's Information

Alignment: Neutral Good

Portfolio: Peace, Joy, Happiness, Festivals, Freedom, Liberty

Celestial Realm of Inhabitanance: Elysium

Divine Agents: None at this time

Worshipper Information

Holy Symbol: A green laurel wreath

Holy Symbol Materials: A laurel wreath is usually worn by her faithful

Favored Weapon: Club

Favored Colors of Worshipers: The green of a laurel, though higher ranking clerics have golden ones.

Clerical Alignments: CG, CN, NG

Domains: Family, Protection, Good, Charm

Dogma: Promote peace in all conflicts, mediating if need be. Seek joy always by working to bestow it upon others. Festivals are for all; gather into celebration the lost, the lonely, the exiled and the outlaw, the shunned, and even your foes. Let folk follow their own desires, and never fail to follow your own.



❖ LUZANA (*loo-ZAH-na*)

Lesser Goddess of the Winds - “The Explorer; The Traveler”

The explorer and traveler, as she is known, is a mysterious Goddess. Few know much about her, just her desires which are conveyed through prayer.

Deity’s Information

Alignment: Chaotic Neutral

Portfolio: Travel, Exploration, Caravans, Winds

Celestial Realm of Inhabittance: Ysgard

Divine Agents: The Demigod Mithrias guides lost travelers back upon the right pathways to their destinations.

Worshipper Information

Holy Symbol: A set of stylized wings.

Holy Symbol Materials: Most will have wings tattooed to themselves, but a silver disc with the symbol is used too.

Favored Weapon: Bows

Favored Colors of Worshipers: Sky-blue and black usually.

Clerical Alignments: CE, CG, CN

Domains: Air, Chaos, Protection, Trade, Travel

Dogma: Help and spread the faith to trailblazers and explorers who seek out new lands and new opportunities. Unearth and resanctify ancient shrines of Luzana. Ride the wind and let it take you wherever it may blow. Aid those in need, and trust in Luzana. Seek out the riches of the earth and sea. Journey to distant horizons. Be the first to see the rising sun, the mountain peaks, and the lush valleys. Let your footsteps fall where none have tread.



❖ MASK (*m-ASK*)

Lesser God of Thieves - “The Looter; Lord of Thieves”

A true master of intrigue, Mask can be found on other Realms throughout the Cosmos... plying his trade and working to further his power.

Deitie’s Information

Alignment: Neutral Evil

Portfolio: Deception, Illusion, Thieves, Thievery

Celestial Realm of Inhabittance: Carceri

Divine Agents: None at this time

Worshipper Information

Holy Symbol: Head of a hooded figure with red eyes

Holy Symbol Materials: Most utilize the short swords they carry as their holy symbol as well

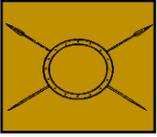
Favored Weapon: Short swords

Favored Colors of Worshipers: Gray tones and black are the preferred colors

Clerical Alignments: LE, NE, CE, and N

Domains: Illusion, Trickery, Darkness, Evil, Luck

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



❖ **MELOCH** (*may-LOCK*)

Intermediate God of Duty - “The Eternal Guardian”

The guardian of the Gods, he prizes loyalty to one’s duty above all else. She is honored by warriors and town guardsmen everywhere on Solinar.

Deity’s Information

Alignment: Lawful, Good

Portfolio: Guardians, Protection, Duty, Loyalty, Obedience, Paladins

Celestial Realm of Inhabittance: Celestia

Divine Agents: None

Worshipper Information

Holy Symbol: An oval shield in front of crossed spears.

Holy Symbol Materials: Usually emblazoned on a tabard or engraved onto a silver disc around the neck.

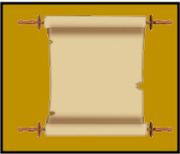
Favored Weapon: Spear (Any type)

Favored Colors of Worshipers: Shades of gray normally.

Clerical Alignments: LG, LN, NG

Domains: Protection, Good, Healing, Law, Strength

Dogma: Salvation may be found through service. Strive to maintain law and order. Obey your masters with alert judgment and anticipation. Stand ever alert against corruption and threats to that which you defend. Never betray your trust. Be vigilant. Be fair and diligent in the conduct of your orders. Protect the weak, poor, injured and young, and never sacrifice them for yourself or others. Know your foes to better anticipate their actions.



❖ **MYSMAN** (*miss-MAWN*)

Intermediate God of Knowledge - “The Seeker”

Mysman is the eternal seeker of knowledge, favoring teachers and mentors above others as they share the knowledge they attain.

Deitie’s Information

Alignment: Neutral Good

Portfolio: Knowledge, Insight, Literature, Scribes, the Mind

Celestial Realm of Inhabittance: Elysium

Divine Agents: The Demigod Kalidan serves Mysman, providing insight to those searching.

Worshipper Information

Holy Symbol: A dual scroll, facing up and down

Holy Symbol Materials: Most carry a dual scroll for bigger events, but otherwise just the symbol on a necklace is used.

Favored Weapon: Quarterstaff

Favored Colors of Worshipers: Tan and other shades of brown usually.

Clerical Alignments: CG, LG, NG

Domains: Knowledge, Good, Protection, Rune

Dogma: Information that is not recorded and saved for later use is information that is lost. Literacy is an important gift; spread it wherever you travel that it might touch the hearts and minds of all Solinar. Fill idle hours with the copying of written work, for in such a manner do you propagate knowledge and aid in the education of the masses. Information should be free to all and all should be able to read it so that lying tongues cannot distort such things.



❖ **NIVALLA** (*neh-VAL-ah*)

Lesser Goddess of Strategy - “Lady of Plans”

Those who promote and use strategy in battle are favored by Nivalla, thus she is a favorite among military officers across Solinar.

Deitie’s Information

Alignment: Lawful Neutral

Portfolio: Strategy, Planning, Tactics

Celestial Realm of Inhabittance: Mechanus

Divine Agents: The Demigod St. Argus serves Nivalla, providing wise counsel on the application of force during the strategic planning phase of any campaign.

Worshipper Information

Holy Symbol: A hawk’s head profile, facing west.

Holy Symbol Materials: Usually the symbol, embossed on a silver disc

Favored Weapon: Longsword, Longspear, or Longbow

Favored Colors of Worshippers: A deep blue with silvery outlines.

Clerical Alignments: LE, LG, LN

Domains: Law, Nobility, Planning, War, Protection

Dogma: War is won by those with the best planning, strategy and tactics; regardless of the apparent odds. Any fool can snatch victory from the jaws of defeat with fortune's aid. Only a master strategist can ensure lasting victory. War is a series of battles. Losing a battle does not necessarily indicate the war is lost. Seek out your opponent's weaknesses and recognize your own; avoid an opponent's strengths and play to your own. Only by focusing one's own strengths on the opponent's vulnerabilities can triumph be ensured. In times of war, prepare for peace; in times of peace, prepare for war. Seek out your enemy's enemies as allies, and be prepared to compromise. Life is an endless series of skirmishes with occasional outbreaks of war. Be ready – and have a contingency plan.



❖ **RAGAN** (*ray-GONE*)

Intermediate God of Strife - "The Strifelord"

Ragan, the God of Strife, loves nothing more than conflict... this the wars against Nephidia and the like are some of his favorite things to witness.

Deitie's Information

Alignment: Lawful Evil

Portfolio: Strife, Hatred, Tyranny, Fear

Celestial Realm of Inhabittance: Gehenna

Divine Agents: The Demigod Shalim Vos serves Ragan, binding the souls of those whom come before Ragan into his service for all eternity.

Worshipper Information

Holy Symbol: A black serpent, wrapped around and through a skull.

Holy Symbol Materials: Ragan's holy symbol will often be engraved into a piece of onyx

Favored Weapon: The punching dagger

Favored Colors of Worshippers: Black and deep purple are used by the faithful as they represent a bruise

Clerical Alignments: LE or NE

Domains: Evil, Destruction, Hatred, Law, Tyranny

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



❖ **SESHNA** (*SESH-na*)

Lesser Goddess of Bloodlust - "The Feral One"

Seshna stands against Elanna, jealous of the creations she has wrought. As such, Seshna created the evil Lycanthopes to stand against Elanna's chosen.

Deitie's Information

Alignment: Chaotic Evil

Portfolio: Bloodlust, Evil Lycanthropes, Marauding Beasts, Monsters

Celestial Realm of Inhabittance: The Abyss

Divine Agents: The Demigod Wolfen Ray serves Seshna, spreading the curse of Lycanthropy to those most deserving.

Worshipper Information

Holy Symbol: Four claw marks, slashing downward from east to west

Holy Symbol Materials: Usually faithful will get scratched purposely, scarring themselves.

Favored Weapon: Clawed gauntlets, punch daggers, or bare hands

Favored Colors of Worshippers: Blood red and black are the colors most favored by her clergy

Clerical Alignments: CN, NE, or CE

Domains: Animal, Chaos, Evil, Moon, Strength

Dogma: Survival of the fittest and the winnowing of the weak are the legacy of the Beast Lord. A brutal, bloody death or kill has great meaning. The crux of life is the challenge between the hunter and the prey; the determination of who lives or dies. View every important task as a hunt. Remain ever alert and alive. Walk the wilderness without trepidation and show no fear in the hunt. Savagery and strong emotions defeat reason and careful thought in all things. Taste the blood of those you slay and never kill

from a distance. Work against those who cut back the forest and who kill beast solely because they are dangerous. Slay not the young, the pregnant, or deepspawn so that prey will remain plentiful.



❖ **SHAENAX** (*SHAY-nacks*)
Lesser God of Artifice - “The Crafter”

The Crafter takes pride in his works, spreading his teachings amongst his faithful. In every town, hamlet, and city one can find those who revere Shaenax.

Deitie’s Information

Alignment: Neutral Good

Portfolio: Creation, Construction, Craft, Smiths

Celestial Realm of Inhabittance: Elysium

Divine Agents: The Demigod Rinas serves Shaenax, providing the information needed to create items of wondrous power.

Worshipper Information

Holy Symbol: Crossed forge hammers in black.

Holy Symbol Materials: Most

Favored Weapon: Hammer (Any type)

Favored Colors of Worshippers:

Clerical Alignments: CG, LG, NG, and N

Domains: Craft, Earth, Fire, Knowledge, Metal, Planning

Dogma: Become skilled in forging or some craft and practice making things and various means of joining and fastening until you can create devices to suit any situation or space. Practice experimentation and innovation in the making of tools and the implementation of processes, and encourage these virtues in others through direct aid, sponsorship, and support. Take on an apprentice and train them better than you were trained, watch them grow into masters themselves, and be blessed by Shanax for your efforts.



❖ **SHEIRO** (*SHAY-row*)
Intermediae God of Fate - “The Weaver”

The Weaver is responsible for the Strands of Fate in which all mortal forces reside. He often follows a thread along its pathway, identifying convergences in the Fate, and working to repair any timeline that needs to be addressed.

Deitie’s Information

Alignment: True Neutral

Portfolio: Divination, Fate, Fortune (Good & Bad)

Celestial Realm of Inhabittance: Concordant Opposition

Divine Agents: None at this time

Worshipper Information

Holy Symbol: A scuffed, golden Dragon’s Coin.

Holy Symbol Materials: Most worshippers will carry an old golden “lucky” coin as a holy symbol.

Favored Weapon: Sickle or Scythe

Favored Colors of Worshippers:

Clerical Alignments: Any

Domains: Fate, Knowledge, Law, Magic, Spell

Dogma: The blindness of mortals is the origin of all folly. Search for the truth in all things great and small, concealing nothing. Speak only the truth, for lies and misdirection, even for benign motives, is the root of all sorrow. Be not paralyzed by indecision, but take no action without analyzing the implications. Hasty actions and decisions are rarely more beneficial than well thought out strategies that are revised as necessary. Mortals who employ only their two common eyes are essentially blind. Sheiro allows both foresight and hindsight so that mortals can access the omniscience of the gods. Seek for the hidden motive before you act, and damage not the whole of the realm in which you live out your mortal life.



❖ **TYRNA** (*TEAR-nah*)
Greater God of Justice - “The Justicar”

Tyrna is singularly focused, issuing judgments as dictated by Io, and holding all the Human Gods to Io’s directives. He represents the Law to many mortals on Solinar and most law proceedings will begin with a prayer to Tyrna (with a *Detect Lies* spell).

Deitie’s Information

Alignment: Lawful Good

Portfolio: Justice, Law, Magistrates

Celestial Realm of Inhabitation: Celestia
Divine Agents: None at this time

Worshipper Information

Holy Symbol: A set of golden scales

Holy Symbol Materials: Carry actual scales of gold, though those traveling with simply wear a necklace with the symbol upon a golden disc.

Favored Weapon: Longsword

Favored Colors of Worshipers:

Clerical Alignments: LG, LN, NG

Domains: Law, Protection, Good, Retribution, Knowledge

Dogma: Reveal the truth, punish the guilty, right the wrong, and always be true and just in your actions. Uphold the law wherever you go and punish those who do wrong under it. Keep a record of your own rulings, deeds, and decisions, for through this your errors can be corrected, your grasp on the laws of all lands will flourish, and your ability to identify lawbreakers will expand. Be vigilant in your observations and anticipations so you may detect those who plan injustices before their actions threaten law and order. Deliver vengeance to the guilty for those who cannot do it themselves.



❖ VALLA (VAL-ah)

Intermediate Goddess of Darkness - "The Dark One"

Valla, the Dark One, stands opposed to Elia and Elanna primarily, though she sees them as an annoyance more than anything. It is foretold that in the end, Valla will win as the Cosmos is plunged into darkness.

Deitie's Information

Alignment: Neutral Evil

Portfolio: Darkness, Forgetfulness, Loss, Night, Secrets, Caverns

Celestial Realm of Inhabitation: Hades

Divine Agents: The Demigoddess Byrna Wern serves Valla, using the darkness that is the Lady of Night to destroy those who stand against her master.

Worshipper Information

Holy Symbol: An outline of an eye with a four-pointed star as the iris

Holy Symbol Materials: Most will have the holy symbol carved into a piece of onyx or jet, worn about the neck.

Favored Weapon: Chakram

Favored Colors of Worshipers: Black is the only color faithful of Valla will wear.

Clerical Alignments: N, LE, NE, or CE

Domains: Cavern, Darkness, Evil, Knowledge, Illusion

Dogma: Reveal secrets only to fellow members of the faithful. Never follow hope or turn to promises of success. Quench the light of the moon and sun, working ever against the agents of Elia and Elanna, for the vile sisters of Valla will fall in the end. The dark is a time to act, not wait. It is forbidden to strive to better your lot in life or to plan ahead except when directly overseen by the faithful of the Lady of Darkness. Consorting with the faithful of good deities is a sin except in business dealings or to corrupt them from their beliefs. Obey ranking clergy unless it would result in your own death.



❖ VECNA (veck-NAH)

Lesser God of the Undead - "The Lost God"

The First Lich is obsessed with the Undead and the Negative Plane. He is often lost in research, learning all that he may. Recently, Vecna has stopped responding to the pleas of his faithful. He has been drawn in by the Mists of Ravenloft cutting him off from his Divine nature. Until his return (if he should ever return) Hadriak sits as the new God of Undeath, keeping all accouterments of faith and dogma his lost Lord had.

Deitie's Information

Alignment: Neutral Evil

Portfolio: Necromancy, Undeath, the Undead, Necromancers

Celestial Realm of Inhabitation: None, resides on Ravenloft now.

Divine Agents: The Demigod Hadriak serves Vecna, constantly working to uncover new methods of undeath, new abominations via experimentation, and new magic that the Lord of the Undead may utilize.

Worshipper Information

Holy Symbol: A crowned skull

Holy Symbol Materials: Most will have Vecna's symbol upon a small metallic disc around their necks.

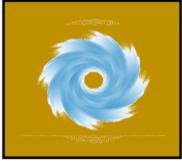
Favored Weapon: Quarterstaff or dagger

Favored Colors of Worshippers: G

Clerical Alignments: N, LE, NE, and CE

Domains: Death, Evil, Magic (Necromancy), Undeath

Dogma: Life and death are the twin faces of eternal existence. To surrender to either one is to resign oneself to obscurity. True power lies in the twilight between life and death. By seeking to explore and extend the mortal condition and form, even mortal life itself, knowledge of the world and its infinite complexity are extended. Let no one interfere with the pursuit of such research, for the end result will more than justify the necessary sacrifices along the path. Knowledge is power, and knowledge of life and death brings power over all beings, living and unliving. When your mortal life comes to its end, seek to extend it through the noble art of necromancy, and become that which you study.



❖ **WOLIN** (*WHOA-ling*)

Intermediate God of the Sea - "The Maelstrom"

Wolin is the raging Sea, the indifferent currents that run through the waters, the tide which is both giver and taker. More a force of nature than anything else, Wolin detests any who pollute his waters, exacting vengeance as desired.

Deitie's Information

Alignment: Chaotic Neutral

Portfolio: Sailors, Ships, Naval Combat, the Sea, Sea Creatures, Sea Winds, Pirates

Celestial Realm of Inhabitanace: Limbo

Divine Agents: None at this time

Worshipper Information

Holy Symbol: A blue maelstrom on a white background.

Holy Symbol Materials: Coral with a maelstrom representation usually painted in blues

Favored Weapon: The cutlass is usually the favored weaponry

Favored Colors of Worshippers: Deep blues and white

Clerical Alignments: N, CG, CN, and CE

Domains: Ocean, Protection, Storm, Water

Dogma: The sea is a savage place, and those travelling it had best be willing to pay the price of the challenge. All should fear the wrath of Wolin, for the wind and wave can reach anywhere if sufficiently angered. Fair offerings will bring fair winds to sea travelers, but those that do not pay homage to the Lord of the Sea will find that the sea is a cold place indeed. Nothing is more invigorating than the feel of wind and spray upon one's face. There is always risk involved in sea travel, but without risk there can be no worthy reward. One's loyalties should be first to one's mates, then to one's ship, and then to Wolin, for he protects sailors that honor him.



❖ **YULAN** (*YOU-lahn*)

Intermediate Goddess of Nature - "The Lone Wolf; The Huntress"

Yulan holds a unique place in the Cosmos. In other worlds, Druids and Rangers would pray strictly to her, but because of the 1st Celestial Pact, these tend to worship the Elemental Lords above Yulan. It is a relationship that Yulan sees as tedious, but she makes due with those who do come to find her words.

Deitie's Information

Alignment: True Neutral

Portfolio: Nature, Rangers, Natural Creatures, Natural Cycle of Life

Celestial Realm of Inhabitanace: The Happy Hunting Grounds

Divine Agents: None at this time

Worshipper Information

Holy Symbol: A wolf's head profile, howling, facing east

Holy Symbol Materials: A simple wooden disc, engraved with her holy symbol

Favored Weapon: Daggers, representing the fangs of a beast. Always two matching blades.

Favored Colors of Worshippers: Followers of Yulan prefer natural tones, to better blend with Nature.

Clerical Alignments: Any who respect Nature

Domains: Animal, Plant, Protection, Renewal, Healing

Dogma: The Great Mother sees and balances all, meting out wild water and drought, fire and ice, life and death. Hold your distance and take in the total situation, rather than latching on to the popular idea of what is best. All is in a cycle, deftly and beautifully balance. It is the duty of the devout to see this cycle and the sacred Cycle as clearly as possible. Make others see the Cycle and work against those that would disturb it. Watch, anticipate, and quietly manipulate. Resort to violence and open confrontation only when you must. Fight against the destruction of Nature, banish disease wherever you find it, defend the lands you live upon, and plant new

flora whenever possible. Seek out, serve, and befriend dryads and learn their names. Kill natural creatures only to thin herds threatening to upset the balance, but thank them for the sacrifice they make to your table.

FINAL NOTE ON THE GODS

All other Pantheons may be found within various source material written. We have concentrated on those that are hard to find or have changes to them which required addressing.

NOTES ON THE PLANES

The planes that make up the Great Wheel are briefly described below. Each of the Transitive Planes and Inner Planes has its own random encounter table. The Outer Planes share four random encounter tables; use the appropriate one as directed in the plane's description. All the encounter tables in this section are intentionally general; if you're designing a site-based adventure on another plane, use the appropriate table as a starting point for your own encounters

The Material Plane

The Material Plane is the center of most cosmologies and defines what is considered normal.

The Material Plane has the following traits:

- Normal gravity.
- Normal Time
- Alterable morpic.
- No Elemental or Energy Traits (specific locations may have these traits, however)
- Mildly neutral-aligned.
- Normal magic.

Cosmology

In the D&D game, the gods are physical creatures, and as such they need places to live and work. Where you choose to locate them affects your campaign.

Each sample pantheon of deities presented in this book includes a discussion of the cosmology those deities inhabit. The Olympian gods, for example, dwell primarily on the Outer Plane called Olympus, and only a handful of other planes exist in that cosmology. The deities of the D&D pantheon, on the other hand, dwell on a multitude of Outer Planes (and some dwell on the Material Plane). A complete discussion of planes—Material, Inner, Outer, and Transitive—in the D&D game lies in the pages of *Manual of the Planes* and is beyond the scope of this book.

❖ PLANAR TRAITS

Certain traits define the characteristics of a plane, and can be altered to some extent by deities who reside on that plane. These traits include gravity, time, morpic traits, elemental and energy traits, alignment traits, and magic traits.

❖ MATERIAL PLANE

The Material Plane is the ordinary universe of mortals, the default setting for any D&D game. Depending on the cosmology, your campaign setting might be the entirety of the Material Plane, or it could be just a tiny part of it. When the deities make their homes among mortals on the Material Plane, mortals have a visible sign of divine presence among them. That visibility is the best aspect of this choice. Having even one divine “home” at a known location injects a considerable element of the fantastic into your game. It makes clerics and paladins more likely to serve deities, since they have chances to interact directly with their patrons, much as with active deities.

Some additional planning steps attend this choice. A divine realm on the Material Plane is smaller than one on the Outer Planes (see Godly Realms in Chapter 2) and requires more thought to keep it exotic and remote. Possibilities include the top of the highest mountain in the realm, deep under the sea, in the depths of an active volcano, or on a rocky crag off the coast that's surrounded by rip tides, strong currents, and reefs. Deities living on the Material Plane put a great deal of effort into their defenses before your campaign begins, possibly even before recorded time. The point may not be to keep mortals out, but to test them. Any mortal who passes a god's defenses and comes before the god is therefore worthy to be there. Remember that point when overachieving player characters attempt to breach a divine barricade. The god behind the defenses probably wants to repel mortal intruders, not kill them. Evil gods, of course, have no compunction about destroying any creature that invades their homes.

Consider why the deity breaks from the typical pattern of living on another plane. Building a home, defending it, and keeping mortals away while attending to divine duties are all more difficult on the Material Plane. A god may choose to do so out of love for her creations. Such gods generally live in an appropriate location. For instance, a god of the sea might live in the depths of a marine

trench. A god of the dwarves might live atop, or deep inside, an inaccessible mountain peak. Or, the location of a divine home may not have been the god's choice. A "fallen god" may have been cast out from the divine plane inhabited by the rest of the pantheon and imprisoned on the Material Plane. If evil or hostile gods are dominant in your world, the good deities may live in the world along with mortals, having been cast out from their other-planar homes.

Deities living on the Material Plane are not necessarily active. They're more likely to be active if they depend on mortal worshippers for their power, because they'll protect their charges. If the deities are truly immortal, they may behave any way you wish, but benevolent or indifferent deities are still preferable. Active hostile gods that live on the Material Plane full-time are a huge challenge, constantly threatening the mortal realms.

Monotheism and dualism have the same considerations as pantheism does when deities live in the mortal realm. Animism faces a further challenge: Spirits quickly overcrowd the world if they live on the Material Plane. Making them insubstantial is a necessity. Another serious consideration is their mortality. Spirits on the Material Plane are easiest to handle if they're immortal. Initiates of mystery cults may be the only mortals who can interact with gods on the Material Plane.

❖ **OUTER PLANES**

Deities typically make their homes on these strange and exotic layers of alternate realities. Most Outer Planes are divinely morphic. This trait allows deities to alter the landscape, the physical laws, the workings of magic, or any combination of the three when they establish personal realms on these planes. Exactly what a deity can alter depends on its divine rank, as discussed in Chapter 2. Even outside a deity's realm, travelers may encounter phenomena unknown on the Material Plane. The Outer Planes have none of the weaknesses of the Material Plane, but they also lack the strength. Outer Planes are divinely morphic, easily shaped by the gods who live there. Divine realms in the Outer Planes measure their size in miles, not feet. The very nature of the Outer Planes makes them difficult to reach and travel within, making mortal intrusions less likely. Those who do reach a divine realm may be powerful enough to be worth a god's attention.

Choosing a visible, yet intimidating, location is unnecessary because mortals and gods do not inhabit the same place. Putting your deities on the Outer Planes removes the advantage of proximity that the Material Plane enjoys; the gods are no longer immediately visible to mortals. The exotic landscapes of the Outer Planes can make up for this loss of wonder, but only if your player characters eventually travel there. D&D characters don't speculate about the existence of other dimensions—they use them. All the creatures from *summon monster* spells come from other planes, for example.

Characters must have access to high-level spells to reach the Outer Planes. That requirement generally stops player characters from visiting their patron deity directly until they have attained high levels. You have some time to plan the first meeting between deity and worshiper. While there are no further or special issues for monotheism or dualism, an Outer Plane is not the best home for animistic spirits; they are part of the world all around their believers. Removing animistic spirits to another plane negates the close connection between a spirit and its associated place, family, object, or creature.

❖ **INNER PLANES**

In the typical D&D cosmology, the Inner Planes are the four Elemental Planes (Air, Earth, Fire, and Water) and the two Energy Planes (Positive and Negative). For clerics and paladins, placing divine realms on the Inner Planes differs little from placing them on the Outer Planes. Inner Planes are morphic in the same way the Material Plane is: Hard work can level a mountain, fill a ravine, dam a river, or raise a castle. The Inner Planes are not divinely morphic as the Outer Planes are, and you should treat the size of a divine realm on an Inner Plane as if it is on the Material Plane. Creatures most comfortable with a particular element stand the best chance of surviving on the comparable Elemental Plane.

Water-breathers thrive on the Elemental Plane of Water, while thoqqas and purple worms are more likely to survive on the Elemental Plane of Earth. All four of the Elemental Planes contain spaces where mortals common to the Material Plane can survive relatively easily. Gods living on an Elemental Plane maintain part of their realm in such spaces. For instance, a god living on the Elemental Plane of Earth most likely keeps a courtyard or hall in an open cavern where mortals can approach. Such places are free from the storms, tremors, and currents that sweep the Elemental Planes periodically. Presumably such a god has no trouble surviving that element, and the rest of that divine realm reflects that ease. There might be no other open spaces within the realm of a god dwelling on the Elemental Plane of Earth, for example. The stability of the open area is for the comfort of mortal supplicants.

The Energy Planes are dangerous to everyone, and your gods may choose to live on them for precisely that reason. Because negative energy drains living creatures and positive energy fills living creatures until they literally explode, gods may choose to use these planes as moats or walls around their realms. If you place gods on these planes, either make the deities immune to the effects of the plane, or make their realms islands in the energy seas that protect all within them. A dualistic system might have one deity on the Positive Energy Plane and one on the Negative Energy Plane.

Alternatively, your gods may imprison one or more other gods on an Inner Plane specifically because the environment is so dangerous and uncomfortable. The Inner Planes make better prisons than the Material Plane because they're farther removed from mortal worshippers of the remaining gods. Their very nature makes it difficult for beings to move through them to escape. Their stable nature means that a deity imprisoned on one can't simply will the plane into a different, more hospitable, form.

While the Inner Planes pose no special issues for monotheism or dualism, it's hard to give animistic spirits a home on the Inner Planes for the same reasons that the Outer Planes are a tricky choice. Certain spirits may communicate with or travel to the Inner Planes, however, particularly if a spirit has an affinity for a specific element. For instance, the spirit of an ancestral sword might travel freely to and from the Elemental Plane of Earth.

❖ TRANSITIVE PLANES

The Transitive Planes run through and around all the other planes. They include the Astral Plane, the Ethereal Plane, and the Plane of Shadow. The proximity of these planes to the Material Plane is both an aid and a hindrance. Active gods find moving from these planes to their mortal worshipers extremely easy, but conversely, mortals can more easily reach these planes than they can the Inner or Outer Planes. These planes lack the divinely morphic nature of the Outer Planes, so realms here are alterable only through magic and hard work, just as on the Material Plane. But unlike on the Material Plane, there's very little raw material to work with on the Transitive Planes; almost every bit of matter was brought in by someone or something else. Building materials and finished structures must be brought to the plane, and completed realms are obvious to planar travelers. As mentioned previously, the physical forms of dead deities may need a place to reside. The standard cosmology of the D&D game places the "gods' graveyard" on the Astral Plane. You may choose to use another Transitive Plane in a similar fashion, or to have living gods and the dead gods of the past occupy the same plane. Monotheism and dualism face lesser challenges than pantheism when dealing with the Transitive Planes. A faith with a single god living on the Plane of Shadow could teach that god is always watching the faithful from the shadows. The Ethereal Plane is a particularly good place for animistic spirits. The spirits are present and can perceive the Material Plane to some extent, but they are removed enough to be mysterious.

❖ OTHER POSSIBILITIES

Once you allow for the existence of other planes, there's no reason to stop at a single Material Plane. Alternate Material Planes may exist "above" and "below" the Material Plane that is the player characters' home. You can play with gravity, time, magic, morphic nature, or topology, create a mirror universe (where even the gods have mirror entities), or change the dominant race. Your characters might travel to an alternate plane where lizardfolk and similar reptilian races rule the land, worshiping draconic gods and hunting humans, elves, dwarves, halflings, and gnomes as vermin. An alternate Material Plane could be home to the gods. Traveling there, player characters find supremely powerful beings working the fields or shoeing horses.

You may choose to develop an alternate cosmology and thus change what places are available for divine realms. For instance, the Asgardian realms could be configured as a series of Material Planes linked by Yggdrasil, the World Tree. Such a cosmology could negate the need for the Outer Planes, or other planes altogether.

Magic on the Planes

A number of spells affect or use planes beyond the Material Plane, as summarized below.

- **Spells with Astral Aspects:** The following spells depend on access to the Astral Plane and are ineffective in godly realms where the deity has severed links to the Astral Plane (through the deity may have chosen to maintain astral links in specific places). These spells are also ineffective in cosmologies that don't include an Astral Plane (though a cosmology may provide an alternative to the Astral Plane that allows these spells to function). *Astral projection, dimension door, summon monster (I-IX), teleport, teleportation circle, teleport without error, vanish.*
- **Spells with Ethereal Aspects:** The following spells depend on access to the Ethereal Plane and are ineffective on any Outer Plane. They are also ineffective in cosmologies that don't include an Ethereal Plane (though a cosmology may provide an alternative to the Ethereal Plane that allows these spells to function). *Blink, ethereal jaunt, etherealness, Leomund's secret chest, maze, vanish.*
- **Spells with Shadow Aspects:** The following spells depend on access to the Plane of Shadow and are ineffective in cosmologies that don't include a Plane of Shadow (though a cosmology may provide an alternative to the Plane of Shadow that allows these spells to function). *Greater shadow conjuration, greater shadow evocation, shades, shadow conjuration, shadow evocation, shadow walk.*
- **Magic Portals:** "Portal" is a general term for a stationary interplanar connection. Portals open at one location on the originating plane and another location on the destination plane (or planes, if several portals are linked together). They provide instantaneous transportation from one location to another. If a deity has severed links to the Astral Plane in its realm, a portal cannot originate or lead there, though the deity may have chosen to maintain astral links in specific places and portals to lead to those locales.

The Transitive Planes

The Transitive Planes are those planes of existence that suffuse the Cosmos, filling in the gaps between planes.



The Great Wheel

(D&D Cosmology)

Material Plane

1. Material Plane

Transitive Planes

2. Ethereal
3. Shadow
4. Astral

Inner Planes

5. Positive Energy
6. Fire
7. Earth
8. Negative Energy
9. Water
10. Air

Outer Planes

11. Celestia
12. Bytopia
13. Elysium
14. Beastlands
15. Arborea
16. Ysgard
17. Limbo
18. Pandemonium
19. Abyss
20. Carceri
21. Gray Waste
22. Gehenna
23. Nine Hells
24. Acheron
25. Mechanus
26. Arcadia
27. Outlands

❖ THE ETHEREAL PLANE

The Ethereal Plane is a misty, fog-bound dimension that is coexistent with the Material Plane and often other planes as well. Travelers within the Ethereal Plane describe the plane as a collection of swirling mists and colorful fogs. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. Ethereal denizens watch the Material Plane as though viewing it through distorted and frosted glass. While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane. This makes the Ethereal Plane very useful for reconnaissance, spying on opponents, and other occasions when it's handy to move around without being detected. The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

It has the following traits.

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane. It is possible for a caster on the Ethereal Plane to use a fireball spell against an enemy on the Ethereal Plane, but the same fireball wouldn't affect anyone on the corresponding part of the Material Plane. A bystander on the Material Plane can walk through an ethereal battlefield without feeling more than the hair on the back of his neck standing up.

❖ PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly. The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities. The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

The sky on the Plane of Shadow is a black vault with neither sun nor stars. Landmarks from the Material Plane are recognizable on the Plane of Shadow, but they are twisted, warped things—diminished reflections of what can be found on the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home. The Plane of Shadow is magically

morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. If a traveler visits a mountain range during one use of a shadow walk spell, the mountain range may still be there the next time, but the individual mountains may have moved about. Precision is a lost cause on the Plane of Shadow.

The Plane of Shadow has the following traits.

- Magically morphic. Spells such as shadow conjuration and shadow evocation modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.

❖ **THE ASTRAL PLANE**

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane, such as *dimension door*, briefly touch the Astral Plane. The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Large tube-shaped clouds slowly coil into the distance, some appearing like thunderheads and others looking like immobile tornadoes of gray wind. Erratic whirlpools of color flicker in midair like spinning coins. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain. Both planar travelers and refugees from other planes call the Astral Plane home. The most prominent denizens of the Astral Plane are the githyanki, an outcast race that preys on travelers throughout the plane.

The Astral Plane has the following traits.

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

The Inner Planes

The Inner Planes represent those planes of existence of the Elements.

❖ **ELEMENTAL PLANE OF AIR**

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below. Clouds billow up in bank after bank, swelling into grand thunderheads and dissipating into wisps like cotton candy. The wind pulls and tugs around travelers, and rainbows glimmer in the distance. The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

❖ **ELEMENTAL PLANE OF EARTH**

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow. Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal. Striations of granite, volcanic rock, and marble interweave with brittle crystal and soft, crumbling chalks and sandstones. Thin veins of gemstones, rough and huge, can be found within the plane, and these unpolished jewels often lead the greedy to this plane in the hope of picking them up with minimal effort. Such prospectors often meet their match in the natives of the Elemental Plane of Earth, who feel extremely attached (sometimes literally) to parts of their home.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

❖ **ELEMENTAL PLANE OF FIRE**

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. The plane is a crematorium for the unprepared traveler and an uncomfortable spot even for the dedicated adventurer. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily. The elemental fires seem to feed on each other to produce a continually burning landscape.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

❖ **ELEMENTAL PLANE OF WATER**

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium. The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water. The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Enhanced magic. Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

❖ **NEGATIVE ENERGY PLANE**

The Negative Energy Plane is a barren, empty place, a void without end, and a place of empty, endless night. Worse, it is a needy, greedy plane, sucking the life out of anything that is vulnerable. Heat, fire, and life itself are all drawn into the maw of this plane, which always hungers for more. To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits.

- Subjective directional gravity.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- Impeded magic. Spells and spell-like abilities that use positive energy, including cure spells, are impeded. Characters on this plane take a -10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack.

❖ **POSITIVE ENERGY PLANE**

The Positive Energy Plane is best compared to the heart of a star. It is a continual furnace of creation, a domain of brilliance beyond the ability of mortal eyes to comprehend. Its very being wavers and ripples as new matter and energy is born and swells to full power

like a bursting fruit. It is a vibrant plane, so alive with itself that travelers themselves are empowered by visiting it. The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova.

Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

- Subjective directional gravity.
- Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use positive energy, including cure spells, are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)
- Impeded magic. Spells and spell-like abilities that use negative energy (including inflict spells) are impeded.

The Outer Planes

The Outer Planes represent those Celestial Realms or Infernal Lands where the Gods & Goddesses of the worlds reside.

❖ HEROIC DOMAINS OF YSGARD

Ysgard is a plane on an epic scale, with soaring mountains, deep fjords, and dark caverns that hide the secret forges of the dwarves. A biting wind always blows at a hero's back. From the freezing water channels to the sacred groves of Alfheim's elves, Ysgard's terrain is grand and terrible. It is a place of sharp seasons: Winter is a time of darkness and killing cold, and a summer day is scorching and clear. Most spectacular of all, the landscape floats atop immense rivers of earth flowing forever through an endless skyscape. The broadest earthen rivers are the size of continents, while smaller sections, called earthbergs, are island-sized. Fire rages under each river, but only a reddish glow penetrates to the continent's top. Of more concern is the occasional collision between rivers, which produces terrible quakes and sometimes spawns new mountain ranges. Ysgard is the home of slain heroes who wage eternal battle on fields of glory. When these warriors fall, they rise again the next morning to continue eternal warfare.

The plane boasts two layers beneath the top layer, also called Ysgard: the fiery caverns of Muspelheim and the underground forests of Nidavellir.

❖ EVER-CHANGING CHAOS OF LIMBO

Limbo is a plane of pure chaos. Untended sections appear as a roiling soup of the four basic elements and all their combinations. Balls of fire, pockets of air, chunks of earth, and waves of water battle for ascendancy until they in turn are overcome by yet another chaotic surge. Landscapes similar to ones found on the Material Plane drift through the miasma: bits of forest, meadow, ruined castles, and small islands. Despite the plane's inhospitable environment, the slaadi and the githzerai call Limbo home. Limbo has no layers. Or, if it does, the layers continually merge and part, each is as chaotic as the next, and even the wisest sages would be hard-pressed to distinguish one from another.

❖ WINDSWEPT DEPTHS OF PANDEMONIUM

Pandemonium is a great mass of matter pierced by innumerable tunnels carved by the howling winds of the plane. It is windy, noisy, and dark, having no natural source of light. The wind quickly extinguishes normal fires, and lights that last longer draw the attention of wights driven insane by the constant howling wind. Every word, scream, or shout is caught by the wind and flung through all the layers of the plane. Conversation is accomplished by shouting, and even then words are spirited away by the wind before they travel farther than 10 feet. The stale wind of Pandemonium is cold, and it steals heat from unprotected travelers. The endless gale buffets each inhabitant, blowing sand and dirt into eyes, snuffing torches, and carrying away loose items. In some places, the wind howls so fiercely that it lifts creatures off their feet and carries them for miles before dashing their forms against some dark cliff face. In a few relatively sheltered places, the wind dies down to just a breeze carrying haunting echoes from distant parts of the plane, though these sounds are so distorted that they sound like cries of torment. Pandemonium has four layers: Pandesmos, Cocytus, Phlegethon, and Agathion. Pandesmos, the highest layer, has large caverns and passageways, with Cocytus and Phlegethon having progressively smaller and more rugged caverns. Agathion has only isolated caverns, with no tunnels linking them.

❖ INFINITE LAYERS OF THE ABYSS

The Abyss is all that is ugly, all that is evil, and all that is chaotic reflected in infinite variety through layers beyond counting. Its virtually endless layers spiral downward into ever more atrocious forms. Conventional wisdom places the number of layers of the Abyss at 666, though there may be far more. The whole point of the Abyss, after all, is that it's far more terrible than conventional wisdom could ever encompass. Each layer of the Abyss has its own unique, horrific environment. No theme unifies the multifarious

layers other than their harsh, inhospitable nature. Lakes of caustic acid, clouds of noxious fumes, caverns of razor-sharp spikes, and landscapes of magma are all possibilities. So are less immediately deadly terrains such as parched salt deserts, subtly poisonous winds, and plains of biting insects. The Abyss is home to demons, creatures devoted to death and destruction. A demon in the Abyss looks upon visitors as food or a source of amusement. Some see powerful visitors as potential recruits (willing or not) in the never-ending war that pits demons against devils, known as the Blood War.

❖ TARTERIAN DEPTHS OF CARCERI

The prison plane of Carceri seems the least overtly dangerous of the lower planes, but that first impression quickly disappears. Acid seas and sulfurous atmospheres may be rare on this plane, and no areas of biting cold or infernos of raging heat exist. The danger of Carceri is a subtler thing. The plane is a place of darkness and despair, of passions and poisons, and of kingdom-shattering betrayals. On Carceri, hatreds run like a deep, slow-moving river. And there's no telling what the flood of treachery is going to consume next. It is said that a prisoner on Carceri may only escape when she has become stronger than whatever imprisoned her there. That's a difficult task on a plane whose very nature breeds despair, betrayal, and self-hatred. Carceri consists of six layers: Orthrys, Cathrys, Minethys, Colothys, Porphratys, and Agathys. Each layer consists of a series of orbs like tiny planets. A gulf of air separates each orb from the next. On a particular layer, little distinguishes one orb from the next, and it's possible that the number of orblike planets on each layer is infinite.

❖ GRAY WASTE OF HADES

Hades sits at the nadir of the lower planes, halfway between two races of fiends each bent on the other's annihilation. Thus, it often sees its gray plains darkened by vast armies of demons battling equally vast armies of devils who neither ask nor give quarter. If any plane defines the nature of true evil, it is the Gray Waste. In the Gray Waste of Hades, pure undiluted evil acts as a powerful spiritual force that drags all creatures down. Here, even the consuming rage of the Abyss and the devious plotting of the Nine Hells are subjugated to hopelessness. Apathy and despair seep into everything at the pole of evil. Hades slowly kills a visitor's dreams and desires, leaving the withered husk of what used to be a fiery spirit. Spend enough time in Hades, and a visitor gives up on things that used to matter, eventually succumbing to total apathy. Hades has three layers, called "glooms": Oinos, Niflheim, and Pluton. Uncaring malevolence that slowly crushes the spirit permeates each gloom.

❖ BLEAK ETERNITY OF GEHENNA

Gehenna's top layer borders Hades and the Nine Hells, so it is not a pleasant place. Floating in an impenetrable, infinite void are volcanic mountains seemingly without base or peak. They are only finite in the strictest sense of the word, measuring hundreds of thousands of miles in each direction. A single volcanic mountain dominates each of the four layers of Gehenna, though lesser volcanic earthbergs drift and sometimes smash into the greater mountains.

No naturally occurring level place exists in any of the layers; all the slopes are at least 45 degrees, and many are akin to sheer cliffs. Gehenna's fiendish inhabitants have carved artificial ledges, some large enough for entire cities, and switchback paths to connect them. But those edifices have a tendency to break apart, sending their builders on a long, sliding fall down the mountain. Gehenna's four layers are Khalas, Chamada, Mungoth, and Krangath. Each layer is differentiated from the other by its degree of volcanic activity.

❖ NINE HELLS OF BAATOR

This plane, sometimes simply called Baator or Hell, is the ultimate realm of law and evil, the epitome of premeditated, crafted cruelty. The devils of the Nine Hells all obey a higher law than themselves, but all that really means is that they chafe and rebel against their status. Most will undertake any plot or action, no matter how foul, to advance themselves. The Nine Hells compare well with any other lower plane in terms of sheer diversity of vileness. Devils are more cunning, more subtle, and more dangerous than other fiends—or so say the devils. A demon revels in slaving, insane, evil power, but a devil always has an agenda, a plan of attack, and a carefully conceived plot for retribution if necessary. Baator consists of nine layers, each lower than the next, like ledges stepping down into an ever-deeper pit. From top to bottom, they are Avernus, Dis, Minauros, Phlegethos, Stygia, Malbolge, Maladomini, Cania, and Nessus.

❖ INFERNAL BATTLEFIELD OF ACHERON

The hue and cry of battle is the first sound a soldier hears when arriving on Acheron and the last sound a refugee hears when leaving. That's all Acheron offers: conflict, war, strife, and struggle. Many armies populate Acheron, but leaders are scarce. Truly, rebels without a cause are common on Acheron, whether they're mortals, fiends, or celestials. Avalas, Thuldadin, Tintibus, and Ocanthus are the layers of Acheron, each made of island- or even continent-sized iron cubes floating in an airy void. Sometimes the cubes collide, and echoes of past collisions linger throughout the plane, mingling with the ring of sword on sword as armies clash across the faces of the cubes.

❖ CLOCKWORK NIRVANA OF MECHANUS

Mechanus is the plane where perfectly regimented order reigns supreme. It consists of equal measures of light and dark, and equal proportions of heat and cold. On Mechanus, all law is reflected in a single infinite realm of immense clockwork gears, all interlocked, all turning according to their own measure. The cogs seem to be engaged in a calculation so vast that no deity knows its purpose,

except that it is somehow a function of law. At first glance, the nature of Mechanus seems straightforward. However, subtleties lurk just below the surface. Every kind of law can be found in the Clockwork Nirvana of Mechanus, from simple maxims to devilishly twisted rules of decorum.

❖ PEACEABLE KINGDOMS OF ARCADIA

Arcadia thrives with orchards of perfectly lined trees, rulerstraight streams, orderly fields, and cities laid out in geometrically pleasing shapes. The mountains are unblemished by erosion. Everything on Arcadia works toward the common good and a flawless form of existence. Here, nothing intrudes on harmony. It is said that everything on Arcadia is as perfect as it can be, neither as strictly regimented as Mechanus nor as devoted to the perfection of the individual as Celestia. But this is not entirely accurate. In fact, the inhabitants of Arcadia are often so convinced of their own righteousness that they are hard-pressed to recognize their own flaws. Arcadia has two layers: Buxenus and Abellio. They look similar, except that Buxenus holds the armed camps of the celestial dwarves and archons that protect the plane.

❖ SEVEN MOUNTING HEAVENS OF CELESTIA

The single sacred mountain of Celestia rises from an infinite sea of holy water to incomprehensible heights. Here, justice, kindness, order, celestial grace, and mercy are the rules. Here, watchful eyes hold the ramparts against evil in all its many forms. Here, all things are beautiful. The Seven Mounting Heavens are the planar home for mortal souls who feel kindness and empathy for their fellow creatures. But it is a paradise that fiends of the lower planes would conquer if they could. Mount Celestia represents a promise of betterment and ultimate union with the powers of good and law for those worthy. So supplicants of every stripe ascend the layers, one after the other, to the ultimate height of the Heavenly City (the sixth layer), and from there into the Illuminated Heaven, about which nothing is known.

❖ TWIN PARADISES OF BYTOPIA

Bytopia is unique among the Outer Planes because the surfaces of its two layers face each other like the covers of a closed book. By looking up from Dothion, the “top” layer of the plane, the traveler can see Shurrock, its other layer. In similar fashion, one may stand on Shurrock and see the towns and farms of Dothion overhead. Each layer of Bytopia plane is an idealized world. Dothion is a tamed, pastoral landscape, while Shurrock is an untamed wilderness. The philosophy of the plane—personal achievement working with social interdependence—infuses both its layers. The distance between the two layers of the plane is about 1 mile, though sharp mountains rise from either side and sometimes meet in the middle. Travel between the two layers is common by flying as well as climbing the mountains.

❖ BLESSED FIELDS OF ELYSIUM

Elysium is the most strongly good-aligned plane on the Great Wheel, a place of good untrammelled by issues of law or chaos. On this plane, doing well by others is more highly valued than any other ideal. The first layer of the plane, Amoria, is a riot of color. Visitors marvel at brilliant green meadows dotted with starburst flowers, pools as deep blue as a jay’s plumage, and silver clouds drifting against a perfect sky. The plane itself seems to vibrate with its own sense of life and intensity. It is usually a peaceful place, and tranquility seems to seep into the bones and souls of those that cross it. Elysium consists of four layers strung together by the myriad courses of the River Oceanus. The first layer is most like the Material Plane, with sweet-smelling pines and flowering trees along its banks giving way to open meadows and rolling fields. The second layer, Eronia, is rougher and more mountainous, and rapids and falls are common along the channels of the river. Belierin, the third layer, is a great marsh awash with life. The deepest layer is the sea of Thasasia and the headwaters of the great River Oceanus, dotted with islands where veteran heroes of good relax for eternity. The size of the River Oceanus varies from a braid of smaller side channels to a mighty flow that tops its banks and floods the surrounding area. Along the river are islands, low gravel bars, and rocky promontories, which are often the homes of honored souls of the dead and more powerful denizens.

❖ WILDERNESS OF THE BEASTLANDS

The Wilderness of the Beastlands is a plane of nature unbound. It is a plane of forests, ranging from mangroves hung heavy with moss to snowfall-laden pines to acres of sequoias so thick that no light penetrates their canopy. Oak, birches, spruces, firs, and maples are common here, and explorers into the plane’s distant corners find great forests of giant fungi and mushrooms. Vast deserts are found here as well, though they are hardly barren wastelands. Cactus, aloe, and other desert plants thrive in the arid parts of the Beastlands. The air of the Beastlands is ideal for anything that grows. It is humid and warm in the swampy regions, calm and cool beneath the sequoias, breezy and clear among the beeches, and arid and hot in the more open lands. The Beastlands consists of three layers, each layer frozen at certain parts of the day. The top layer, Krigala, is a place of eternal daylight; Brux is a domain of perpetual twilight; and the third layer, Karasuthra, is a land of night illuminated only by a pale moon. The most important aspect of the Beastlands is how the plane favors animals of all kinds. Like Arcadia, it is a plane heavily populated by animals and magical beasts. Traditional towns, cities, and strongholds are few and far between. Those who make their homes here seek to live with the trees, not against them.

❖ OLYMPIAN GLADES OF ARBOREA

Arborea is a crazy quilt of climates and environments, all of which thrive. The plane contains great woods of towering maples, birch, and oak. These great deciduous trees strain skyward, leaving a forest floor relatively free of undergrowth and brush. The ground

beneath the canopy itself is a rolling landscape of velvet moss and ferns. The forestscape sometimes retreats before open glades of wildflowers, fields of swaying wheat and barley, and neat rows of fruit trees untended by any hand. Here are trees that have never seen the woodsman's axe, fields rich with grain, and orchards heavy with fruit. The very air of Arborea seems charged with anticipation and excitement. Sudden squalls brew up out of nowhere, beating the tree-lined paths with heavy winds. They pass within minutes and leave behind warm, sunny arcs of light filtering through the forest canopy. In the distance there always seems to be music; sometimes the elves and the fey are playing, but just as often the faint tune is merely the wind curling through the boles of the great trees.

Arborea is a place with flowers in bloom and trees bearing fruit simultaneously. The uplands are covered with snow, shining beneath a crystal-blue sky. Arborea is almost overwhelming in its beauty, and the land embodies both wilderness and loveliness in one package. Only the top layer of Arborea, Arvandor, has the great forest implied in the name of the plane. Aquallor, Arborea's second layer, is an endless ocean, and its third layer, Mithardir, is a borderless desert of white dust.

❖ CONCORDANT DOMAIN OF THE OUTLANDS

The Outlands is unique among the Outer Planes because it borders all other Outer Planes. As a result, it is the common ground for extraplanar creatures. Beings from infernal and celestial planes, as well as those of law and chaos, can be found here. In addition, deities of true neutrality and those associated with ideals such as scholarship or nature have their realms here. The Outlands is an infinitely large wheel with a great spire rising from its center. Outlanders consider this towering cylindrical plinth as the heart of the Outer Planes and the axle around which the Great Wheel is centered. This great plinth is clearly visible from anywhere in the plane; it rises above the clouds themselves and ascends into unreachable heavens. Sigil, the City of Doors, floats at the top of the spire. The plane is a broad region of varied terrain, with open prairies, towering mountains, and twisting, shallow rivers. Settlements throughout the area are inhabited by a variety of refugees and natives of the plane. But they are small flecks against the greater wildness of the Outlands.



CHAPTER 7: EQUIPMENT

Some races or regions have specialized equipment that they produce. Alternately, some regions just don't have access to some items because they are produced by other races or regions. Lastly, some items in general usage need to be better described as to their effects. We list these below. The following items are taken from various source material in Dungeons & Dragons™ and compiled here to illustrate common items found within Solinar. If it is not in one of the lists provided, please check with the Dungeon Master to ensure that it is available to you.

***SPECIAL NOTE 2*:** Case, Map or Scroll (*): Each map or scroll case can hold a maximum of twenty (20) sheets of standard sized parchment.

STANDARD EQUIPMENT

Armorbright: This metallic paint is applied with a brush to the outside of a suit of armor (requiring 1 minute to apply), producing a shiny surface that reflects the light of the sun to reduce the effects of hot weather on the wearer. For 24 hours after application, you gain a +2 bonus on Fortitude Saves to avoid heat dangers. Armorbright also raises your level of protection against heat by one step (see Sandstorm, page 14). Armorbright is not effective in hot environments with no sun, such as the Elemental Plane of Fire.

Artifact Gnome Repair Kit: In order to attend to minor repairs and the like, Gnomes have put together a small repair kit. Utilizing this kit will return HP to the target just as a Healing Kit does. (See below)

Blackeye: This oily paint is smeared around your eyes and on your cheeks to reduce the effects of bright sun, protecting you from sun glare for 4 hours.

Blasting Pellets: Blasting pellets look like ball bearings or stones and come in bags. One bag of these alchemical items is enough to cover a 5-foot square. During each round when a creature moves through an area covered in blasting pellets (or fights while standing in such an area), it must make a successful DC 15 Reflex saving throw to avoid breaking one. Breaking one pellet sets off a chain reaction among the others, and they all explode loudly, dealing 1d6 points of sonic damage to the creature in the square. Spreading a bag of pellets over a wider area or throwing the bag at a target has no substantial effect. Gnomes use blasting pellets mainly as an alarm system, hiding the pellets under leaves or among other stones and gravel.

Blister Oil: Blister oil is a highly refined alchemical liquid that causes painful blisters upon contact. To use it, a thin coat must be applied to a surface, such as a sword hilt or door handle. One application covers roughly a 6-inch-by-6-inch square area. Once applied, it remains effective for 2d4 hours. Each vial of blister oil contains 1d8 applications. When the oil touches bare skin, the victim must make a DC 15 Fortitude save to avoid painful red blisters that spring up on the affected area of skin, dealing 1d4 points of damage per application used. In addition, the victim takes a -2 penalty on Dexterity-based checks, including Reflex saves, for 2d4 days. Magical healing applied to this damage removes the blisters and the penalty. Natural healing can remove the damage normally, but the penalty on Dexterity-based checks remains until magical healing is applied or the 2d4 days elapse.

Blood Elixir: A blood elixir is a concoction brewed from the concentrated blood of a true dragon. A blood elixir grants the drinker a +2 enhancement bonus to Strength (if brewed from a chromatic dragon) or Charisma (if brewed from a metallic dragon), as well as an additional effect as noted on the table below, based on the dragon's variety. You can consume a blood elixir as a full-round action (which provokes attacks of opportunity), and its effects last for 10 minutes. These effects are extraordinary, not magical. *Dragoncraft Price:* see above; *Dragon Part:* dragon blood (1 gallon); *Skill:* Craft (alchemy); *Weight:* 1/2 lb.

Dragon Variety	Effect	Price
Black	Darkvision 120'	700gp
Blue	Sound Immitation	900gp
Brass	<i>Speak with Animals</i>	400gp
Bronze	<i>Water Breathing</i>	1000gp
Copper	<i>Spiderclimb</i>	700gp
Gold	<i>Polymorph</i>	1700gp
Green	<i>Suggestion</i>	1200gp
Red	<i>Dragon Breath</i> (Red)	1400gp
Silver	Cloudwalking	1400gp
White	Icewalking	600gp

1 Functions as the dragon ability of the same name. 2 This ability is usable only once during the elixir's duration. Its effect lasts until the end of the elixir's duration.

EQUIPMENT*

Equipment	Cost	Wt (lbs)
Armorbright (DC25) - Flask	50gp	1
Artifact Gnome Repair Kit	50gp	1
Blackeye (DC15) - Vial	1gp	.5
Blasting Pellets - Bag	50gp	2
Blister Oil - Vial	15gp	.5
Blood Elixer - Vial	Varies	.5
Catstink - Pouch of 10	250gp	1
Collapsible Pole	20gp	8
Crampons	5gp	1
Deep Draught (DC15)	10gp	.5
Desert Outfit	6gp	3
Distillation Kit	50gp	20
Dragonhide Mantle	4000gp	Varies
Drill		
Adamantine	200gp	1
Iron	10gp	1
Wood	5gp	1
Earthsilk Jersey	150gp	2
Earthsilk Rope - 50'	12gp	7
Elven Harp		
Hand	150gp	2
Lap	350gp	4
Great	1500gp	150
Filter Mask	1gp	.1
Finder's Chalk - Stick	5gp	.01
Finder's Glass	400gp	.5
Flash Powder - Pouch of 10	20gp	1
Flotation Bladder	2gp	2
Flour Pouch - Pouch with 1 use	1sp	.01
Fur Clothing	8gp	10
Goggles		
Sundark	10gp	.1
Swimming	15gp	.5
Snow	2gp	.01
Grappling Hook, Mithral	1000gp	2
Grappling Ladder	40gp	8
Grappling Ladder, Silk & Mithral	650gp	4
Hacksaw		
Adamantine	600gp	1
Common	5gp	1
Superior	20gp	1

Equipment	Cost	Wt (lbs)
Healing Kits	40gp	1
Hearthfire - 12 Cubes	10gp	2
Hearthfire Lantern	7gp	2
Heatsuit Outfit	20gp	15
Honey Leather		
Small Tarpaulin	15gp	.25
Big Tarpaulin	40gp	1
Small Pup Tent	30gp	2
Medium Pup Tent	60gp	5
10-Foot Square Tent	120gp	20
20-Foot Square Tent	240gp	40
Hut, Portable	125gp	75
Ironthorn Extract (DC20) - Flask	25gp	1
Lard	2sp	10
Listening Cone	8sp	1
Magnet	20gp	2
Manacles, Adamantine	2000gp	5
Oilskin Suit	10gp	10
Parasol	3gp	2
Periscope, Hand	50gp	2
Rubber Ball	3gp	.01
Rubbing Kit	5gp	1
Saddle		
Burrowers, Pack	20gp	12
Burrowers, Riding	40gp	25
Flyers, Military	70gp	25
Flyers, Pack	18gp	15
Flyers, Riding	35gp	25
Sand Tube	80gp	5
Sashling	10gp	1
Sextant	250gp	10
Skates	10gp	5
Skis and Poles	15gp	6
Snowshoes	15gp	8
Song Collar	15gp	2
Spiderlily Essense - Vial	75gp	.5
Spike, Iron	1sp	.01
Sun Lenses	10gp	.1
Twine - 50' Roll	1sp	.01
Wand Bracer	300gp	5
Winter Fullcloth	4gp	2

Catstink: Given the penchant of the powerful to guard their estates with dogs, more than one spy has had to make a quick getaway pursued by a pack of barking canines. A dose of catstink (which is actually an alchemical compound, not the urine or musk of felines) on your trail temporarily confuses the scent ability of any creature. The creature must make a successful DC 15 Survival check to regain the scent of any target it pursued before exposure to the catstink. Catstink does not prevent a creature with scent from using the ability in any other way (such as to detect or pinpoint a hidden creature); it only makes it more difficult for the creature to track by scent alone.

Collapsible Pole: This 2-foot-long wooden pole is composed of six telescoping sections that allow it to extend to a length of 12 feet. Each section can be turned to lock it in place to prevent the pole from collapsing prematurely. The pole can be partially extended to 4 feet, 6 feet, 8 feet, or 10 feet. You can use the pole to jam doors, pass objects across pits, spring traps, or serve any other needed function. The thinnest section of a collapsible pole can be inserted into a second pole, creating a sturdy pole of up to 22 feet in length. Expanding or collapsing a pole is a full-round action.

Crampons: Crampons consist of a set of metal spikes and hooks that lash on to boots and gauntlets to assist in climbing or walking across icy surfaces. While you wear crampons, you gain a +2 circumstance bonus on any Balance checks made to avoid slipping on an icy surface, and a +2 circumstance bonus on Climb checks. Crampons impose a –10 ft. penalty to speed when not walking on snow or ice.

Deep Draught: This powder is a mixture of salt, dried herbs, and extracts of desert plants. Adding it to water increases your body's retention of fluid and helps fight against the effects of dehydration. One packet of Deep Draught is enough for 1 gallon of solution, which grants a +5 bonus on the Heal Check to treat dehydration (see Sandstorm, page 15).

Desert Outfit: This outfit consists of loose, billowy clothing to keep the wearer cool and protected from the sun while in hot, dry desert terrain. It includes a caftan, turban, scarf, loose pantaloons, and sandals or high cloth boots. This outfit counts as light clothing and offers limited protections against some waste hazards (see Sandstorm, Chapter 1). The protection it offers against heat is negated if the wearer also dons armor.

Distillation Kit: Water is precious in the waste. This simple kit uses the sun and the ambient heat to evaporate pure water from body or cooking waste, salt lakes, poisonous plant saps, and so on. This "solar still" consists of a sheet of glass fastened at an angle into a frame, with a lip and a small spout (the components are packed separately and assembled when needed). The bottom and sides of the frame are covered with black oilcloth, the edges sealed with grease or tar to make it watertight. To use the still, pour the dirty water into the bottom of the container, then place the glass lid on top. The water evaporates and condenses on the underside of the glass surface, where it runs down and collects in the lip, dripping through the spout and producing about 1 gallon of water per day (if the container is filled to capacity).

Dragonhide Mantle: A dragon's hide can be rendered flexible enough to wear as a cloak. Crafting a dragonhide mantle requires as much hide as a suit of hide armor, and the mantle must be created to fit the wearer's size. A dragonhide mantle grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the mantle. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, the wearer of a dragonhide mantle gains a +2 circumstance bonus on Intimidate checks against dragons. *Dragoncraft Price:* 3,800 gp; *Dragon Part:* dragon hide; *Skill:* Craft (leatherworking); *Weight:* same as ordinary hide armor of appropriate size.

Drill: This simple hand drill bores small holes in wood, metal, or stone. As a standard action, you can use the drill to create a hole in an object if the drill can ignore the object's hardness (see below). The hole is 1 inch deep and 1 inch in diameter. Any Search checks or Spot checks through the hole are made at a –5 penalty. Listen checks through the hole are made at a –2 penalty. There are three types of drills. A wood drill ignores up to 5 points of hardness when drilling. An iron drill, commonly used on metal or stone, ignores up to 10 points of hardness. An adamantite drill, used on only the most difficult surfaces, ignores up to 20 points of hardness. A drill that does not ignore enough hardness of an object cannot bore a hole in that object. Standard drills become dull after 20 rounds of use; masterwork drills last for 100 rounds. New bits can be purchased for 10% of the cost of the drill.

Earthsilk Jersey: One material the dwarves developed early on in their society was earthsilk. The basis of the material is an odd fungus known as maiden's hair. It grows long, thin, silken tendrils that hang down from the main mass and collect moisture from the damp underground air. The fungus itself is time consuming to harvest, because it is very tough and difficult to cut despite its delicate appearance. Once the fungus is harvested, the long, thin tendrils are removed and used as thread or light yarn. This thread is called earthsilk, and it can be woven into a fabric that rivals the finest silks of the surface world for feel and sheen, though it is far heavier and coarser than any elven silk made. Earthsilk fabric is a staple of the dwarven wardrobe, and nearly every subterranean dwarf owns at least one earthsilk jersey, typically worn in place of an ordinary tunic under a vest or armor. An earthsilk jersey retains the fibers' natural toughness, providing its wearer with damage reduction 1/slashing or bludgeoning. It may be worn under another type of armor. Once crafted, earthsilk fabric is durable unless torn. If the wearer of an earthsilk jersey takes a critical hit that deals piercing damage, the garment is torn and does not provide damage reduction unless it is repaired.

Earthsilk Rope: In addition to being used for clothing, earthsilk fibers can be woven together to form a strong, thin rope that finds common use in many dwarf cities. Earthsilk rope feels similar to silk ropes made in the surface world but is roughly twice as thick, putting it between silk and hempen ropes in bulk and ease of use. It is stronger even than silk rope, however, and can bear heavier loads without breaking. Earthsilk rope has hardness 1, 10 hit points, and can be burst with a DC 26 Strength check.

Elven Harp: Musicians from all cultures prize these masterwork instruments for their clear, dulcet tones. Bards covet them. They produce a purity of sound unheard of in any non-elven crafted instrument. Like any masterwork instrument, an elven harp grants a +2 circumstance bonus on Perform checks made with it. The instrument is so fine, however, that a truly skilled musician can work wonders with it. Characters with at least 5 ranks in Perform (string instruments) gain an extra +1 circumstance bonus on Perform checks made with the harp (for a total bonus of +3). Not only does an elven harp produce music unrivaled by any other mortal instrument, it is a beauty to behold. Because its beauty relies on a particular intricate design, it is more difficult to craft than other masterwork instruments, requiring extra care and taking twice as long. When checking the item maker's weekly or daily progress in crafting the item, multiply the check result by one-half the item's DC to determine the value of the crafter's work. The elven harp comes in several different sizes. A hand harp is only about 6 inches tall and 8 inches wide. It has a high pitch, thanks to its fairly short strings, but sounds sweet just the same. The harp's base includes a handle so the musician can hold it firmly while plucking the strings. A lap harp is about 2 feet high and 3 feet wide. The musician usually places the harp on a table or sits and holds it in her lap. It's possible to play a lap harp standing up, but the musician takes a -1 penalty on her Perform check (though the circumstance bonuses from the harp's quality and the player's skill still apply). A great harp is a glorious instrument, nearly 6 feet high and just as wide. The musician usually sits in a chair or on a stool to play it.

Filter Mask: A filter mask is a fine cloth mesh, usually of silk or cotton, that covers your mouth and nose. Cords or straps fasten the cloth around the back of your head to provide a good seal. A filter mask grants +2 bonus on saves against gas-based effects. It negates the effects of suffocation from dust and sand, as well as the effects of supernatural or magic dust for up to 4 hours. After this time, the mesh is clogged with grit and can no longer allow air to pass through freely. A clogged filter mask requires thorough laundering before it can be reused, but most travelers simply replace it with fresh fabric.

Finder's Chalk: Marks made by this red chalk fade from casual view after 1 minute, allowing you to mark dungeon surfaces secretly. The chalk lets you keep track of what areas you have and have not visited without alerting wandering creatures to your presence. To detect a simple mark, such as a line or an X, make a successful DC25 Search check. To detect more complex marks, make a successful DC 40 Search check. A finder's glass (see below) improves your ability to detect the chalk marks. True seeing (PH 296) lets you detect the marks without making a Search check. One piece of finder's chalk covers a 10-foot-square wall with marks.

Finder's Glass: A finder's glass is a 3-inch-diameter circular disc of red glass set in a copper frame. It can be held in front of your eye or inserted over the aperture of a standard bullseye lantern, causing it to emit dim red light. When you look through a finder's glass, you gain a +30 alchemical bonus on your Search checks to find or read marks made by finder's chalk. If the glass is used in conjunction with a lantern, all creatures in the area of bright illumination gain a +20 alchemical bonus on their Search checks to find or read such marks.

Flash Powder: This silky gray powder is a mild explosive. Flash powder burns too quickly to cause more than minor burns even in large quantities. What the powder lacks in explosive force it makes up for in visual effect. Used occasionally in warfare as a diversionary tool, flash powder has become a mainstay of a burglar's equipment. The blinding light it produces often provides enough of a distraction for a skilled rogue to get out of danger. Even a small quantity of the powder burns brightly enough to cause those looking directly at it to take a -5 penalty on Spot checks for the next 5 rounds. The flash also provides enough distraction to allow someone under observation to make a Hide check.

Flotation Bladder: This item, used to aid in swimming, consists of two sealed, oiled leather sacks attached with a piece of rope. Each sack can be inflated by blowing air into it through a small metal valve as a full-round action. Once inflated and placed under the arms, a flotation bladder grants a +4 bonus on Swim checks to rise to the surface or remain at the surface. The bladder also imposes a -4 penalty on Swim checks to descend deeper into the water. Additional bladders do not grant further bonuses on Swim checks, but the penalties stack.

Flour Pouch: This deceptively simple burlap satchel of flour is tied loosely on purpose. While it could be used to bake a loaf of bread on a particularly long expedition, its true purpose is to locate invisible opponents. You can attempt to strike an invisible opponent with a flour pouch as a touch attack. You still must pinpoint the target or choose a space to attack into, and the normal miss chance for total concealment applies. If you hit the target, the pouch bursts open, spilling white flour over a portion of the invisible creature. You can also throw a flour pouch as a splash weapon; any invisible creature standing in the space struck is covered in flour, as are all other creatures within 5 feet. Coating an invisible creature in flour lets you keep track of its position and reduces the miss chance to 20% (instead of the normal 50% for total concealment). While an invisible creature is coated in flour, its bonus on Hide checks is reduced to +10 if the creature is moving, or to +20 if it is not moving (PH 76). If the creature moves through water, is subjected to a gust of wind, or spends a full-round action brushing the flour off, all the flour is removed from its body.

Fur Clothing: Fur clothing consists of thick layers of animal furs designed to be worn over a regular set of clothing or armor. Wearing fur clothing grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing can be worn over a cold weather outfit; in this case the circumstance bonuses granted by each item stack, granting a total +10 circumstance bonus on Fortitude saving throws against exposure to cold weather. Fur clothing is cumbersome to wear. Although the furs do not provide an appreciable armor bonus, they do increase your total armor check penalty for any armor worn by 2 points.

Goggles, Sundark: The smoked lenses of these goggles block light. They are typically fixed into a band of canvas that clasps together at the back to keep the goggles from falling off. Sundark goggles negate the dazzled condition experienced by a creature with light sensitivity while in bright illumination. As a side effect, they grant the wearer a +2 circumstance bonus on saving throws against gaze attacks. A creature wearing sundark goggles can't use a gaze attack, since other creatures can't see its eyes. Creatures without low-light vision or darkvision that wear sundark goggles take a -2 penalty on Search and Spot checks.

Goggles, Swimming: This is a leather frame containing a clear piece of glass (sometimes two) made to fit tightly over the eyes. Wearing a set of swimming goggles improves visibility underwater. In clear water, the wearer's vision extends to 6d8×10 feet. Swimming goggles don't make it any easier to see through murky or fast-moving water.

Goggles, Snow: These wooden goggles have a thin horizontal slit in the middle. They grant a +2 circumstance bonus on saving throws to resist blinding effects, including snow blindness, extremely bright light, or spells that target vision indirectly (such as sunburst but not blindness). While wearing snow goggles, you incur a -4 circumstance penalty on Spot and Search checks.

Grappling Hook, Mithral: A mithral grappling hook is lighter than a standard hook but just as strong, and it can be thrown farther. If the hook is attached to a silk rope (not a hempen one), any Use Rope check to seat the hook is made at a DC equal to 10 + 1 per 20 feet thrown, to a maximum DC of 20 for a hook thrown 200 feet.

Grappling Ladder: This premade hemp rope ladder has two small steel grappling hooks on either end. Throwing a grappling ladder is like throwing a grappling hook, only more difficult. The Use Rope check to seat the ladder is made at a DC equal to 15 + 3 per 10 feet thrown. A DC 10 Climb check is required to scale a grappling ladder. The price and weight in Table 2-1 is for a 10-foot ladder, but longer ladders are commonly available. For each additional 10 feet of the ladder, add 35gp to the cost and 6 pounds to the weight.

Grappling Ladder, Silk and Mithral: The finest grappling ladders are made of silk rope and fashioned with two tiny mithral hooks. They function as standard grappling ladders but are easier to seat; the Use Rope check is made at a DC equal to 13 + 2 per 10 feet thrown. The standard +2 circumstance bonus on Use Rope checks for silk rope does not apply. The price and weight in Table 2-1 is for a 10-foot ladder, but longer ladders are commonly available. For each additional 10 feet of the ladder, add 150gp to the cost and 3 pounds to the listed weight.

Hacksaw: This blade is designed to cut through thin metal. It ignores the hardness of standard metal objects (excluding exotic metals such as mithral or adamantine), but it deals only 1 point of damage per 2 rounds of sawing. A common blade lasts for 20 rounds, while a superior blade lasts for 40 rounds. You can also buy a hacksaw with an adamantine blade, which ignores hardness 25 or lower. The saw also cuts faster, dealing 1 point of damage per round.

Healing Kits: Many races have mastered the use of herbs and medicines to treat injuries. Most races have discovered the healing properties of the items available to them in their home regions long ago. Through time and experimentation, healers have come to specialize in healing methods for their own people. A healing kit grants a +4 circumstance bonus on Heal checks made by the character. A healing kit has twelve uses before it is depleted.

- **Goliath Healing Kits:** Many races have mastered the use of herbs and medicines to treat injuries, and the goliaths are no exception. They discovered the healing properties of the items available to them in their mountain homes long ago. Through time and experimentation, goliath healers have come to specialize in healing methods for their own people. Although goliaths are anatomically similar to other humanoid and monstrous humanoid races, their connection to the earth has granted them a special affinity for the creatures and plants that grow in the mountains and the dark places below. A goliath healing kit grants a +4 circumstance bonus on Heal checks made by goliaths and other earth-linked races, including dwarves and gnomes. It provides no bonus on Heal checks for a member of any other race. A goliath healing kit has twelve uses before it is depleted.

Hearthfire: A concoction of dwarf alchemists, hearthfire is a blue-green gel, typically poured into a large shallow container and allowed to solidify. The substance is then left in the pan as is or removed and cut into 2-inch cubes. When water is poured onto the gel (1 ounce per 2-inch cube is sufficient), it "ignites," causing blue-green flames to spring from the substance. The flames have no heat and will not harm anything that touches them. Each 2-inch block provides light for 24 hours when wet, shedding illumination as a torch (20-foot radius). The hours of use need not be continuous, so a flaming cube can be extinguished, dried off, and used again at a later time.

Hearthfire Lantern: In the dwarves' underground communities, hearthfire sees common use in city lanterns, as well as home hearths and braziers. Hearthfire lanterns hold one Hearthfire cube and are typically hooded.

Heatsuit Outfit: This suit is designed to protect against heat. It consists of heavy pants and coat, a specially treated leather apron, thick mittens, a thick hood, and goggles. A heatsuit outfit prevents 2 points of lethal or nonlethal damage per round from hot environments. Although the outfit is heavy clothing, its heat-resistant materials negate the usual -4 penalty on Fortitude Saves against damage dealt by hot environments.

Honey Leather: Honey leather is a light canvas used as protection against rain and dampness. It gets its name from its golden color and its texture, which resembles soft, cured leather. Elves, raptors, and halflings use honey leather for tents and to protect camping gear. It snags and tears easily, so honey leather isn't much good outside camp. It is, however, waterproof thanks to the alchemical treatment that gives it its color and texture. A character equipped with a honey leather tarpaulin big enough to drape over his body gains a +1 circumstance bonus on Survival checks made to resist the effect of severe weather. If the character is stationary, the bonus increases to +2. A tarpaulin ranges in size from 3 feet square (for Small or Medium characters) to 6 feet square (for Medium or Large characters). A tent made of honey leather provides a +4 bonus on Survival checks for anyone inside. The cost of all such tents include poles and stakes. A small pup tent (roomy enough for one Small character to lie down with his gear) is 2 feet wide by 4 feet long. A medium pup tent (roomy enough for one Medium character and gear) is 3 feet by 7 feet. Pup tents are as tall as they are wide. A square tent 10 feet wide is big enough for a party of four Small or Medium characters. A square tent 20 feet wide is big enough for a party of eight Small or Medium characters or four Large characters. Square tents are half as tall as they are wide.

Hut, Portable: A portable hut consists of a wooden framework that can be quickly assembled into a hut-shaped frame that covers a 10-foot square. The frame's base consists of several iron spikes that can be driven through holes in the frame to affix the hut frame to the ground; further stability is granted by several rope supports that extend out 15 feet from the hut's edge. Once the frame is in place, you simply attach the leather and fur wrappings over the outside of the wall and lash them directly to the frame to finish building the hut. A portable hut provides excellent shelter in the wilderness; assembling or disassembling a portable hut only takes 15 minutes of work. A portable hut serves as an improvised shelter (see page 10, Frostburn).

Ironthorn Extract: The ironthorn plant has extremely tough tissues to prevent water loss. This extract of the plant is used to harden delicate items, make containers waterproof, and stiffen clothing to provide some protection. One flask of ironthorn extract is enough to treat a typical outfit, increasing the clothing's armor bonus to +1. Ironthorn extract does not improve materials that already provide an armor bonus. When applied to cloth, leather, or similar materials, ironthorn extract improves its hardness by 1, to a maximum of 5. Both benefits last for one week or until the item is thoroughly washed.

Lard: Simple cooking lard can be a great aid to dungeoneers. You can spread it on the floor to make a slippery area similar to that created by a *grease* spell (*PH* 237). Applying lard in this manner takes 1 minute, but the coated area remains slippery for 1 hour. You can also take 1 minute to coat yourself in lard, which grants you a +5 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or pin. The bonus lasts for 10 minutes.

Listening Cone: This iron cone can be placed against a surface, such as a door, to aid in Listen checks made through the surface. The DC for listening through a door when using a cone increases by 2 (rather than 5), and the DC for listening through stone walls increases by 5 (rather than 15). Listening cones have no effect if not used against a surface.

Magnet: This magnetized bar of metal picks up small objects of ferrous metal, such as iron or steel. The magnet can lift up to 2 pounds of metal if touched to the object in question. It can also attract metal objects weighing up to one-third of a pound at a distance of 1 foot. You can tie a magnet to the end of a piece of twine and lower it into a pit to pick up objects or manipulate levers. You can also lash a magnet to the end of a pole and slide it under doors to retrieve items.

Manacles, Adamantine: Intended for chaining powerful dungeon monsters, these manacles can be broken only with a successful DC 52 Strength check. They have 15 hit points and hardness 20. Otherwise, adamantite manacles function as masterwork manacles (*PH* 126).

Oilskin Suit: Inhabitants of rainy climates and misty seacoasts, and those who make their living from the sea, need reliable clothing to keep out the dampness and chill. An oilskin suit consists of high boots, heavy trousers, a long coat or cape, and a wide-brimmed hat. These garments are made of heavy-duty cloth such as cotton or linen, then waterproofed with flaxseed oil.

Parasol: The simplest form of portable shade, a parasol can range from an animal hide draped over a crude framework to a collapsible construction of textile and metal. The typical parasol described here is made of stretched canvas over wood or bone. A parasol offers immunity to sun glare and limited protection from heat dangers and some sun hazards (see Sandstorm, Chapter 1). It also grants a +1 bonus on Fortitude Saves against dehydration.

Periscope, Hand: This device consists of two steel mirrors placed opposite each other at angles, separated by a metal tube about 2 feet in length. The periscope allows you to peer around corners without revealing your presence. Because only the end of the periscope protrudes, you can make a Hide check (with a +7 bonus) for the item to determine if the creatures you spy upon notice it. The area visible through the periscope is cone-shaped and begins in the space immediately around the corner. While looking through the periscope, you take a -8 penalty on Spot checks to detect creatures not in the cone-shaped area.

Rubber Ball: A bouncing rubber ball can give you an idea of what lies down a corridor. Simply throw the ball at a space or grid intersection as you would throw a splash weapon, though with a range increment of 30 feet. No matter where the ball lands, it bounces directly away from you, traveling half the distance it was first thrown. Then it lands and bounces again, covering half the distance of

the previous bounce. The ball continues in this manner until it makes a bounce that would be less than 5 feet in length, at which time it stops bouncing and begins rolling. If the ball strikes a solid object, it reverses direction and continues rolling. Thus, you can throw a rubber ball down a corridor to see whether or not it hits a wall and returns to you. Either way, you learn something about the length of the hallway. When you throw the ball, you can also listen carefully for other cues, especially if the ball does not return. For example, if you hear a splash, you know that a liquid obstacle lies ahead.

Rubbing Kit: Adventurers often encounter ancient carvings and runes that they do not understand. A rubbing kit allows them to bring a copy of the runes back to town for an expert to translate later. The kit consists of a roll of thin paper 20 feet long and 1 foot wide, and numerous sticks of fine charcoal. Simply place the paper over the carvings and rub it with charcoal. Creating an accurate copy requires 1 minute for each foot of paper used (in length). Rubbing more quickly reduces the time to a full-round action for the same amount of paper, but it adds 10 to the DC of any check related to interpreting the rubbing, such as a Decipher Script check.

Saddle, Burrower's: This specialized exotic saddle allows the rider to stay safely on a mount that has the ability to burrow. The saddle includes a secure system of straps and buckles that holds the rider flush to the burrowing mounts back. In addition, a thick, round-edged piece of leather reinforced with bone or wood rises from the front of the shield, just before the rider's seat, roughly to the height of the rider's chest. The curved piece of leather bends up and toward the rider, allowing her to duck behind it while her mount burrows, shielding her from most of the dirt and rocks that might otherwise tear the rider from her perch, straps or no straps. Similar bits of reinforced leather protect the front and sides of the rider's legs. Strapping to the saddle requires three consecutive full-round actions that provoke attacks of opportunity. Unbuckling the straps is a full-round action that provokes attacks of opportunity. While strapped into the saddle, you lose your Dexterity bonus to Armor Class and take a -4 penalty on all attack rolls. You must be strapped into the saddle to ride a mount while it burrows, but the saddle functions as a normal saddle if the mount does not choose to burrow, allowing you to ride without taking the abovementioned penalties for being strapped to the saddle. While strapped into a burrower's saddle, a rider need not make Ride checks to stay in the saddle. The rider can break out of the straps as a standard action that requires a DC 25 Strength check and does not provoke attacks of opportunity. If its straps are broken, a burrower's saddle functions only as a normal saddle until they are repaired. The burrower's saddle comes in two varieties: pack and riding.

Saddle, Flyer's: This specialized exotic saddle allows a properly strapped-in rider to stay safely on the back of a flying or climbing mount. The saddle includes a secure system of straps and buckles that hold the rider in place while minimizing the time it takes to get in and out of the saddle. Buckling yourself into a flyer's saddle is a full-round action that provokes attacks of opportunity. Unbuckling the straps is a move action that does not provoke attacks of opportunity. While strapped into a flyer's saddle, a rider need not make Ride checks to stay in the saddle. The rider can break out of the straps as a standard action that requires a DC 20 Strength check and does not provoke attacks of opportunity. If its straps are broken, a flyer's saddle functions only as a normal saddle until they are repaired. The flyer's saddle comes in three varieties: pack, riding, and military.

Sand Tube: When a storm scours the lands, the best defense is to escape. Burrowing into the ground is one way to do this, but sand is loose and difficult to stabilize. This handy device enables you to create a burrow beneath the sand, in which you can rest while waiting for the storm to pass. A sand tube looks something like an open-ended sleeping bag, made of treated hide attached to a number of collapsible hoops. After digging a small hole in the sand to get started, you shove one end of this apparatus inside the hole and expand the hoops to stiffen it into a tube. More sand can then be dug from the buried end (usually you crawl partway into the tube and use your hands) and removed through the tube, which is shoved more deeply into the tunnel as digging progresses. In normal sand, it takes 10 minutes of digging to fully bury a sand tube. When fully buried, a sand tube can hold one Medium humanoid. A flap fastens over the exposed end to provide shade and protection from duststorms and sandstorms.

Sashling: This broad, pleated cloth belt hides a great many interior pockets. Ten pockets are sewn into the folds of a sashling, each capable of holding an item weighing about a quarter-pound. A sashling's pleats can conceal almost anything that may be placed inside the belt: An object up to the size of a hen's egg leaves no visible bulge on the sashling's exterior. A sashling is ideal for carrying small items such as coins, gems, vials, material components, and pieces of jewelry unobtrusively. It grants a +2 circumstance bonus on Sleight of Hand checks made to hide small objects on your body (see Sleight of Hand, page 81 of the *Player's Handbook*). For wearers who need to carry more supplies, many sashlings are made with hooks on the outer side. The wearer can hang pouches and other items from the outside of the sashling as well, just as with a normal belt.

Sextant: A sextant is a sophisticated device used to determine a vessel's position by measuring the angle formed by the sun or stars and the horizon. It uses mirrors and carefully graduated scales to sight a heavenly body, whose position is compared to a listing in an almanac for the day and year of measurement. A sextant grants a +2 circumstance bonus on Knowledge (geography) checks to set and hold course (see that skill entry on page 86, Stormwrack).

Skates: Skates allow full movement across icy surfaces for anyone with at least 5 ranks of Balance, but cannot be used at all on any other terrain.

Skis and Poles: Skis allow full movement across snow and icy surfaces but cannot be used at all on any other terrain. Downhill speed can be as a run ($\times 4$) on slight grades or as a run ($\times 5$) on severe grades. It takes a full-round action to don or to remove skis.

Snowshoes: These allow the wearer to move across snow and ice with increased speed. Snow of any depth is considered a minor impediment (see page 12, Frostburn). Snowshoes take 1 minute to don and a full-round action to remove.

Song Collar: These iron tubes are designed to aid traveling musicians in learning new or complex compositions for the lute, violin, or another similar stringed instrument. Built to fit snugly over a normal quarterstaff, this item consists of a long metal collar that slips down over the top half of the staff, roughly 1 foot long for a Small staff or 2 feet long for a Medium staff. The metal's surface is covered with rows of small, dimpled indentations, ostensibly to provide a better grip on the staff. In reality, these indentations correspond with the fingering for a piece of music to be played on a preferred instrument of the owner. Song collars are sold by gnome maesters as training tools for journeymen, enabling them to practice chords and notes while traveling without attracting attention. If a character uses a song collar for 1 hour a day on seven consecutive days, he gains a +2 bonus on Perform checks involving that particular instrument and composition. A song collar does not prevent a quarterstaff from being used normally in combat.

Spiderlily Essence: Spiderlily essence is noxious to most vermin (with the notable exception of spiders, which ironically cannot detect the stuff). Fine vermin avoid creatures that wear the essence, and monstrous vermin (except spiders) must make a successful DC 15 Will saving throw to attack the target. Once a vermin makes a successful save, it is immune to the effects of spiderlily essence for 1 hour. A single application of this alchemical concoction is enough to affect one Small creature. For creatures of other sizes, the number of applications needed is doubled (or halved) for each size category larger (or smaller) than Small. An application of the essence wears off in 1 hour.

Spike, Iron: Iron spikes have a variety of uses, though they are most commonly hammered into door frames to keep the doors shut. If you have a hammer or mallet, you can pound one spike in place as a full-round action. A door with one spike in it is considered stuck, and a door with two or more spikes in it is considered locked for the purpose of breaking it down. (For the break DCs for stuck and locked doors, see Table 3–10: Doors, *DMG* 61).

Sun Lenses: This item, made of thin slabs of mica or volcanic glass affixed to curved frames, can protect your eyes from being dazzled by bright light, such as glare (see Sandstorm, page 18). If you are already dazzled when you don the lenses, you removed from the dazzled condition in 1 hour if you continue to wear the glasses.

Twine: For situations where rope is too bulky, simple twine is a good substitute. It can be tied around smaller objects and takes up less room. Twine has 1 hit point and hardness 0.

Wand Bracer: This metal forearm band takes up space on the body as a bracer and can hold up to five wands. Thin loops of thread fit over your fingers, each connected to a spring mechanism on one of the wand slots. If your hand is empty, you can flex a finger as a swift action to cause the wand of your choice to spring into your grasp. You still must activate the wand as a standard action. Replacing a wand in the sheath is tricky and requires a full-round action. Most adventurers just drop the first wand to the ground (a free action) when they need a different one.

Winter Fullcloth: This is a heavily quilted undergarment that is worn underneath regular clothing to protect the wearer against cold. Winter fullcloth is considered part of the cold weather outfit described in the *Player's Handbook*. If worn by itself, it grants a +1 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Special Items/Materials (Equipment)

Dragoncraft Items: Dragoncraft items are nonmagical objects made from specific parts of a true dragon's body. Only a character with the Dragoncrafter feat (*Draconomicon*, page 105) can create dragoncraft items. They derive special powers from their origin, as well as from the skill of the person crafting them. Creating a dragoncraft item is much like creating a masterwork weapon or similar item. In addition to the item itself (which may also include a masterwork component, if it is a weapon, shield, or suit of armor), the character must "create" the dragoncraft component. A dragoncraft component has a price that varies based on the specific item (see item descriptions below). The Craft DC for creating a dragoncraft component is 25. Only after all components of a dragoncraft item are completed is the item considered finished. Since dragoncraft items aren't magical, they don't lose their powers in an *antimagic field* or similar area. For those effects that require a caster level, treat the caster level as 3rd or the lowest level possible to cast the spell in question, whichever is higher. The powers of dragoncraft items don't stack with similar or identical effects, as noted in the specific item descriptions below. You can add magical qualities to a dragoncraft item (including enhancement bonuses for items such as weapons and armor) at the normal price, but only if you possess the Dragoncrafter feat (in addition to any other prerequisites). Several dragoncraft items are described below. The description of each item gives a dragoncraft price, dragon part, and skill, as defined here.

- **Dragoncraft Price:** This is the price of the dragoncraft component. Add the price of the item itself, as well as the price for masterwork quality (for armor, shields, and weapons), to find the item's full price.
- **Dragon Part:** The portion of a dragon's body required to create the dragoncraft item. The cost of this part is included in the dragoncraft price. On average, the part has a value of approximately one-third of the dragoncraft price, since it represents the

raw materials needed for the item. If the character crafting the item supplies the part himself (perhaps from a dragon he has slain), reduce the dragoncraft price for this item by one-third.

- **Skill:** The Craft skill needed to create the dragoncraft component.
- **NOTE:** Do keep in mind that individuals wearing/using Dragoncraft Items will most likely be attacked, without mercy, by Dragons of the same type (i.e. Chromatic or Metallic).

Dragonhide Mantle: A dragon's hide can be rendered flexible enough to wear as a cloak. Crafting a dragonhide mantle requires as much hide as a suit of hide armor, and the mantle must be created to fit the wearer's size. A dragonhide mantle grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the mantle. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, the wearer of a dragonhide mantle gains a +2 circumstance bonus on Intimidate checks against dragons. *Dragoncraft Price:* 3,800 gp; *Dragon Part:* dragon hide; *Skill:* Craft (leatherworking); *Weight:* same as ordinary hide armor of appropriate size.

ARMOR

Some armor has a few modifications or special material to them based off of material it's made of, who made it, or other reasons. Below we will describe these modifications for you. Additionally, Armor has been consolidated from some sources, but not all.

ARMORS

Armor Type	Cost	Armor Bonus	Max DEX	Armor Check	Arcane Failure	Max. Move	Weight (lbs)
<i>Light Armor</i>							
Cord	15gp	+2	+5	-1	15%	30'	15
Cord, Dragon Isles	15gp	+2	+5	-1	5%	30'	10
Mammoth Leather	45gp	+4	+4	-4	20%	30'	30
Sharkskin	85gp	+3	+6	-1	10%	30'	15
<i>Medium Armor</i>							
Interlocking Scale	250gp	+4	+2	-6	30%	20'	30
Living Coral	16000gp	+6	+3	-4	20%	20'	30
Shell	25gp	+3	+3	-2	20%	20'	20
<i>Heavy Armor</i>							
Battle Plate	2500gp	+9	+1	-7	50%	20'	125
Heavy Plate	2000gp	+9	+0	-8	45%	20'	100
Interlocking Plate	1750gp	+8	+0	-8	40%	20'	50
Mountain Plate	3250gp	+10	+0	-9	60%	15'	225
<i>Shields & Other Additions</i>							
Battle Cloak, Gnomish	5gp	+1	-	0	0%	-	1
Keel	50gp	-	-	-	-	-	2
Shield, Gauntlet	50gp	+2	-	-2	35%	-	20

Battle Cloak, Gnome: This exotic shield is not a shield in the typical sense, but rather a special cloak that can be used to foil an opponent's attacks. Since the cloak is not really a shield, it confers no shield bonus to wearers who do not have the appropriate exotic shield proficiency. You cannot use a battle cloak to make a shield bash attack, but a proficient user can use it to make a disarm attempt. When using a gnome battle cloak, you gain a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). When used in combat, a gnome battlecloak occupies a hand just as a light shield does, allowing you to carry other items in that hand but not wield a weapon with it. Gnome battlecloaks are retrieved and readied just like other shields.

Battle Plate: This exotic heavy armor consists of reinforced metal plates, a layer of padding worn under the armor, and a suit of light chain worn between the two. The armor includes gauntlets, metal-shod boots, a heavy helm, and carefully wrought joint guards. As with full plate, buckles and straps distribute the weight over the wearer's body, so battle plate hampers movement less than heavy plate even though heavy plate is lighter. Battle plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Heavy Plate Armor: Forged for the strongest of warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.

Interlocking Plate: This specially crafted suit of exotic armor consists of a suit of chainmail with metal plates covering vital areas. The plates are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still. If you move no farther than 5 feet on your turn while wearing interlocking plate, you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn. This special armor bonus stacks with the armor bonus from the suit of interlocking plate (but not with armor bonuses from other sources). Interlocking plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Interlocking Scale: This heavy suit of exotic armor includes a long coat and leggings made of leather covered with overlapping pieces of metal. The scales are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still. If you move no farther than 5 feet on your turn while wearing interlocking scale, you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn. This special armor bonus stacks with the armor bonus from the suit of interlocking scale (but not with armor bonuses from other sources). Interlocking scale is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Mammoth Leather: Perfected by goliath shamans, this thick, exotic leather armor is made from mammoth hide. Because of the leather's thickness, the armor is extremely confining for those who do not have the appropriate Exotic Armor Proficiency feat. Wearing mammoth leather does not violate a druid's spiritual oath.

Mountain Plate: Made of thick metal plates bolted and fused together, this exotic heavy armor is incredibly massive. The suit includes plated gauntlets, metal-shod boots, a heavy helm, and reinforced joint guards. A character wearing mountain plate cannot run. When wearing mountain plate, a dwarf's speed is reduced as if he were not a dwarf (just as heavy armor would typically reduce the speed of a human or any other character who is not a dwarf). Mountain plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use. Mountain plate constructed of any material that would reduce its armor category from heavy to medium (such as mithral) gains all the benefits of the material except the armor category reduction. For example, mithral mountain plate would be heavy armor with a maximum Dexterity bonus of +2, an armor check penalty of -6, and an arcane spell failure chance of 50%. The wearer's speed remains as given for normal mountain plate.

Shield, Gauntlet: A favorite of divine spellcasters, this exotic shield is a heavy steel shield built with a special bracing gauntlet. The special gauntlet allows you to carry other items in your shield hand (such as material spell components), although you cannot use weapons with it. The shield hand is likewise free to perform somatic spell components.

Special Items/Materials (Armor)

Chitin: Chitin armor is constructed from the shells of giant vermin or similar creatures. For aquatic races, monstrous crabs are the most popular source for chitin armor. The chitin is treated for flexibility and often cut and reshaped in long strips bound together by tightly woven cord where necessary.

Cord: Made from hemp fibers or similarly tough seaweed woven and knotted into a thick, tough covering, cord armor is common in places where metalworking and leatherworking are not practiced.

- **Dragon Isle Cord Armor:** Cord armor consists of ropelike fibers woven and knotted into a thick, tough fabric. This type of Cord Armor lighter than other types keeping it from interfering with spell casting as much as standard cord armor.

Dragonhide Armor*: Many characters favor dragonhide armor simply because it looks good. In combat, dragonhide armor isn't any better than normal armor; however, the armor itself remains immune to energy damage of the same type as the breath weapon of the dragon that supplied the hide. For example, red dragon armor is impervious to fire. The character wearing the armor does not benefit from this property.

Dragoncraft Armor or Shield*: Dragoncraft armor and shields are masterwork versions of armor and shields crafted from a dragon's hide that also grant energy resistance. A suit of dragoncraft armor or a dragoncraft shield grants the wearer resistance 5 against a specific type of energy, as appropriate to the dragon (acid for black, copper, or green; cold for silver or white; electricity for blue or bronze; fire for brass, gold, or red). This resistance is treated as an extraordinary (and thus nonmagical) feature of the armor. It doesn't stack with any other energy resistance (of the same type) possessed by the character. In addition, dragoncraft armor is treated as one category lighter for purposes of movement and other determinations. Heavy dragoncraft armors are treated as medium, and medium and light armors are treated as light. Armor check penalties are reduced by 2 (including the 1-point reduction for masterwork armor or shield). Dragoncraft armor has the normal maximum Dexterity bonus. Dragoncraft armor can be hide armor, scale mail, halfplate, or full plate armor. Dragoncraft shields can be light or heavy. *Dragoncraft Price:* 3,000 gp (light armor); 6,000 gp (medium armor), 11,000 gp (heavy armor); *Dragon Part:* dragon hide; *Skill:* Craft (armorsmithing); *Weight:* same as ordinary armor or shield.

Fast-Donning Straps: Armor with fast-donning straps has been fitted with a simpler system of straps and buckles, making it much easier to don hastily. Whenever you don fast-donning armor hastily, you do not incur the normal increase in armor check penalty (although the armor's armor bonus to AC is still 1 point less than normal).

Keel: This is a tapered ridge, like the long fin of an eel that runs along the middle of the outer surface of a piece of armor, usually on the chest, back, and helmet. Adding a keel to a suit of armor lets the wearer move more efficiently through water. A suit of armor fitted with a keel grants the wearer a +2 circumstance bonus on Swim checks. A keel does not confer any benefit to shields.

Living Coral: Coral armor is heavy and difficult to craft (see page 15 of the *Arms and Equipment Guide*). An expensive alternative is growing a casing of living coral over the wearer. The user wears a medallion crafted from a piece of living reef, from which coral grows to envelop the body. The living coral is tough but not as stony and inflexible as that of an established reef, allowing relatively free movement. It dies at sundown and regrows again at sunrise; this process takes about 2 hours. Dark conditions also cause the coral to die, while extended light keeps it alive. For an additional 500 gp, the following special ability can be grafted onto the coral.

- **Stinging Polyps:** The coral polyps' natural ability to sting prey is enhanced. Once per day, if you get a hold while grappling, the opponent must make a DC 14 Fortitude save or be paralyzed for 1d4 rounds.

Riding Straps: Armor equipped with riding straps is specially fitted to allow the wearer maximum maneuverability while riding. Armor with the straps affixed grants a +1 circumstance bonus on Ride checks. This bonus stacks with the bonus a military saddle provides on Ride checks made to stay in the saddle.

Sharkskin: Similar to leather armor in appearance, sharkskin is treated so that the sharp toothlike scales covering the skin remain attached to the outside of the armor. Additionally, shark teeth are embedded along the forearms, shoulders, and legs, which count as armor spikes. Sharkskin armor provides a +6 circumstance bonus on Escape Artist checks made when the wearer is bound with rope or similar easily cut bindings.

Shell: This armor is created from specially treated tortoise or monstrous crab shells. The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. The main difference between shell and chitin armor is the degree of coverage; shell armor usually leaves the legs bare.

*= Anyone wearing one of these armor types around a Dragon (or even a Half-Dragon) will often find themselves being attacked. In game terms, Dragons and Half-Dragons start out Hostile to your character.

WEAPONS

The following represents either new rules for the usage of a weapon, or it is a weapon pulled from a source other than the Player's Handbook which is common throughout Solinar, or it is a newly created item.

Arrow, Blunt: These masterwork arrows have specially crafted wooden tips. They deal nonlethal damage instead of normal damage.

Arrow, Flight: The light shaft and special design of this masterwork arrow increases a bow's range increment by 25 feet.

Arrow, Signal: This masterwork arrow is specially designed to emulate a bird's call when fired. Elven fletchers craft the arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might be used to signal an attack, and an owl's cry might be used to signal a stealthy advance. A successful DC 20 Survival check can be made to determine whether the birdcall comes from a bird or another source. The intricate carving of the arrows makes them clumsy in flight, resulting in a -2 penalty if used to attack.

Arrow, Smoke: The arrow is essentially a smokestick in the shape of an arrow that can be ignited and fired from a bow. It trails smoke behind and creates a cloud of smoke in a 10-foot cube where it strikes, but the arrow deals no damage. The smoke dissipates normally. Smoke arrows provide excellent concealment for elven warriors, allowing them to make quick raids or retreats.

Arrow, Thunder: Thunder arrows have thunderstones at their tip. A direct hit inflicts no damage but does trigger the thunderstone's sonic attack. Misses should be treated as an attack with a grenade-like weapon. These are only common in Goliath villages where they hail from originally.

Atlatl: An atlatl is a cross between a thrown weapon and a projectile weapon. It uses a flat, thin board made of wood or antler, ranging from 1 to 3 feet long. One end is held in the hand while the butt of a light spear, 2 to 3 feet long, is placed in a groove at the other end. At the end of the groove is a raised spur or pin to hold the bottom of the spear in place. Holding the atlatl and launching it this way enable a more brutal throw. This weapon is favored by the Goliath tribes.

SIMPLE WEAPONS

Weapon Type/Name	Cost	DMG (S)	DMG (M)	Critical	Range	Weight	Type
<i>Two-Handed Melee Weapons</i>							
Spear, Broadhead	20gp	1d8	1d10	x3	-	7	Piercing or Slashing
<i>Ranged Weapons</i>							
Blowgun	1gp	1	1	x2	10'	2	Piercing
Needles, Blowgun (20)	1gp	-	-	-	-	.2	-
Non-Standard Arrows	-	-	-	-	-	-	Varies
Blunt Arrow (5)	1gp	1d2	1d4	x2	-10'	1	Blunt
Flight Arrow (5)	2gp	1d4	1d6	x2	+20'	1	Piercing
Signal Arrow (5)	5gp	-	-	-	-5'	1	Blunt
Smoke Arrow (1)	25gp	-	-	-	-10'	.5	Blunt
Thunder Arrow (1)	75gp	Special	Special	-	-20'	.5	Special

MARTIAL WEAPONS

Weapon Type/Name	Cost	DMG (S)	DMG (M)	Critical	Range	Weight	Type
<i>Two-Handed Melee Weapons</i>							
Cutlass	15gp	1d4	1d6	19-20/x2	-	3	Slashing
<i>Ranged Weapons (For arrows, Range Inc. is for standard/composite versions of said bow)</i>							
Atlatl	10gp	1d3	1d4	x3	50'/60'	2	-
Atlatl Spear	1gp	-	-	-	-	2	Piercing
Longbow, Aquatic	400gp	1d6	1d8	x3	60'/10'	3	Piercing

EXOTIC WEAPONS

Weapon Type/Name	Cost	DMG (S)	DMG (M)	Critical	Range	Weight	Type
<i>Unarmed Attacks</i>							
Tail Spikes	1gp	1d3	1d4	x2	-	0.5	Piercing
Tail Scythe	110gp	1d6	2d4	x4	-	10	Piercing or Slashing
<i>Two-Handed Melee Weapons</i>							
Crescent Scythe	18gp	1d6/1d6	1d8/1d8	x3	-	20	Slashing
Great Falchion	100gp	1d8	1d12	18-20/x2	-	12	Slashing
Greathammer, Goliath	30gp	1d10	1d12	x4	-	30	Bludgeoning
Manriki-Gusari	5gp	1d6	1d6	x2	-	5	Bludgeoning
Warpike, Dwarven	115gp	1d8	2d6	x3	-	15	Slashing or Piercing
<i>Ranged Weapons</i>							
Crossbow, Aquatic	250gp	1d6	1d8	19-20/x2	40'	4	Piercing
Crossbow, Great	150gp	2d6	2d8	18-20/x2	120'	14	Piercing
Harpoon	15gp	1d8	1d10	x2	30'	10	Piercing
Ice Axe	10gp	1d4	1d6	x4	-	5	Piercing or Slashing
Iuak	12gp	1d4	1d6	19-20/x2	-	4	Slashing
Ritiik	5gp	1d6	1d8	x3	-	6	Piercing

Blowgun: The blowgun is a long tube through which you fire needles. A needle can deliver poison of either the injury or contact type.

Crescent Scythe: Consisting of a staff with a half-disc blade on either end, the crescent scythe is a variation of the standard glaive, found most commonly among the Elves on the Isle of Sands. The edge of the blade is perpendicular to the shaft, allowing you to whirl the weapon in deadly circles. When used in conjunction with the Whirlwind Attack feat (a commonly taught Feat among the Elves of the Isle), a crescent scythe deals an extra 1 point of damage.

Crossbow, Aquatic: This special version of a light crossbow is strung especially tautly with thicker wire and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every five feet of distance (see Ranged Attacks Underwater, page 93 of the *Dungeon Master's Guide*), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by sea elves, merfolk, and tritons.

Crossbow, Great: You draw a great crossbow back by turning a small winch. Loading a great crossbow is a full-round action that provokes attacks of opportunity. Normally, operating a great crossbow requires two hands. However, you can shoot, but not load, a great crossbow with one hand at a –4 penalty on attack rolls. You can shoot a great crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons (see Table 8–10, page 160 of the Player’s Handbook). These penalties are cumulative with the penalty for firing the crossbow one-handed. Goliath elders who can no longer use the traditional Atlatl will often make use of these weapons and can do so without the penalty.

Cutlass: A light slashing weapon especially favored by pirates and other nautical raiders, the cutlass is a heavy blade about 2 feet long with a curved edge. It is easy to wield in close quarters and can deal vicious gashes to an opponent. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed.

Greathammer, Goliath: This big, heavy hammer is a favorite of goliath barbarians and warriors. The incredibly heavy head of the hammer allows it to make particularly devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy’s weapon or shield.

Great Scimitar: Used primarily among the Goliath on the Isle of Sands, this is a fearsome weapon indeed. A great scimitar is too large to use in one hand by any not Large in size (besides Goliaths who can do so), unless they have a specific Exotic Weapon Proficiency to do so. Those that can wield it one handed may opt to use two if they wish without penalties.

Harpoon: The harpoon is a broad-bladed spear forged with barbs. The shaft of the harpoon has a trailing rope attached, to control harpooned opponents. Though designed for hunting whales and other large sea creatures, the harpoon can be used on dry land. If it deals damage, the harpoon lodges in an opponent who fails a Reflex saving throw (DC 10 + the damage dealt). A harpooned creature moves at only half speed and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the harpooned creature can move only within the limits that the rope allows (the trailing rope is 30 feet long). If the harpooned creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or lose the spell. The harpooned creature can pull the harpoon from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the harpoon dealt. A character who succeeds on a DC 15 Heal check can remove a harpoon without further damage.

Ice Axe: More tool than weapon, the ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. It grants a +1 circumstance bonus on Climb checks in mountainous and/or icy terrain, even if you do not possess the Exotic Weapon Proficiency (ice axe) feat. If you do possess this feat, the bonus increases to a +4 circumstance bonus. An ice axe may be used as a martial weapon, but takes a –2 penalty on attack rolls in this case.

Iuak: An iuak is a heavily weighted machete-shaped blade, usually made of bone or stone. While it makes an excellent weapon, its primary purpose is to cut through and destroy ice and other hard materials. If used against an object, an iuak ignores the first 3 points of hardness possessed by the object.

Longbow, Aquatic: Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat, the aquatic longbow’s range increment improves to 30 feet underwater. Aquatic longbows are favored by sea elves.

Manriki-Gusari: This is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung out to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a onehanded weapon and a light weapon. In this case, you can only strike at an adjacent opponent. If you use the chain as a reach weapon, you can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the chain effectively; you cannot use it as a double weapon. Because the chain can wrap around an enemy’s leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. When using a chain, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent). You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a chain.

Ritiik: A ritiik is a spearlike weapon with an additional hooklike blade protruding from the base of the spear head. When you successfully hit a target with a ritiik, you can twist the weapon and hook this blade into the target’s flesh if the target fails a Reflex saving throw (DC 10 + the damage dealt). If you hook the target, you can immediately make a trip attack against the target. If you fail, you can let go of the ritiik to avoid the retaliatory trip attack. The damaged creature can pull the ritiik from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the ritiik dealt. A character who succeeds on a DC 15 Heal check can remove a ritiik without further damage.

Spear, Broad Head: The broad headed spear is the size of a short spear, but because of the increased weight and damage dealing surface area, it produces damage as a standard spear. Additionally, because of the increased weight, it is not designed to be a thrown weapon.

Tail Spikes: A Goldline character who has proficiency with tail spikes can use them to make one extra attack in a round at her highest base attack, in addition to all attacks with a hand-held weapon (or a Goldline's natural weapons). The tail spike attack and each other attack made that round suffer a -2 penalty apiece.

Tail Scythe: A tail scythe consists of a long, curved blade that is designed to be strapped to a serpentine tail. In fact, the weapon is usable only by creatures possessing such an appendage, since it does not have a handle that lends itself to a humanoid hand. The design of the tail scythe focuses tremendous force on the sharp point while still allowing devastating slashes with the blade edge. Because of a tail scythe's shape, you can also use it to make trip attacks. However, if you are tripped during your own trip attempt, you cannot drop the tail scythe to avoid being tripped. Donning or removing a tail scythe takes 1 round with the benefit of hands or assistance, or 3 rounds without.

Warpike, Dwarven: The dwarven warpike resembles a halberd with a greatly elongated shaft, to the end of which a counterweight has been added. A dwarven warpike has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. Normally, you strike with a dwarven warpike's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character. You can use the hook on the back of a dwarven warpike to make trip attacks. If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped.

Special Items/Materials (Weapons)

Dragonbone Bow: A bow carved from a single bone of a dragon (a thigh bone or similarly large bone) displays superior tensile strength and power. Such a bow is considered a composite bow (short or long) with a strength rating set by the crafter. In addition, the bow's range increment is 20 feet longer than normal for the bow's type (90 feet for a composite shortbow or 130 feet for a composite longbow). *Dragoncraft Price:* as composite bow +100 gp; *Dragon Part:* dragon bone; *Skill:* Craft (bowyer); *Weight:* 3 lb.

Dragonfang Weapon: Dragonfang weapons are masterwork weapons crafted from the claws and teeth of a dragon. In addition to the +1 nonmagical enhancement bonus on attack rolls granted by its masterwork quality, a dragonfang weapon deals 1 point of energy damage on each successful hit. The type of energy is the same as that of the dragon's breath weapon. If a dragon doesn't have a breath weapon that deals acid, cold, electricity, fire, or sonic damage, dragonfang weapons made from its remains do not deal any extra damage. This damage is treated as an extraordinary (and thus nonmagical) feature of the weapon. It doesn't stack with any other energy damage (of the same type) dealt by the weapon. A single tooth or claw from a dragon can be crafted into a light weapon of the same size category as the dragon, a onehanded weapon of one size category smaller, or a two-handed weapon of two size categories smaller. A single dragon's body can provide enough material for up to twelve weapons. Only piercing and slashing weapons may be created as dragonfang weapons. *Dragoncraft Price:* 300 gp; *Dragon Part:* dragon tooth or claw; *Skill:* Craft (weaponsmithing); *Weight:* 2 lb.



CHAPTER 8: MAGIC IN SOLINAR

Herein we shall describe those spells that can be found utilized across the length and breadth of Solinar, even if they are not a part of the Player's Handbook.

DIVINE SPELLS

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.

The Devoted (Complete Divinetm, Page 5)

While divine magic is about belief, it centers on believing in the worth of a deity, not merely believing in the existence of a deity. In a game, few NPCs will disavow that the gods exist. It's hard to deny the existence of Tiamat, for example, when a "Plane Shift" spell can take the skeptic to her palace on the first level of the Nine Hells. Believing in the deity is enough to earn divine favor – a character has to believe that the deity is worth following, and devote themselves to that cause.

Preparing Divine Spells

Divine spellcasters prepare their spells in largely the same manner as wizards do, but with a few differences. The relevant ability for divine spells is Wisdom. To prepare a divine spell, a character must have a Wisdom score of 10 + the spell's level. Likewise, bonus spells are based on Wisdom.

- **Time of Day:** A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.
- **Spell Selection and Preparation:** A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a wizard (1 hour), as is the requirement for a relatively peaceful environment. A divine spellcaster does not have to prepare all his spells at once. However, the character's mind is considered fresh only during his or her first daily spell preparation, so a divine spellcaster cannot fill a slot that is empty because he or she has cast a spell or abandoned a previously prepared spell. Divine spellcasters do not require spellbooks. However, such a character's spell selection is limited to the spells on the list for his or her class. Clerics, druids, paladins, and rangers have separate spell lists. A cleric also has access to two domains determined during his character creation. Each domain gives him access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell level—one from each of his two domains—a cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a domain spell is not on the cleric spell list, it can be prepared only in a domain spell slot.
- **Spell Slots:** The character class tables show how many spells of each level a character can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.
- **Recent Casting Limit:** As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.
- **Spontaneous Casting of Cure and Inflict Spells:** A good cleric (or a cleric of a good deity) can spontaneously cast a cure spell in place of a prepared spell of the same level or higher, but not in place of a domain spell. An evil cleric (or a cleric of an evil deity) can spontaneously cast an inflict spell in place of a prepared spell (one that is not a domain spell) of the same level or higher. Each neutral cleric of a neutral deity either spontaneously casts cure spells like a good cleric or inflict spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the cure or inflict spell substitutes for is converted into the cure or inflict spell as if that spell had been prepared all along.
- **Spontaneous Casting of Summon Nature's Ally Spells:** A druid can spontaneously cast a summon nature's ally spell in place of a prepared spell of the same level or higher. The divine energy of the spell that the summon nature's ally spell substitutes for is converted into the summon spell as if that spell had been prepared all along.

Divine Magical Writings

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

New Divine Spells

Divine spellcasters most frequently gain new spells in one of the following two ways.

- **Spells Gained at a New Level:** Characters who can cast divine spells undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, he or she learns new spells from that level automatically.
- **Independent Research:** A divine spellcaster also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others.

ARCANE MAGIC

(Complete Mage™, Page 6)

Magical practitioners must learn to work their magic through spells if they don't wish to rely on magic items that someone else already has made. Some creatures have a natural talent for casting arcane spells (dragons and nagas, for example), but even these creatures need practice and training to perfect their talents and a little time each day to focus themselves and enable their spellcasting for the day.

For a wizard or similar arcanist, the initial period of preparation represents the spell's lengthiest and most complex element. Preparing a spell involves drawing in unrefined magic and molding it into a specific magical effect that the practitioner understands and can control. For all practical purposes, preparing a spell is the first step in casting it. The act of preparing a spell does not expend any part of a caster's daily magical potential, but it earmarks a measure of that potential for a particular spell.

A rapidly growing number of individuals, however, master arcane practices that ignore the act of spell preparation. These characters instead focus their talent in learning a narrow range of spells, comprising a limited scope of effects. Instead of spending long hours poring over spellbooks, these casters need mere minutes each day to ready their magical potential. One can't help wondering if this represents merely a passing fad or an evolutionary "sea change" in arcane magic as a whole.

Whether prepared or merely readied, a spell remains with the caster as magical potential until the caster chooses to trigger, or *cast*, the spell. Such an act typically requires a variety of physical props (components), ranging from a mystical phrase or gesture to an expensive or rare substance required to unleash the magic.

But why so many components? Although arcanists have historically claimed that these incantations and magic powders are akin to keys—necessary to unlock the final effect of a spell—another, new theory has begun to gain ground among younger researchers. These energetic sages assert that components aren't keys, but rather locks—suggesting that even the most learned of arcanists don't fully control their own powers, and that components are necessary instruments to keep the spells in check. Whether these locks were placed by the deities themselves or are simply such an old convention that no one today questions their utility is anyone's guess.

Arcane Versus Divine

All spells share the characteristics discussed earlier, but all spells aren't alike. To the layperson, there's not much difference between the spells wielded by a wizard and those cast by a cleric. To the student of magic, however, profound differences abound.

Divine spellcasters draw their magical power through a specific source that serves as both a conduit and a filter. As the name suggests, the source has a divine nature, whether a deity, a whole pantheon of gods, or merely a powerful cause or ideal. Regardless of the actual source, divine magic is intensely personal and comes to the user through devotion to a concept such as law, war, or truth, or to some aspect of the universe, such as nature. Put simply, to a divine spellcaster magic is a matter of faith, not learning.

Interestingly, the source of the magic seems to have little or no impact on the resulting effect. The *protection from evil* spell cast by a cleric functions identically to that cast by a sorcerer, even though each caster would claim that his spell results from a different power.

This isn't to say that arcane and divine magic have no differences, but rather that the differences appear in flavor instead of effect. The mystical gestures required by divine spells tend to be less expansive and complicated than those of their arcane counterparts, but no compelling theory explains why. Those who hold to the "component as lock" theory (mentioned above) suggest that divine casters need fewer innate restrictions on their spells, since a higher power has already entrusted them with the effect.

For a divine spellcaster, preparing a spell is mostly a matter of the spirit. The spellcaster prays or meditates, entreating the divine source to provide power for the spell. Arcane spellcasters, on the other hand, see preparing a spell as an intellectual exercise. The arcane spellcaster ponders the spell's intricacies and builds it within his or her mind, piece by piece. Divine casters must also obey certain strictures on their use of magic, varying from limited access to spell preparation (typically to a particular time of day associated with the source) to outright restrictions (such as the inability to use spells opposed to their alignment). Rare is the divine spellcaster who doesn't have to deal with at least one quirk that an arcane caster might find quaint or even outright annoying. Curiously, one

arcane caster—the wu jen—shares a similar stricture in the form of taboos. This similarity suggests that the origins of the wu jen's magical talents might lie closer to the province of the divine than commonly accepted.

Despite the different methods arcane and divine casters use to prepare and cast their spells, it's worth remembering that both groups ultimately tap the same source of magical power. Once a spell has been cast, it's effectively impossible to tell whether it is arcane or divine. If an observer actually witnesses the casting, the spell's components might give a clue to the spell's nature; for example, divine spells typically employ a holy symbol as a focus for the spell. Otherwise, nothing distinguishes an arcane spell effect from a divine spell effect.

Arcane Versus Innate

Some creatures are born with the capacity to work genuine magic, just like some creatures have the power of flight or the ability to breathe water. Such creatures have no explainable awareness of how they actually manage their magical talents.

They have no special ability to sense magic, and they don't do anything special to work their magic beyond willing their magical tricks to happen. Such creatures seem to function as self-filling vessels for magical power. They naturally collect magical potential and release it with a thought.

This magical potential doesn't seem to have any clear link either to arcane magic or to divine magic, though it creates results similar or identical to those arising from spells. A glabrezu's *dispel magic* ability functions like the same spell cast by a wizard or cleric (hence the term “spell-like”).

A few magical theorists even claim that the “spells” of a sorcerer or a dragon have more in common with the spelllike abilities of warlocks and various other creatures than with the spells of a wizard. These individuals suggest that an entire third category of magic (called, for lack of a better term, “innate” magic) would better describe those who wield magic without relying on either traditional learning or a divine source. So far, this theory has gained little traction among traditional sages.

NEW SPELLS

The new spells described below are taken from various sources.

AMORPHOUS FORM

Transmutation

Level: Assassin 3, sorcerer/wizard 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject and all its gear become amorphous and ooze-like. This new form is boneless and fluid, enabling the subject to pass through holes or narrow openings as small as 2 inches in diameter. While amorphous, the subject is immune to poison, polymorphing, and stunning, it cannot be flanked, and it is not subject to critical hits. It gains a swim speed (if it does not have one already) equal to its land speed. The subject can remain submerged as long as desired without breathing. The subject's armor (including natural armor) becomes worthless, though its modifiers for size, Dexterity, and deflection still apply to Armor Class, as do armor bonuses from force effects (for example, from the mage armor spell). While amorphous, the subject can't attack or cast spells that require verbal, somatic, material, or focus components. (This limitation does not rule out the casting of any spells that the subject may have prepared using the metamagic feats Eschew Materials, Silent Spell, and Still Spell.) The subject loses all supernatural abilities while in amorphous form, and its magic items cease functioning as long as it remains amorphous.

Arcane Material Component: A pinch of gelatin.

ARMY OF SHADOW

Master, Shadow Calling

Level/School: 9th/Conjuration (Summoning)

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

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Reality seems to tear open, revealing a dark rift. From the blackness, a shadow elemental emerges. The first of many, it is ready to serve.

This mystery functions like the spell *summon monster I*, except as noted here. You can summon one elder, two greater, four Huge, or eight Large shadow elementals.

ARROW OF DUSK

Fundamental

Level/School: 1st/Evocation

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A bolt of shadow springs from your hand, draining vitality where it strikes.

You must succeed on a ranged touch attack to deal 2d4 points of nonlethal damage to the target. If you score a critical hit, triple the damage.

AURA OF SHADE

Initiate, Elemental Shadows

Level/School: 4th/Abjuration [Cold]

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The environment grows immediately more comfortable as you surround yourself with an aura of protective shadow.

You protect the subject from low temperatures and cold energy with a thin layer of that energy's shadowy reflection. This grants the subject immunity to normal extremes of temperature and absorbs cold damage from attacks and effects. When an *aura of shade* absorbs a total of 12 points of cold damage per caster level (maximum 120), it expires. For as long as the *aura* is active, the subject's weapon or natural weapon melee attacks deal an extra 1d6 points of cold damage.

AURA OF THE SUN

Abjuration [Light]

Level: Cleric 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: No

Spell Resistance: None

By casting *aura of the sun*, you fill the area around you with warm, glowing light that eliminates natural shadows and hampers magical darkness. Any creature attempting to cast a spell from the shadow sub-school or a spell with the darkness descriptor within an *aura of the sun* must succeed on a caster level check (DC 11 + your caster level), or the spell fails. Areas of magical darkness originating from 3rd-level or lower spells and effects are temporarily suppressed when overlapping with an *aura of the sun*. Creatures that take penalties in bright light also take them while within an *aura of the sun*, and an undead creature takes 1d6 points of positive energy damage at the end of its turn every round that it spends within the spell's area. Furthermore, any creature attempting to hide within the *aura* takes a -4 penalty on Hide checks. This effect is centered on you and moves with you. Anyone who enters the *aura* immediately becomes subject to its effect, but creatures that leave are no longer affected.

BEFOUL

Transmutation [Evil]

Level: Cleric 8, Corruption 8

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: Water in a volume of 100 ft./level by 100 ft./level by 10 ft./level (S)

Duration: Permanent; see text

Saving Throw: None; see text

Spell Resistance: No

Your touch taints the water at your fingertip, quickly spreading to fill the area.

The caster makes water (or other liquid) foul and mildly poisonous. All creatures with 1 Hit Die or less that are in the water at the time of the casting die immediately. Anyone drinking this water must succeed on a Fortitude saving throw or take 1d4 points of Constitution damage. Any creature with 2 or more Hit Dice immersed in this water must make a saving throw as if drinking it. If the caster affects only part of a larger body of water, the befouled water mixes with the pure water. If the entire body of water is no more than four times the size of the affected area, all the water in the body of water is befouled 24 hours later, but the damage from drinking or swimming in the water is only 1d2 points of Constitution damage. If the body of water is more than four times the affected area but less than twenty times the affected area, after 24 hours all of the water tastes foul but has no damaging effect. If the entire body is larger than twenty times the affected area, fouled water mixes with the clean water and loses all effect after 24 hours.

Material Components: A dead fish and a drop of poison.

BEND PERSPECTIVE

Apprentice, Eyes of Darkness

Level/School: 1st/Divination (Scrying)

Range: Personal

Target: You

Duration: 1 minute/level (D)

You send your vision through shadows and into planar reflections, altering your point of view.

You view the world as though you were standing in a different spot, up to a maximum distance of 25 feet plus 5 feet per two caster levels. You cannot see through solid objects. You can, however, look around corners or over barriers, obtain a bird's-eye view of your area, and the like. Essentially, you shift your perspective as though you were located at any spot in range to which you have line of effect. You can switch back and forth between your own eyes and your alternate viewpoint as a swift action. You can move your alternate perspective, as in the spell *arcane eye*. Its speed is only 10 feet per round, however, and every round of such movement decreases the mystery's duration by 1 minute (if you move the perspective in the last minute of the duration, you gain a few seconds of vision at the new position before the effect expires).

BLACK CANDLE

Fundamental

Level/School: 1st/Evocation [Light or Darkness]

Range: Touch

Target: Object touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You draw on extraplanar shadow or banish existing shadows to let in the light.

This mystery functions like the spell *light* or the spell *darkness*. Only one of these two effects is possible per use, and you must decide which effect is desired when casting.

BLACK FIRE

Apprentice, Dark Terrain

Level/School: 2nd/Evocation [Cold]

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

Area: One 5-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

You open a conduit to the Plane of Shadow, drawing its elements into the world and igniting a black fire on the ground.

You create a shapeable shadowy curtain of black flame that covers the affected squares. The fire deals 1d6 points of cold damage per two caster levels to any creature standing in an affected square at the beginning of each of your turns until the effect ends. In addition, the flame deals damage to any creature entering or passing through an affected square. *Black fire* burns only a few feet tall, so a creature can avoid the effect of the mystery by jumping or flying over the area.

BLINDSIGHT

Transmutation

Level: Cleric 3, Druid 2, Sorcerer/Wizard 2, Warmage 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability to a range of 30 feet. (For details, see Blindsight in the DUNGEON MASTER's Guide or Monster Manual).

BOLSTER

Initiate, Body and Soul

Level/School: 4th/Transmutation

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By linking the creature touched and the Plane of Shadow, you temporarily trade some of its traits for more potent ones belonging to creatures of that shady realm.

You grant the subject 5 temporary hit points for each of its Hit Dice (maximum 75). For the duration of the effect, the subject's shadow grows larger than normal, and its movements are very slightly uncoordinated with those of the subject. An observer can notice this characteristic by making a DC 20 Spot check.

CAMOUFLAGE

Transmutation

Level: Druid 1, Harper scout 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You change the coloring of your skin and clothing to match the environment around you. Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

CARPET OF SHADOW

Apprentice, Dark Terrain

Level/School: 1st/Conjuration (Creation)

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

Area: One 5-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The ground becomes rough and hazardous, the real floor superimposed with irregular terrain of the Plane of Shadow.

You cloak the ground with an uneven and hard to traverse surface. The terrain becomes difficult, meaning that each 5-foot square within the area costs double to move into. For instance, each light undergrowth square (normally costing 2 squares of movement to move into) now costs 4 squares of movement to move into. If you cast this mystery a second time on the same area (or a portion of the same area) while the first casting is still active, the second casting does not worsen the terrain further (although it would extend the duration of the effect on that area).

CAUL OF SHADOW

Fundamental

Level/School: 1st/Abjuration

Range: Personal

Target: You

Duration: 1 minute/level (D)

A shifting, whirling field of semisolid shadows and tiny rifts in the air rises around you.

Caul of shadow faintly darkens your form, but does not provide any bonuses on Hide checks or similar efforts. You gain a +1 deflection bonus to AC, with an additional +1 for every six caster levels (maximum bonus +4).

CLEARSTONE

Transmutation [Earth]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 1 cu. ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You cause a rock or section of stone to become transparent. This spell affects naturally occurring stone, ore, gemstones in the rough, and even worked stone such as a statue or tunnel wall, but not worked metals, cut gems, or fabricated stone materials such as brick or concrete. Visibility through the affected stone is perfectly clear and limited only by the available light or by objects and creatures embedded in the stone (such as a creature using meld into stone). Clearstone grants line of sight, but not line of effect, through the affected stone. This spell does not change a stone's hardness or other qualities in any way.

Clearstone can be made permanent using permanency (minimum caster level 11th, 1,500 XP).

Arcane Material Component: A small, fl at piece of glass.

CLINGING DARKNESS

Apprentice, Dark Terrain

Level/School: 3rd/Conjuration (Creation)

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

Area: 20-ft.-radius emanation (D)

Duration: 1 minute/level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Shadow oozes out of the floors, the walls, even the air, filling the area with wisps of writhing blackness. Creatures within the area become coated in these clinging shadows.

Any creature within the area affected by this mystery, or that enters the area on its turn, must make a Reflex save or become immobilized. Each round on its turn, an immobilized subject can attempt a new saving throw to end the condition. Because of the subject's condition, this save is a full-round action (but does not provoke attacks of opportunity). If an immobilized subject succeeds on its save, it still needs to save again at the start of its next turn in order to avoid succumbing to the darkness again.

CONGRESS OF SHADOWS

Apprentice, Ebon Whispers

Level/School: 2nd/Divination [Mind-Affecting]

Range: 1 mile/level

Target: One living creature whose exact location is known to you, or one living creature you know well whose approximate location (within 100 ft.) is known to you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You look toward your shadow and speak a few words knowing that some distance away, a subject hears them and might reply.

You speak, and your words appear in the mind of a distant creature. The message can consist of up to five words, plus one additional word per caster level. It cannot deliver command words for magic items, or in any other respect function as anything but normal speech. If the subject is where you believe it to be, the message is delivered. The subject recognizes the identity of the sender of the message if it knows you. The creature can then reply, using the same number of

words that you used. The message cannot cross planar boundaries.

CONSUME ESSENCE

Master, Ebon Walls

Level/School: 9th/Necromancy [Death]

Range: Touch

Target: One living creature

Duration: Instantaneous, then 1 round/level (D); see text

Saving Throw: Will negates

Spell Resistance: Yes

You reach out and peel the subject's shadow away, then wrap it inside your own.

The target of this horrid mystery must succeed on a Will saving throw or die. If the creature succumbs to the mystery and dies, it immediately returns to life, gains the dark creature template, and is under your control. The creature remains in this state for 1 round per level, and then dies again.

CURTAIN OF SHADOWS

Initiate, Veil of Shadows

Level/School: 5th/Transmutation

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

Effect: Shadowy wall whose area is up to one 10-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a wall of frigid shadow that blocks vision and wracks all who pass through it with cold.

You create a wall of shadow that completely blocks line of sight. Any creature passing through the wall takes 1d6 points of cold damage per caster level (maximum 15d6).

DAMNING DARKNESS

Evocation [Darkness, Evil]

Level: Cleric 4, sorcerer/wizard 4, Vile Darkness 4

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See below

Darkness descends upon the area, causing pain to all of goodly disposition within it.

This spell is similar to *darkness*, except that those within the area of darkness also take unholy damage. Creatures of good alignment take 2d6 points of damage per round in the darkness, and creatures neither good nor evil take 1d6 points of damage. As with the *darkness* spell, the area of the darkness is a 20-foot radius, and the object that serves as the spell's target can be shrouded to block the darkness (and thus the damaging effect). *Damning darkness* counters or dispels any light spell of equal or lower level. Spell resistance applies to the damage dealt by this spell but not to the darkness area. **Arcane Material Component:** A dollop of pitch with a tiny needle hidden inside it.

DANCING SHADOWS

Apprentice, Shutters and Clouds

Level/School: 3rd/Illusion (Glamer)

Range: Touch

Target: One creature/5 levels

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You draw the shadows around yourself or other subjects, where they waver and shift, partially obscuring form.

You grant subjects concealment. If you cast this mystery on a single subject, the shadows are thicker, and the subject gains total concealment. The spell *see invisibility* and the mystery *piercing sight* do not negate these miss chances, but the spell *true seeing* and the mystery *truth revealed* do.

DARK AIR OR WATER

Initiate, Elemental Shadows

Level/School: 5th/Transmutation [Air or Water]

Reaching out with your mind to the darkness attached to your soul, you infuse nature with shadow and compel it to do your will.

This mystery functions like the spell *control water* or *control winds*. You decide which version to use at the time of casting.

DARKBOLT

Evocation [Darkness, Evil]

Level: Cleric 2, sorcerer/wizard 2, Vile Darkness 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A crackling bolt of deep purplish color leaps from your pointing finger to strike the enemy before you.

The caster makes a ranged touch attack against a foe, launching a bolt of cold darkness from his left hand. The bolt deals 1d8 points of damage per two caster levels (maximum 5d8). Half the damage is cold, and the other has no specific type. When struck, the foe must also succeed on a Fortitude save or be stunned for 1 round, overwhelmed by the evil charge of the *darkbolt*.

DARK SOUL

Master, Heart and Soul

Level/School: 7th/Enchantment (Compulsion) [Mind-

Affecting]

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You open the subject's mind to the Plane of Shadow, altering its personality.

You turn the dark energies from the Plane of Shadow upon another creature, compelling it to act in ways that it normally would not. While this effect is active, you can use a standard action to focus the shadow energies on one living creature within 30 feet that you select. The creature must succeed on a Will saving throw (DC 17 + your Cha modifier) or immediately make a melee attack against one target within its reach.

DESPOIL

Transmutation [Evil]

Level: Cleric 9, Corruption 9

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Area: 100 ft./level radius

Duration: Instantaneous

Saving Throw: Fortitude partial (plants) or Fortitude negates (other living creatures)

Spell Resistance: Yes

Your rotting touch spreads quickly across the area, blighting and corrupting all it spreads to.

The caster blights and corrupts a vast area of land. Plants with 1 Hit Die or less shrivel and die, and the ground cannot support such plant life ever again. Plants with more than 1 Hit Die must succeed on a Fortitude saving throw or die. Even those successful on their saves take 5d6 points of damage. All living creatures in the area other than plants (and the caster) must succeed on a Fortitude saving throw or take 1d4 points of Strength damage. Unattended objects, including structural features such as walls and doors, grow brittle and lose 1 point of hardness (to a minimum of 0), then take 1d6 points of damage (this damage bypasses any remaining hardness). Only the effects of multiple *wish* or *miracle* spells can undo the lasting effect of this spell.

Material Component: Corpse of a freshly dead or preserved living creature.

DUSK AND DAWN

Apprentice, Shutters and Clouds

Level/School: 1st/Evocation

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

Area: 20-ft.-radius emanation centered on a point in space

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

By drawing shade from the Plane of Shadow, or banishing the shadows back to it, you control the level of illumination in the area.

You make a dark area lighter or a light area darker, blanketing the affected area in shadowy illumination. Creatures with darkvision can see through this area normally.

EASY TRAIL

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

You radiate energy that gently pushes plants aside, allowing easy movement and hiding your trail after you pass. Creatures in the effect (including the caster) find the undergrowth held aside as they pass. This essentially provides a “trail” through any terrain (see Table 9–5: Terrain and Overland Movement, page 164 of the Player’s Handbook). Once you have passed, plants return to their normal shapes. The DC to track anyone who traveled within the effect is increased by 5 (the equivalent of hiding the trail). This spell cannot push or hold plant creatures aside.

EBON RAY OF DOOM

Necromancy
Level: Assassin 3, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 level)
Effect: Ray
Duration: 1 round/level
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

You fire a ray of black energy that drastically slows down the rate at which the subject can recover hit points. Any creature attempting to restore hit points to the subject by means of any sort of healing magic must succeed on a caster level check (DC 15 + your caster level), or the healing effect fails. A subject with fast healing or a regeneration ability must make a Fortitude save at the beginning of its turn each round. Failure indicates that the ability does not function in that round.

ECHO SPELL

Initiate, Black Magic
Level/School: 5th/Universal
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Repeat a previously cast spell or mystery
Duration: See text
Saving Throw: See text
Spell Resistance: See text

Even as you recoil from your enemy’s spell, you reach into the Plane of Shadow and draw forth the spiritual reflection of that spell. With a grin, you manifest it in the physical world and hurl it back at him.

You can “echo” a mystery or spell cast by anyone other than yourself, causing it to re-manifest under your control. Both the caster and the effect must have been within *echo spell*’s range, and the entire casting must have occurred in the previous round. You choose the mystery or spell’s target, and make any other choices involved in casting it. You cast the mystery or spell using your mystery user level (use your Cha modifier to determine the mystery or spell’s DC; its duration, saves, and the like are as normal for that spell). You cannot echo a mystery or spell of a higher level than the highest-level mystery you can cast, and you can never echo a mystery or a spell of higher than 4th level.

EPHEMERAL IMAGE

Master, Dark Metamorphosis
Level/School: 7th/Illusion (Shadow)
Effect: One shadow duplicate
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No
You detach your own shadow and animate it with extraplanar energies, creating a dark-hued, hazy duplicate of yourself.

This mystery functions like the spell *project image*, except as noted above. In addition, the image that you project has concealment unless it is in direct sunlight or within the area of a *daylight* spell.

EPHEMERAL STORM

Master, Breath of Twilight
Level/School: 9th/Evocation
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/2 levels, no two of which are more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes
The air explodes with shadowy tendrils that slice like blades.

Targets of *ephemeral storm* must make a Fortitude save or die. Those who succeed take 5d6 points of damage.

FAR SIGHT

Master, Eyes of the Night Sky
Level/School: 8th/Divination (Scrying)
Range: See text
Effect: Magical sensor
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes
You alter your perceptions to see through any shadow, anywhere.

Far sight is similar to the spell *greater scrying*, with the modifications described here. *This mystery* allows you to see the subject’s true essence, as with the *truth revealed* mystery.

FEIGN LIFE

Initiate, Dark Reflections
Level/School: 5th/Transmutation
Range: Medium (100 ft. + 10 ft./level)
Target: One Small object per caster level; see text
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No
You infuse one or more small objects with shadowstuff, causing them to animate at your command.

This mystery functions like the spell *animate objects*, but the items grow dark and warped, becoming more sharp-edged and appearing slightly worn or decayed for the duration of the effect. In addition, objects animated by this mystery benefit from concealment.

FLESH FAILS

Apprentice, Touch of Twilight
Level/School: 2nd/Necromancy
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You open your enemy to the darkness, trading his physical attributes for weaker abilities belonging to creatures of shadow.

You deal either 4 points of Strength damage, 4 points of Dexterity damage, or 2 points of Constitution damage to the subject; you choose which kind of ability damage when you cast the mystery.

FLESH FAILS, GREATER

Master, Breath of Twilight
Level/School: 8th/Necromancy
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level in a 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your foes suddenly find their bodies infused with shadowstuff, weakening them greatly.

This mystery functions like the mystery *flesh fails*, except that you can affect multiple subjects, and you deal either 6 points of Strength damage, 6 points of Dexterity damage, or 4 points of Constitution damage. You must deal the same kind of ability damage to all subjects.

FLICKER

Apprentice, Ebon Whispers
Level/School: 3rd/Conjuration (Teleportation)
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You flash through the conduits and pathways of the Plane of Shadow, manifesting in multiple locations in the real world.

Once per round, as an immediate action, you can instantly transfer yourself from your current location to any other spot within a distance of 5 feet per two caster levels. You always arrive at exactly the spot desired—just as with the spell *dimension door*. If you cast *flicker* in response to an attack against you, the strike has a 50% miss chance.

FLOOD OF SHADOW

Initiate, Black Magic
Level/School: 6th/Abjuration
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius spread
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: See text

You inundate the area with strange energies from the Plane of Shadow, warping the effects of magic.

A flood of mystical shadow-power renders casting more difficult. To cast most spells while in, or into, an area affected by *flood of shadow*, the caster must succeed on a Spellcraft check (DC 15 + spell level), or the spell is lost with no effect. Mysteries or any spells of the shadow sub-school can be cast within or into the affected area without making the Spellcraft check. In addition, if a mystery or a spell of the shadow sub-school originates in an area affected by *flood of shadow*, its variable numerical effect is increased by 50% (as if it was empowered), although its level does not increase.

KILLING SHADOWS

Apprentice, Eyes of Darkness
Level/School: 3rd/Transmutation
Range: 30 ft.
Effect: Cone
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

Your eyes turn black and shoot forth a shadowy cone of punishment.

Creatures within a cone of *killing shadows* take 1d8 points of damage per caster level (maximum 10d8), or half that amount on a successful Will save.

LANGUOR

Initiate, Body and Soul
Level/School: 5th/Enchantment (Compulsion)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or one creature/level, no two of which are more than 30 ft. apart; see text
Duration: 1 round/2 levels (D)
Saving Throw: Will negates
Spell Resistance: Yes
You channel shadowstuff into the subject's shadow, literally weighing him down under its weight.

Languor functions like either the spell *slow* or the spell *hold monster*. You choose which version you want before the effect begins. If you choose *hold monster*, the mystery can affect only one subject.

LIFE FADES

Apprentice, Touch of Twilight
Level/School: 1st/Necromancy
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A wave of darkness washes over the subject, sapping his energy into the Plane of Shadow.

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 5d6) and causes the subject to become fatigued for 1 round per caster level (a Fortitude save negates the fatigue). This mystery does not stack with itself, so a

creature fatigued by one casting does not become exhausted by a second casting.

LIFE FADES, GREATER

Master, Breath of Twilight

Level/School: 7th/Necromancy

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

Target: One living creature/level in a 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Draining shadows erupt around your foes, funneling their essence and energy into the Plane of Shadow.

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 20d6) and causes the subject to become exhausted for 1 round per caster level (a Fortitude save reduces the damage by half and decreases the exhaustion to fatigue). This mystery does not stack with itself, so a creature fatigued by saving against one casting does not become exhausted by saving against a second casting.

LIQUID NIGHT

Fundamental

Level/School: 1st/Conjuration (Creation)

Range: Touch

Effect: A small quantity of ink

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The shadows around your hand seem to weep, leaving a small puddle of dark tears.

You create a quantity of ink great enough for you to write approximately one page of text. It is not of sufficient quality to scribe spells. In darkness or shadowy illumination, the ink glows with red or yellow light that has the brightness of a candle. Water splashed on the ink causes it to wash away and cease glowing, but otherwise the ink continues to glow indefinitely.

MESMERIZING SHADE

Apprentice, Umbral Mind

Level/School: 1st/Enchantment (Compulsion) [Mind-Affecting]

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

Target: One living creature

Duration: 1 round

Saving Throw: Will partial

Spell Resistance: Yes

Shadows flicker before the eyes and in the mind of the subject creature, which suddenly seems to be disoriented.

Shadow flickers around the subject, distracting and dazing him. The subject can avoid the daze effect with a successful Will saving throw, but still takes a –1 penalty on attack rolls, checks, and saves.

MORALITY UNDONE

Enchantment [Evil, Mind-Affecting]

Level: Bard 5, cleric 5, Corruption 4

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One nonevil creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster turns one creature evil. The chaotic/neutral/lawful component of the subject's alignment is unchanged. The subject retains whatever outlook, allegiances, and relationships it had before, as long as they do not conflict with the new alignment. Otherwise, it acts with its new selfish, bloodthirsty, and cruel outlook on all things. For example, a wizard might not immediately turn on her fighter companion for no apparent reason, particularly in the middle of a combat when they're fighting on the same side. But she might allow her friend to be hurt or killed if her friend is carrying something valuable she could recover later, or she might use spells to control or deceive her friend to get what she wants. She might even eventually decide to betray or attack her friend if there is some potential gain involved.

Arcane Material Component: A powdered holy symbol.

MYSTIC REFLECTIONS

Fundamental

Level/School: 0/Divination

Range: Personal

Target: You

Duration: 1 round/level (D)

You peer slightly into the Plane of Shadow and can see the distortion in an object's shadow-self caused by the presence of magic.

This mystery functions like the spell *detect magic*, except as noted above. You can detect magic up to 30 feet away.

NEZRAM'S AMETHYST AURA

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You surround the subject with a brilliant violet glow that grants temporary immunity to poisons and diseases. Nezram's amethyst aura absorbs all poisons and diseases that target the subject for the duration of the spell, regardless of how they are delivered. Any weapon or natural attack normally used to deliver a poison or disease (such as a mummy's touch or a snake's bite) still deals the normal amount of hit point damage, but the poison or disease is blocked. This spell does not reverse or prevent the effects of poison and disease in a subject already affected by one or both at the time of casting.

Arcane Material Component: A pinch of amethyst dust.

NEZRAM'S EMERALD ENERGY SHIELD

Abjuration

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You coat the subject with protective energy of an emerald green hue. This energy shield does not affect the subject's movement, senses, or ability to cast spells. While surrounded by this energy, the subject is immune to any natural or magical effect that causes deafness and to all language-dependent, mind-affecting spells and effects. The subject also gains sonic resistance 10 and a +4 bonus on saves against all spells and effects with the sonic descriptor to which it has not already been rendered immune.

Arcane Material Component: A pinch of powdered emerald.

NEZRAM'S SAPPHIRE SCREEN OF SHIELDING

Abjuration [Force]

Level: Sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You create a levitating, square screen of fluid blue force approximately 5 feet on a side and 1 inch thick. This screen responds immediately to spells and physical attacks that target you, moving with you and flowing freely around your body to protect you from specific attacks. In addition to providing the effect of a shield spell, Nezram's sapphire screen of shielding also gives you damage reduction 10/magic.

Arcane Focus: A sapphire worth at least 250 gp.

PASS INTO SHADOW

Initiate, Ebon Roads

Level/School: 5th/Conjuration (Teleportation)

Range: Touch

Effect: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You break down the boundaries between worlds, opening a path into the Plane of Shadow.

This mystery functions like the spell *plane shift*, except that your destination or origination must be the Plane of Shadow.

PIERCING SIGHT

Apprentice, Eyes of Darkness

Level/School: 2nd/Divination

Range: Personal

Target: You

Duration: 1 minute/level (D)

*You view the shadow reflection of the world around you, allowing you to penetrate darkness and mystical obstructions. You can see invisible and ethereal creatures and objects as with the *see invisibility* spell. In addition, you gain darkvision out to 60 feet.*

POX

Necromancy [Evil]

Level: Corruption 6, druid 6

Components: V, S, DF

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The affected creatures take 1d4 points of Constitution drain. Their skin breaks out in lesions and takes on a pale yellow pallor.

PRISON OF NIGHT

Master, Ebon Walls

Level/School: 7th/Conjuration (Creation)

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

Target: One Huge or smaller creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You solidify extraplanar shadow, creating a solid prison of darkness.

This mystery immobilizes the subject in a prison of shadowstuff. This prison blocks both line of effect and line of sight to the creature inside it, and is impenetrable from the outside. The creature inside the prison takes 1d6 points of cold damage at the beginning of each round that it remains inside the prison. Once each round as a standard action, a creature caught in the prison can attempt a Fortitude saving throw against the spell's original DC to break out of the prison. Success means that the creature can move out of the prison, and it fades to nothingness. Failure means that the creature takes 1d4 points of Constitution damage and remains trapped.

REFLECTIONS OF THINGS TO COME

Master, Eyes of the Night Sky

Level/School: 9th/Divination

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

Using the greatest of magic, you peer through the Plane of Shadow back into the Material Plane, and view shadows and reflections of events that have not yet happened.

This mystery grants you knowledge of what will occur (or at least what is likely to occur), granting you several benefits. You gain the uncanny dodge ability, a +10 insight bonus on initiative checks (you always get to act in a surprise round), and a +4 insight bonus to Armor Class. In addition, you can discharge the energy of this mystery as an immediate action to

cause an attack to miss you that would otherwise have been successful. You can declare that you are using this ability after the result of the attack roll is known, but you must do so before damage is determined. Using this ability discharges and ends the mystery. You can also discharge the energy of this mystery as an immediate action to immediately reroll one failed saving throw. Using this ability discharges and ends the mystery.

SANDBLAST

Evocation [Earth]

Level: Sorcerer/wizard 6, Earth Druid 6

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A violent burst of sand and howling wind streams forth from your hand, extending outward in a cone. Every creature and object within the cone takes 6d8 points of damage and is subjected to winds of hurricane force that blow directly away from you. These winds blow away Medium or smaller creatures, knock down Large creatures, and check Huge or larger creatures. (See Table 3–24: Wind Effects, page 95 of the *Dungeon Master's Guide*.) Any creature that succeeds on a Fortitude save takes half damage from the sandblast and ignores the wind effect.

Material Component: A handful of sand from the heart of a desert.

SHADOW EVOCATION

Initiate, Dark Reflections

Level/School: 4th/Illusion (Shadow)

This mystery functions like the spell *shadow evocation*, except as noted above. In addition, this mystery can mimic an evocation spell of lower than 5th level (rather than 6th).

SHADOW EVOCATION, GREATER

Initiate, Dark Reflections

Level/School: 6th/Illusion (Shadow)

This mystery functions like the spell *greater shadow evocation*, except as noted above. In addition, this mystery can mimic an evocation spell of lower than 7th level (rather than 8th).

SHADOW HOOD

Fundamental

Level/School: 0/Evocation

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: No

Swirling shadows manifest around your foe's head.

Swirling tendrils and bursts of mystic shadow distract the subject. It takes a –1 penalty on attack rolls and Dexterity-based checks.

SHADOW INVESTITURE

Initiate, Body and Soul

Level/School: 6th/Transmutation

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You draw the subject's shadow to you and sculpt it into a new shape. The subject warps even as its shadow does.

You infuse the subject with the power contained in its own shadow. This grants the creature resistance to cold 15, the evasion ability, and the ability to see in darkness (even magical darkness such as that created by the spell *deeper darkness*).

SHADOW PLAGUE

Master, Shadow Calling

Level/School: 8th/Conjuration (Creation) [Cold]

This mystery functions like the spell *incendiary cloud*, except that it deals cold damage rather than fire damage.

SHADOW SKIN

Apprentice, Shutters and Clouds

Level/School: 2nd/Abjuration

Range: Personal

Target: You

Duration: 1 round or less; see text

Semisolid shadows rise up and serve as protectors, flickering around you and absorbing some of the damage you might otherwise have taken.

You can cast this mystery as an immediate action. You gain damage reduction according to your caster level (see table below). This DR lasts until the beginning of your next turn.

Caster Level	DR
Up to 4th	5/magic
5th–9th	10/magic
10th–14th	10/silver
15th–19th	15/silver
20th	15/—

SHADOW STORM

Initiate, Elemental Shadows

Level/School: 6th/Evocation [Electricity, Cold]

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

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

From a sudden rift into the Plane of Shadow, a cold wind begins to blow. Torrents of shadow arc out, draining the life from nearby creatures.

This mystery creates a blast of electricity and cold energy, much like some of the most fearsome weather found on the Plane of Shadow. The storm strikes one target initially, then arcs to other targets. The storm deals 1d6 points of damage per caster level (maximum 20d6). Half of this damage is electricity damage, and the other half is cold damage. After it strikes, the storm arcs (like the spell *chain lightning*) to a number of secondary targets equal to your caster level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

SHADOW SURGE

Master, Heart and Soul

Level/School: 9th/Enchantment (Compulsion) [Mind-Affecting]

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

Target: Up to one living creature/level, no two of which are more than 30 ft. apart

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You send the nearby souls plummeting into darkness, leaving their bodies empty vessels that follow your will.

This mystery functions like the spell *dominate monster*, except as noted above.

SHADOW TIME

Master, Dark Metamorphosis

Level/School: 9th/Transmutation

Duration: 1d4+4 rounds (apparent time); see text for *time stop*

This mystery functions like the spell *time stop*, except as noted above.

SHADOW VISION

Initiate, Veil of Shadows

Level/School: 4th/Transmutation

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

Target: One creature with an Intelligence of 3 or higher

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject's vision overlaps the Plane of Shadow, causing him to see flickering images, areas of darkness, and other visual discrepancies with the material world.

You impede the subject's vision and its ability to determine what's happening around it. The subject takes a -4 penalty on attack rolls, saves, ability checks, and skill checks. In addition, you have total concealment with respect to the subject (miss chance applies during each round of the duration).

SHADOWS FADE

Initiate, Unbinding Shade

Level/School: 4th/Abjuration

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

Target: One creature or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You reach into shadow and draw forth the reflection of active magic, merging it with that magic and causing them to cancel each other.

This mystery functions like the spell *dispel magic*.

SHADOWS FADE, GREATER

Initiate, Unbinding Shade

Level/School: 6th/Abjuration

This more potent version of the mystery *shadows fade* functions like the spell *greater dispel magic*.

SHARP SHADOWS

Apprentice, Cloak of Shadows

Level/School: 3rd/Abjuration

Range: Personal

Target: You

Duration: 1 minute/level (D)

You cloak yourself in sharp spikes of darkness. Although they are weightless and do nothing to impede you, your foes soon discover that they're not so lucky.

A creature striking you with its body or a handheld weapon takes 1d6 points of damage +1 point per caster level (maximum +15). A creature wielding a reach weapon, such as a long spear, is not subject to this damage if it attacks you. If the attacker has spell resistance, it applies to this effect (unless you used the mystery as a supernatural ability). Damage from *sharp shadows* is not considered magical for the purpose of overcoming damage reduction, and the effect is not considered a weapon for the purpose of spells such as *align weapon* or *magic weapon*.

SIGHT ECLIPSED

Apprentice, Cloak of Shadows

Level/School: 2nd/Illusion (Glamer)

Range: Personal

Target: You

Duration: 1 round/level (D)

You cloak yourself in shadow and shift the light that would reveal you into the Plane of Shadow.

While this mystery is in effect, you can attempt Hide checks even while being observed, just as if you had cover or concealment for the purpose of this determination.

SIGHT OBSCURED

Fundamental

Level/School: 0/Illusion (Glamer)

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cloak the subject and her movements in subtly shifting shadow.

This mystery grants a +5 circumstance bonus on Hide checks, Sleight of Hand checks, and any other checks that involve concealing the subject's actions or gestures.

SOUL PUPPET

Master, Heart and Soul

Level/School: 8th/Enchantment (Compulsion) [Mind-Affecting]

Range: Touch

Target: One living creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Tendrils of shadow creep from your fingers, through the Plane of Shadow, and into the soul of the subject by way of its own shadow. You now control the creature's actions as if it were a puppet.

The control granted by *soul puppet* follows the same mechanics as the spell *dominate monster*. Anyone observing the subject with the spell *true seeing*, the mystery *truth revealed*, or a similar ability sees tendrils of darkness extending a few feet from the subject before fading into nothingness. Similarly, anyone observing you while using similar abilities notices tendrils extending from your fingers, also fading into nothing.

STEEL SHADOWS

Apprentice, Cloak of Shadows

Level/School: 1st/Abjuration

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Darkness coalesces about your body, forming a shadow-shape of armor and another that looks like a shield. Although they are as weightless as the air, you know they'll protect you as well as if they were made of steel.

Steel shadows grants you a +3 armor bonus and a +3 shield bonus to AC, but without weight, armor check penalty, arcane spell failure chance, or speed reduction. The effect is not a force effect, and attacks from incorporeal creatures ignore it.

STEP INTO SHADOW

Initiate, Ebon Roads

Level/School: 4th/Conjuration (Teleportation)

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You transport yourself through the Plane of Shadow to any spot within range. Your shadow stretches out from you until it reaches your chosen destination, passing through solid objects and moving independently of the ambient light. You appear to fall into your shadow at one end, and rise from it at the other.

This mystery functions like the spell *dimension door*.

STONE SPHERE

Evocation [Earth]

Level: Sorcerer/wizard 5, Earth Druid 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One 5-ft.-diameter stone sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a smoothly polished, 5-foot-diameter sphere of stone that moves under your control at a speed of 30 feet. The stone sphere has AC 5, hardness 8, and 500 hit points. On the round in which you cast the spell, the stone sphere appears at the spot you designate within the spell's range, and you may direct its movement as a free action. On subsequent rounds, you must actively direct the stone sphere in order to move it; otherwise, it remains motionless. Directing the movement of the stone sphere in the rounds after its initial appearance requires a move action. If you move the stone sphere into an enemy creature's square, it deals damage to every creature in that square as follows: 8d6 points to a Medium or smaller creature, 4d6 points to a Large creature, and 2d6 points to a Huge creature. The sphere cannot roll into any square occupied by a Gargantuan or Colossal creature. The sphere must stop moving after it rolls over one occupied square, finishing its move in an adjacent square. If the stone enters a square occupied by a Medium or smaller creature, it can stop there, forcing the target to move to a single adjacent square of its choice (which provokes attacks of opportunity).

Material Component: A smooth sphere of marble 1 inch in diameter.

SUMMON UMBRAL SERVANT

Master, Shadow Calling

Level/School: 7th/Conjuration (Summoning)

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You summon a creature of shadow to serve you, calling it through the barriers between worlds.

This mystery functions like the spell *summon monster I*, except as noted here. You can summon one Huge, two Large, or four Medium or smaller shadow elementals.

SUN BOLT

Level: Cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round

Saving Throw: Reflex partial

Spell Resistance: Yes

A ray of burning sunlight springs from your hand. You must make a ranged touch attack to hit your target. A creature

struck by the bolt is blinded for 1 round and takes 2d6 points of damage. Creatures harmed by sunlight take double damage. Undead always take double damage, as do fungi, molds, oozes, and slimes; undead damaged by sunlight (such as vampires) always take triple damage. A successful Reflex save negates the blindness.

SUN SCEPTER

Conjuration (Creation) [Lawful, Light]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Scepter of light

Duration: 1 round/level [D]

Saving Throw: None

Spell Resistance: No

You conjure a radiant, mace-like scepter of solid light, approximately 3 feet long and 1 inch in diameter, with a dazzling, spherical ball measuring 5 inches in diameter at one end. The sun scepter functions as a physical weapon that deals 2d6 points of bludgeoning damage and has the axiomatic, disruption, and flaming burst special abilities. You can strike with it as a melee touch attack. The sun scepter lasts only as long as you hold it in your hand; it instantly fades away if you drop it or hand it off to an ally.

THOUGHTS OF SHADOW

Apprentice, Umbral Mind

Level/School: 2nd/Transmutation

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You open the subject's mind to shadow, and the new perceptions it offers.

You grant the subject a +4 enhancement bonus to Intelligence, Wisdom, or Charisma. You decide which ability you are enhancing when you cast the mystery, and you may not later alter your choice.

TOMB OF NIGHT

Master, Ebon Walls

Level/School: 8th/Conjuration (Creation)

You temporarily banish your foe to the depths of shadow.

This mystery functions like the mystery *prison of night*, except that instead of taking Constitution damage upon failing a Fortitude saving throw to escape the prison, the creature gains one negative level. In addition, *tomb of night* deals 3d6 points of cold damage per round.

TRUTH REVEALED

Master, Eyes of the Night Sky

Level/School: 7th/Divination

Range: Personal

Target: You

Duration: 1 minute/level (D); see text

By focusing on the spiritual shadow of the world, you can see hidden truths.

At its most basic, this mystery functions like the spell *true seeing*. You can also, by concentrating on a particular creature or object for 1 minute or more, gain additional information on that subject. However, because of the distortion between worlds and the twisting effect of shadows, any additional information gained in this manner might be false or misleading.

Effect

Detect chaos

Detect evil

Detect good

Detect law

Detect magic

Detect thoughts

Determine subject's recent actions¹

Discern lies

Learn subject's greatest fear

Learn subject's greatest love

Learn subject's name

¹ See what the subject did a number of minutes into the past equal to your caster level.

Rounds Studied

1

1

1

1

1

1

3

1

2

2

2

Concentrating on a specific target requires a substantial amount of time, during which you can only take move actions, and cannot focus on any other target. At the end of this period, the target makes a saving throw against the DC of *truth revealed* to resist the detection effect. Spell resistance applies to this further detection effect as well. You may not attempt any one effect on the same target more than once per use of *truth revealed*. Remember that these effects are in addition to the basic knowledge granted by *true seeing*, which occurs instantly and reliably.

UMBRAL HAND

Fundamental

Level/School: 1st/Transmutation

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

Target: One unattended object weighing up to 5 lb./level

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: No

You point your finger at a distant object, and the shadows seem to grasp and tug at it.

This mystery functions like the spell *mage hand*, except you can manipulate heavier objects and magic items. Magic items are allowed a saving throw to negate the effect. You need not concentrate on the effect, but you must direct it with your thoughts once each round (a free action), or the effect ends.

UMBRAL TOUCH

Apprentice, Touch of Twilight

Level/School: 3rd/Conjuration

Range: Touch

Target: Creature or creatures touched

Duration: 1 minute/level (D); see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Darkness surrounds your hand, turning it into a deadly weapon.

Umbral touch infuses one of your hands with dark, shadowy energy, allowing you to make debilitating melee touch attacks. A successful strike deals 5d6 points of damage to a target, which must succeed on a Fortitude saving throw or also be *slowed*. While this mystery is active, you threaten an area as if you were armed and can make attacks of opportunity with your *umbral touch*. This mystery completely occupies one of your hands, as if you were holding an object in that hand. If you have another open hand, you can cast other mysteries or spells normally, even those with a range of touch, but you cannot deliver another touch mystery or touch spell and make an attack with *umbral touch* in the same round. This effect normally lasts for 1 minute per level, but each successful touch attack shortens the duration by 1 minute (allowing you to make one successful attack per level before the effect is discharged).

UNRAVEL DWEOMER

Initiate, Unbinding Shade

Level/School: 4th/Abjuration

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

Target: Up to one creature/level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You open a conduit to the Plane of Shadow, leaching out the energy maintaining an ongoing magical effect.

This mystery functions like the spell *break enchantment*.

UNVEIL

Initiate, Veil of Shadows

Level/School: 6th/Divination

Range: Touch

MYTHALS

A few of Solinar's ancient, Elven, places are protected by mighty artifices of epic magic known as *mythals*. This spread to some other cultures in ancient days (such as Gnomes for example). Characters within the area of a *mythal* may gain the benefits of wondrous magical effects, such as the ability to fly at will, walk up sheer walls, invoke healing spells at will, or even banish demons with a single word. Conversely, a *mythal* might deny those within its confines access to entire schools or types of spells, or prevent teleportation, scrying, death magic, or healing.

The construction of a *mythal* should not be undertaken lightly—even a minor one requires an epic spell of some difficulty. But some of those who seek to understand and master the lore of fallen kingdoms know the secrets of *mythal*-raising and seek to use that long-forgotten knowledge. While high-level spells capable of creating *mythals* may once have existed, most surviving *mythals*, near-*mythals*, and similar magical artifices were actually constructed with unique spells derived from the *mythal* spell seed. *Mythals* of similar origin often bear some resemblance to each other and may share common conventions or features.

What Is a Mythal?

Any permanent magical ward or field raised via epic magic can be considered a *mythal*. Some scholars draw distinctions between true *mythals*, wizard *mythals*, and near-*mythals*, but the differences among these effects are largely based on semantics and tradition. *Mythals* developed in accordance with the teachings of elven high magic may look different from wards or barriers based on other traditions, but they are functionally equivalent. The only real distinction is that the great elven *mythals* of old (true *mythals*) were the first ones raised in Solinar. They were ambitious and enduring, and they often covered sizable areas. *Mythals* still exist in a number of places. Illustus Isle and Lakeview in Illustus, Copper Town in Ugh'Ratha, Quivala in Tyrnus, and in other locations.

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Reaching into the shadow of the creature, you grasp the shadows of the deleterious things that affect it and tear them away.

This mystery immediately ends any of the following adverse conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, immobilized, insanity, nauseated, sickened, stunned, and poisoned. In addition, it negates the effects of the mysteries *mesmerizing shade*, *shadow hood*, and *shadow between*, and cancels curses as the spell *remove curse*.

UTTERDARK

Conjuration (Creation) [Evil]

Level: Sorcerer/wizard 9, Vile Darkness 8

Components: V, S, M/DF

Casting Time: 3 rounds

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

Area: 100-ft./level radius spread

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Utterdark spreads outward from you, creating an area of cold, cloying magical darkness. This darkness is similar to that created by the *deeper darkness* spell, but it cannot be dispelled by magical light (although a *light* spell or similar effect of equal or higher level can temporarily suppress the *utterdark* where their areas overlap, restoring normal illumination to the affected area for as long as the *light* spell or effect lasts). Furthermore, evil-aligned creatures can see in this darkness as if it were simply a dimly lighted area.

Arcane Material Component: A black stick, 6 inches long, with humanoid blood smeared upon it.

Raising a Mythal

A unique epic spell to raise a new *mythal* can be developed in much the same way as other epic spells (see the *Epic Level Handbook*). All *mythals* are permanent effects based on the *mythal* spell seed, and all provide magical benefits to some (or all) creatures within their bounds. Such spells are usually developed as rites requiring multiple casters, primarily because the Spellcraft DCs would otherwise be too high even for the most experienced spellcasters to reach. To create a *mythal*, use the following procedure.

1. Begin with the *mythal* seed.
2. Choose the powers you want your *mythal* to have.
3. Calculate the component cost of each power.
4. Total the component costs and divide by 1,000. Add this value to the base Spellcraft DC of the *mythal* seed.
5. Add any the value of any epic spell factors (such as increased area) from Table 2–2 in the *Epic Level Handbook* that apply.
6. Determine which mitigating factors (from Table 2–3 in the *Epic Level Handbook*) your *raise mythal* spell will employ.
7. Obtain the approval of your DM.
8. Research your *raise mythal* spell.

MYTHAL COMPONENTS

Each *mythal* is defined by the particular suite of powers it offers through its components and the effects it denies to those within its area, as follows.

Prevalent Spells: Prevalent spells are always in effect on creatures within the *mythal*. You must make all the decisions necessary for a prevalent spell upon creating your *mythal*, just as if you were creating a use-activated magic item. A spell with a duration of instantaneous cannot be used as a prevalent spell. The cost of a prevalent spell varies with its normal duration. Since it is always in effect, a spell with a short duration costs more to make prevalent than one with a long duration.

Renewable Spells: A prevalent spell that would normally end after its capacity has been reached (such as *stoneskin*, *protection from energy*, or *spell turning*) can be designated as a renewable prevalent spell. Such a spell confers its benefits on any given user only once per 24 hours. When its effect is exhausted through whatever means are normal for the specific spell, it does not renew itself upon that subject until 24 hours after the first time its benefits are used (the first time that damage was negated by a *stoneskin* or *protection from energy*, for example). If the spell's benefits have not yet been exhausted by that time, the effect continues until it is exhausted and is then immediately renewed.

Banned Spells: Banned spells automatically fail when cast inside the *mythal* or targeted at creatures or objects within it. You can ban a single spell or all spells that share a common factor, such as a descriptor, energy type, subschool, or school.

Vanguard Spells: A vanguard spell is activated with a command word as a standard action, just as if it were a magic item in the user's possession. Any creature within the *mythal* can activate a vanguard spell as often as desired.

You can reduce the cost of a vanguard spell component by making it available a limited number of times to each creature in any 24-hour period.

Prevalent Powers: Components not easily described by spells fall into three categories: minor (comparable to spells of 1st to 3rd level or minor magic items), medium (comparable to spells of 4th to 6th level or medium magic items), or major (comparable to spells of 7th to 9th level or major magic items). A prevalent power is a good way to represent a spell that could not normally be made prevalent. For example, if you want the *mythal* to automatically use *dismissal* on every evil outsider that enters, you can describe the effect as a medium prevalent power. A *meteor swarm* produced whenever any evil dragon enters would count as a major prevalent power. Prevalent powers that continue to function round after round should be considerably more expensive than those powers that function only once upon entry.

MYTHAL COMPONENT COSTS

<u>Component</u>	<u>Component Cost</u>
Prevalent spell base cost	Spell lvl x caster lvl x 100
Duration in Rounds	Base Cost x4
Duration in Minutes	Base Cost x2
Duration in 10 Minutes	Base Cost x1.5
Renewable	Base Cost x.5
Banned Spell	Spell lvl x minimum caster lvl x 50
Banned Energy Type	10,000
Banned Descriptor or Subschool	15,000
Banned School	20,000
Vanguard Spell, at will	Spell lvl x caster lvl x 100
Vanguard Spell, 3/Day	Spell lvl x caster lvl x 50
Vanguard Spell, 1/Day	Spell lvl x caster lvl x 25
Prevalent Power, Minor	5,000
Prevalent Power, Medium	20,000
Prevalent Power, Major	50,000

MODIFIERS TO COMPONENT COST

Keyed Power	Component Cost x2
Spell Trigger Only	½ Component Cost
Limited Area	½ Component Cost

Keyed Powers: Any component of a *mythal* can be keyed to specific creatures. For example, a prevalent *fly* spell can be made specific to elves, humanoids, or creatures carrying certain tokens. In the same manner, spells with certain descriptors (such as the death descriptor) can be banned for particular categories (such as good-aligned dwarves), and vanguard spells can be made available only to creatures that undergo a process of attunement to the *mythal*. You can key a *mythal* component by designating specific observable characteristics that bar or permit access to various effects, or by designating certain individuals present at the casting to be affected, or by designating a process by which a creature may at some future date gain access to *mythal* powers. For example, a creature might have to undergo a special rite, perform specific actions within the *mythal*, or the like. Keyed components are twice as expensive as unkeyed components.

Spell Trigger: You can reduce the component cost of any spell by making it accessible only to creatures capable of producing the effect with a spell trigger item.

Limited Area: If the effect is available only within a certain section of the *mythal* (25% or less of the total area), the cost is halved.

CREATING THE RAISE MYTHAL SPELL

To create a specific *raise mythal* spell from the *mythal* seed and the components you have chosen, total the component costs of the effects you want the *mythal* to produce, as given on the table above. The total Spellcraft DC modifier for your suite of *mythal* powers equals 25 + (total component cost divided by 1,000). *Mythals* need not pay the ×5 modifier for a permanent duration, since the *mythal* seed already produces a permanent effect.

Mitigating Factors: *Mythals* with numerous components typically have very high Spellcraft DCs—often 300 or higher. However, *raise mythal* spells are almost always built with significant mitigating factors. *Mythals* often require a sizable expenditure of XP and the cooperation of numerous additional spellcasters, and many deal significant backlash damage. In addition, *mythals* often feature special mitigating factors not found in other epic spells, as given in the table below. These mitigating factors are explained in detail below.

SPECIAL MITIGATING FACTORS FOR MYTHALS

<u>Mitigating Factor</u>	<u>Cost Adjustment</u>
Caster dies (no resurrection possible)	−50
Capstone	−20
Corruptible (weakens over time)	× 3/4
Anchored	× 3/4

Caster Dies: The death of the caster may seem like an insuperable deterrent to the creation of a *mythal*, but many elven high mages are more than ready to go to Arvandor by the time they become capable of such magic. In elf society, sacrificing one's life to create a mighty work of the Art ranks among the most highly honored ways to leave the world.

Capstone: A *mythal* with a capstone possesses a critical physical component—a standing stone, a massive throne, a great tree, a beautiful fountain, or the like—that focuses and tethers the magic. Destroying the capstone destroys the *mythal*, so *mythal*-makers who use capstones always conceal them carefully and defend them with powerful magic.

Corruptible: The base duration of a corruptible *mythal* is one hundred years instead of permanent. The *mythal* does not fail automatically after a hundred years have passed, but it must begin to make integrity checks once per year at that point. An integrity check is a Spellcraft check using the original caster's Spellcraft modifier at the time the *mythal* was raised (even if the original caster is no longer present or alive). The DC for the check varies with time and circumstances, but initially, it equals the *mythal*'s final Spellcraft DC (after mitigating factors have been applied) minus 20. For example, if a *mythal*'s Spellcraft DC was 46 after applying the mitigating factors, its initial integrity DC is 26. Thereafter, the DC of the integrity check increases by 1 per ten full years past one hundred, by 1 per previous failed integrity check, and by 2 per anchor-damaging event (if the *mythal* is both corruptible and anchored). When a *mythal* fails an integrity check, roll d% and consult the table below to determine the effect. The base duration of a corruptible *mythal* can be increased in increments of 100% (to two hundred years, three hundred years, or more) by applying the normal epic spell factor for increased duration, at a cost of +2 to the DC per iteration. This factor is applied after the 3/4 reduction to the DC for making the *mythal* corruptible in the first place. Corruptible *mythals* are often maintained periodically through the use of epic *mythal* rejuvenation spells created specifically for that purpose. The base DC for the rejuvenation spell equals one-half that of the *raise mythal* spell that created the particular *mythal* before mitigating factors were applied, though it may also feature mitigating factors of its own. If you want a *mythal* to last forever, don't make it corruptible; if you want a "quick and dirty" *mythal* that's easier to raise, or if you want to "stretch" to make your *mythal* as capable as possible, make it corruptible and plan on maintaining it once every century or two.

Anchored: An anchored *mythal* is reinforced by the shape and flow of the Weave in its immediate vicinity. Major changes to its physical, magical, or spiritual environment—for example, the destruction of a city, the burning of a forest, or the presence of a powerful and hostile outsider (one whose Hit Dice exceed the *mythal*'s caster level and whose alignment opposes that of the caster in any respect) for at least 24 hours—can damage the *mythal*. A *mythal* integrity check (see Corruptible, above) is made whenever such an anchor-damaging event takes place.

Mythal Integrity Failure

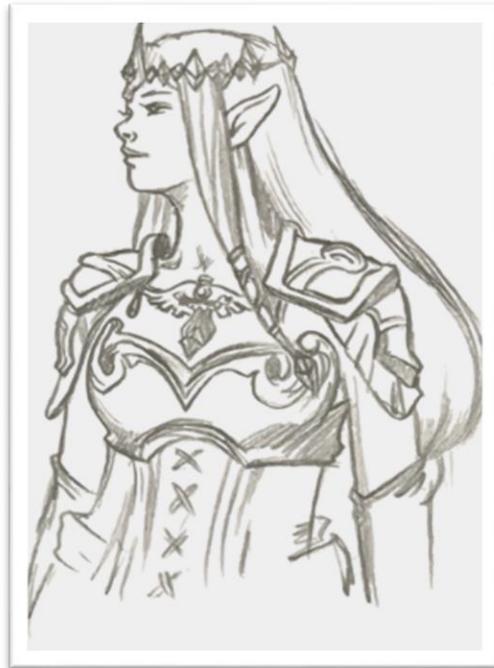
<u>d%</u>	<u>Effect</u>
01–30	No effect, but the integrity check counts as a failure.
31–65	Delete one component (randomly determined).
66–85	Replace one component of the <i>mythal</i> with another effect of the same school that is similar in theme or effect but at least one spell level lower.
86–95	Choose one of the <i>mythal</i> 's components at random. If the component is keyed, its key is replaced by one similar in theme or effect but more restrictive. (That is, a keyed component that previously worked for any elf might now work only for any elf wizard.) An unkeyed component acquires a key.
96–99	Replace the key for a randomly determined keyed component with a less restrictive key similar in theme or effect. (That is, a keyed component that previously worked for any elf might now work for any humanoid, or even any living creature.)
100	Replace one component with an unrelated one that is antithetical to the intent or purpose of the original.



CHAPTER 9: THE WORLD OF SOLINAR

“Welcome to the World of Solinar. This world of myth, legend, and adventure lies open to all for their Dungeons & Dragons campaigns. Here we shall endeavor to show you the world as a whole... the places, the people, and the history of this world where you find yourselves. Join us as we adventure across the planet and learn from the great mage Ebarin about the world around him.”

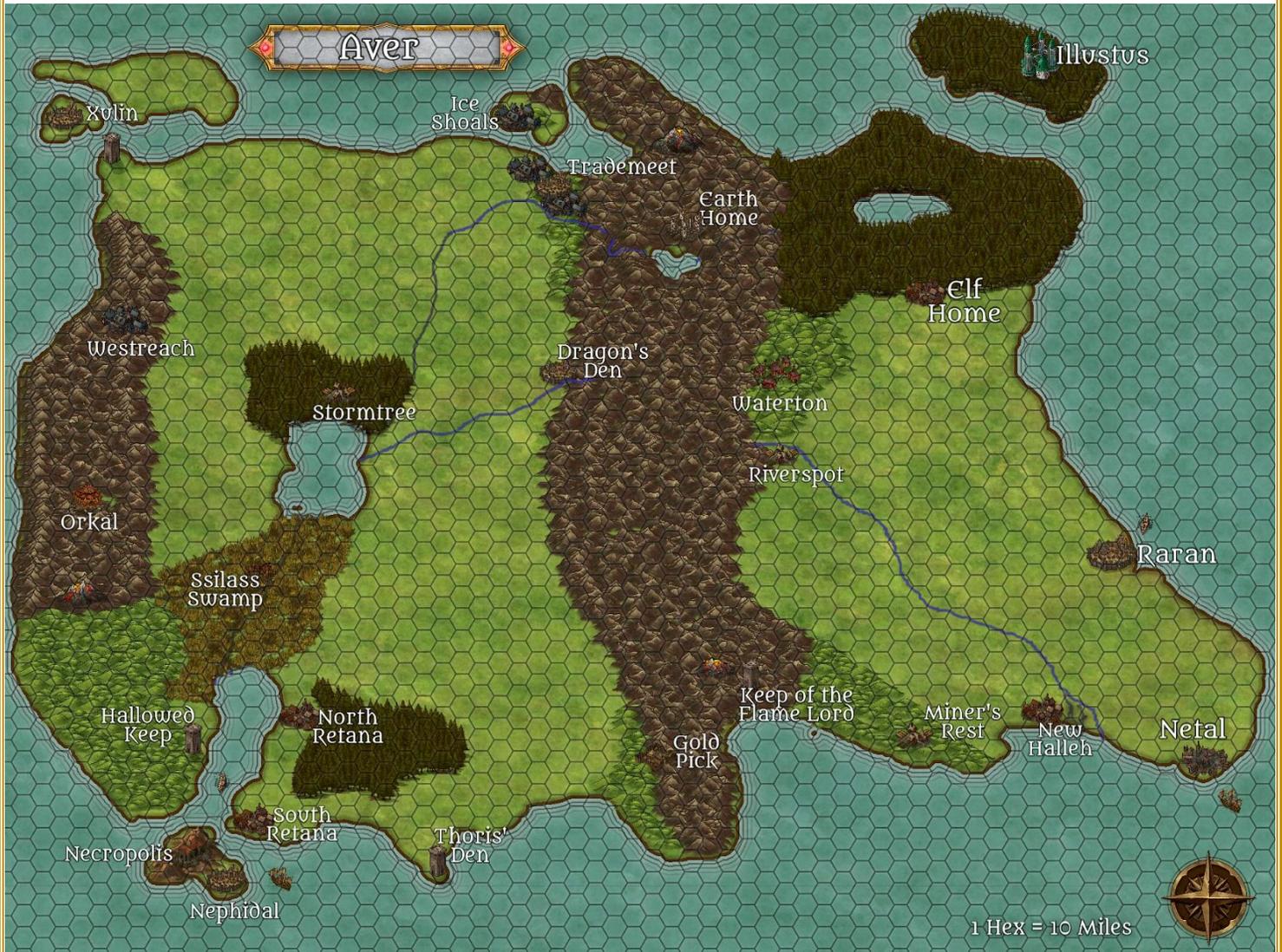
~ Jeremy Gray



Portrait drawn of Jianna Irinalu, given to Ebarin Izarephel

AVER

The lands of Aver are a continent of political and martial turmoil at the best of times. This is due to the near-constant fighting that has been going on for over three generations of man between Nephidia and the Kingdom of Raran. No definitive winner has ever been decided between the two vastly different lands, and none are likely in the near future without some sort of significant victory by one side or the other. In this chapter we will discuss both of these lands, in addition to the other holdings that dot the landscape, and of course the enormous threat to all of the holdings by the mate and children of the great wyrm Red Dragon, Askoni.



The Kingdom of Raran

The Kingdom of Raran is ably led by the Knight Commander of the Shield, King Bernal Raran IV, of the Raran Royal Line. Striving always to better the lives of his people, the King works tirelessly to defend them against the depravity and evil of Nephidia. The Kingdom is made up primarily of the City of Raran, Netal the City of Trade, New Halleh, and Miner's Rest. Old Halleh once was part of the Kingdom, but has lain in ruins since the last awakening of Askoni, who utterly destroyed it.

❖ CITY OF RARAN

The City of Raran is an enormous city surrounding the Palace of Raran on the eastern shores of the Bay of Shalla. The City is a hotbed of mercantile activity and as such the various Guilds are constantly at odds with each other over pricing and supply issues. This does cause a general uproar during the King's Open Forum once a month, but all in all the issues are generally handled peaceably. Of late an unknown element has begun working in South Raran, a criminal element that has begun to cause major concerns for the King and the city watch alike.

- **Leadership** – King Bernal Raran IV is King of Raran.
- **Population** – 2.5 Million citizens, plus some 20,000 Troops, and an addition 5,000 members of the Royal Navy.
- **Shops** – Full.

- **Defense** – There are roughly 20,000 troops stationed in Warrior’s Keep led by Knight Captain Croman Mac’Dillon (HM; LG; Knight 12, Cavalier 2). Additionally, there are 2,000 guardsmen that are stationed at the Palace itself. Lastly, Raran is the home of the Royal Navy, with dozens of ships all led by Admiral Yila Oolak (½ OrcM; NG; Fighter 4; Rogue 10). Many were initially nervous about his appointment, but none can deny is brilliance on the sea.
- **Local Lore** – It is said that the City of Raran is in fact built upon the bones of an older civilization. None living knows who these people may have been, with the possible exception of the Elves of Illustus, but it is known that from time to time construction workers will discover a hitherto unknown tunnel complex while digging to lay the foundation for a new building. The extent of these tunnels is unknown, but it is said to be the haven of the Shadow Children, the thieves’ guild that has been a thorn in the side of the King for decades. Also, as the King’s wife died in childbirth decades ago, and there are no known heirs to the throne, rumors persist of bastard children from the King’s younger days that wait in the wings to begin a civil war upon the King’s demise. This could simply be the idle chatter of the peasants, but then again... truth could exist in these rumors.

❖ NETAL

The City of Netal has undergone an economic boom over the course of the last generation due to the able management by Constable Herra. Her streamlining of taxation and the standardization of prices has allowed the people to prosper, even if the Guilds do not like it. Because of the obvious benefits she has instilled, King Bernal is contemplating doing the same.

- **Leadership** – Lord Marcon Talonstrike and answers to King Bernal Raran IV.
- **Population** – 14,000 citizens and family members, plus an additional 2,500 troops and 2,000 members of the Royal Navy.
- **Shops** – Full.
- **Defense** – Netal is defended by 2,500 troops led by Captain Illissana (HF; NG; Fighter 9), as well as a standing Navy of 13 ships, led by Rear Admiral Dalik Thax (HM; NG; Rogue 7).
- **Local Lore** – Netal sits upon an important economic shipping lane, frequented by merchant ships plying the waters from Vec’Tilo to the Dragon Isles and beyond. As such it is the unloading point for the vast majority of the imported goods to the Kingdom. The City Watch is constantly at odds with the Shadow Children here in Netal, trading blood for blood most nights of the year.

❖ NEW HALLEH

New Halleh is a new city built within the last two generations. As such it is still just getting its feet under it, but is being hampered by the conflicts that have plagued the lands for generations. Nephidia is fond of sending ships to harass the city’s merchant fleets, and have landed troops east of the city numerous times in order to stage operations against the Kingdom.

- **Leadership** – Lady Helena Walvis and answers to King Bernal Raran IV.
- **Population** – Some 3,000 citizens and family, plus an addition 2,500 troops permanently stationed there.
- **Shops** – Average. Poor during winter months.
- **Defense** – 2,500 troops ably led by Captain Haveth Mon (HM; NG; Fighter 8).
- **Local Lore** – The new city of New Halleh is a fledgling town dominated by three structures. The first is the Lady’s Manor, the fortified keep of Lady Walvis herself. The second is the Enchanter’s Seminary, a school of mages and sorcerers that train those both capable of wielding magic, and can pay the 1000gp entry fee. Lastly, situated approximately two days ride north upon a high cliff face but still clearly visible by citizens, is the Keep of the Vacant Lord. This Keep is rumored to be the final resting place of an ancient king that once ruled over these lands, long before the current inhabitants came to these shores. Recently the Divine Heroes of Light entered the Keep, clearing much of it and destroying the primary evil that lay within it. However, their efforts proved fruitless as they failed to discover the many underground tunnels that riddle the mountain in the area, harboring tribe of Goblinoids that have taken over the Keep.

❖ MINER’S REST

Miner’s Rest is a small mining community that has arisen near the silver mines that give the Kingdom its wealth. Ingots are mined and smelted into bars before shipment to Netal and finally onward to other ports and kingdoms. Miner’s Rest is a town of 400 miners, supplemented by their families and a large contingent of troops there to protect them from Nephidian influence and harassment.

- **Leadership** – Lord Tilan Axebearer and answers to King Bernal Raran IV.
- **Population** – 640 Miners and Family members, 1000 Troops year round. 1640 total.
- **Shops** – Minimal. Average during shipping season.
- **Defense** – 1000 Royal Troops led by Captain Ula of Raran (½ElfF; LN; Fighter 10).
- **Local Lore** – Miner’s Rest sits upon a vast network of mineshafts and natural tunnels that riddle the mountains in this area. Discovered in just the last generation of man, the ore has proven to be much larger than anyone had ever dreamed, and miners constantly dig up adamantium, dark steel, silver, and even gemstones. This has made Miner’s Rest the richest of the cities of the Kingdom, just behind Raran itself, as its craftsmen and products are highly sought after throughout the Kingdom, and even on far distant shores.

❖ SEA'S FAVOR

Sea's Favor is a small fishing village on the shores of northern Raran.

❖ HAP

Hap is a small village in central Raran where many horse breeders congregate.

❖ RIVERBEND

Riverbend is a logging town in central Raran.

Notable NPCs of Raran

The Kingdom of Raran is a Human-dominated region of eastern Aver. It is ruled by King Bernal Raran IV. Below are the details about the prominent leadership of Raran.

Bernal Raran IV, King of Raran

The Kingdom of Raran

Race: Human

Class (Level): Knight of the Shield (16), Cavalier (10)

Alignment: Lawful Good

Abilities: STR: 13, DEX: 13, CON: 13, INT: 15, WIS: 17, CHR: 19 (His physical stats were higher in his youth, but age has caught up with him).

Description: 54 years old he stands 6'2" and weighs 165lbs. His hair is completely gray, but he has a full head of it still. Always meticulously clean shaven. He does not wear his armor nor carry his shield anymore, preferring to wear tabard, breeches and crown with his longsword belted to his left hip.

Information: Bernal is getting old... and he knows it. Coming to the end, he is not disappointed in his life or his rule, but wishes that he had been able to give his kingdom an heir worthy of the title. Unless one of his bastard sons proves worthy, he will be the last of his line to rule Raran, and he will give the crown to Lady Helena Walvis of New Halleh, correctly guessing her to be the best candidate from the nobility of the realm.

Helena Walvis

Lady of New Halleh

Race: Human

Class (Level): Knight of the Shield (12), Cavalier (8), Paladin of Meloch (3)

Alignment: Lawful Good

Abilities: STR: 14, DEX: 15, CON: 14, INT: 15, WIS: 16, CHR: 19

Description: Tall and regal, Helena possesses a classic beauty that hides a tough as nails interior. At 6' even, she is one of the tallest women most will encounter on Aver, but her lean build, silvery gold hair, striking blue eyes, and unlined face still make heads turn even though she is over 40.

Information: Lady Helena knows that the King is eyeing her to take the throne upon his death, and though it is an honor many would die for, she doesn't want it. Duty and loyalty will drive her to accept it, but she will be a reluctant Queen... perhaps something that makes King Raran want her to take over even more.

Marcon Talonstrike

Lord of Netal

Race: Human

Class (Level): Knight of the Shield (8), Cavalier (8), Paladin of Meloch (8)

Alignment: Lawful Good

Abilities: STR: 17, DEX: 15, CON: 18, INT: 14, WIS: 16, CHR: 15

Description: Lord Marcon is a bear of a man, in his 50's, and possessing a salt-and-pepper coloration to his hair and full beard.

Information: Marcon is a jovial older man, veteran of many wars, and stalwart companion to King Raran. As General of the Raran military, Marcon has shown an unparalleled ability to squeeze victory from the jaws of defeat time and time again. He only hopes his young protégé, Lord Tilan, will prove to be as effective for the Kingdom when he is gone.

Tilan Axebearer

Lord of Miner's Rest

Race: Human

Class (Level): Knight of the Shield (10), Cavalier (2), Paladin of Meloch (1).

Alignment: Lawful Good

Abilities: STR: 18, DEX: 16, CON: 17, INT: 15, WIS: 15, CHR: 17

Description: Tall and powerfully built, the 24 year old is handsome and one of the most eligible bachelors on Aver.

Information: Lord Tilan is the nephew of Lady Walvis and he absolutely adores his aunt. He knows that Lord Marcon is grooming him for something, but as of yet has not figured out what that may be. He has shown an exceptional skill in military strategy and martial knowledge, but he still has a ways to go before Lord Marcon is satisfied that Tilan is ready to become the next General.

Illustus

The kingdom simply called Illustus in the tongue of Man is the home to the reclusive Elves of Aver. It is known that they, along with the Dwarves of Earth Home, and the Halflings of Waterton, lived upon Aver long before Man came to her shores... but they offer little in the way of lore to those not of their blood. To this day, no Man has ever set foot within the Forest of Illumination without heavy escort by the Elves, and even then they are unable to speak of what they have witnessed to anyone not of Elven blood. It is said that the wizards of the Elves bewitch those not of their blood and make it so that they can never reveal secrets they have learned... but the truth is unknown.

A vast tree and ground city is known to exist in the heart of the wood from tales told by those Elves that were willing to speak of their homeland. A place of such wonders and beauty that no man could ever lay eyes upon it and speak of it afterward... for the words to describe what was witnessed were beyond those of Man. Whatever the truth, the Elves have lived within these forests for generations, and few are found outside of the leafy green canopy. Rumors persist by seafarers that there is a hidden island north of Aver that the Elves claim as their own, fiercely defended and spell cloaked to keep out non-Elven people. The truth of these rumors has never been plumbed as most would much rather avoid the certain death that waits for any too bold to try.

❖ ELFHOME

Elfhome is a small village the Elves established when Man came to Aver. This village is home to very few Elves really, but a great many Half-Elves live here and serve as messengers for those that seek audience or favor from the Elves.

A few Humans have found refuge in this village as well, though their customs and ways are more closely tied to the Elves than those of their ancestors.

- **Leadership** – Elfhome is led by Ebarin Izariphel though even he serves Queen Illana.
- **Population** – Less than 20 Elves live in Elfhome, but over 500 Half-Elves and 100 Humans make the village their home as well.
- **Shops** – Minimal by Human standards.
- **Defense** – No defenders are present within the village, instead living in a large tree fortification just north of the village itself. It is unknown how many are present in this fortification, but it is estimated that approximately 500 Elven warriors, wizards and priests make their home there.
- **Local Lore** – Elfhome was established when Man first set foot upon Aver as the Elves foresaw a time when Humans would attempt to invade their lands. The establishment of Elfhome has served to keep Humans at bay up until now. No local lore exists of the village itself, but the forest northward is alive in history and mystery.

❖ WATERTON

Waterton is a Halfling village allied to the Elves and falling under their protectorate. It was assumed that the land once occupied an area near a body of water, but no man has ever seen this for themselves. The truth is that Waterton sits atop a vast underground lake of fresh water, watched over by the Halflings. This lake serves as an emergency source of water for the Elves of the forest in times of draught, and it also serves as the primary means of livelihood for the Halflings.

The lake is filled with fish that is the diet of the Halflings, and the hard, boney head of these fish serves as material for small sculptures which have made the Halflings wealthy. Human nobles have been known to spend lavish amounts of gold on a shipment of Halfling sculptures, and trade between the Halflings and Humans has risen in the last decade to reflect this popularity.

- **Leadership** – Waterton is led by the aging Mayor Balyh Proudtoes.
- **Population** – A full census of residents has never been taken before, but it is estimated that approximately 12,000 Halflings populate the hills surrounding a small village of 400. This would make Waterton the largest population center of Halflings on the face of Solinar.
- **Shops** – Minimal by Human standards.
- **Defense** – Waterton is defended by a dedicated crew of Halfling warriors numbering at roughly 500, led by Sheriff Hestan Tallfoot (HalflingM; NG; Fighter 8; Rogue 4). In addition, the Elves protect Waterton in times of war.
- **Local Lore** – Lore of the area centers around the Dark Lake buried beneath Waterton. The Lake is said to be some two days boat ride in width, one day boat ride in length, and fed by a huge underground river that comes from the mountains to the west. Rumors of dark magic and illithid enclaves further downstream persist to this day, and no Halfling will go further than a day's ride away.

❖ RIVERSPOT

Riverspot is a new hamlet that has sprung up on the southern border within Waterton. This hamlet, though currently small(ish), is growing. Current inhabitants only number to under 50 with the majority being Halflings. Humans make up the remainder of the population except for one, lone Dwarf that runs the local forge.

- **Leadership** – Riverspot is led by the local mayor of the hamlet, a Halfling named Tomas Proudfoot.
- **Population** – Less than 50 inhabitants call Riverspot home. This is broken down to 60% Halfling and 40% Human, with one Dwarf.
- **Shops** – Minimal by Human standards.
- **Defense** – No defenders are present within the hamlet. All able-bodied inhabitants will help to defend the hamlet if the need arises.
- **Local Lore** – No local lore exists of the hamlet itself, but the area is strongly linked with Waterton to the north.

❖ LAKEVIEW

Lakeview is the Mythal shrouded island in southern Illustus that serves as the retreat for the Royal Family. Few know it even exists and none but Elves, and Ebarin, may even step foot upon the island.

❖ FELIAN SETTLED LANDS

The descendants of Mufano who refused to initially settle into one location eventually did so, settling in the western forests of Illustus where they serve as a buffer between Elven and Dwarven land. The area was ceded to them, granting them full autonomy of the area, though they work closely, and well, with the Elves of Illustus.

❖ CENTAUR SETTLED LANDS

Centaurs were invited to settle within the western portion of the forest, serving as defenders of Illustus. They did not ask for similar treatment of the lands as the Felians did, therefor the Centaurs are considered Elven subjects, and remain happy with this fact.

❖ MILITARY TRAINING ISLAND

This island serves as the location all members of the Elven military train. Civilians and other races are not allowed on this island unless associated with the military of the Elven nation.

❖ ELVEN TREE TOWNS

Throughout eastern Illustus many Elves live, mainly in treetop hamlets. All living in peace with nature around them.

Notable NPCs of Illustus

Below are some of the most prominent NPCs one can encounter in Illustus.

Queen Illana, Chosen of Corellan

Queen of Illustus

Race: Elf, Sun

Class (Level): Wizard (22), Archmage (5), Epic (7)

Alignment: Neutral Good

Abilities: STR: 13, DEX: 19, CON: 14, INT: 23, WIS: 19, CHR: 22

Description: This still very beautiful Moon Elven woman is indeed very ancient. Standing only 4' 2" in height, one would assume she was definitely not very powerful. Like all of royal blood, she possesses bright green eyes and bright orange hair.

Information: Queen Illana was chosen at an early age by Corellan, his symbol appearing as a pattern within the iris of her eyes. Her parents perished on the crossing from Quivala to what would become Illustus, leaving her the sole royal blooded Elf on the trip. Cared for by loyal advisers to her parents, Illana would grow up with the knowledge she would be Queen. Perhaps it was this upbringing that taught her so much, but she has ruled Illustus since its founding.

Ebarin Izarephel

Lord of Elfhome, Archmage to the Crown, Chosen of Artinus

Race: Human

Class (Level): Fighter, Wizard, Warmage, Archmage

Alignment: Chaotic Good

Description: His form is that of a normal Human, though with the blessings of Artinus, he possesses features more in line with an outsider than anything else.

Information: Seen as the chosen of Artinus, Ebarin has been a fixture in Illustus for centuries. Granted immortality by his God, Ebarin works to better Elven relations with the world around them, attempting to bring Elven culture to the world around them. As a chosen being of Artinus, he is often called to perform various tasks at his God's whims, resulting in many interesting situations.

Targus Striketalon

Lord of the Western Reachs

Race: Elf, Moon

Class (Level): Entropy Druid (14), Wizard (6), Arcane Hierophant (5)

Alignment: Neutral Evil

Abilities: STR: 12, DEX: 14, CON: 13, INT: 17, WIS: 18, CHR: 13

Description: An older Moon Elf, gray of hair and eyes. He possesses a slight build with hawkish eyes.

Information: Absolutely despising the presence of beings other than Elves in Illustus, Targus leads the Pure against other beings, responsible for the horrific deaths of many not of Elven blood, living in the trees in eastern Illustus.

Mayor Balyh Proudtoes

Mayor of Waterton

Race: Halfling

Class (Level): Cleric of Yondalla (11)

Alignment: Lawful Neutral

Abilities: STR: 10, DEX: 18, CON: 15, INT: 13, WIS: 15, CHR: 16

Description: An aging Halfling, short of stature but still hardy in build... for now. Gray of hair and dark of eyes, Balyh is always possessing a ready smile and hearty laugh.

Information: He knows that the end is in sight for him and will be passing leadership down to his cousin, Tomas Proudfoot (currently living in Riverspot). With the founding of the new hamlet of Riverspot, Tomas will become the first "Lord" of the Halfling lands (though will maintain the title of Mayor).

Mayor Tomas Proudfoot

Mayor of Waterton

Race: Halfling

Class (Level): Cleric of Yondalla (8)

Alignment: Neutral Good

Abilities: STR: 12, DEX: 19, CON: 16, INT: 14, WIS: 14, CHR: 15

Description: Hale and hearty of build, Tomas possesses brown hair and eyes with probably one of the leanest figures of any Halfling ever encountered.

Information: Cousin to the Mayor of Waterton and soon to be the first "Lord" of the Halfling lands. Tomas does not attribute much to this title and will maintain the "mayor" title instead. Humble and jovial, Tomas is always looking out for the rest of the Halfling people above himself.

Earth Home

Earth Home is led by King Dravin Stonehammer, ably assisted by his daughter, Princess Rathram. The Dwarves maintain a keep on the surface to which others may contact them. Indeed once every Moon merchants of Trademeet are known to visit the keep to conduct trade and bring news of the world. No non-Dwarf has ever been given the honor of entering the Dwarven halls before except for a few Goliaths, so none know how large these halls are below the Keep, but if rumors are true, tunnels lead all the way to Waterton, Illustus, and beyond... some even delving into the Deep itself. No reliable map of this region exists as none but the Dwarves are allowed within the confines of Earth Home. Upon the mountain itself, a tribe of Goliaths were granted permission to settle, becoming subjects of the Dwarven nation and living with them in peace.

- **Leadership** – Earth Home, and the Dwarven warrens beneath it, is ruled by King Dravin Stonehammer.
- **Population** – Though no Human could tell you this, the population of Earth Home is enormous by the standards of most other material planes, numbering close to 2 million in total.
- **Shops** – Partial.
- **Defense** – Though only the Dwarves and Elves remember a time when it has been required, the Dwarves of Earth Home can field a force of over 200,000 strong in times of war. All are led by Princess Drimara Stonehammer (DF, NG – Fighter 12, Priest of Moradin 6, Hammer of Moradin 8).
- **Local Lore** – Earth Home is said to sit upon the richest veins of metal and gems on the continent, a fact that would make them targets of other races, if any could successfully make their ways inside the mountain fortress.

❖ MORADIN'S FORGE

Moradin's Forge is a near-extinct volcano north of Earth Home's surface keep. It serves as a heat source for much of the forging done by the Dwarves of Earth Home, deep within the earthen tunnels.

❖ MYA'S EMBRACE

Mya's Embrace is the lake south of Earth Home's surface keep. This serves as a primary source of water as well as a site sacred to the Goddess Mya.

Notable NPCs of Earth Home

Earth Home is the ancestral home of the Dwarves of Aver. The oldest known inhabitants of the Second Age, the Dwarves still flourish below the surface, trading frequently with the good-aligned nations of Aver.

King Dravin Stonehammer

King of Earth Home

Race: Dwarf, Gold

Class (Level): Fighter 17

Alignment: Neutral Good

Abilities: STR: 16, DEX: 15, CON: 17, INT: 12, WIS: 10, CHR: 15 (His physical stats were higher in his youth, but age has caught up with him).

Description: An aging Dwarf, Dravin possesses salt and pepper hair, wrinkled skin, and black piercing eyes that seem to see everything in his presence.

Information: Dravin knows that he is coming to the end of his life. He worries not for his daughter, Drimara, however, for he knows that she will rule justly and wiser than he did.

Princess Drimara Stonehammer

Princess and Heir of Earth Home

Race: Dwarf, Gold

Class (Level): Fighter 12, Priest of Moradin 6, Hammer of Moradin 8

Alignment: Neutral Good

Abilities: STR: 16, DEX: 16, CON: 15, INT: 15, WIS: 17, CHR: 16

Description: Fiery-red haired and green eyed with a powerful build and great height for a Dwarf (4'11")

Information: Drimara knows that her father is near the end, and though saddened by the upcoming loss, Drimara knows that she will be able to handle the Kingdom.

Chief Chaska Bodaway

Chief of the Mountain Home Tribe

Race: Goliath

Class (Level): Ranger 18

Alignment: Chaotic Good

Abilities: STR: 18, DEX: 17, CON: 18, INT: 13, WIS: 18, CHR: 14

Description: Looking much as any other Goliath, this young and hail Chief has only recently taken his place as Chief.

Information: Chaska is new to his position, but takes it seriously. Living in the mountains near to Earth Home, the Goliath tribe he leads serves as initial defenders of the region, their needs taken care of by the Dwarves of Earth Home.

Nephidia

Nephidia was once a peaceful land, populated by a people that wished only prosperity for themselves, and held no aspirations to war. That is until the Lich King took power. The Lich King was, in life, the brother of King Bernal Raran II, ancestor of the current King of Raran, and as such saw the Kingdom of Raran as rightfully his. No one knows what caused it, but the two brothers had a falling out. Some say it was over wealth, others say a woman. It is known that the Lich King went into hiding as a man, and emerged 50 years later as a Lich of extreme power.

Quickly taking over the land and renaming it Nephidia, the Lich King subjugated all that stood before him, consolidating power unto himself and his undead generals. Those living souls that remained either had hearts black as coal, were unfortunate poor who could not escape, or slaves. Nephidia's day-to-day operations are seen to by the Cabal, a group of powerful spellcasters with evil in their hearts, greed in their souls, and hatred imbedded in their very bones. The Viziers, as they call themselves, are constantly at odds with one another, each seeking to ascend to the throne that the Lich-King holds and spread his or her influence across the face of Aver. By treaty, each Vizier is defended by a Cadre of their own training and loyal only to themselves. These Vizier's Cadres consist of 500 soldiers and 20 mages and/or clerics each... no more... no less. All other troops of the Nephidian Empire fall under the command of the entire Cabal and take a majority vote to commit to any action, unless the Lich-King gives a direct order.

❖ NECROPOLIS

Necropolis is the abode of the Lich-King, though no one has been brave enough to venture within. Once approximately 50,000 troops garrisoned the place and another 50,000 citizens and slaves lived within. However, since the Lich-King has become Undead, no living being reside within the Necropolis. All who were living before were turned to Undead upon his ascension to Lich status.

❖ NORTH RETANA

North Retana is a large city of merchants, craftsmen, and slaves. It is here that many of the trade goods produced by the Nephidian Empire are made and it is here that most merchant houses (with their various Vizier backing) make their homes.

- **Leadership** – Vizier Pharthan Ra rules North Retana, is a former apprentice of the Lich-King, and now a member of the Cabal.
- **Population** – 275,000 people live and work in North Retana (180,000 of which are slaves).
- **Shops** – Extensive.
- **Defense** – 10,000 troops garrison North Retana, augmented by the Vizier's Cadre.
- **Local Lore** – It is said that the Viziers of North and South Retana are lovers, but no one knows for sure... and none are brave enough to try and find out. Vizier Ra's temper is a thing of legend after all.

❖ SOUTH RETANA

South Retana serves the Empire by being the breadbasket of the realm, containing most of the State Owned farms of the Empire.

- **Leadership** – Vizier Phadra Zun rules South Retana and is a member of the Cabal.
- **Population** – 120,000 people live and work in South Retana (80,000 of which are slaves).
- **Shops** – Average.
- **Defense** – 5,000 troops garrison and patrol the farms of South Retana, augmented by the Vizier's Cadre.
- **Local Lore** – See North Retana above.

❖ GOLDEN PICK

Golden Pick is to Nephidia what Miner's Rest is to the Kingdom of Raran, serving as the primary source of wealth and metal for the Empire. Unlike Miner's Rest however, the majority of those that reside in Golden Pick are slaves forced to work the mines and bring wealth to the Cabal.

- **Leadership** – Vizier Jimus Kol rules Golden Pick with an iron fist. He is also a member of the Cabal.
- **Population** – 150,000 live and work in Golden Pick (100,000 of which are slaves).
- **Shops** – Partial.
- **Defense** – 5000 troops garrison the city of Golden Pick, augmented by the Vizier's Cadre.
- **Local Lore** – It is rumored that the Vizier is served by foul demons or devils, having made a pact with them of some sort to ascend to the position of power he now holds. Anyone that runs afoul of his laws are never heard from again, so the rumors cannot be verified, but it seems most likely true as the Warlock commands powers of hellfire.

❖ THORIS' DEN

Thoris' Den is a place much like Ice Shoals in that the people are private and the streets are mean. Serving as the primary point of slaver activity, Thoris' Den is wealthy, and knows it.

- **Leadership** – Vizier Yir Thoris rules Thoris' Den without contest. He is also a member of the Cabal.
- **Population** – 210,000 call Thoris' Den home (110,000 of which, easily, are slaves).
- **Shops** – Full.
- **Defense** – 10,000 troops garrison the city of Thoris' Den, augmented by the Vizier's Cadre.
- **Local Lore** – It is rumored that the thieves' guild responsible for so much in the Kingdom of Raran got its start in Thoris' Den, and ventured to Raran at the behest of Vizier Thoris himself. If this is true, no one has been brave enough to confirm it. One cannot be too sure that their confidant is not in fact controlled by the Vizier after all.

❖ NEPHIDAL

Nephidal is responsible for the naval security of the Nephidian Empire, serving as the place where most ships are built (magically) and most of the privateers, pirates, and sailors of the Nephidian Navy are trained.

- **Leadership** – Vizier Aquanis rules Nephidal and is a member of the Cabal as well.
- **Population** – 185,000 people live and work in Nephidal (55,000 of which are slaves, the only city in the Empire with more free people than slaves).
- **Shops** – Full.
- **Defense** – 1000 troops garrison the city, augmented by the Vizier's Cadre. In addition, some 30,000 sailors, privateers and pirates call Nephidal home and answer to the Vizier.
- **Local Lore** – It is rumored that a vast underground lake, accessible only by mystical means, lies below the city, and it is here that the Vizier keeps a secret army. Most people discount this as rumor and codswallop, but one can never be too sure when it comes to a Vizier.

❖ HALLOWED KEEP

Hallowed Keep serves as the headquarters of the Knights of the Sword, and the training grounds of most of the Nephidian Empire's soldiers. There is no city to speak of at Hallowed Keep, only barracks, training grounds, a large festhall & tavern, and the Keep itself.

- **Leadership** – Knight Lord Marn rules Hallowed Keep with a steel whip.
- **Population** – Only 4,000 slaves reside in Hallowed Keep, the rest of the population is made up of the soldiers and Knights.
- **Shops** – None.
- **Defense** – 12,000 troops and trainees garrison Hallowed Keep, augmented by the Knights of the Sword that reside there (approximately 200 of them).
- **Local Lore** – Below the waters off the shore is rumored to be a great sunken city of the ancient people of Aver. Few venture out to discover the validity of these rumors, but those that do often return with a carving, piece of art, weapon or coin of the ancient civilization, fueling rumors of vast stores of magic hidden away under the waves.

Notable NPCs of Nephidia

In the distant past, the ruler of Nephidia was the cousin of the first King Bernal Raran, until dark desire seeded his heart and turned him to darkness. Having fought a losing battle and driven out, Yardran fled west, dedicating himself to the study of darkness... and founded Nephidia in rivalry to the Kingdom of Raran.

Avuanis

Vizier of Nephidal

Race: Human

Class (Level): Dread Necromancer (18) / Cleric of Vecna (12)

Alignment: Chaotic Evil

Abilities: STR: 14, DEX: 15, CON: 19, INT: 17, WIS: 21, CHR: 21

Description: Avuanis stands over 6' in height but weighs a pitiful 110 pounds. Tall and gaunt in the extreme, the man's skin is stretched thin over his body and he appears almost skeletal to any that can bear to look upon him.

Information: Avuanis was the Lich-King's apprentice before the events that led up to the Lich-King's ascension to godhood. As such, he feels that he should have been appointed the new Emperor. As he was not, the man has pushed tirelessly to complete his transformation in order to achieve the type of power he will need to destroy the other Lords of Nephidia and proclaim himself Emperor.

Jimus Kol

Vizier of Golden Pick

Race: Half-Elf

Class (Level): Shadowcaster (15) / Master of Shadow (8)

Alignment: Neutral Evil

Abilities: STR: 12, DEX: 17, CON: 14, INT: 18, WIS: 15, CHR: 19

Description: Jimus dresses almost exclusively in black attire, though some of his finer clothing sports silver trim. Short and thin compared to Humans, Jimus is a quick and agile individual with a constant sneer.

Information: Jimus displays a confidence that unnerves most individuals that have dealings with him. His shadowy servant is always close-at-hand and Jimus enjoys allowing it to torture and kill those that displease him. Jimus has risen to the level of being a Lord of Nephidia through his sometimes reckless behavior, but his power easily makes up for it. He would one day like to become the Emperor of Nephidia, but realizes that both Avuanis and Pharthan Ra are formidable foes to combat for such a position. For the time being he is content to be a Lord and to enjoy the fruits of his efforts.

Marn Thorval

Knight Lord of Hallowed Keep

Race: Half Orc

Class (Level): Knight of the Sword (19) / Occult Slayer (5) / Ghost Faced Killer (5)

Alignment: Lawful Evil

Abilities: STR: 20, DEX: 15, CON: 21, INT: 14, WIS: 13, CHR: 11

Description: Large, hairy, and ugly as only those of Orcish blood can be, Marn is a sight to behold in his black half-plate armor and carrying his black flame greatsword.

Information: Marn knows that he will never rise above being the Knight Lord of Hallowed Keep, and he is just fine with that. Enjoying killing as much as he does, Hallowed Keep is a bloody place to call home... especially when he goes on a rampage.

Pharthan Ra

Lord of North Retana

Race: Human

Class (Level): Sorcerer (17) / Fiend-Blooded (10)

Alignment: Neutral Evil

Abilities: STR: 14, DEX: 19, CON: 15, INT: 16, WIS: 15, CHR: 23

Description: Pharthan Ra is a tall, thin man taken to wearing reds and oranges that match his red eyes and hair. Possessed of a distinctly sinister disposition, his appearance leaves no doubt that he is quite pleased with himself.

Information: Pharthan Ra desires power, plain and simple. Power over others, power over the world around him, and power over everything else that he can see and experience. Of all those known to him, only his lover Phadra Zun holds any of his trust... even if it is minimal.

Phadra Zun

Lady of South Retana

Race: Human

Class (Level): Warlock (18) / Disciple of Mephistopheles (5)

Alignment: Neutral Evil

Abilities: STR: 14, DEX: 18, CON: 14, INT: 17, WIS: 16, CHR: 22

Description: Terrible in her beauty, Phadra would be the desire of any man's heart... if they didn't fear she would eat that heart in a moment's notice. Regal, tall and possessed of an otherworldly beauty, Phadra is the epitome of attractiveness and seduction.

Information: Phadra is completely infatuated with Pharthan Ra... a fact that he knows only too well. Whether this will ultimately result in her willing submission to his desires or his death has yet to be determined. Until then she will continue to enjoy herself.

Yir Thoris

Lord of Thoris' Den

Race: Human

Class (Level): Thief (12) / Assassin (10) / Sorcerer (11)

Alignment: Chaotic, Evil

Abilities: STR: 14, DEX: 15, CON: 14, INT: 15, WIS: 16, CHR: 19

Description: Yir Thoris dresses modestly in comparison to most of the other Viziers... preferring instead to remain forgettable in appearance rather than stand out in a crowd.

Information: Yir was one of the most feared killers for hire during his early career, utilizing his skills to infiltrate, assess, and then permanently remove any target he took contract on. It was only after he began dabbling in the magical arts that he learned a new passion in life... domination. Yir rules his city with a velvet glove... backed by steel.

Yardran

Emperor of Nephidia

Race: Lich (soon to be a unique Demi-Lich)

Class (Level): In life, Yardran was a 21st Level Dread Necromancer / 19th Level Wizard. Now he is the first Lich in existence on Solinar.

Alignment: Neutral, Evil

Abilities: STR: 19, DEX: 15, CON: --, INT: 23, WIS: 20, CHR: 9

Description: As the Lich from Monster Manual, but finely dressed.

Information: Yardran was born Ulif Raran, brother to Thalís Raran, first King of Raran. When the Raran brothers left Tyrnus and came to Aver, they were with the first Human explorers of the continent. After decades of struggle, the Kingdom of Raran was founded... which immediately drove a wedge between the brothers. Ulif wanted to rule with an iron fist. Thalís thought otherwise. The two bitterly opposed each other until Ulif was driven from the Kingdom. Ulif later would found Nephidia upon the bones of an older civilization, making it a haven for evil within the world. Yardran sees the Kingdom of Raran as rightfully his and has been the driving force between conflicts with that kingdom time and time again throughout the years.

The Independent Nations of Aver

Aver is also home to independent nations and holdings beyond what has been mentioned already. Some, like Trademeet, Dragon's Den, and Westreach are part of a loose alliance. Some, like Orkal and Stormtree are fiercely independent. These are detailed below.

❖ TRADEMEET

Trademeet is an independent city, once ruled by an archmage of incredible power. Some say that the archmage was the descendant of an outer planar being, but no one is sure if this rumor is true or not. It is known that his power alone kept Nephidian forces at bay, and sometimes people were witnessed bursting into flame where they stand, as the archmage had determined them to be a spy or assassin. The people of Trademeet did not question this heavy-handed justice, seeing it as a small price to pay for safety. Now they must look to the Council of Guilds for leadership as Goldsun died after defeating Askoni with the Divine Heros.

- **Leadership** – Trademeet is ruled by the Council of Guilds. This 12 seat Council with one Guildmaster voting only in cases of a tie, ably directs trade, defense, and public works throughout Trademeet.

- **Population** – Approximately 50,000 Humans, 300 Elves, 800 Half-Elves, 100 Halflings, and 100 Dwarves make Trademeet their home.
- **Shops** – Full.
- **Defense** – The City Watch, numbering approximately 1500, keep order on the streets of Trademeet, man the walls of the city, and guard the gates. They are led by Constable Marrooth (Half-ElfM; N; Fighter 17).
- **Local Lore** – Not much is known about Trademeet to people east of the Mountains, but the truth behind some persistent rumors has begun to come out, showing that they are real indeed. Trademeet was established long before man came to live on Aver, and the people of Trademeet are said to be the true descendants of the ancient culture that once made this land their own. It is also known that the Lich King truly fears Goldsun, and ensures his forces go nowhere near to the city lest they provoke the archmage into retaliation. It is also known that a vast deposit of minerals lies in the mountains directly east of the city, providing it with the wealth and resources needed to remain strong and independent.

Notable Npcs of Trademeet

Founded by descendants of the original Humans to arrive on Aver, Trademeet has become a hub of mercantile trade, innovation, and learning. The city of Trademeet is ruled by three “Coins”. These Coins are heads of trade guilds in Trademeet and are transitioned out every two years, with no Coin allowed to serve two tenures in a row.

Coin Lord Argus Gruno

High Coin of the Smithy

Race: Human

Class (Level): Fighter 7

Alignment: Lawful Neutral

Abilities: STR: 18, DEX: 14, CON: 18, INT: 14, WIS: 15, CHR: 13

Description: A large bear of a man, Argus possesses green eyes and brown hair. A distinct scar runs the length of his left arm, the results of a smithing accident early in his career.

Information: Argus is new to the Coin Lord position and as such cautious in commitments and words at this time. It is known yet how he will settle into the role before him, but it is hoped he will bring a more forceful tone to the council proceedings.

Coin Lord Bimus Hollin

High Coin of Docks

Race: Human

Class (Level): Mariner 12

Alignment: Chaotic Good

Abilities: STR: 15, DEX: 19, CON: 15, INT: 14, WIS: 13, CHR: 16

Description: Possessing graying hair with a salt-and-pepper beard, Bimus is an aging privateer with a loud baritone voice.

Information: After retiring as ship’s captain for the Dancing Mermaid vessel, Bimus took to his new role as Dockmaster with alacrity and zeal. Having been subject to both shady and honest port authorities, Bimus fought to ensure fairness and peace were the words of the day for visiting merchant vessels.

Coin Lord Regran Tarl

High Coin of Farmers

Race: Human

Class (Level): Wizard 11

Alignment: Neutral Evil

Abilities: STR: 9, DEX: 16, CON: 14, INT: 19, WIS: 16, CHR: 12

Description: With darting brown eyes, slick backed hair of black coloration, and a fidgety nature... Regran is often referred to by locals as the Weasel.

Information: Though despised by much of the populace, Regran held enough support from the wizarding community to be elected to his position. Unfortunately, he sees this only as a way to quickly acquire wealth and often circumvents the rules to benefit himself.

❖ GIANT’S ROOST

Surrounded by wooded hills, the mountains of Giant’s Roost, located in the southern portion of the western mountains, is a place of danger to anyone venturing there. A great cloud city floats above the mountains and plays home to Cloud and Storm Giants of a rather foul disposition indeed. The small island north of Trademeet is ruled by Giants with Goblinoid servants. While they are relatively small in number, they are Giants after all. The high reaches of the island are lorded over by Cloud giants, with hill and stone giants at lower altitudes. Recently, the Giants helped the Goblinoids to overcome the small village of Ice Shoals, taking it for themselves and installing the Goblinoid races as “in charge” of the small village. While the Alliance of Nations could easily overtake

the village again, there are dozens of Giants at the higher altitudes to battle against as well... making the prospect of taking the island back a difficult one indeed.

- **Organization:** Giant's Roost is populated by a large amount of Giants, all led by one they call simply the Cloud King (detailed below). The Cloud King rules over the entire northern island off the coast of Aver now that his Orcish and Goblinoid subjects conquered Ice Shoals. The forces that can be mustered by the Cloud King include the following: Cloud Giant tribe in the cloud city, the Storm Giant tribe that lives atop the mountain below the city, the Stone Giant tribe that commands the central portion of the mountain below the city as well as the tunnels throughout, and the Hill Giant tribe that guards the hills to the south of the city. In addition, there is a tribe of "lessers" that reside in Ice Shoals and the surrounding area... all Orcs and Goblinoids.

Ice Shoals

The town of Ice Shoals was a small fishing village primarily populated by Gnomes, a few Halflings, and Dwarven Exiles from Earth Home, a smattering of Humans, a few Tieflings and a lot of Half-Orcs. Recently Ice Shoals was conquered by the Goblinoid tribes from Giant's Roost. It had become a necessity that the tribes conquer a new location for food.

- **Leadership** – Lord Vhamin (1/2 Ogre; CN – Barbarian 18/Eye of Gruumsh 10/Frenzied Berserker 10) rules over Ice Shoals, even if he answers to the Giants for now. It is something he chaffs against, and one day will rise against them.
- **Population** – 5,200 Goblinoids make up the true residents of Ice Shoals, with another 2-300 pirates often making port call there still
- **Shops** – Partial.
- **Defense** – 200 troops have been trained up to defend Ice Shoals, though most spend the majority of their days building boats or fishing, only serving as a soldier in times of need. Instead 20 of them at a time are rotated into the Watch, serving as law officers of Ice Shoals, enforcing the Lord's Decrees.
- **Local Lore** – It is said that Ice Shoals serves as a base of operations for a group of extra-planar beings seeking to spread their influence throughout Solinar, but this cannot be confirmed.

Notable Npcs of Giant's Roost

Ice Shoals is ruled by the Cloud King in truth, but ran by Lord Vhamin the 1/2 Ogre.

The Cloud King *Huge Cloud Giant (Air)*

Hit Dice: 20d8+120 (280hp)

Initiative: +1

Speed: 50'

Armor Class: 30 (-2 Size, +1 DEX, +12 Natural, +9 Plate)

Base Attack/Grapple: +12/+32

Attack: Gargantuan Morning Star (+24 Melee – 4d6+22) or Slam (+24 Melee – 1d6+16) or Ranged [Rock] (+12 to hit – 2d8+16)

Full Attack: Morning Star (+24/+19/+14) or 2 Slams (+24/+19) or Rock (+12)

Space/Reach: 15'/15'

Special Attacks & Qualities: Rock throwing, spell-like abilities, low-light vision, oversized weapon use, rock catching, scent

Saves: Fort +20, Ref +6, Will +10

Abilities: STR 43, DEX 13, CON 31, INT 15, WIS 18, CHR 15

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

CR: 15, Neutral Evil alignment

Lord Vhamin (1/2 Ogre; CN – Barbarian 18/Eye of Gruumsh 10/Frenzied Berserker 10)

Chief of Ice Shoals

Race: 1/2 Ogre

Class (Level): Barbarian 18, Eye of Gruumsh 10, Frenzied Berserker 10

Alignment: Lawful Evil

Abilities: STR: 22, DEX: 14, CON: 18, INT: 14, WIS: 14, CHR: 12

Description: Bald and massive is the best way to describe the appearance of Lord Vhamin. Standing almost 9' in height and weighing in at almost 700lbs, Vhamin is definitely a massive being.

Information: Lord Vhamin runs Ice Shoals for the Giants of the Roost... chaffing at the job. Though he would love to establish a northern home for Goblinoid Races (Ogres, Orcs, Goblins, etc), he knows that without the support of the Giants of the Roost, he would not even have what he does now... so he grudgingly works for them.

❖ DRAGON'S DEN

Dragon's Den is an independent city located south of Trademeet, near the only safe pass from the west to the east. Loosely allied to Xulin and Trademeet in what is called the Northern Alliance, Dragon's Den fights to keep Nephidia in check as best they can.

- **Leadership** – Dragon's Den is ruled by the Lord's Council, consisting of five adventurers who founded the city. They are:

- **Regis** – Oversees the intelligence gathering efforts of the land.
- **Ugg** – Runs the Coliseum as well as the irregular forces Dragon’s Den brings to bear.
- **Illiana** – Leads the Arcane College of Dragon’s Den and commands all magical forces of the city.
- **Thurman Vorthath** – A quiet and pious man, Lord Vorthath commands the military might of the city.
- **Arexies** – Loud and often brash, Arexies oversees the Druid’s Grove and commands the Scouts.
- **Secondary Leadership** – The Lord’s Council is supported in the operation of the city by the City Council. The City Council consists of members, voted into power by the populace, from the following:
 - 1 Member of the Military
 - 4 Members from the Merchants
 - 4 Members from the Population
 - 1 Speaker of the Council is chosen from among them, based strictly upon age alone, eldest assigned.
- **Population** – Approximately 20,000 Humans, 200 Elves, 500 Half-Elves, 50 Halflings, and 50 Dwarves make Dragon’s Den their home.
- **Shops** – Full.
- **Defense** – Dragon’s Den is defended in multiple ways, to include the following:
 - **City Guard** - The City Guard is headed by the Paladin, Lord Thurman, one of the Lords of the Den. There are currently 4000 troops that defend the city, with a leadership of another 150 members.
 - **AARP** - In times of dire need, the City Guard can be augmented further by calling up the AARP cadre and students to serve as needed in the defense of the city. There are currently 37 cadre members of various levels and capability. Each has three or four students at any given time.
 - **Gladiators** - In desperate times, those few gladiators who live at the Arena will join in the defense of the city. They currently only number 49 members... but each is battle-hardened and ready to spill the blood of the enemies of their beloved city.
- **Local Lore** – Once a month, the Half-Ogre Ugg will take the proceeds from the Arena, and hire a merchant to purchase as many slaves from Nephidia as they can. Upon leaving the lands controlled by Nephidia, these slaves are released and given the choice to return to their homelands or continue on to Dragon's Den to start a new life. Over the course of time, many talented craftsmen and warriors have been set free... many of whom return to Dragon's Den.

Notable Npcs of Dragon’s Den

The small city of Dragon’s Den is ruled by five enterprising former adventurers that built the city on the bones of an ancient ruin, a remnant of the First Age. Four of them were originally called the “Hap Four” when they were children. A Goblin attack on the small village brought Regis, Illiana, Thurman, and Arexies together... throwing them into a group that would remain fast friends for life. During the early days of their adventuring career, the Hap Four encountered Ugg... and the rest is history. Refounding Dragon’s Den after killing Karsteine with the help of Goldsun, they have worked tirelessly to make life better for the common folk and difficult for Nephidia.

Regis, Lord of Intel & Ambassador to Trademeet

Race: Halfling

Class (Level): Rogue 14, Scout 10, Whisperknife 10

Alignment: Chaotic Good

Abilities: STR: 12, DEX: 22, CON: 19, INT: 16, WIS: 16, CHR: 16

Description: As with all Halflings, Regis is small of stature but without the paunch that many Halflings develop around the mid-section. Regis possesses brown hair and brown eyes, though recently one eye has been covered with an eyepatch. It is not clear if this is a needed affection or not, as Regis loves to be fashionable.

Information: Regis serves as the Lord of Intelligence, seeing this as a commodity that can be bought and sold. He often travels to Trademeet for political reasons. Additionally, Regis runs a Thieves’ Guild in Dragon’s Den. The Guild by-laws do not allow thievery within the city, but individuals will often come to Dragon’s Den to train for spy or scout functions.

Ugg, Lord of the Arena & (Now Former) Ambassador to Ice Shoals

Race: Half Ogre

Class (Level): Fighter 14, Reaping Mauler 10, Devastator 10

Alignment: Chaotic, Neutral (with Good tendencies)

Abilities: STR: 28, DEX: 8, CON: 24, INT: 12, WIS: 12, CHR: 9

Description: The massive Half-Ogre Ugg is bald with fierce red eyes. His corded muscular body seems wound tight and ready for a fight at a moment’s notice, with the exception of being around Illiana. Ugg is noticeably subdued in her presence... most likely because she could obliterate him and he knows it.

Information: Ugg runs the arena in Dragon’s Den, specializing in training warriors of all stripes. Ugg will often take a liking to a person, train them a bit (or at least set them on the path), maybe give them a few pieces of gear, and allow them to compete in the arena. It is known that Ugg will often use the proceeds from the arena bets to have various agents purchase slaves from Nephidia to bring them to Dragon’s Den and release them.

Illiana, Lady of Magic & Ambassador to Illustus

Race: Half Silver Dragon

Class (Level): Half-Silver Dragon 4, Wizard 10, Arcanamach 10, Dragon Aspirant 10

Alignment: Lawful, Neutral

Abilities: STR: 31, DEX: 12, CON: 24, INT: 22, WIS: 16, CHR: 17

Description: Appearing as a silvery Elven woman, Illiana's true form is that of an Adult Silver Dragon.

Information: Illiana is perhaps the most brutal and straight forward of the Lords. Perhaps due to her Draconic nature, Illiana is blunt and to the point... unapologetically.

Thurman Vorthath, Lord of Law & Ambassador to Raran

Race: Human

Class (Level): Knight 8, Paladin 16, Ordained Champion 10

Alignment: Lawful, Good

Abilities: STR: 16, DEX: 14, CON: 16, INT: 15, WIS: 19, CHR: 19

Description: Salt-and-pepper bearded with graying hair and bright blue eyes, Thurman cuts a regal appearance. For a Human, Thurman is rather tall (6'3") and powerfully built (238lbs), dressed in full platemail with a tower shield and bastard sword always strapped to his waist.

Information: Thurman takes his role as Ambassador to Raran seriously. Given his appearance and striking resemblance to King Bernal, it is rumored that he is one of the bastard sons of the King. The truth of this is unknown to the masses.

Arexies, Lord of Nature & Ambassador to Stormtree

Race: Human

Class (Level): Druid of Fire 16, Cleric 8, Radiant Servant of Elia 10

Alignment: Chaotic, Good

Abilities: STR: 15, DEX: 14, CON: 18, INT: 14, WIS: 22, CHR: 20

Description: Arexies is non-descript in the extreme, brown of hair and eyes, average of height and weight... he does not stand out at all as far as appearance is concerned... and this is just the way he likes it as it allows him to blend into crowds to really see what is going on, unmolested.

Information: Arexies, being of Barbarian-blood, serves as the Ambassador to Stormtree. While he has been unable to get them to outright join the Alliance of Nations, they have at least pledged to support the Alliance that best they are able. Given the new reality of being between former Xulin area and the Ssilass Swamp, their ability to project force is rather limited.

❖ WESTREACH

Villika was a ruin on the north shores of the Ishtishia's Chalice that dates to well before the founding of the current Human realms. Now called Westreach, it is a growing area in the northern portion of the Bastion Mountains. An enterprising group of adventurers called the MoonStone Dragons came across the ruins of the ancient Earth Genas'si town of Villika and set up shop there. Dubbing the area "Westreach", the MoonStone Dragons have begun the process of bringing this ancient holdfast back to the world. Freeing a small clan of Dwarves discovered there, the MoonStone Dragons have since allowed others to reside there such as the refugees from Xulin.

- **Leadership** – Westreach is led by the MoonStone Dragons ultimately. They are supported by the Stonehearth Clan of Dwarves which happily work the mines of the region, keeping to themselves and providing 30% of their yearly intake to Westreach. The MoonStone Dragons consist of:
 - **Ryukane Jurou:** Dragon IslanderM (Rogue / Spellthief)
 - **Demitri:** LeoninM (Druid of Earth)
 - **Ardel:** WerebearM (Cleric)
 - **Tiewaz:** ½ Copper DragonM (Sorcerer)
- **Population** – Westreach has an interesting population. Founded by an adventuring band, populated at first by Dwarves and now Humans and Half-Orcs from Xulin, the diversity of the region is interesting to say the least.
 - **Dwarves:** The Dwarven hold that serves as the base of Westreach's strength is made up of the Stonehearth Clan. They are led by Lord Stonehearth (DM, LN – Fighter 19). The General of the Dwarven army is Thorgrim Hammerforge (DM, LN – Fighter 5/Cleric 5/Dwarven Avenger 10). Both remain solid allies with Westreach.
 - **Xulin Refugees:** Xulin refugees numbered only 131 people, but are a welcome addition to the area, led by the retired Hexblade named Yufi Ardon (1/2 GrayOrcM – Hexblade 16), Though definitely outside of his physical prime, Yufi still has a significant amount of power.
 - **Felians:** The Felians of Dunthal, from higher in the mountains and distant relations to Demitri, number 114 currently. They have thrown their lot in with their Kin and are staunch allies of Westreach.
 - **Werebears of Elanna:** The 25 Werebears of Elanna who resided south of Westreach when it was still a ruin have moved north of town, throwing their power behind one of their folk and making Westreach that much stronger.
- **Shops** – Currently there are very few true shops within Westreach as the area is only now being resettled. It is common for individuals to barter amongst themselves for items needed or will trade with the limited (though growing) shops of the

Dwarves. Recently the Dwarves have begun a market outside of their stronghold to better barter/sell their goods and to keep the non-Dwarves out of Stonehearth.

❖ XULIN

Xulin was the home of former Human slaves of the Lich King of Nephidia. In 392 U.C. a seemingly impenetrable faceted dome was placed over Xulin. Most assume it was the work of Nephidia, but none can be sure. The MoonStone Dragons, the adventuring band that reestablished Westreach, attempted to enter the area but were repelled by the nature of the lands they found with. It seems that a pocket dimension had been opened underneath the dome, allowing the Plane of Shadow and the Negative Material Plane to leak into Solinar, blending together and corrupting all that lived within it. Survivors of Xulin, those outside of the dome when it was raised, have retreated to Westreach. These refugees work to integrate with the Dwarves, Felians, and Werebears of the area to rebuild the town and start new lives. Those that remain within the area of Xulin's ruins have become Shades and other entities of purest evil.

❖ ORKAL

Orkal is a vast valley within the Bastion Mountains that is controlled most fiercely by Orcish tribes. Originally, the area played home to many different tribes of independent Green Orcs, supported by Gray Orcs kept in the immediate Dark regions below them. It is not known what the catalyst was, but eventually the Gray Orcs rose up against the Green Orcs, escaping their hold for the most part. Some Grays remain of course, but they are far fewer in number than in times lost. After Gruumsh's avatar appeared, the Greens have consolidated to a single kingdom supported by Clan Council representing the Chiefs of every tribe of Greens present. Those that serve the Throne do not identify as members of any traditional Clan, instead identifying as Gruumsh's Children.

No map of the area exists outside of the holding as none have escaped who have attempted to map the lands. It is known that numerous towns and villages exist in Orkal, along with the great temple to Gruumsh and the Emperor's Keep.

- **Leadership** – Emperor Gruuhan (GreenOrcM; LE – Fighter 14, Cleric 3, and Blessed of Gruumsh 10) leads the Kingdom of Orkal and serves as the head of Gruumsh's Children.
- **Population** – Roughly 1,000 slaves inhabit Orkal along with the over 500,000 Green Orc men, women, and children. There are approximately 2,000 Gray Orcs that remain enslaved to the Greens. Additionally, other Goblinoid races reside there as well and their numbers are unknown.
- **Shops** – Unknown, but presumed to be average in nature.
- **Defense** – Thousands of Green Orcs inhabit this enormous valley and even the women and children can be fierce warriors if provoked.
- **Local Lore** – It is assumed that the lore of the area runs deep indeed, but outsiders do not know enough about it to really talk about. It is known that Gruumsh sees the area as sacred to his children and is rumored to be able to rise up and defend it.

❖ THE STORMTREE

The Stormtree is home to a family of Centaurs as well as the Wolf Tribe of Barbarians. Stormtree seems to be perpetually in conflict with Ssilass Swamp normally, though now with the forces remaining within the Swamp, their time in the forest may be over soon. The Wolf Tribe has resided in Stormtree the same amount of time as the Centaurs as the two groups travelled together when the more civilized Humans moved into what is now the Kingdom of Raran. Though their numbers barely top 3,500 combined, the two groups form a formidable presence in the area.

Chief Erik Wolfheart

Chief of Stormtree

Race: Human, Barbarian

Class (Level): Barbarian 18

Alignment: Chaotic Good

Abilities: STR: 18, DEX: 14, CON: 18, INT: 14, WIS: 15, CHR: 13

Description: Chief Wolfheart cuts an imposing figure of a man, standing 6'8" in height and weighting 328lbs, few stand toe to toe with him in size and stature. Despite being 58 Winters old, he still possesses a full head of black hair with steel gray eyes.

Information: Erik is perhaps the most relaxed of individual Barbarians one will encounter, seemingly undisturbed by the general hubbub of the world around him. This relaxed, easy manner belies the often violent temper he exhibits toward those that would harm him people.

❖ THE SSILASS SWAMP

The Swamp has recently ended an enormous war between Dragons and Yuan-Ti with the Dragons coming out on top, even with a Merilith Demon leading the Yuan-Ti. The Swamp is now a location where lizardfolk and Dragonkin work to reestablish themselves as a power in the region. Though the fighting was fierce and many were lost, these being breed quickly... it will only be a matter of a generation in which three generations of the Swamp Folk have bred... and probably probing for expansion well before this time. At first it was hoped that the Black and Green Dragons would turn on each other, further dwindling the numbers in the Swamp... yet the

unthinkable has happened instead. The two Dragons have fallen for each other. Now, with their combined forces and a unified Swamp, it is only a matter of time before they strike out at their northern and southern neighbors.

Notable Npcs of Ssilass Swamp

Besides the two Dragons that jointly rule over the Swamp, a host of younger Dragons, Dragonkin, and Lizardfolk make up the population of the Swamp.

Iyuzak, Great Wyrn Black Dragon (Male Dragon)

Gargantuan Dragon (Water)

Hit Dice: 536 HP (37HD)

Initiative: +0

Speed: 60', Fly 200' (Clumsy), Swim 60'

Armor Class: 42 (-4 Size, +36 Natural), Touch 6, Flat-Footed 42

Base Attack/Grapple: +37/+62

Attack: See Monster Manual I

Full Attack: See Monster Manual I

Space/Reach: See Monster Manual I

Special Attacks & Qualities: See Monster Manual I

Saves: Fort +28, Ref +20, Will +25

Abilities: STR 37, DEX 10, CON 27, INT 20, WIS 21, CHR 20

Feats: See Monster Manual I

Frightful Presense: 33 DC

CR: 22, Chaotic Evil alignment

Kitalanna, Great Wyrn Green Dragon (Female Dragon)

Gargantuan Dragon (Air)

Hit Dice: 551 HP (38HD)

Initiative: +0

Speed: 40', Fly 200' (Clumsy), Swim 40'

Armor Class: 43 (-4 Size, +37 Natural), Touch 6, Flat-Footed 43

Base Attack/Grapple: +38/+64

Attack: See Monster Manual I

Full Attack: See Monster Manual I

Space/Reach: See Monster Manual I

Special Attacks & Qualities: See Monster Manual I

Saves: Fort +28, Ref +20, Will +25

Abilities: STR 37, DEX 10, CON 27, INT 20, WIS 21, CHR 20

Feats: See Monster Manual I

Frightful Presense: 33 DC

CR: 24, Lawful Evil alignment



DRAGON ISLES

The Dragon Isles, an oriental land of mystery and understanding all rolled into one. It is here that the first Humans came to settle in a time so far removed that none remember where they even came from, only that they were originally not native to Solinar. A great Empire was founded with the aid of the then Adult Gold Dragon, Xun Tian. Using the vast stores of knowledge and mastery of Psionics that Xun Tian had acquired over the course of his life, the Gold Dragon helped the Humans settle the land and even to build their first city, Yang Zho. In gratitude (and in a bid to ensure they had a powerful protector), the Humans proclaimed Xun Tian Emperor of the Dragon Isles... a position he holds to this day.

The Dragon Isles is unique on Solinar as it is the only location one can learn and utilize Psionics. For the longest time it was unknown why this was so, but in -1907 BC a group of adventurers found the cause... enormous crystals growing beneath the isles in the Deep. The power these crystals emitted radiated upwards, spilling out upon the surface, and allowing others to tap into the power held within them. Over the centuries many Monastic Orders perfected the arts of Psionics, mastering the power found on the Isles.

The Dragon Isles



But that is not where the story ends with Psionics. There are indicators that the crystals themselves are growing outward relatively rapidly. The issue is that they are also growing upward as well. Soon it is feared that they will begin breaching the surface, pushing upwards from the Deep, and will one day cover the entirety of the Isles. Researchers work diligently to figure out a way to stop this from happening, but it is feared that this will prove fruitless in the end.

Empire of the Dragon

The Empire of the Dragon is technically all of the Dragon Isles, though there are portions that the Dragon does not rule directly, instead leaving it to the devices of those upon the land itself. It is acknowledged he is the Emperor of the entirety however, so his word is deferred to regardless where one finds themselves in the Isles.

Though the Gold Dragon is immortal, there is a clear line of succession should he fall or step down. The Emperor, knowing that over time his line would grow long indeed, forbade any descendants from having further children after a daughter has been born... with himself exempt from this proclamation of course. Even with this restriction, there are 10 families directly descended from the Emperor and it is spread far and wide, not just on the Dragon Isles (like Ryukane Jurou of Westreach who is the 10th son of the 10th son of the Emperor). As of the time of this writing, Imperial Magistrate Eta Ushan of Shang Ming is the Heir Apparent for the Empire.

❖ THE IMPERIAL CITY

The Imperial City is not really a city per se, but a fortified palace of splendor and strength. Forbidden for all to enter but the Imperial Family, ministers of the Empire, foreign dignitaries, and a very select few others, the Imperial City is a marvel of luxury and peaceful pursuits.

- **Leadership** – Xun Tian rules the entirety of the Empire with no serious challenges to his rule.
- **Population** – Approximately 500 people live within the Imperial City itself, mostly servants to the Imperial Family.
- **Shops** – No shops are in the Imperial City.
- **Defense** – Within the fortified walls of the Imperial City, there are no guards, only trusted servants and family.
- **Local Lore** – As Xun Tian is a Gold Dragon of countless years, his rumored horde is said to be so vast that he could make every citizen of the Empire fabulously wealthy

❖ YANG ZHO

Yang Zho is the largest of the cities of the Empire of the Dragon. Located on the western shores of the Mirrored Lake, Yang Zho serves as the gateway to the Imperial City.

- **Leadership** – Imperial Magistrate In Hong (1/2GoldDragonM; LG; Sorcerer 18/Wu Jen 7) oversees the city of Yang Zho.
- **Population** – 110,000 approximate citizens, consisting of approximately 60% Dragon Islander and 40% 1/2 Dragon.
- **Shops** – Full.
- **Defense** – Yang Zho is protected by the Imperial Army as a whole. The local contingent consists of 10,000 members.
- **Local Lore** – It is said that In Hong is the fourth son of the Emperor, Xun Tian. No one knows for sure, but In Hong seems to hold the Emperor's favor.

❖ BING ZHU

Bing Zhu is often the first town one will encounter on the Dragon Isles as it has a natural cove that serves to make docking much easier for ships. As such it has grown into an important port for the Empire, even though it maintains a simple living style most Dragon Islanders are fond of.

- **Leadership** – Imperial Magistrate Yu Zhi (1/2GoldDragonF; LG; Sorcerer 13/Wu Jen 3) oversees the town of Bing Zhu in the Emperor's name.
- **Population** – 65,000 approximate citizens with another 12,000 transient population.
- **Shops** – Full.
- **Defense** – Bing Zhu is protected by the Imperial Army as a whole. The local contingent consists of 5,000 members.
- **Local Lore** – Bing Zhu actual first city founded by Dragon Islanders before the Emperor made his presence known and started protecting them shortly afterwards. Yu Zhi is said to be the Emperor's second daughter.

❖ YA ZHU LA

Ya Zhu La is a small fishing and farming village located on the western shores of the Dragon Isles. Most of the rice consumed on the Isles comes from this region.

- **Leadership** – Imperial Magistrate Ho Ming Zha (1/2GoldDragonM; LG; Sorcerer 11/Wu Jen 1) oversees the town of Ya Zhu La in the Emperor's name.
- **Population** – 10,000 approximate citizens with another 2,000 transient population.
- **Shops** – Half.
- **Defense** – Ya Zhu La is protected by the Imperial Army as a whole. The local contingent consists of 500 members.

- Local Lore – Ya Zhu La is said to be the home to the Dragon Pirates, a group of secretive ships and ship captains that hunt the waters around the Dragon Isles for easy targets to loot. Ho Ming Zha is said to be the eighth son of the Emperor.

❖ SHANG MING

Shang Ming, isolated from the rest of the Dragon Isles by the Imperial Forest, is home to the Empire's schools of magic. It is located where it is in order to keep other cities and towns safe from any magical mishaps that could happen.

- Leadership – Imperial Magistrate Eta Ushan oversees the town of Shang Ming in the Emperor's name.
- Population – 42,000 approximate citizens with another 2,000 transient population.
- Shops – Full.
- Defense – Shang Ming is protected by the Imperial Army as a whole. The local contingent consists of 1,000 members.
- Local Lore – Shang Ming is rightly proud of the magical might produced from this city. Eta Ushan is the tenth son of the Emperor.

❖ HO SHALA

Ho Shala is a smallish fishing village that supports the San Go Towers on the eastern side of the Dragon Isles.

- Leadership – Imperial Magistrate In Ho (1/2GoldDragonM; LG; Sorcerer 10/Wu Jen 3) oversees the town of Bing Zhu in the Emperor's name.
- Population – 10,000 approximate citizens with another 400 transient population.
- Shops – Half.
- Defense – Bing Zhu is protected by the Imperial Army as a whole. The local contingent consists of 500 members.
- Local Lore – Ho Shala serves as the primary source for fish for the soldiers of San Go Towers. In Ho is said to be the seventh son of the Emperor.

❖ HOUSE OF ETERNAL VIGILANCE

Shifu Arahu founded the House of Eternal Vigilance to train warriors in both body and heart.

- Leadership – Shifu Arahu (Gold Dragon M; LG) oversees the House of Eternal Vigilance.
- Population – 5,000 approximate citizens.
- Shops – Meager.
- Defense – The House of Eternal Vigilance is protected by the Imperial Army as a whole but the immediate defense of the House is served by the Monks of the order.
- Local Lore – The House of Eternal Vigilance trains the following styles:
- Shifu Arahu is the First Son of the Emperor.

❖ TEMPLE OF SOLITUDE

Shifu Hetama founded the Temple of Solitude to promote peace and tranquility among the people.

- Leadership – Shifu Hetama (Gold Dragon M; LG) oversees the Temple of Solitude.
- Population – 1,000 approximate citizens.
- Shops – Meager.
- Defense – The Temple of Solitude is protected by the Imperial Army as a whole but the immediate defense of the House is served by the Monks of the order.
- Local Lore – The Temple of Solitude trains the following styles:
- Shifu Hetama is the Ninth Son of the Emperor.

❖ HOUSE OF INNER LIGHT

Shifu Hongzhoni founded the House of Inner Light to promote introspection and enlightenment of mind.

- Leadership – Shifu Hongzhoni (Gold Dragon M; LG) oversees the House of Inner Light.
- Population – 2,000 approximate citizens.
- Shops – Meager.
- Defense – The House of Inner Light is protected by the Imperial Army as a whole but the immediate defense of the House is served by the Monks of the order.
- Local Lore – The House of Inner Light trains the following styles:
- Shifu Hongzhoni is the Second Son of the Emperor.

❖ TEMPLE OF MARTIAL LIGHT

Shifu Zao Ro founded the Temple of Martial Light to promote those with a warrior's spirit.

- Leadership – Shifu Zao Ro (Gold Dragon M; LG) oversees the Temple of Martial Light.
- Population – 5,000 approximate citizens.
- Shops – Meager.

- Defense – The Temple of Martial Light is protected by the Imperial Army as a whole but the immediate defense of the House is served by the Monks of the order.
- Local Lore – The Temple of Martial Light trains the following styles:
- Shifu Zao Ro is the Third Son of the Emperor.

❖ SAN GO TOWERS

San Go Towers serves as the home and training facility for the majority of the Imperial Army.

- Leadership – Imperial Magistrate Yoo La (1/2GoldDragonM; LG; Samurai 23) oversees San Go Towers in the Emperor's name.
- Population – 300 approximate citizens, all serving the Towers.
- Shops – Meager.
- Defense – San Go Towers is protected by the Imperial Army as a whole. The local contingent consists of 35,000 members.
- Local Lore – San Go Towers trains all members of the Imperial Army.

Notable NPCs of Dragon Isles

The Dragon Isles, home to a strain of Humans called Dragon Islanders, is an island nation ruled over by Xun Tian, an advanced great wyrm Gold Dragon.

Xun Tian

Emperor of the Dragon Isles

Race: Mythic Great Wyrm Gold Dragon.

Alignment: Lawful, Good

Description: Choosing most times to appear as an ancient, wizened Half Dragon, Xun Tian could appear as anything he wished thanks to his ability to Polymorph at will. His true form is that of a massive Gold Dragon, reaching a length of nearly 1000 feet.

Information: Xun Tian loves “his people” as he calls them, seeing each Dragon Islander as his child. Legend says that millennia ago Xun Tian impregnated a Human woman, who gave birth to a Half-Gold Dragon. This half breed mated with another Human after some years and so on until the Humans known as Dragon Islanders came to be. If such legends are true, Xun Tian is not saying, yet he does have a fatherly disposition when dealing with all Dragon Islanders who have not turned to evil.

Imperial Magistrate Eta Ushan

Heir to the Imperial Throne

Race: Gold Half-Dragon

Class (Level): Half-Dragon 4, Sorcerer 18, Wu Jen 9, Dragon Aspirant 10

Alignment: Lawful Good

Abilities: STR: 22, DEX: 14, CON: 19, INT: 21, WIS: 20, CHR: 24

Description: Tall, thin, and regal. Imperial Magistrate Eta Ushan is golden in coloration and is always seen in formal robes of State.

Information: Eta knows he is the Heir Apparent to the Imperial Throne, but is in no hurry to get there. Being the 1st Son of the Emperor, his voice carries much weight indeed. He believes others are better suited to assume the throne and has not written off the possibility (very real the more he thinks about it) of passing on the throne to one of his pure Draconic brothers.



ISLE OF SANDS

The Isle of Sands, a frontier land to most thinking, has only been populated by Humans for less than 200 years. Originally, Humans established a small outpost and harbor to service sailors and merchants looking for a place to stop off for repairs from pirate attacks, restocking, and rest before sailing on around Tyrnus and onward to the Elven nation of Quinvala. Soon encountering one of the inhabitants of the Isle, the Goliath clans, it was not long before an alliance was formed and the city of Shi Jin was founded.

Much of the Isle remains unexplored to Humans, and even the Goliath tend to remain within the mountain villages, however other inhabitants are known to populate the desert of the western portion of the Isle... and the forest of the eastern portion remains largely unexplored wilderness.



Shi Jin

Founded in 23 U.C., Shi Jin has grown from a small outpost and harbor to an enormous mercantile city. Merchants traveling between Artis and Quinvala and onto the Dragon Isles and beyond stop at Shi Jin to offload goods, resupply, repair, and rest in their travels. Shi Jin Harbor is the second largest harbor on the planet, with Netal beating it in size by only six piers. But not all is well in Shi Jin...

An elusive group calling itself the Scorpion Clan had established a hold on the city... a hold so tight that few willingly stood against them. Protection rackets, robbery, assassinations, arson, petty theft and strong-arm tactics kept them in power, a power so complete that not even the City Watch stood against them, instead focusing on ensuring the common folk obey the laws and that nothing interferes with trade. The greatest achievement of the Scorpions was the usurpation of the Mage's Guild, turning it into nothing more than a magical arm of their might and forcing those that did not fall in line with their desires to flee the city... or perish.

Another group operated both in and out of the city calling itself the Crane Clan. They stood in opposition of the Scorpions. Over time the two forces battled for control of Shi Jin, with the Crane Clan finally winning out. Now, a new dawn settles across Shi Jin, who

have become more insular than ever. Though the separation of outsiders and natives may seem to be negative, the action is done to consolidate and reorganize their city, keeping it safe, and figuring out the best course for their future.

- **Leadership** – Prince Asa Hiromi (Dragon Islander / Samurai 18, LN) rules Shi Jin to the best of his ability. He is supported by the Prince's Council numbering 8 in total (all 4 city Magistrates, the Militia Commander, the Watch Commander, the Court Mage, and the Master of Shadows).
- **Population** – 93,000 permanent residents with another 1,000-2,000 during peak trade season.
- **Races** – Human (12%), Dragon Islander (42%), Goliath (23%), Half-Gray Orc (13%), and Halflings (10%).
- **Common Professions** – Fighter, Monk, Wizard, Sorcerer, Ninja, Samurai, Priest, Thief, Thief-Acrobat, Ranger (Rare), Water Druid (Very Rare, Coastal area only), Earth Druid (Rare, mainly Goliaths), Air Druid (Extremely Rare), Paladin (Very Rare), Scout, Shadowcaster (Extremely Rare), Bard (Rare), Psionic, Warmage, Wu Jen, Spirit Shaman (Goliaths mainly).
- **Shops** – Average / Average
- **Defense** – Shi Jin's City Watch numbers roughly 320 in number, mostly F1-F3 with a few Samurai 3-Samurai 5s as Lieutenants and Warmage 5-Warmage 7s as Captains. They are supported in defense of the city by roughly 500 militia trained members of the populace, and often must call upon members of the Reserve as they are called in order to address issues outside of the city itself.

Vogun

Vogun is the nearest Goliath village to Shi Jin and indeed was the first to make contact with the Humans of that city. Nestled high in the mountains south of the city, near an enormous lake, Vogun is a staunch ally of Shi Jin and will come to her aide when need arises.

Shin Woo Forest

Located to the west of Shi Jin, the Shin Woo forest is the primary location for harvesting the lumber used throughout the city. Few venture farther than an hour into the trees however, as it is the home of arachnids of enormous size and foul disposition. Therefore few if any know what lies at the heart of the forest.

Salzube

Located on the far western portion of the Isle of Sands, Salzube is the name of an ancient Elven and Centaur federation, from which the forest takes its name. Founded during the Second Age, Salzube became a beacon of hope to the Elves and Centaurs that to this day battle the Orcs and Goblinoids of the mountainous region south of the forest. Few Humans have ever set foot within the forest, and those that enter Salzube are seldom heard from again.

Salza Settlement

On the southern border of Salzube, a human settlement has formed. Refugees from Shi Jin have been building a town for three generations now, attempting to have meaningful relations with the Elves, and living in peace and safety so near the forests. Simple folk with simple lives, the settlement is slowly growing in size.

Vonul

Vogun is the nearest Goliath village to Salzube has a good relationship with the Elves of that land. Nestled high in the mountains north of the Elves, they guard the northern borders of the land.

Haridin's Hold

Founded in 103 U.C., Haridin's Hold was established originally by a clan of Barbarians and a few Dragon Islander separatists that wanted no more to do with Shi Jin and the power struggles that were occurring there. Their descendants have successfully stamped out all Scorpion Clan involvement within their holdfast and live in peace with their closest neighbors, the Salzube Federation.

Ignatis

The mountainous region south of Salzube is home to numerous members of the Orcish and Goblinoid line, with holds and warrens spread throughout the mountains. None, however, venture near to Ignatis' lair... a vast network of tunnels nestled below an active volcano. Ignatis' now the second eldest of Red Dragons on Solinar rules his kingdom with an iron claw, pitting his Orcish and Goblinoid servitors against the Salzube Federation north of him, and the Goliath villages to the east.

The Wastes

A vast desert covering nearly the entirety of the western portion of the Isle of Sands, the Wastes is home to two distinct groups of peoples: the Sand Tribes and the desert Goblins. It is almost totally unexplored by the people of Shi Jin, and remains a vast mystery of heat and sands.

Tilun

The tiny island of Tilun, with the small village of the same name, plays host to a mixed population of peoples. Founded by escaped slaves from Nephidia, travelers from Salzube and Shi Jin, and a few settlers from Earth Home, Tilun has been settled for a few hundred years now, but was recently destroyed by an unknown source. Survivors have moved to a more secure location south of Orc Hold.



ISLAND OF THE GODS

The Island of the Gods is a small island dominated by an enormous volcano. The mountainous region around it is populated by many Goblinoid races, Giants and their kin, and other beings that desire the heat in their lives. The island itself is basically unexplored to those not of these races, so it is not fully known what resides there. The name comes from overhearing the Goblinoid races found there where they called it specifically, "The Island of the Gods". The only individual entity known for sure to reside here is Jhammaxa, the Divine Great Wyrms Red Dragon who claims the entire island as her lair, allowing the other races who can be found there to stay... though they serve her.

Notable NPCs of the Island of the Gods

Only one notable NPC resides upon the island, along with those who serve and worship him.

Jhammaxa, Divine Great Wyrms Red Dragon (Female Dragon)

Gargantuan Dragon (Fire)

Hit Dice: 54d12 +540 (1,112 HPs)

Initiative: +0

Speed: 40', Fly 200' (Clumsy)

Armor Class: 41 (-8 Size, +51 Natural), Touch 2, Flat-Footed 41

Base Attack/Grapple: +40/+73

Attack: +40 BAB & +73 Grapple. +49 Attacks. See Monster Manual I

Full Attack: See Monster Manual I

Space/Reach: Colossal sized. See Monster Manual I

Special Attacks & Qualities: Breath Weapon 32d10 (48); Frightful Presence 52; Spell Resistance 46; DR 34/Magic

Abilities: Immunity to Fire; Vulnerable to Cold; "Locate Object"; "Suggestion"; "Find the Path"; "Discern Location".

Caster Level: 27th

Saves: Fort +41, Ref +31, Will +44

Abilities: STR 59, DEX 13, CON 40, INT 30, WIS 31, CHR 40

Feats: See Monster Manual I

CR: 34, Chaotic Evil Alignment.



TYRNUMS

Tyrnus, land of the Giants, one of two lands where Humans first arose, and a land of dangers and wonders unlike any other continent on Solinar.



Vec'Tilo

Vec'Tilo is the home to Humans on the continent of Tyrnus. Despite their difficult history in becoming a nation unto themselves, this Empire has never shied away from allying with and accepting all races of being... save those of evil disposition.

Originally, this entire region was the home to Giants and their kin. The Giants maintained a Kingdom on this land for centuries before the coming of Humans to the world of Solinar, having rested the lands from the Dragons in millennia past. When the seemingly inferior Humans arrived, brought forth in -5000 U.C. by the Human Gods at the beginning of the Age of Mortals, the Giants enslaved

these “lesser” beings for the own purposes. At this time there were only two groups of Humans on Solinar... Tyrnus and the Dragon Islands. And so it would be for centuries.

In -3212 U.C., the warrior Saint Argus, as he was known at the time, led a revolt against the Giants. This would rage through northern Tyrnus for a century and become known as the Century War in time. The battles were fierce, often back and forth, as the groups battled for supremacy in the north. It wasn't until the Elves through their lot in with the Humans in -3112 that the tide really turned in the smaller races' favor. In -3210, through the combined efforts of the Druids and the Mages, the Giant's Wall was formed, walling off the southern portions of Tyrnus. It was during this year that many Humans would leave Tyrnus as well... either scarred by memories or simply seeking opportunities in other lands.

On northern Tyrnus, upon the bones of Giant settlements and cities, the Empire of Vec'Tilo was founded, named for a great Mage who gave his life so that others may live in freedom. The Empire is made up of the great city of Vec'Sha, the vast city of Voth'U'Raf, the towns of Cu'Catha, Cu'Volin, and Cu'Shatil. Finally Knight's Holdfast is technically part of the Empire of Vec'Tilo, but is semi-autonomous as serves as the seat of the Knights of St. Argus.

❖ VOTH'U'RAF

Voth'U'Raf is the largest city of Vec'Tilo, governed by the four largest merchant families. Famed for the ships their shipyards, it is not uncommon for sailors from other continents to walk the streets of Voth'U'Raf, there to purchase a galley or caravel. The city has two sides to it, the merchant face... and the face of the people. As one enters Voth'U'Raf all one can see are shops everywhere you look on the main street. One has to pass under one of the many arched tunnels to the other side to find the homes and hovels of the poor and middle-class of Voth'U'Raf. The Merchant Lords dictated the layout of the city to keep the people out of sight and out of mind when they are conducting business. Needless to say most of the people of Voth'U'Raf have little respect for the 'painted dandies' that live in the large manors in the southern, walled portion of the city, and skirmishes between the people and the Lord's bodyguards have been known to turn deadly at the slightest provocation.

- **Leadership** – Voth'U'Raf is led by the heads of the four largest and wealthiest merchant families in the city. Though they ostensibly answer to the King, in reality he has very little control over their actions... and they know it.
- **Population** – No census has ever been conducted on the population of Voth'U'Raf. The Merchant Lords want to think as little about the commoners as possible, and as such have never had the desire to find out how many of them there are.
- **Shops** – Full.
- **Defense** – Voth'U'Raf is defended by a navy of approximately 1000 sailors on eight ships and a guard force of approximately 500 soldiers. It is inconceivable to the Merchant Lords that any enemy would make it to their city, much less attack them, and therefore have pinched copper by hiring as few as possible. Instead the Merchant Lords tend to rely upon their own personal guard to handle matters, and a Lord's guard has more authority within the walls than the Watch does.
- **Local Lore** – Voth'U'Raf is a city with great unrest brewing. The King is powerless to stop the Merchant Lords from treating the people the way they do because it is the Merchant Lords that bring in the majority of the wealth in the Kingdom. Losing this would hurt the Kingdom tremendously and put a serious crimp in the defense of the Kingdom. No money means no way to pay the troops. There is some organization, element, or creature that is playing upon the resentment of the people, fomenting them ever closer to rebellion currently.

❖ CU'CATHA

Cu'Catha was originally just a heavily fortified keep where the Knights of St. Argus train and stand guard in the southern reaches of the Kingdom, ever watchful for the time when the Giants dare to brave the Wall of Sorrows. In the last several decades however, refugees and settlers have flocked to the keep, seeking protection and a place to start a new life... thus founding the small settlement that has sprung up between the shores and the keep.

- **Leadership** – Knight Captain Calir Mun (HM, LN – Knight 12/Cavalier 5/Paladin 2) leads the Knights of St. Argus and has sworn fealty to the King.
- **Population** – There are 800 Knights that make Cu'Catha home. To date no census has been conducted on the new residents, but they are estimated to number approximately 300 more.
- **Shops** – Average.
- **Defense** – The mounted Knights of St. Argus defend the keep and settlement, numbering 800 as previously mentioned.
- **Local Lore** – Cu'Catha stands ever-ready to defeat any Giants that may cross the Wall of Sorrows, but to date the only battles that have occurred involving the Knights are against Undead. It is not know why, but the presence of the wall is both blessing and curse. It does keep the Giants at bay, but in their place Undead rise up from anything that dies within 100 miles of it. The phenomenon is unprecedented and what causes it is unexplained to date.

❖ CU'SHATIL

Cu'Shatil is a small fishing, farming, and horse breeding community on a northern island of Vec'Tilo with a population of mixed races. It has a long history of hardy, independent folk... and some of the best horses in the country. Cu'Shatil governs itself, autonomous from the King with the exception of the King's Law, which ancient treaties require them to follow.

- **Leadership** – Mayor Valis Tyun (EM, LN - Wizard 8/Arcanamach 4) leads the people of Cu'Shatil as Mayor-For-Life. He is the only surviving member of the Founders.
- **Population** – At last count there is only 288 people in this small fishing, farming, and horse breeding village, all of mixed racial background.
- **Shops** – Poor.
- **Defense** – Mayor Tyun and 50 militia members defend Cu'Shatil from any danger. They are all well versed in guerrilla-style warfare and mounted combat, giving them an edge in most conflicts.
- **Local Lore** – Cu'Shatil is a peaceful little village, but lately strange occurrences have begun to take place. Dead livestock and horses, people missing, strange ghostly lights from the mountains; whatever the cause of these things, the people are growing nervous and clamor for something to be done about it.

❖ CU'VOLIN

Cu'Volin is a small village on the north eastern shores of Vec'Tilo and serves as the primary location for the production of wine throughout much of the world. Cu'Volin's vintages are some of the finest available anywhere and command a high price everywhere but Vec'Tilo. Even in Vec'Tilo however enough wealth is accrued through the manufacture and sale of wine that the people are relatively rich in comparison to similarly sized villages.

- **Leadership** – Harn Volin (HM, NE - Sorcerer 12/Warlock 4) serves as the Lord of Cu'Volin as a member of his family has done since its founding, and answers to the King... sort of.
- **Population** – Cu'Volin has never been a large village, holding only approximately 100 people within its palisade walls. Instead most of the population of the area is spread amongst the vineyards that surround it, numbering over 400 people.
- **Shops** – Average.
- **Defense** – A fighting force of approximately 80 people reside within the walls of Cu'Volin, representing the majority of the population of the village proper. These troops can be augmented by a militia of 1st and 2nd Level Fighters numbering an addition 100 in times of need. Both forces are ably led by Harn Volin himself.
- **Local Lore** – Cu'Volin has little in the way of intrigue or local lore that would be of interest to adventurers. As primarily a wine growing and manufacturing village, there is little to tell that is not readily apparent from the surface. There are rumors of course that the Volin family is led by a Lich that keeps itself in hiding, acting through its descendants to rule the village, but if this is true, no one has ever seen or heard any sort of evidence of it. Perhaps it is simple peasant gossip... or maybe not.

❖ THE PALACE OF VEC'SHA

The Palace of Vec'Sha is located on the western shores of Lac Na Voor, the lake that stretches across a good portion of the center of the Kingdom. The Palace was built here for two reasons: Firstly, it was a location accessible to all without showing preference to any other village. Secondly, it was built to keep watch upon the Isle of Vec'La, the resting place of demons and other creatures fouler still. King Contalus Voor resides within the Palace and is the nominal King of Vec'Tilo... even if he doesn't have the power a normal king would, it having been usurped by a people predisposed to independence.

- **Leadership** – King Voor (HM, LN – Knight 18/Crusader 8/Cavalier 6) rules here uncontested... mostly.
- **Population** – Approximately 900 people make up the residents of the Palace, augmented by the soldiers who defend it.
- **Shops** – Poor (this is a Palace, not a town).
- **Defense** – Well over 2000 troops defend the Palace, many of which are Knights of St. Argus.
- **Local Lore** – The Palace is home to its own brand of internal politics and intrigues... but such is life in court is it not?

❖ VEC'TA

In the Age of Glories a mortal wizard lived upon this island... a wizard of supreme evil and possessing a desire for immortality. That wizard was Vecna. It was not long before he achieved his goal and took hold of Lichdom, coming to rule a large city on the island and coming into constant conflict with those cultures nearby... all before ascending to Godhood.

In current times, Vec'Ta is a deserted island, littered with rubble and ruined towers and buildings, dominated by Vecna's Palace in the very center. Black stoned and alien in appearance, this building sends shivers down the spine of even the greatest of Dragons that fly near enough to see it... something the winged beasts don't do willingly.

❖ KNIGHT'S HOLDFAST

Knight's Holdfast was once the birthplace of the 3 Knightly Orders... each controlling a wing of the Holdfast and each sharing the duties of leadership. Led by a council of the senior Knight Generals of the 3 orders, the Holdfast once dominated the lands around it, keeping all safe... until the end of 212 U.C.. No one knows what happened. Indeed, no evidence has ever been found to point to one cause or another. What is known is that the area surrounding the Holdfast was stricken with something that killed every last inhabitant of the area... to include the Knights themselves. Now the area is a haven for the Undead... and a bane to all that come into contact with it.

Artis

Artis is a Dwarven kingdom with nothing but a massive stone fortress above ground. It is said that the Dwarves carved an entire mountain into this fortress, and indeed from a distance it is hard to tell it is even a fort... looking like nothing more than the mountains around it. Outsiders are forbidden past the visitor's area, an area roughly 25,000 square feet at the main entrance of the fortress.

Quinvala

The Elven nation of Quinvala is perhaps the oldest civilization in existence on the planet. It is the home of the Star Elves, a mysterious and magically powerful race of Elves. Little is known about the nation itself. Trespassers are first asked to leave the forests, and then killed if they refuse. Traders are met at the borders of the forests and merchant vessels are met at the harbor and allowed no further.

Phase

Little is known about the island called Phase. It is not a place willingly explored by the people of Solinar as one can never be certain if the island will remain in this plane or not. Every few days the entire island will "phase" out of existence to another dimension, returning after a few days. There is no pattern to this phasing, and indeed it seems completely at random. It is said that cities and towns are on the island, but to date few have braved its unique nature to make contact and establish trade.

❖ SPRINGS OF LANASA

Named after a long dead Goddess of Life, the Springs hold the remnants of her power, healing those that bath in the hot springs here.

❖ THE SENTINEL

A lone pillar of stone in the center of Phase stands towering above the flat landscape around it. Through the patchy scrub-grass that can be found around it can be seen tiling, appearing to be an intricate floor of some sort... the origins of which are lost to the sands of time.

❖ GODDESS' TEARS

Goddess' Tears are a series of waterfalls cascading down from the high mountains in the east of Phase. It is rumored that every now and then Yulan, the Goddess of Nature herself, can be seen bathing in the crystal clear waters at the base... wading in a pool of startling blue water.

Krager's Hold

Krager's Hold is a land ruled by Giants that keep slaves working mines and the like within the kingdom. Defeated many years ago by St. Argus and the people of Vec'Tilo, the Giants dream of a day when they can retake what they see as rightfully theirs, spending their time until that point crafting, mining, and raiding the Human lands around them.

❖ MINTARN

Mintarn is the sight to two enormous towers, sentinels that guard the lands of Krager's Hold from the Kingdom of Vec'Tilo. Within the walls of the town reside a large number of slaves, all workers at the mines nearby, and captives taken from the Barbarian tribes or during raids into Vec'Tilo and other locals throughout Tyrnus.

- **Leadership** – Lord Granite (Stone Giant; LE) leads Mintarn, answering to King Krager.
- **Population** – Approximately 140 Stone Giants call Mintarn and the mountains nearby home, augmenting the Half-Ogre and Ogre troops that force the slaves to work the mines. The troops number approximately 2000, watching diligently over a slave population in excess of 8000.
- **Shops** – None.
- **Defense** – The Ogres are the primary soldiers that defend Mintarn and number at 800. In times of need the Half-Ogres and Stone Giants will throw in their might as well.
- **Local Lore** – Rumors are whispered among the slaves of Mintarn that the reincarnation of St. Argus has been seen on Tyrnus... and all silently pray that he will set them free as he did for the people of Vec'Tilo.

❖ KRAGER'S HOLDFAST

Krager's Holdfast is the abode of King Krager himself and his retainers and hangers-on. A vast network of caves and tunnels linking throughout the mountains around the main entrance stretches over an area of close to 28 square miles.

- **Leadership** – King Krager (Eldritch Giant; NE) rules Krager's Hold with an iron fist, suffering none to rise against him.
- **Population** – The Giant's city holds over 4000 Giants of various sub-types (with the exception of Storm and Cloud Giants) as well as a population of over 6000 slaves and 2000+ Half-Ogres and Ogres.
- **Shops** – Partial by Human standards.
- **Defense** – Krager's Hold is defended by the King's Guard, a force of 30 Eldritch Giants. This Guard is augmented by Half-Ogre elite troops in times of need that number close to 300.

- **Local Lore** – Krager’s Holdfast is said to sit upon the largest gold deposits on the face of Solinar, with vast networks of tunnels of crystal and gold visible to most of the populace. The slaves that reside in the Holdfast are forced to mine these crystals and gold.

❖ **SNOWPEAKS**

Snowpeaks is a Frost Giant warren that owes fealty to King Krager, and is the site of rich gem deposits, worked by slaves that can withstand the cold more-so than others.

- **Leadership** – Lady Glaceel (Frost Giant; LE) rules Snowpeaks, answering to King Krager.
- **Population** – Snowpeaks is home to a tribe of 85 Frost Giants, over 1000 Half-Ogres and Ogres, and a slave population numbering over 3000.
- **Shops** – None.
- **Defense** – The Frost Giants, Half-Ogres and Ogres can muster a combined force of 400 when the need arises.
- **Local Lore** – Snowpeaks is said to be the former home of a large family of White Dragons that Lady Glaceel and her tribe drove from the region. It has been whispered of late that these Dragons have been seen again, testing the boundaries Lady Glaceel has put in place, seeking to reclaim their home caverns. If this is the case and dependent upon the size of the family now, every living soul within Snowpeaks could be living out their last days.

Shira’s Sands

Shira’s Sands are an enormous desert region on Tyrnus... second in size only to the Island of Sands south of the Dragon Isles. Very little is known about the people that inhabit the Sands. Little seen except by a very few traders and those that catch a glimpse of them as they pass the desert region, they could be anyone. Dressed in flowing, loosely cut robes and head scarves, it’s not even known if they are Human in nature... and no one bothers to enter the Sands anymore. Those that do rarely return and those that do return often die soon afterwards from the trials faced in the Sands.

❖ **SHIRA’S MOUNTAINS**

Shira’s Mountains, the rugged terrain in the south of Shira’s Sands, is home to a race of Goblinoid creatures that defend it vigorously. Nothing of value has ever been found within the hills by those that brave the rocky landscape, and so none bother to go there if they can avoid it.



UGH'RATHA

The islands that make up the land of Ugh'Ratha have a long and bloody history of warfare. The Dragon Tribe of Barbarians once waged near-constant war against the Elves of Ugh'Rathal and the Gnomes of Copper Town, bringing both peoples close to being wiped out on numerous occasions. That is until the Battle of Demons.

The Battle of Demons occurred on what is called the Isle of Man's Folly, between the Elves and the Dragon Tribe. In this battle a fell Warlock of the Dragon Tribe made a pact, sealing the fate of the island itself, and summoned forth a Demon of hellfire and brimstone to aid the Barbarians that summoned helpers in turn... but this proved to be their undoing. The Demon slipped its bonds of servitude when the Warlock fell in battle and began laying waste to the entirety of the island, killing Elves and Humans alike with abandon. Working quickly, the Elves enacted a powerful magic that would bind the Demon to the island for all eternity, effectively sealing its power to one location and ensuring it could not corrupt any more of the islands with its evil power. The Dragon Tribe, seeing the actions caused by one of its own, entered into a treaty with the Elves and Gnomes, swearing an oath to never attack them without provocation, instead turning their warrior ways against other targets.



Ugh'Rathal

The Elven forest called Ugh'Rathal, from which the islands themselves take their name, has been in existence for untold generations, guardians of the misty forest itself, and stalwart allies to the Gnomes of Copper Town. Since the Battle of Demons, the population of Ugh'Rathal has slowly begun increasing again, helping to bring these formerly embattled people into a brighter future.

- **Leadership** – Treespeaker Gillianna (EF; NG – Druid 22) leads the Elves of Ugh'Rathal.
- **Population** – No true census has ever been done, but it is estimated that well over 10,000 Elves make the trees of Ugh'Rathal their home.
- **Shops** – Presumed to be full.
- **Defense** – It is known that Dragon Riders form the backbone of the defense of Ugh'Rathal, but no one is sure just how many of them there are. Additionally, Centaurs form cavalry units with Elven riders, making them doubly effective in combat.
- **Local Lore** – Ugh'Rathal is rumored to contain untold numbers of Elven artifacts and lore, a true treasure trove to any invading army.

Copper Town

Copper Town is that isolated rarity on almost any prime material plane... a fully Gnomish city. The Gnomes of Copper Town are an industrious people, crafters of golems and clockwork creations that many realms purchase for additional defenses. Additionally, Copper Town sits on one of the richest copper deposits on the face of Solinar, bringing much wealth to the Gnomes and serving as material components for their golems and clockwork beasts. (DM: See New Monster's section for more on the Copper Golem and the Clockwork Gnome.)

- **Leadership** – Bilp Brazznoze (GM; LN – Wizard 22/Maester 10) leads Copper Town after being elected for life.
- **Population** – 9,873 Gnomes exactly.
- **Shops** – Good
- **Defense** – The Automaton Army defends Copper Town, led by Phizzi Guldhamma (GM; LN – Wizard 18, Maester 8)
- **Local Lore** – There is said to be a secretive laboratory somewhere under Copper Town in which experimentation on transplanting a being's consciousness into an automaton is being conducted.

Brithra

Brithra is home to Knights of the Shield who watch over the only 'civilized' town of Humans on the isles of Ugh'Ratha. Founded some twenty years ago by a retiring Knight and his followers and cohorts, they had to undergo many battles with the Dragon Tribe before winning their grudging respect. To this day however, some Dragon Tribe war bands still raid to town and the Knights of the Sword attack them as well, necessitating the heavy defenses put in place and the near constant drilling of the Knights that live and train in Brithra.

- **Leadership** – Polron Brithnol (HM; LG; Knight 21/Paladin 12) leads and founded Brithra.
- **Population** – Some 1200 people make up the population of Brithra, with approximately 80-100 travelers or merchants at any given time.
- **Shops** – Average
- **Defense** – Brithra is defended most diligently by the Knights of the Shield, which holds a major martial training facility within the city itself. At any given time, approximately 10,000 Knights, Cavaliers and Paladins can be fielded to form an army.
- **Local Lore** – No rumors persist about Brithra itself, only the ruler. It is thought that the main reason for maintaining Brithra is to serve as a staging point in a war, a war Polron has been preparing for for some time now... the fight to retake the Isle of Man's Folly... or to stamp out the Knights of the Unholy Sword.

Black Guard Tower

Black Guard Tower... home to the Knights of the Sword. Until recently, this black stoned tower was the personal abode of the Demigod Ur'Than before his ascension to godhood. It now serves as the primary training facility of the Knights of the Sword, and the place where their black-sailed ships set forth to conduct raids and bring war to all whom they deem deserve such.

- **Leadership** – The Knights are now led by Ur'Javal (1/2EM; LE; Knight 22/Cleric 12/Blackguard 10; Vampire Template)
- **Population** – Some 5,800 Knights live and train within Black Guard Tower.
- **Shops** – None
- **Defense** – All that live within the Tower can be called upon to defend it in need.
- **Local Lore** – It is said that Ur'Javal, Cleric in service to Ur'Than, maintains control through the use of his vampiric servants... and wants nothing more than to turn the entirety of the Brothers in Black Guard Tower into undead killers of unstoppable power.

Isle of Man's Folly

As previously mentioned, the Isle of Man's Folly is the home of a foul Demon and its servitors. The land wasn't always such though. It was once a beautiful plain with a ring of trees that encircled the entirety of the island. Now Hvaan, the Molydeus Tanar'ri summoned during the Battle of Demons, has twisted the land to suit his own desires. The ring of trees has blackened and turned foul, some of them becoming a foul form of treant of evil dispositions. The once beautiful plain is now a forest of bones with an enormous black tower standing in its center amidst the sandy blast zone of some long forgotten spell battle.

Crescent Valley

Crescent Valley is the home of a family of Dragons, headed by the patriarch of the clan, the Great Wyrm Red Dragon named Svinjunavix. From time to time these Dragons will take wing and cause great havoc amidst Ugh'Ratha, but they will usually fly toward Tynus for their real sport... fighting Giants. It is said that the Giants on Tynus drove Svin and his clan from their ancestral caves on Tynus, and the vengeful beast would love nothing more than to reclaim those halls... and make the Giants pay a terrible price.

Islands of the Dragon Tribe

The Dragon Tribe lives upon two of the islands of Ugh'Ratha, in two towns. Ruthrim Falls and Grathrum are simply a collection of long houses and mead halls clustered within a palisade wall, but it is home none-the-less. Here too many dragons live out their younger years, some of whom mating with the humans of the Dragon Tribe producing many off-spring.

❖ RUTHRIM FALLS

Ruthrim Falls sits high above the waters on top of a rocky cliff. This highly defensible position serves as the safe house for the elders of the tribe, the young, and the infirm. Here they can live without fear of attack and teach the young what it means to be of the Dragon Tribe.

- **Leadership** – Gruul, Shaman of Dragons (1/2 Silver DragonM; CN; Barbarian 12/Dervish 10/Sorcerer 3)
- **Population** – Approximately 600 people live around Ruthrim Falls, of those almost half of them are half-dragons.
- **Shops** – Poor, trade and craft
- **Defense** – About 300 of the elders of the tribe are still strong enough to mount a defense against aggressors.
- **Local Lore** – Beyond the fact that many dragons have, over the years, bred with the humans of the tribe, it is rumored that a vast underground complex of caves stretches forth from the islands in which dragons fight constantly for domination.

❖ GRATHRUM

Grathrum is the seat of the Dragon Tribe's strength and is the home of the High Chief of the Tribe. It is here that most Dragon Tribe member's live, plan and conduct their raids, and celebrate life.

- **Leadership** – High Chief Rathra (1/2 Red DragonM; CN; Barbarian 28) leads the entirety of the Dragon Tribe.
- **Population** – Approximately 800 people live around Grathrum, approximately a quarter of which are half-dragons.
- **Shops** – Poor, trade and craft
- **Defense** – All that live around Grathrum serve to defend it from outsiders... many of them serving as raiders to other locations.
- **Local Lore** – None.



WEAPONS

In this section we will detail the weapons unique to, or common upon, Solinar.

Magical Weapon Modifications Market Price

Accurate	+1 Bonus
Acidic Burst	+2 Bonus
Aquatic	+1 Bonus
Corrosive	+1 Bonus
Dexterous	+4 Bonus
Lesser Dexterous	+2 Bonus
Homing	+1 Bonus
Mind Numbing	+2 Bonus
Powerleech	+2 Bonus
Profane	+1 Bonus
Profane Burst	+2 Bonus
Proficient	+2 Bonus
Radiant	+2 Bonus
Precise Strike	+3 Bonus

Accurate: An accurate weapon helps its wielder correct their mistakes. Whenever the wielder misses, the weapon provides a +2 circumstance bonus on their next attack roll.

Faint Divination; ML 5th; Craft Magic Arms and Armor, Truestrike; Price +1 Bonus.

Acidic Burst: An acidic burst weapon functions as a corrosive weapon (see below) that also releases a burst of acid upon making a critical hit. The acid does not harm the wielder or the weapon. In addition to the extra acid damage from the corrosive special weapon ability, an acidic burst weapon deals an extra 1d10 points of acid damage on a critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of acid damage instead; if the multiplier is ×4, add an extra 3d10 points of acid damage. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition. Even if the corrosive ability is not active, the weapon still deals its extra acid damage on a critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and acid fog or Melf's acid arrow; Price +2 bonus.

Aquatic: Weapons with this enhancement have a silvery-blue tinge, similar in sheen to the scales of certain fish. The wielder is treated as though he were under the effects of a *freedom of movement* spell for the purpose of using this weapon while underwater; it negates the penalties that would otherwise apply from using the weapon underwater.

Moderate abjuration; CL 5th; Craft Magic Arms and Armors, freedom of movement; Price +1 bonus.

Corrosive: Upon command, a corrosive weapon becomes slick with a thick layer of acidic slime. The acid does not harm the wielder and does not wash away in water. The effect remains until a counter command is given. A corrosive weapon deals an extra 1d6 points of acid damage per hit. Bows, crossbows, and slings so crafted bestow the acid energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and acid fog or Melf's acid arrow; Price +1 bonus.

Dexterous: These ranged weapons allow the user to add their full Dexterity bonus to their damage rolls instead of any Strength bonus, *Moderate Alteration; ML 10th; Craft Magic Arms and Armor, Greater Cat's Grace; Price +4 Bonus*

Homing: A missile weapon enchanted with the Homing ability ignores penalties from concealment and cover, though not from Total Concealment, Total Cover or Invisibility.

Faint Alteration; ML 6th; Craft Magic Arms and Armor; True Strike; Price +1 Bonus.

Lesser Dexterous: These ranged weapons allow the user to add half their Dexterity bonus to their damage rolls instead of any Strength bonus,

Minor Alteration; ML 8th; Craft Magic Arms and Armor, Cat's Grace; Price +2 Bonus

Mind Numbing: A weapon enchanted with the Mind Numbing ability has the potential to daze a target struck by it. Whenever an opponent is struck with a Mind Numbing weapon, that opponent must make a Fortitude Save or be dazed for 1 round. The DC for this save is equal to 12 + the weapon's bonus total + the STR modifier of the wielder.

Moderate Enchantment; ML 6th; Craft Magic Arms and Armor; Daze; Price +2 Bonus.

Powerleech: The powerleech special ability can be added only to melee weapons. A weapon with this ability drains psychic energy from the creature struck and transfers it to the wielder, thereby producing the following effects.

- Any creature that has a psionic power point reserve loses 1 power point when struck with a powerleech weapon, just as if it had expended that amount to manifest a psionic power. The creature can regain the power point normally when it rests or by any other normal means of regaining power points.
- A wielder who has a power point reserve gains 1 power point upon striking a creature that has a power point reserve, psi-like abilities, or spell-like abilities that are described as psionic in origin. Power points gained by the use of a powerleech weapon can restore expended power points but cannot increase the wielder's current power point score above its normal maximum.
- A wielder who does not have a power point reserve gains nothing from the strike, although he can still drain power points from creatures that do possess power point reserves.

Moderate psychometabolism; ML 6th; Craft Psionic Arms and Armor; Price +2 Bonus.

Profane: Upon command, a profane weapon is sheathed in crackling black negative energy. A living creature who wields a profane weapon when it is so energized takes 1 point of Con damage each round he holds the weapon. The effect remains until another command is given. A profane weapon deals an extra 1d6 points of damage to living creatures (or 2d6 against good outsiders) on a successful hit. Bows, crossbows, and slings so crafted bestow the negative energy upon their ammunition. The weapon is also treated as being evil-aligned (for the purpose of overcoming damage reduction) when sheathed in negative energy.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, inflict light wounds; Price +1 bonus.

Profane Burst: A profane burst weapon functions as a profane weapon that also explodes with negative energy upon striking a successful critical hit. (This effect occurs even if the target is normally immune to critical hits.) The negative energy burst also deals 1d4 points of Constitution damage to a living wielder. In addition to the extra damage from the profane ability (see above), a profane burst weapon deals an extra 1d10 points of damage to living creatures on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points. (Double the bonus dice of damage against good outsiders.) Bows, crossbows, and slings so crafted bestow the negative energy upon their ammunition. Even if the profane ability is not active, the weapon still deals its extra damage on a successful critical hit.

Strong conjuration; CL 12th; Craft Magic Arms and Armor, inflict critical wounds; Price +2 bonus.

Proficient: The wielder of a Proficient Weapon never takes a nonproficiency penalty when attacking with it, even if the wielder does not possess the required skill to use the weapon.

Moderate Alteration; ML 11th; Craft Magic Arms and Armor, Tenser's Transformation; Price +2 Bonus.

Radiant: A radiant weapon gives off a continuous "Daylight" effect that cannot be turned off nor concealed unless it is sheathed or wrapped in dark material.

Strong Alteration; ML 9th; Craft Magic Arms and Armor, Daylight; Price +2 Bonus.

<u>Specific Magical Weapon</u>	<u>Market Price</u>
Reaver's Cutlass	13,500 gp
Sword of the Glorious Pearl	38,000 gp

Reaver's Cutlass: This +1 *wounding cutlass* is the weapon favored by the most bloody-hearted of pirates. Its hilt is wrapped in tanned humanoid skin, and it seems to sing for blood as it is swung. If a *reaver's cutlass* attaches to an opponent, it twists into the wound as though alive and continues to deal Constitution damage each round it remains attached. To remove it, an opponent must achieve a pin and spend one full round wrenching it free. The weapon makes a grapple check as the wielder (even though she no longer holds it) and takes no size penalty.

Strong evocation; CL 12th; Craft Magic Arms and Armor, animate objects, Mordenkainen's sword; Price 26,310 gp; Cost 13,310 gp + 1,040 XP.

Sword of the Glorious Pearl: A +3 aquatic holy pearlsteel bastard sword, the sword of the glorious pearl is treasured by the aventi people, and the Order of the Pearl undertakes quests to recover one should it fall out of aventi hands. In addition to the benefits, granted by the sword's aquatic and holy special abilities, the sword of the glorious pearl also grants its wielder the benefits of the Extra Turning feat as long as he grips its hilt. More than one user cannot benefit from this ability in a day—it takes 24 hours for a new user to attune to the sword in order to use this benefit. The wielder must already possess the ability to turn undead.

Strong abjuration and evocation [good]; CL 7th; Craft Magic Arms and Armor, holy smite, freedom of movement, creator must be good and must possess the Extra Turning feat; Price 75,335 gp; Cost to Create: 37,835 gp + 3,000 xp.

ARMOR

In this section we will detail the armor unique to, or common upon, Solinar. As described in other source material, a suit of magical armor will resize itself to fit a person's body as long as they have the same basic body shape. It is important to note that armor not of the same size category will NOT resize to fit anyone larger or smaller than the size it was created. Thus a suit of armor will resize correctly to fit a Human or Elf, but will not resize from Human sized to Ogre sized.

<u>Magical Armor Modifications</u>	<u>Market Price</u>
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Aquatic	+2 Bonus
Aquatic Water Breathing	+3 Bonus
Buoyant	+1 Bonus
Dark	+3 Bonus
Deep	+22,500gp
Sacred	+2 Bonus

Aquatic: This armor appears streamlined and possesses a greenish glint. Aquatic Armor enables its wearer to move freely through water without the need for Swim Checks. Drowning rules still apply however unless the individual can breathe underwater. Some rare types of this modification actually come with Water Breathing as a continuous effect as well.

Moderate Alteration; ML 7th; Craft Magic Arms and Armor, freedom of movement, water breathing (when present); Price: +2 Bonus (+3 Bonus with Water Breathing present).

Buoyant: This special ability can be placed only on a suit of armor. Buoyant armor looks no different from a normal suit, but it is much lighter. It weighs only half as much as normal, and its armor check penalty is not doubled for Swim checks. The armor is no less awkward to wear, however, so medium and heavy armors still slow the wearer.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, freedom of movement; Price +1 bonus.

Dark: Dark armor is specially crafted to blend with its surroundings when viewed with darkvision. You gain a +5 circumstance bonus on Hide checks made to conceal yourself from creatures with darkvision. In addition (when fighting such creatures), you gain concealment. You lose these benefits whenever you are in an area of bright light.

Moderate Illusion; ML 8th; Craft Magic Arms and Armor, invisibility; Price: +3 Bonus.

Deep: This special ability can be placed only on a suit of armor. A suit of deep armor is a dull black color. The wearer gains the ability to breathe water and is immune to damage from cold water and to pressure in extreme depths of water. Additionally, he gains darkvision out to 60 feet.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, transformation of the deeps; Price +22,500 gp.

Sacred: A suit of armor or shield with this property only truly helps those with the ability to turn or rebuke undead. Sacred Armor or Sacred Shields increases the owner's effective level for the turning check by +2. Armor and shields with this ability are always specific to a deity and prominently features the god or goddess' holy symbol.

Strong Divine; ML 8th; Craft Magic Arms and Armor; ability to turn or rebuke undead; Price: +2 Bonus.

<u>Specific Magical Armor</u>	<u>Market Price</u>
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Harness of armor +1	1,500 gp
Harness of armor +2	6,000 gp
Electric Eel Hide	11,500 gp
Harness of armor +3	12,500 gp
Arboreal Armor	16,000 gp
Harness of armor +4	24,000 gp
Hellshield	25,000 gp
Armor of Immolation	25,500 gp
Harness of armor +5	37,500 gp
Harness of armor +6	54,000 gp
Breastplate of Righteous Endeavors	61,600 gp
Harness of armor +7	73,500 gp
Harness of armor +8	96,000 gp

Arboreal Armor: Druids created arboreal armor for their ranger allies so they might better defend the wilds against despoilers. Arboreal armor appears as plates of bark held together by vines and covered with patches of moss. The armor has an earthy smell, and it is favored by wood elves, who find it especially suited to their naturalistic taste. Arboreal armor functions as a set of +2 leather armor. Its appearance gives the wearer a +4 bonus on Hide checks made in forested settings. The armor automatically regenerates damage dealt to it at the rate of 1 hit point per hour. The wearer can cast entangle three times per day, and the armor itself casts goodberry every morning at dawn, growing five berries from its own form.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, entangle, goodberry; Price 16,000 gp; Weight 15 lb.

Armor of Immolation: This suit of Scale Mail +3 is a favorite among worshipers of both Kossuth and Elia. When commanded, this armor becomes sheathed in magical flames; dealing 2d6 damage to anything other than the wearer and his/her possessions that come into contact with it or that strike the wearer. Activating the flames requires a Move Action.

Moderate Invocation.

Breastplate of Righteous Endeavors: Legend has it that the breastplate of righteous endeavors was forged in the bowels of the earth by a dwarven metalworker, Furg Ironbrow. It is said that Moradin himself visited the old smith and warned him that an ancient evil would arise from the heart of the abandoned dark elf city of Liznoberrev. Moradin granted Ironbrow an oil from another realm of existence, blessed the dwarf with an unceasing vitality, and removed his need for rest. Moradin instructed Ironbrow to forge as many breastplates as he could within a three-month period, anoint the armor with the ethereal-based oil, and sprinkle each chest plate with the blood of seven specific dwarves whose piety impressed him greatly. When the foretold day of evil arrived, the dwarves were ready. As hordes of drow vampires surrounded the underground dwarven complex, legions of its bravest soldiers teleported into their midst. It was the breastplate of righteous endeavors that won the battle, a feat that history has not forgotten. Each breastplate of righteous endeavors is a +3 breastplate. All are marked with Moradin's holy symbol. Only lawful good characters can use the breastplate's other powers; to all others it functions simply as a +3 breastplate. For lawful good characters, the armor absorbs the first 10 points of damage per round due to damage from negative energy the wearer would normally take (similar to the resist energy spell). In addition, the wearer can use the armor to cast bless, invisibility to undead, and protection from evil three times per day, and holy smite once per day as a loth-level caster.

Moderate evocation; CL 10th level; Craft Magic Arms and Armor, bless, holy smite, invisibility to undead, protection from evil, resist elements, creator must be lawful good; Price 61,600 gp; Weight 30 lb.

Electric Eel Hide: This suit of +2 buoyant slick hide armor is black and slimy looking. Opponents that hit the wearer with natural weapons, unarmed attacks, or weapons composed mostly of metal (such as a sword or pick, but not a wooden-hafted spear) take 1d6 points of electricity damage. In addition, three times per day, on command, the wearer can deal 5d6 points of electricity damage by making a melee touch attack. Underwater, the wearer can instead spend a daily use to produce an electrified burst with a 5-foot radius. All creatures within this area other than the wearer take 2d6 points of electricity damage.

Moderate conjuration, evocation, and transmutation; CL 9th; Craft Magic Arms and Armor, freedom of movement, grease, shocking grasp; Price 23,015 gp; Cost 11,500 gp + 914 XP.

Harness of Armor: Created by Asherati wizards from the sweltering desert land of Shira's Sands, these simple crossed baldrics of leather and chainmail provide all the benefits of wearing armor with none of the problems that a metal shell can cause in the scorching sun. A harness of armor functions like bracers of armor but occupies the same space on the body as a vest, thus freeing the wearer to use other types of magic bracers. This type of armor can be worn by spell casters but has all the properties of Leather Armor (DEX Modifier, Spell Failure, etc.).

Moderate conjuration; CL 7th; Craft Wondrous Item, mage armor, creator's caster level must be at least two times the bonus placed in the harness; Price 1,500 gp (+1), 6,000 gp (+2), 12,500 gp (+3), 24,000 gp (+4), 37,500 gp (+5), 54,000 gp (+6), 73,500 gp (+7), 96,000 gp (+8); Weight 1 lb.

Hellshield: Hellshield was crafted by the wizard Armadane for the paladin Cornelius Borugon, a devout follower of Meloch who dedicated his life to the destruction of fiends. Cornelius was slain by the blade of a beautiful assassin in the service of a demon lord; while he readily saw the evils of the demonic and diabolic races he often turned a blind eye to the evil members of his own race. Hellshield is a suit of +3 full plate crafted to allow a paladin to bring the war against fiends to their home ground. Hellshield provides its wearer with the ability to exist unharmed in extreme environments. A paladin so outfitted is granted fire and cold resistance 25. The wearer gains a +4 insight bonus on Sense Motive checks versus evil outsiders. This power allows the paladin to better ignore the glib lies, silken seductions, and false promises of the evil creatures he has been sent to destroy.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, detect thoughts, protection from energy; Price 25,000; Weight 50 lb.

RINGS

In this section we will detail the rings unique to, or common upon, Solinar. Rings have the same resizing ability and restrictions as noted above under Armor.

<u>Specific Rings</u>	<u>Market Price</u>
Creation	33,000gp
Four Winds	20,000gp
Landwalking	10,000gp
Ring of Lightning Flashes	11,250gp
Ring of the Viper	8,000gp
Serpent Ring	5,000gp

Creation Ring: This elegant double band of platinum looks like two intertwining tongues of flame. Its wearer can use *minor creation* three times per day and *major creation* once per day. Each of these functions requires a different command word.

Moderate conjuration; CL 9th; Forge Ring, minor creation, major creation; Price 33,000 gp.

Four Winds: The *ring of the four winds* is favored and coveted by mariners and sea-going adventurers for its ability to harness the four winds to do the ring-bearer's will. The ring creates small gusts of wind when the wearer is attacked, granting a +2 deflection

bonus to the wearer's AC. Additionally, the character can use *feather fall* upon herself as an immediate action at any time, even when it isn't her turn. Finally, with a command word the wearer can use the ring to bring about a *stormrunner's ward* effect three times per day.

Moderate abjuration, evocation [air], transmutation; CL 3rd; Forge Ring, feather fall, mage armor, stormrunner's ward; Price 20,000 gp.

Landwalking: This brass ring has a pattern of fish scales etched into it. An aquatic humanoid or monstrous humanoid who dons the ring develops legs and feet (if it does not already have them), which persist as long as the ring is worn. It loses its swim speed, but gains a land speed of 30 feet. The ring also confers *air breathing* on the wearer.

Strong transmutation; CL 5th; Forge Ring, air breathing, fins to feet; Price 10,000 gp.

Ring of Lightning Flashes: Made from interwoven bands of copper and electrum, a *ring of lightning flashes* offers a unique defense against monsters that grapple, engulf, swallow, or otherwise get entirely too close to the wearer. As a purely mental standard action, the wearer can cause the ring to emit a powerful blast of lightning that deals 5d6 points of electricity damage (Reflex DC 13 half) to all other creatures within 5 feet. Any creature that is currently in physical contact with the ring's wearer (grappling, engulfing, and so forth) receives no saving throw against the blast. The ring's wearer can invoke the lightning flash even when grappled, swallowed, engulfed, or paralyzed. A *ring of lightning flashes* is usable three times per day.

Faint evocation; CL 5th; Forge Ring, lightning bolt; Price 11,250 gp.

Ring of the Viper: Fashioned of green serpentine stone, this ring is carved in the shape of a tiny viper biting its own tail. When the wearer makes a successful unarmed attack, the viper releases its tail and automatically bites the same target. The wearer's attack deals 1 extra point of damage and injects venom into the target (injury, Fortitude DC 11, initial and secondary damage 1d6 Con).

Moderate conjuration and necromancy; CL 7th; Forge Ring, poison, summon monster I; Price 8,000gp.

Serpent Ring: Fashioned of plain brass and shaped to resemble an open-mouthed snake wrapped around its own tail to form a band, serpent rings are often used as pass tokens by serpentfolk, scalykind, and cultists of Tiamat, Set, Sseth, and Varae. (They are especially common in the Sauringar tribe of the yuan-ti.) Spell wards in temples dedicated to these deities are often keyed to allow passage by the bearer of such rings. An openly displayed serpent ring attracts immediate, suspicious attention from those who venerate serpentkind. The wearer of a serpent ring is immune to all serpent venom and gains a +3 bonus on saving throws against poison or acid damage. In addition, a viper weapon never attacks the wearer of a serpent ring, whether or not it is openly displayed.

Moderate abjuration and conjuration; CL 7th; Forge Ring, neutralize poison, protection from energy (acid); Price 5,000 gp.

RODS

In this section we will detail the rods unique to, or common upon, Solinar.

<u>Specific Rods</u>	<u>Market Price</u>
Dowsing Rod	12,000gp
Legendary Mariner	20,000gp

Dowsing Rod: This rod, made from white birch, always feels cool, damp, and supple to the touch. It points to the nearest source of potable water within 1 mile.

Faint divination; CL 3rd; Craft Wondrous Item, locate object; Price 12,000 gp; Weight 1 lb.

Rod of the Legendary Mariner: Crafted of brass and a piece of highly polished driftwood, the *rod of the legendary mariner* makes life aboard a ship easier, granting its bearer a +5 bonus on Profession (sailor) checks. Additionally, the *rod of the legendary mariner* can be used to bring forth a *purify food and drink* effect three times per day, a *create water* effect three times per day, and a *detect ship* effect once per day.

Moderate varies; CL 5th; Craft Rod, purify food and water, create water, detect ship, must have at least 8 ranks in Profession (sailor); Price 20,000 gp.

SCEPTERS

A scepter is a slender device that looks much like a rod or a wand. Scepters are generally more powerful than wands but easier to make than staves. A scepter can hold one or two spells of up to 7th level. When calling forth the desired effect, the wielder uses the caster level (minimum 6th) and the save DC set by the scepter's maker.

- **Physical Description:** Scepters are usually forged from bronze, iron, silver, or another metal and adorned with enameling or inlaid precious gems. A scepter measures about 2 feet in length and weighs 2 to 3 pounds. It has a decorative head in the shape of a dragon's talon, a mounted crystal, a clenched fist, or some similarly rounded object. A typical scepter has 10 hit points, hardness 8, and a break DC of 24.

- **Activation:** Scepters use the spell trigger activation method, so casting a spell from a scepter is usually a standard action that does not provoke attacks of opportunity. To activate a scepter, the wielder must hold it forth or brandish it in one hand.
- **Charges:** A scepter has 50 charges upon creation. Each spell effect it contains can be used as many times as desired, up to the limit of the charges remaining in the scepter. A scepter that contains two spells, however, may require a different number of charges to produce each of its effects. A spell of 1st through 4th level drains 1 charge per use, while a spell of 5th through 7th level drains 2 charges per use.

STAVES

In this section we will detail the staves unique to, or common upon, Solinar.

<u>Specific Staves</u>	<u>Market Price</u>
Battle Staff of Aver	70,000gp
Stone Staff	71,250gp
Staff of the Dragon	75,000gp
Staff of the Waves	65,000gp

Battle Staff of Aver: These staves were crafted by Goldsun of Trademeet in times long past, limiting them to a total of 20 in all. He was known to wield one of more powerful affects himself, but the others are either lost on various campaigns by Battle Mages of Trademeet, or are in the capable hands of some of these same Mages. Each is made of darkwood chased with heavy silver inlays and crowned with a softly glowing moonstone. Battle Staff of Aver allows use of the following spells.

- Arcane sight (1 charge)
- Fly (1 charge)
- Dimension door (2 charges)
- Minor globe of invulnerability (2 charges)
- Animate object (3 charges)
- Chain lightning (3 charges)
- Hold monster (3 charges)
- Passwall (3 charges)
- Wall of force (3 charges)
- Forcecage (4 charges)

Strong evocation; CL 15th; Craft Staff, animate object, arcane sight, chain lightning, dimension door, fly, forcecage, hold monster, minor globe of invulnerability, passwall, wall of force; Price 70,000 gp.

Stone: This staff is a thin, 1-inch-diameter staff made of petrified wood with hardness 8 and 15 hit points. It allows use of the following spells.

- Stone shape (1 charge)
- Wall of stone (2 charges)
- Stone shape, greater* (2 charges)

Strong conjuration and transmutation; CL 13th; Craft Staff, greater stone metamorphosis, greater stone shape, stone metamorphosis, stone shape, wall of stone; Price 71,250 gp.

Staff of the Dragon: A Staff of the Dragon is an ebony rod of metal with a spike at one end and five dragon heads arrayed at the top; one of each of the colors of a Chromatic Dragon. A Staff of the Dragon is enchanted to emulate one of the breath weapons of a Dragon as indicated below:

- White Dragon: 2d4 damage (1 charge)
- Green Dragon: 2d6 damage (2 charges)
- Black Dragon: 2d8 damage (3 charges)
- Blue Dragon: 2d10 damage (4 charges)
- Red Dragon: 2d12 damage (5 charges)
- Any 2 at once (Add the charges)
- Any 3 at once (Add the charges)
- Any 4 at once (add the charges)
- All at once (15 charges)

Staff of the Waves: This coral staff is shaped like an eel. It allows use of the following spells:

- *create water* (1 charge)
- *wind wall* (1 charge)
- *control water* (2 charges)

- *control winds* (2 charges)
- *control currents* (2 charges)

Strong conjuration, evocation, and transmutation; CL 11th; Craft Staff, control currents, control water, control winds, create water, wind wall; Price 65,000 gp.

WONDROUS ITEMS

In this section we will detail the wondrous items unique to, or common upon, Solinar.

<u>Specific Wondrous Item</u>	<u>Market Price</u>
Amulet of Inviolable Form	11,000gp
Breathing Mask	1,000gp
Finned Gauntlets	10,000gp
Mantle of Energy Resist	18,000-126,000gp
Obi of the White Lotus Master	48,000gp
Shirts of Power	
Angels	76,000gp
Bone	58,000gp
Chains	58,000gp
Demonskin	76,000gp
Fey	76,000gp
Inevitable	76,000gp
Ironskin	90,000gp
Moon	76,000gp
Resilience	58,000gp
Slaadskin	76,000gp
Treant	58,000gp
Virian's Spellbook	25,000gp

Amulet of Inviolable Form: This mystic amulet is set with seven red garnets. Whenever the wearer is subjected to a spell or effect that would significantly change her bodily form or composition, she can expend one charge to negate the transformation. She must decide whether to use the charge before she attempts a saving throw. Effects that the amulet protects against include polymorph, petrification, gaseous form, and transformative attacks such as the touch of an aboleth's tentacle or a chaos beast. The amulet has 7 charges, one for each garnet; the garnets turn dull black as charges are expended.

Moderate abjuration; CL 9th; Craft Wondrous Item, break enchantment; Price 11,000 gp.

Breathing Mask: While not a magical item, its creation requires the use of alchemy, and it is thus listed here. This mask covers the user's whole face and is fitted with goggles and a bag of an alchemical substance that allows the wearer to breathe for up to 4 hours. With the mask on, the wearer can ignore the effects of noxious fumes, inhaled toxins, and even function underwater or in an airless environment. The item consists of a masterwork leather mask with goggles (cost 50 gp), and the alchemical air supply, which costs 950 gp and is manufactured on a successful Alchemy check (DC 20). A partially used air supply cannot be combined with another partially used supply to get a fresh supply, but it can be discarded and replaced with a new supply.

Cost: 1,000 gp; Weight: 5 lb.

Finned Gauntlets: These sharkskin gauntlets are adorned with sweeping fins. The wearer gains a natural swim speed of 30 feet, with a +8 competence bonus on Swim checks to perform some special action or avoid a hazard. The wearer can always take 10 on a Swim check, even if distracted or endangered, and can use the run action while swimming. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, alter self; Price 10,000 gp; Weight 1 lb.

Mantle of Energy Resistance: This garment is made of silky, smooth cloth woven through with strands of colored thread. The color of the thread corresponds to the type of energy the cloak resists: green for acid, white or blue for cold, yellow for electricity, red for fire, and black or iridescent for sonic. The cloak grants the wearer energy resistance 10 against the indicated type of energy. A basic mantle of energy resistance protects against only one type of energy, but more expensive ones that protect against multiple energy types are also popular.

Faint abjuration; CL 3rd; Craft Wondrous Item, resist energy; Price 18,000 gp (one energy type), 54,000 gp (two energy types), 90,000 gp (three energy types), 126,000 gp (four energy types), 162,000 gp (all five energy types); Weight 1 lb.

Obi of the White Lotus Master: Constructed of the purest silk and delicately decorated with masterful brushstroke representations of lotus petals, the obi of the white lotus master is reputedly the belt worn by a master warrior-philosopher before he attained Perfection. Anyone of lawful alignment wearing the obi receives a +4 armor bonus to Armor Class. If worn by a monk, this item

reveals its true nature. When tightened around the waist of a lawful neutral character with the unarmed strike ability or Improved Unarmed Strike feat, the obi enhances its wearer's perception, allowing her to see her opponents' intentions and granting her the opportunity to counter or avoid attacks. This effect causes any foe to suffer a 20% miss chance when attacking the wearer. If the obi of the white lotus master's wearer is denied her Dexterity bonus, she cannot make use of the obi's enhancement of perception, and the obi only provides its +4 bonus to Armor Class.

Faint abjuration; CL 3rd; Craft Wondrous Item, mage armor, owl's wisdom; Price 48,000 gp; Weight 1 lb.

Quiver of Plenty: Crafted by Nestaril the Undying, one of the most venerated elven wizards of a previous age, these rare quivers are prized by those who own them. Although elves of ancient and noble lineage occasionally inherit a quiver of plenty from their forefathers, most of these items were destroyed long ago. Until recently no sage could duplicate these valuable magical items. Quivers of plenty are frequently made from leather of rich browns and verdant greens. At a foot long and about half as wide, the face of a quiver of plenty is a work of art, covered in resplendent reliefs representing images of the natural world, such as monkey-filled glades, packs of animals, or ancient deities of nature. Aside from its rich coloration and wonderful design, the quiver is otherwise like any other: A simple leather strap allows its owner to attach it to his back or waist. A quiver of plenty provides its owner with a limitless supply of various types of masterwork arrows. Whenever the owner reaches into the quiver of plenty his mental desire causes it to instantly create an arrow of the desired type that remains in existence long enough to fire. The quiver of plenty can create an infinite number of wooden arrows, steel-tipped arrows, silver-tipped arrows, and cold-iron-tipped arrows. It can also create five adamantine-tipped arrows each day. If the quiver's owner drops, hands off, or otherwise lets go of a created arrow in a way that isn't firing it from a bow, the arrow disappears. All arrows created by a quiver of plenty dissipate into nothingness immediately after they strike a solid object (whether the intended target or not).

Strong conjuration; CL 9th; Craft Wondrous Item, major creation; Price 18,000 gp; Weight 1 lb.

Shirts of Power: *Shirts of Power* come in many different varieties. Most common in Tyrnus, they can be found in other locations sporadically. *Shirts of Power* have the same resizing ability as those noted under Armor above. There are many different types of shirts, as shown below:

- **Shirt of the Angels:** This shirt seems durable despite being composed entirely of feathers (said to be taken from a living angel). The shirt grants the wearer damage reduction 5/evil. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 76,000 gp.*
- **Shirt of Bone:** This shirt grants the wearer damage reduction 5/bludgeoning. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 58,000 gp.*
- **Shirt of Chains:** This shirt grants the wearer damage reduction 5/piercing. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 58,000 gp.*
- **Shirt of Demonskin:** This shirt, composed of bits of demon skin sewed together, grants the wearer damage reduction 5/good. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 76,000 gp.*
- **Shirt of the Fey:** This light blue shirt fades, becoming almost impossible to see once worn, leaving only the faint scent of grass behind. The item grants the wearer damage reduction 5/cold iron. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 76,000 gp.*
- **Shirt of the Inevitable:** This item is actually the metallic chestplate from a noble of the inevitable constructs of Mechanus, which grants the wearer damage reduction 5/chaos. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 76,000 gp.*
- **Shirt of Ironskin:** This shirt is made of plates of iron grants the wearer damage reduction 5/adamantine. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 90,000 gp.*
- **Shirt of the Moon:** This gleaming silvery shirt grants the wearer damage reduction 5/silver. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 76,000 gp.*
- **Shirt of Resilience:** This sturdy leather shirt grants the wearer damage reduction 5/magic. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 58,000 gp.*
- **Shirt of Slaadskin:** This shirt of scaly slaad skin grants the wearer damage reduction 5/lawful. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 76,000 gp.*
- **Shirt of the Treant:** This leafy vest grants the wearer damage reduction 5/slashing. *Strong abjuration and perhaps evocation (if miracle is used); CL 18th; Craft Wondrous Item, stonesskin, miracle or wish; Price 58,000 gp.*

Virian's Spellbook: Created originally by the Wizard Virian of Aver and spread far and wide by wizards everywhere, these spellbooks are a traveling wizard's best friend. Able to hold 60 spells, the number of pages increases magically to accommodate the higher amount of spells. However, that is not all. Two other things make these spellbooks great indeed. Each is completely waterproof, allowing a mage to full submerge himself without harming the tome. Lastly, the spellbook folds in upon itself, decreasing its size and overall weight (making the spellbook weigh 5lbs at all times).

Strong transmutation; CL 10th; Craft Wondrous Item, major creation, dimension door; Price 25,000 gp; Weight 5 lbs.

LIFEBOUND ITEMS

Lifebound items are those magical items that have been invested with the life-force of the creator/wielder, enabling the item to go beyond the normal limitations of other similar magical items. In Solinar, Lifebound items take the place of Item Familiars, Legacy Items, and Artifacts. In short, neither of these three types of magical items exists. In their place are the Lifebound items. Lifebound items can be created by characters, but require specific requirements as detailed below. They can also be ‘found’ during adventures.

The first of these requirements is to determine the cost of creating the base item itself. Rules for "found" Lifebound Items are included below as well. As you grow in power, your Lifebound Item will grow as well, up to the limit of their type. Lesser Lifebounds may only go to 3rd Level. Intermediate Lifebounds may go up to 6th Level. Greater Lifebounds are able to reach 10th (maximum) level. The level of a Lifebound Item is limited to half the level of the wielder, leveled down. The Lifebound Item will automatically increase in bonuses (pluses to hit and damage, as well as AC, as appropriate). For every level, the Lifebound Item gets 1 point to add to its EGO Score in 1 of the 3 attribute (INT, WIS, or CHR). Each of these attributes begins at 10 points. See the chart below:

Wielder Level	Item Level	XP & HP Cost	Max. Bonus	Ability
2	1	1 point of Constitution	MW	Special Purpose, Special Purpose Power
4	2	1000 XP and 1 Hit Point	+1	Lesser Power
6	3	1000 XP and 1 Hit Point	+2	Intermediate Power, Ability Score Boost
8	4	1000 XP		Special Purpose Power, Lesser Power, Greater Power
10	5	1000 XP and 1 Hit Point	+3	Intermediate Power
12	6	1000 XP		Special Purpose, Lesser Power
14	7	1000 XP and 1 Hit Point	+4	Special Purpose Power, Intermediate Power, Greater Power
16	8	1000 XP		Lesser Power, Ability Score Boost
18	9	1000 XP and 1 Hit Point	+5	Intermediate Power
20	10	1000 XP		Special Purpose Power, Lesser Power, Greater Power

When a Lifebound Item is created, or bound to a new wielder, the process of leveling the item must begin. When a Lifebound Item levels, the wielder is infusing it with their experience and essence in order to bind it more closely to them and increase its power. This is represented in game terms as a requirement to sacrifice both Hit Points and Experience to the item in order to bring it up in level. Experience points sacrificed in this way CAN bring its wielder down in level, therefore care must be taken when sacrificing Experience points to ensure the wielder does not drop below the minimum required Wielder Level.

Lifebound Item Creation

Much like Magical Item Creation, Lifebound Items have a specific method that will allow anyone with the resources and skill to create them. Firstly, we must address base requirements for the Lifebound Item. Below lists the prerequisites necessary for creation.

- Item Creator must have the appropriate crafting Feats (*Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring*) to craft the particular type of Lifebound Item desired. This need not be the wielder.
- Masterwork Base Item: The base item must be crafted, or purchased, at Masterwork quality.
- Creation Rules must be followed starting on page 285. Magic Armor, Magic Weapons, Rings, Rods, Scepters, Staffs, and Wondrous Items are the only types that may be used for Lifebound Items.
- The Gold Piece value of the item must be paid for the ‘Material’ and ‘Magic Supplies Cost’ from the Dungeon Master’s Guide, page 284 in addition to Table 7-33: Estimating Magic Item Gold Piece Values on page 285.
- The XP cost must be paid. Reference Dungeon Master’s Guide, page 284. This can be paid by either the crafter or the wielder.
- **NOTE:** Lifebound Items cannot have new abilities added to them after initial crafting unlike other magical items as they increase in power through investment and leveling. Additionally, a Lifebound Item will make its own choices on the abilities it grants to its wielder. The only exception to this is the initial crafter/bonder. They have significant influence and can request an ability or something similar be added to the item as it increases in level.

Creation Process

Once the initial cost of creating a base item to become Lifebound has been determined, the creator must then initiate the Lifebound Creation Process. In order to do so, a *Simulacrum* spell (Arcane 7th Level Spell) is cast onto the item, with the chosen wielder and item as source/targets of the spell. This may be cast from a scroll or may be cast by another person.

At that point, the item begins the bonding process with the wielder. When the *Simulacrum* spell is cast, the creator must determine the power level of the item that will be created. When the power level of the Lifebound Item is determined, the creator then must have the

chosen wielder bequeath life essence to the item. The amount of life essence (Hit Points in game terms) is based upon the Power Level wanted, as indicated below. Hit Point sacrifice for this is permanent.

Power Level	Cost
Lesser Lifebound Item	5 Hit Points
Intermediate Lifebound Item	10 Hit Points
Greater Lifebound Item	15 Hit Points

1. Determine Special Purpose

All Lifebound Items have special purposes to them chosen during creation. An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies, and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others. A lofty—and probably unrealistic—goal, to be sure.

The Special Purpose chosen may not be so vague as to be "always active". This means that a Special Purpose of "Defend Dwarves" cannot be used. Special Purposes are often unique to each item and reflect their reason for existing. A few examples are: "Slay Evil Spellcasters", "Fight against the Evil Gods", "Slay Dragons" (or other creature-type), and "Defend Aver" (or other location). There must always be a limitation on the time for these Specials to be actively engaged. "Slay Dragons" for example is only active when one is fighting a Dragon physically, not during the lead-up to the battle. "Defend Aver" is only active when fighting the enemies of Aver (or other locations) such as a battle against Nephidia or against an assassin sent to kill the King.

2. Determine Special Purpose Power(s)

A special purpose power operates only when the item is in pursuit of its special purpose. This is always up to the purview of the item. It should always be easy and straightforward to see how the ends justify the means. That is to say that if the player's reasoning for how a particular action serves the item's purpose is not completely believable, the item won't allow it. It is important to note that the powers gained are completely random in nature. ALL Lifebound Items gain *True Resurrection* one time. Use of this power causes the Lifebound Item to disintegrate completely as all invested life force is drained from the weapon, enhanced with its magic, and returned to the wielder.

D%	Special Purpose Power
01-05	Wielder no longer needs to sleep (see lack of sleep in House Rules)
06-20	Wielder gains a +1 Deflection Bonus to Armor Class
21-25	Wielder no longer needs to breathe (though may)
26-35	Wielder gains a +2 Deflection Bonus to Armor Class
36-40	Wielder gains Fast Movement 10'
41-50	Wielder gains the Specialization Feat if a Weapon, reroll otherwise
51-55	Wielder gains a +3 to lowest Saving Throw
56-65	Wielder gains Fast Movement 5'
66-70	Wielder gains a +3 Deflection Bonus to Armor Class
71-80	Wielder gains a +2 to lowest Saving Throw
81-85	Wielder no longer needs to eat (though may)
86-100	Wielder gains a +1 to lowest Saving Throw

3. Determine Gold Piece Cost

At this point, the monetary cost per ability enters. Each of the powers must be 'cast' into the Lifebound item. Though a wielder may not yet have the ability to use one or more of the abilities based upon the level of the Lifebound Item, the full cost must be paid and the powers desired must be instilled into the item. For example, if one of the abilities given to the wielder is an increase in the wielder's Strength score, Bull's Strength must be cast into the item. If the item has the ability to cast a Fireball this spell must be cast into the item itself. If the creator is not able to cast a spell with the desired effect, he may have another do so for him, but will incur the cost of the spell (monetary and special component-wise). All spells and effects cast into the item will have the caster's spell level, minus 2.

Effect	Cost
Per Special Purpose	250gp
Per Special Purpose Power	See PHB p129
Per Lesser Power	See PHB p129
Per Intermediate Power	See PHB p129
Per Greater Power	See PHB p129

4. Determine Communication Type

After the spells and effects have been determined and infused into the item, a communication method must be instilled into the item, if desired. The communication methods, as well as the spell that needs to be infused into the item, is listed below. Multiple methods requires multiple spells and payments. This can be cost prohibitive, therefore many Lifebound Items have no method of communication or simply can vibrate.

Communication Type	Cost
No Communication	None
Any Communication – Requires Comprehend Language spell	100gp
Vibration – Requires Detect Thoughts spell	250gp
Empathy – Requires Suggestion spell	1000gp
Telepathy – Requires Telepathic Bond spell	2500gp
Cost of Comprehend Languages 1 st level arcane spell (2 nd level caster required)	20gp
Cost of Detect Thoughts 2 nd level arcane spell (4 th level caster required)	80gp
Cost of Suggestion 3 rd level arcane spell (6 th level caster required)	180gp
Cost of Telepathic Bond 5 th level arcane spell (10 th level caster required)	500gp

5. Determine Gained Powers

All Lifebound Items, to include the weakest of them, have at least its Special Purpose power it bequeaths to its welder. However, there are Lifebound Items in the world of Solinar that are far more powerful than that. Using the chart below, one can see that Lifebound Items can become quite powerful indeed. Keep in mind that the below charts are a guide only. Individual items may have completely different powers than those listed as available below. It is important to note that no Lifebound Item may have above a 6th level spell infused into it.

Lesser & Intermediate Lifebound Powers

D%	Lesser Power	D%	Intermediate Power
01-05	+3 to Balance and Tumble Checks	01-05	DR 3/-
06-10	+1 to STR	06-10	1 st Level Divine Spell, 2/Day (10 th Level)
11-15	+3 to Knowledge (Religion) and Heal Checks	11-15	1 st Level Arcane Spell, 2/Day (10 th Level)
16-20	+1 to Armor Class or +1 to one Saving Throw	16-20	2 nd Level Arcane Spell, 1/Day (15 th Level)
21-25	+3 to Diplomacy and Sense Motive Checks	21-25	3 rd Level Divine Spell, 1/Week (20 th Level)
26-30	+1 to DEX	26-30	New Feat Added or Item Descriptor
31-35	+3 to Jump and Climb	31-35	+1 to STR or CON or +2 to Fortitude Saves
36-40	New Feat Added or Item Descriptor	36-40	1 st Level Divine Spell, 2/Day (10 th Level)
41-45	+3 to Knowledge (Nature) and Survival Checks	41-45	1 st Level Arcane Spell, 2/Day (10 th Level)
46-50	+1 to CON	46-50	2 nd Level Arcane or Divine Spell, 1/Day (15 th Level)
51-55	+3 to Handle Animal and Ride Checks	51-55	3 rd Level Arcane or Divine Spell, 1/Week (20 th Level)
56-60	+2 to Armor Class or +2 to one Saving Throw	56-60	+1 to DEX or INT or +2 to Reflex Saves
61-65	+3 to Disable Device and Sleight of Hand Checks	61-65	New Feat Added or Item Descriptor
66-70	+1 to INT	66-70	DR 3/Chosen Energy Type
71-75	+3 to Listen and Spot Checks	71-75	DR 5/Choose Energy Type
76-80	New Feat Added or Item Descriptor	76-80	1 st Level Divine Spell, 2/Day (10 th Level)
81-85	+3 to Hide and Move Silently Checks	81-85	1 st Level Arcane Spell, 2/Day (10 th Level)
86-90	+1 to WIS	86-90	2 nd Level Divine Spell, 1/Day (15 th Level)
91-95	+3 to Gather Information and Search Checks	91-95	3 rd Level Arcane Spell, 1/Week (20 th Level)
96-97	+3 to Armor Class or +3 to one Saving Throw	96-97	New Feat Added or Item Descriptor
98-99	+3 to Knowledge (Arcana) and Spellcraft Checks	98-99	+1 to WIS or CHR or +2 to Will Saves
100	+1 to CHR	100	DR 5/-

Greater Lifebound Powers

D%	Greater Power	D%
01-05	DR 5/-	01-05
06-10	4 th Level Divine Spell, 2/Day (10 th Level)	06-10
11-15	4 th Level Arcane Spell, 2/Day (10 th Level)	11-15
16-20	5 th Level Arcane Spell, 1/Day (15 th Level)	16-20
21-25	6 th Level Divine Spell, 1/Week (20 th Level)	21-25
26-30	DR 5/Choose Energy Type	26-30
31-35	4 th Level Divine Spell, 2/Day (10 th Level)	31-35
36-40	4 th Level Arcane Spell, 2/Day (10 th Level)	36-40
41-45	5 th Level Divine Spell, 1/Day (15 th Level)	41-45
46-50	6 th Level Divine or Arcane Spell, 1/ Week (20 th Level)	46-50
51-55	5 th Level Arcane Spell, 1/Day (15 th Level)	51-55
56-60	4 th Level Arcane Spell, 2/Day (10 th Level)	56-60
61-65	4 th Level Divine Spell, 2/Day (10 th Level)	61-65
66-70	DR 8/Choose Energy Type	66-70
86-90	4 th Level Divine Spell, 2/Day (10 th Level)	86-90
91-95	4 th Level Arcane Spell, 2/Day (10 th Level)	91-95
96-97	5 th Level Divine Spell, 1/Day (15 th Level)	96-97
98-99	6 th Level Arcane Spell, 1/ Week (20 th Level)	98-99
100	DR 8/-	100

Finding a Lifebound Item

Sometimes a character may come across a Lifebound Item out in the world. A Lifebound Item is limited upon the powers it can have based upon the type it is; Lesser, Intermediate, or Greater. When someone finds a Lifebound Item, that power level must first be determined. When this happens, roll on the following tables.

Level of Power	% Roll
Lesser Lifebound Item	01-85%
Intermediate Lifebound Item	85-95%
Greater Lifebound Item	96-100%

Afterwards, the potential wielder must overcome and dominate the item if the item tries to exert its will if not of a compatible alignment. The Lifebound Item's Alignment and Compatible Alignments are as follows:

Item Alignment	% Roll	Compatible Alignments
Lawful Good	01-05%	LG or LN
Lawful Neutral	06-15%	LG, LN, or CG
Lawful Evil	16-25%	LE, NE, or CE
Neutral Good	26-35%	LG, NG, or CG
True Neutral	36-65%	Any
Neutral Evil	66-75%	LE, NE, or CE
Chaotic Good	76-85%	NG, CG, or CN
Chaotic Neutral	86-95%	CG, CN, or CE
Chaotic Evil	96-100%	LE, NE, or CE

If a character is not of a compatible alignment with the Lifebound Item found, a struggle will ensue. First, determine the item's level then determine the item's final EGO Score

Lifebound Item Level	% Roll	Lifebound Item Level	% Roll
1 st Level Item	01-05%	6 th Level Item	66-80%
2 nd Level Item	06-10%	7 th Level Item	81-85%
3 rd Level Item	11-25%	8 th Level Item	86-90%
4 th Level Item	26-40%	9 th Level Item	91-95%
5 th Level Item	41-65%	10 th Level Item	96-100%

EGO Adjustment	EGO Mod	EGO Adjustment	EGO Mod
Lesser Lifebound Item	+1	Per Intermediate Ability	+2
Intermediate Lifebound Item	+3	Per Greater Ability	+3
Greater Lifebound Item	+5	Item is Empathic	+1
Per Special Purpose	+1	Item is Telepathic	+3
Per Lesser Ability	+1	Per +1 of each Attribute Bonus	+1

(For example: We'll take a Greater Lifebound Dagger at Item Level 10 and Telepathic. We will assume that the wielder added his points to one (1) attribute in order to get it as high as they could. Therefore the base EGO Score will be a 37. This represents the absolute maximum that a Lifebound Item can ever be. As you can see, the less powerful the item in terms of level and type, the less difficult it would be to overcome any dominance the item tries to exude.)

When a Lifebound Item is discovered this way, it is possible for the wielder to "possess" it and become the focus of its bond. Bonding to a new Lifebound Item will always set it back to 1st Level, requiring the sacrifice of 1 point of Constitution in order to begin the bonding process. From this point forward the wielder can level the Lifebound Item by paying the required costs.

NOTABLE LIFEBOUND ITEMS

The following items are all powerful Lifebound Items across the face of Solinar. There are more, of course, but herein I shall endeavor to illustrate what these particular items are, what they can do, and give a brief history of the items themselves

Armor of Hestis

The Armor of Hestis was forged by the Dwarves during the Second Age. Hestis was a great hero to the Dwarven people, defending the lower reaches of their realm when others could not. The Armor was said to be touched by the Dwarven Gods themselves, but was lost when Hestis fell in battle with the Illithids.

Appearance: The Armor of Hestis is a suit of full platemail with a reddish tinge to the metal and spikes on it. The helmet of the armor has two very large horns sticking out of the top.

Special Purpose: To defend the Dwarven people of Solinar from enemies meaning them harm.

Statistics: Grants *Alertness* to Wielder, INT 12, WIS 10, CHR 18

Alignment: Lawful, Good

Communication: Telepathy



Blade of Raran

The Blade of Raran was forged at the beginning of that Kingdom's existence... being the sword of the First King. When it was passed to the Second King, a being that the Blade found to be unworthy, it was lost during a battle with dissidents of Netal. It has not been seen since this time.

Appearance: The Blade of Raran appears to be a bastard sword with black leather hand-grips and a set of wings that served as the hilt. The pommel of the sword is a black gemstone.

Special Purpose: To defend the people of the Kingdom of Raran.

Statistics: Grants *Alertness* to Wielder, INT 18, WIS 12, CHR 10

Alignment: Lawful, Good

Communication: Telepathy



Lion's Claw

The Lion's Claw is a fabled item among Felians on Solinar. First crafted by the Ashante Tribe, the original tribe of Felians on the face of Solinar, the Lion's Claw has been featured in some of the more epic adventures told around the campfires of the Tribes. Wielded by the great Mufano originally, Lion's Claw has been the difference in many a battle of the far past. The tales speak of only three wielders of the Claw throughout the ages and it is said to have been lost in "the mists of the mountains to the east... among the honored dead of our people it lies... waiting for one worthy to wield it". Or so the tales' say.

Appearance: Lion's Claw appears to be a gauntlet in the shape of a lion's forelimb. When donned the Lion's Claw will cover from the elbow to the first knuckle of the hand. The knuckle on the hand each seem to have a slot for a gemstone of some sort, but appear to be vacant at this time.

Special Purpose: To defend all good-aligned Felians and Felian Tribes whenever they are in need.



Statistics: Grants *Alertness* to Wielder, INT 11, WIS 19, CHR 10

Alignment: Neutral, Good

Communication: Empathy

Maul of the Bear

The Maul of the Bear was said to be wielded by the great Bear Clan warrior, Hargoon. The Maul was said to be used in the Bastion Battle, a great conflict that occurred between members of the Bear Clan that made their home in the Bastion Mountains and Orcs they encountered there. Great swaths of this Maul would fell many enemies it is said, adding to the legend that is Hargoon. It is known that Hargoon himself disappeared, but where he went is unknown, nor is the fate of the Maul of the Bear.

Appearance: A great block-ended maul with a notch, showing the image of a bear's open mouth. The other end of this hammer-like head is a great pike or squared design. The haft appears to be made of wood, but is in fact steel carved to look that way. The end cap is a simple rounded spike that protrudes about 3" from the end.

Special Purpose: To defend the Bear Clan against their enemies.

Statistics: Grants *Alertness* to Wielder, INT 11, WIS 10, CHR 19

Alignment: Lawful, Good

Communication: Empathy



Orc Bane “オークベイン” or “Ōkubein”

When it was again found in -4012 U.C., a young Earth Genasi used it in battles against Orcish encroachers to their ancestral lands. Giving his life in combat, the bow was lost again for some time, having fallen into the hands of the Orcs of the region. Sometime around -1000 U.C., no one is sure when, it appeared on the surface world again, this time in the hands of a Half-Gray Orc who had escaped the clutches of the Green Orcs. Smaller of size than the others of his kind, the Half-Gray Orc would use the bow in his battles against the Orcs as well, eventually winning his freedom and fleeing northward. It is here that the story of the Heartseeker vanishes from Solinar as the Half-Orc disappeared from the world.

Appearance: This shortbow appears to be made of a hard, dark wood with metal ends appearing for all the world as feathered limbs. The grip is wrapped in a lighter-colored leather from an unknown animal, well-worn with age and use.

Special Purpose: To destroy Orcs, where ever we may find them.

Statistics: Strength-Rated Short Bow, Grants *Alertness* to Wielder, INT 16, WIS 12, CHR 12

Alignment: Chaotic, Good

Communication: Empathy



Spear of the Winds

The Spear of the Winds origin is shrouded in mystery, though it is thought to have been crafted originally by a worshipper of Liandra, Goddess of Freedom. Once wielded by one of the founders of Dragon's Den, the spear was lost during a great battle with a Red Dragon.

Appearance: The Spear of the Winds appears to be a greatspear when first found, though it is known to have the ability to resize itself. The Spear has a black head, two black leather wraps, on a black steel shaft, with a black strap at the end.

Special Purpose: To slay the enemies of freedom.

Statistics: Grants *Alertness* to Wielder, INT 14, WIS 14, CHR 12

Alignment: Chaotic, Good

Communication: Telepathy



Steel Lash

Steel Lash is a weapon created in Nephidia for the first Lord of Retana, back when only one existed. The Steel Lash was a weapon of pure torture to those who encountered it, a weapon designed to inflict pain and spread the message of hate that is Nephidia.

Appearance: The Steel Lash appears to be a chain whip with a reddish-brown leather wrapped handle. The end of this whip is either a blunt, rounded ball or a spike, depending on the whim of the wielder.

Special Purpose: To slay the enemies of Nephidia

Statistics: Grants *Alertness* to Wielder, INT 13, WIS 12, CHR 15

Alignment: Chaotic, Evil



Communication: Telepathy

Sword of Ashante

The Sword of Ashante was forged by the Felians at the same time that the Lion's Claw was crafted, the companion item to the Lion's Claw. Meant to be the power of the Tribe, the Sword of Ashante held great ability to slay the enemies of the Tribe. The legendary Mufano would only end up wielding this blade for a short time however, as it was lost in a battle against Dragons and their Kin.

Appearance: The Sword of Ashante appears as a knife at first, the hilt appearing as lion's head, while the pommel appears to be the tip of a lion's tail. It is known that this Sword possesses the ability to be able to change in size, starting as a knife, changing to a single-edge short sword, and ending as a scimitar in its third form.

Special Purpose: To destroy the enemies of all good-aligned Felians in need.

Statistics: Grants *Alertness* to Wielder, INT 17, WIS 12, CHR 11

Alignment: Neutral, Good

Communication: Telepathy



CHAPTER 11: THE BESTIARY

What follows are creatures one finds upon Solinar that may not be found anywhere else, or may be prominent enough that bringing to light here serves as a resource to use them on Solinar. Herein we shall endeavor to describe those monsters not found in other worlds commonly, but which may be found upon the world of Solinar.

AVENTI

The being before you seems human at first glance, but his hair has a slight greenish tinge, and his forearms and calves have tough spines lying flat along his skin. He wears leather armor and carries a spear.

The avanti are a race of aquatic humanoids very closely related to humans – in fact, they were human before their transformation at the hands of Aventernus, their god, who sought to preserve his people in the face of the relentless assault by Dragons in ancient times. Those whom survived the purge retreated under the sea. They live in kingdoms ruled by paladin-kings of their god and protected by elite fighters and paladins, including the Order of the Pearl, knights clad in shimmering pearlsteel. Aventi are of human height and proportions, with human features (excepting their hair color, which tends toward green or bluish tints). They have folding spurs or spines on the forearms and calves that anchor swimming fins; when the spines lie flat, they are not very noticeable. An avanti can easily pass for human by covering his legs and arms in long clothing. Aventi speak Common, and many also learn Elven and Aquan, the languages of their neighbors. Most avanti encountered outside their homes are warriors; the information presented here is for one of 1st level.

1st-Level Aventi Warrior

Medium Humanoid (Human, Aquatic)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 30 ft.

Armor Class: 13 (+3 studded leather), touch 10, flatfooted 13

Base Attack/Grapple: +1/+2

Attack: Spear +3 melee (1d8+1)

Full Attack: Spear +3 melee (1d8+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Aventi traits

Saves: Fort +3, Ref +0, Will –1

Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Skills: Handle Animal +2, Intimidate +2, Swim +9

Feats: Weapon Focus (spear)

Environment: Temperate aquatic

Organization: Squad (2–4), company (11–20 plus 2, 3rd-level sergeants and 1 leader of 4th–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often lawful good

Advancement: By character class

Level Adjustment: +0



Aventi Sergeant

3rd-Level Aventi Fighter

Medium Humanoid (Human, Aquatic)

Hit Dice: 3d10+6 (27 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 30 ft.

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

Base Attack/Grapple: +3/+5

Attack: Masterwork halberd +7 melee (1d10+3/×3)

Full Attack: Masterwork halberd +7 melee (1d10+3/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Aventi traits

Saves: Fort +5, Ref +2, Will +2

Abilities: Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12

Skills: Handle Animal +7, Intimidate +5, Swim +12

Feats: Cleave, Iron Will, Power Attack, Weapon Focus (halberd)

Environment: Temperate aquatic

Organization: Squad (2–8), company (11–20 plus 2 3rd-level sergeants and 1 leader of 4th–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 3

Treasure: Standard

Alignment: Often lawful good

Advancement: By character class

Level Adjustment: +0

COMBAT

Aventi are clever warriors who think in three dimensions, preferring to flank opponents by approaching them from both above and below, which tends to confuse surface-dwellers. They usually wear leather armor studded with copper rivets or tough shells, and wield piercing weapons such as spears and short swords, which are not affected by water resistance. The aventi warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis, 9, Cha 8. The aventi sergeant presented here had the following ability scores before racial adjustment: Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

AVENTI AS CHARACTERS

Aventi possess the following racial traits.

—Medium size.

—An aventi's base land speed is 30 feet. In water, an aventi has a swim speed of 30 feet.

—*Aquatic:* Aventi are aquatic humanoids, and have the aquatic and human subtypes.

—*Amphibious (Ex):* Aventi can breathe water or air equally well, without limitation.

—*Water Spell Power (Ex):* An aventi's effective caster level is +1 for spells with the water descriptor.

—*Human Blood:* For all effects related to race, an aventi is considered a human. Aventi are just as vulnerable to special effects that affect humans as humans are, and they can use magic items that are only usable by humans.

—*Automatic Languages:* Common. *Bonus Languages:* Aquan, Elven, Sahuagin.

—*Favored Class:* Any.

CURST

Cursts are undead humanoids trapped under a curse that will not let them die. They are created when an evil spellcaster casts bestow curse on a dying subject, then uses create undead or create greater undead to grant the victim undeath. The skin of a curst pales to an eerie white pallor. The whites of its eyes turn black and the color of the iris deepens, so that its eyes become small pools of glinting darkness. Cursts favor dark-colored clothing and wear cloaks and hoods to disguise their undead status while walking among the living. They prefer darkness to light and tend not to speak unless absolutely necessary. A curst is not controlled by its creator, and it seldom chooses to serve any master who does not offer an escape from its undead condition. In addition, the transformation into an undead being causes some cursts to go slightly mad, reducing their effectiveness as servitors. A remove curse effect destroys a curst, causing it to crumble into dust. A curst speaks whatever languages it knew in life.

Sample Curst

This white-skinned warrior has tortured eyes that reflect the pain of his terrible undead existence. He wears a heavy black cloak over his leather armor and carries an ancient bastard sword in his hands. This example curst uses a 5th-level human fighter as the base creature. Its ability scores before its transformation were Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

CURST 5TH-LEVEL HUMAN

Fighter Medium Undead (Augmented Humanoid)

Hit Dice: 5d12 (32 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 17 (+1 Dex, +3 masterwork studded leather armor, +3 natural), touch 11, fl at-footed 16

Base Attack/Grapple: +5/+9

Attack: Slam +9 melee (1d4+6) or masterwork bastard sword +11 melee (1d10+8/19–20)

Full Attack: Slam +9 melee (1d4+6) or masterwork bastard sword +11 melee (1d10 +8/19–20)

Space/Reach: 5 ft/5 ft.

Special Qualities: Fast healing 1, immunity to cold and fire, spell resistance 17, turning immunity, unkillable, undead traits

Saves: Fort +4, Ref +2, Will -1

Abilities: Str 18, Dex 13, Con —, Int 6, Wis 6, Cha 6

Skills: Climb +10, Listen +1, Ride +7, Spot +1

Feats: Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mobility, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: By character class

Level Adjustment: +3

COMBAT

The curst fights recklessly, knowing that even if it is carved to pieces, it will simply rise again in a matter of hours or days. It often moves past a foe to reach another enemy, counting on its Mobility feat to protect it against any attacks of opportunity that its movement provokes.

Unkillable (Ex): The DC for the caster level check for the remove curse spell to lay this curst to rest is 15.

CREATING A CURST

“Curst” is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature). A curst uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid). Do not recalculate the creature’s base attack bonus, base saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: The curst’s natural armor bonus improves by 3 over that of the base creature.

Attack: A curst retains all the attacks of the base creature and also gains a slam attack if it didn’t already have one. If the base creature can use weapons, the curst retains this ability. A curst fighting without weapons uses either its slam attack or its primary natural weapon (if it has any) when making an attack action. When it has a weapon, it usually uses that instead.

Full Attack: A curst fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: A curst has a slam attack. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the curst’s size. A creature that has other kinds of natural weapons retains its old damage values or uses the appropriate value from the table below, whichever is better.

<u>Size</u>	<u>Base Damage</u>
Small	1d3
Medium	1d4
Large	1d6

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

Fast Healing (Ex): A curst heals 1 point of damage each round so long as it has at least 1 hit point. If reduced to 0 or fewer hit points, it falls to the ground paralyzed, and its fast healing stops. After 1 hour, the curst makes a DC 20 level check. If the check succeeds, the curst regains 1 hit point, its fast healing resumes, and it is no longer paralyzed. If the check fails, the curst must make another check at the same DC 24 hours later, and every 24 hours thereafter until it succeeds and begins to recover hit points again. Thus, even a dismembered curst eventually recovers from its injuries.

Immunity to Cold and Fire (Ex): A curst takes no damage from cold or fire attacks.

Madness (Ex): A curst whose Wisdom score is 1 or 2 is afflicted with bouts of madness. In combat, it has a 5% chance each round to behave erratically. On any round when this occurs, the curst takes no action.

Spell Resistance (Ex): A curst has spell resistance equal to 12 + its character level.

Turning Immunity (Ex): Cursts cannot be turned, rebuked, destroyed, or commanded.

Unkillable (Ex): Only two ways exist to destroy a curst permanently. One is to destroy its body (by total immersion in acid, or disintegrate or undeath to death spell, for example). The other is to remove the curse that keeps it from dying. The caster of the remove curse spell must succeed on a caster level check (DC 10 + the curst’s HD) to successfully remove the curse.

Abilities: Change from the base creature as follows: Str +2, Int -4 (minimum 3), Wis -6 (minimum 1), Cha -2 (minimum 1). As an undead creature, a curst has no Constitution score. A curst who’s Wisdom score is reduced to 1 or 2 gains the madness special quality (see above).



Skills: Same as the base creature. Do not reduce existing skill ranks because of the drop in Intelligence, but apply the new Intelligence modifier normally to any Intelligence-based skill checks and to the number of skill points gained when the curst gains new levels.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Alignment: Often chaotic (any).

Advancement: By character class.

Level Adjustment: +3.

DARK TREE

What seemed to be a normal cypress tree moments ago begins to slash and claw with its thick, woody limbs. A terrible maw opens along one side of its trunk, lined with wicked teeth.

Huge Plant

Hit Dice: 10d8+50 (95 hp)

Initiative: -1

Speed: 10 ft. (2 squares)

Armor Class: 20 (-1 Dex, -2 size, +13 natural), touch 7, flatfooted 20

Base Attack/Grapple: +7/+24

Attack: Claw +15 melee (1d8+9) or bite +14 melee (2d6+13)

Full Attack: 2 claws +15 melee (1d8+9) or bite +14 melee (2d6+13)

Space/Reach: 15 ft/15 ft. (5 ft. for bite)

Special Attacks: Blood drain, confusion, improved grab

Special Qualities: Low-light vision, plant traits, resistance to fire 15, vulnerability to cold

Saves: Fort +14, Ref +2, Will +3

Abilities: Str 28, Dex 8, Con 21, Int 5, Wis 10, Cha 7

Skills: Listen +13

Feats: Combat Reflexes, Great Fortitude, Power Attack, Weapon Focus (claws)

Environment: Warm forests

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 11-16 HD (Huge); 17-30 HD (Gargantuan)

Level Adjustment: —

Native to the Isle of Man's Folly, dark trees drink the blood of humans and other intelligent creatures that wander into their native jungles.

Created by the corrupting influence of Hvaan, these formerly normal treants are now decidedly demonic in nature and are the only known

source of Demonwood (see below) on Solinar. Dark trees resemble cypress trees, but their bark is darker, and little moss grows on them. Usual specimens are about 18 to 20 feet in height, with a span of branches 40 feet across, but dark trees can grow to twice this size. They weigh as much as a normal tree. Two deep black eyes, which are almost impossible to find unless one knows precisely where to look, are set above a dark tree's maw. These creatures resemble the treants they originated from, but anyone who sees a dark tree can hardly ignore the palpable hatred and evil emanating from it. Dark trees do not speak.



DEMONWOOD [NEW MATERIAL]

Demonwood is the material only harvestable from Dark Trees. It has all the properties of Darkwood, with the following changes:

- Used in making a weapon such as a club, quarterstaff, or other weapon of at least 75% wood, Demonwood grants a +1 Chaotic damage to Lawful creatures.
- Used in making shields of at least 75% wood, Demonwood grants a +1 situational Armor Class bonus vs. attacks made by those with a Lawful alignment.

COMBAT

Dark trees prefer intelligent prey and delight in tormenting their victims before the kill. They attack with their two arms, trying to draw victims toward their gaping maws to bite and drink blood.

Blood Drain (Ex): A dark tree can feast on the blood of its victims by making a successful grapple check. If it has a creature grappled, it can make a grapple check to deal bite damage and drain blood, dealing 1d4 points of Constitution damage to the creature.

Improved Grab (Ex): To use this ability, a dark tree must hit a single target with both of its claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can begin to drain blood.

Confusion (Sp): As a free action once per round, a dark tree can use confusion on one victim within 50 feet (Will DC 12 negates). In combat, this has the same effect as the confusion spell cast by a 10th-level sorcerer. Occasionally, victims of the dark tree's confusion ability end up wandering deep into the surrounding wilderness, becoming hopelessly lost. More often than not, a dark tree takes advantage of a victim's confused state and drains it of its blood.

DEATHLESS

Deathless is a new creature type, describing creatures that have died but returned to a kind of spiritual life. They are similar in many ways to both living creatures and undead. However, while undead represent a mockery of life and a violation of the natural order of life and death, the deathless merely stave off the inevitability of death for a short time in order to accomplish a righteous purpose. While undead draw their power from the Negative Energy plane, the deathless are strongly tied to the Positive Energy plane, the birthplace of all souls. In fact, the deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a soul in its purest state.

FEATURES

The following represents basics for all Deathless Types:

- 12-sided Hit Dice.
- Base attack bonus equal to 1/2 of total Hit Dice (as wizard).
- Good Will saves.
- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.
- Pale white skin, regardless of original tone.

TRAITS

The following traits are representative of all Deathless Types:

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, or ability drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution) as well as fatigue and exhaustion effects. Unlike undead, the deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.
- Immunity to any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects.
- Cannot use the run action.
- Uses Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hp or less, it is immediately destroyed.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect the deathless if they are willing. These spells turn deathless creatures back into the living creatures they were before becoming deathless.
- Evil clerics can turn or destroy deathless creatures as good clerics turn or destroy undead. Good clerics and paladins can rebuke, command, or bolster deathless creatures as evil clerics rebuke, command, or bolster undead.
- Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow*, and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow*. *Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* also reveal deathless, and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming auras of deathless creatures as good casters can be stunned by overwhelming undead auras. Use the "undead" line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by *disrupt undead* and damaged by unholy water as undead are by holy water. Deathless are not affected by disrupting weapons. Spells that have greater than normal effect against undead creatures—including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire*—do not have these enhanced effects against deathless creatures. Deathless take only 1d6 points of damage per two caster levels from *searing light*. Spells such as *command undead*, *control undead*, *create undead*, *create greater undead*, and *halt undead* do not affect or create deathless creatures.
- Proficient with its natural weapons and any weapons mentioned in its entries.
- Proficient in whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Deathless not listed as wearing armor are not proficient with armor.
- Deathless do not breathe, eat, or sleep.



DRAGONS, TRUE

When one is thinking of Dragons in regards to Solinar, one must remember that they are technically immortal on Solinar. They can still die as a result of combat or misadventure of course, but in terms of aging, they do not die of old age. As such, they will continue to grow in power beyond “Great Wyrm” stage of their lives... as detailed below.

Age	Size	HD	STATS						SR	DR	Caster Level	BAB	Grapple	Attack
			STR	DEX	CON	INT	WIS	CHR						
Advanced Great Wyrm	G	+3 HD	+3	-	+2	+1	+1	+2	+2	+2	21 st	+3	+3	+3
Legendary Great Wyrm	G	+3 HD	+3	-	+2	+1	+1	+2	+3	+3	23 rd	+3	+3	+3
Mythic Great Wyrm	G	+3 HD	+3	-	+2	+1	+1	+2	+4	+4	25 th	+3	+3	+3
Divine Great Wyrm *	G	+5 HD	+5	+3	+3	+1	+1	+3	+5	+5	27 th	+5	+3	+5

Age	AC	Breath Weapon	Frightful Presence	SAVING THROWS		
				FORT	REF	WILL
Advanced Great Wyrm	+3 to Natural	+2 Damage Dice	+3	+2	+2	+3
Legendary Great Wyrm	+3 to Natural	+2 Damage Dice	+3	+2	+2	+3
Mythic Great Wyrm	+3 to Natural	+2 Damage Dice	+3	+2	+2	+3
Divine Great Wyrm *	+3 to Natural	+2 Damage Dice	+5	+3	+3	+5

* *Special Note on Divine Great Wyrm Dragons:* There is only one Divine Great Wyrm Dragon from each Dragon-types on Solinar. Somewhat like a Paragon, they are seen as “all that is Dragon”, the epitome of what a Dragon will aspire to.

DRAKKENSTEED

This large creature stands on four slender legs with nobility and a regal air. Serpentine in nature and covered in thick scales, the beast resembles a dragon with narrow legs and a short, angular head. Its snout comes to a point like that of a horse, but fangs protrude from the upper and lower jaw. A thin, lizard-like tail thrashes idly from side to side behind it, capped with a triangular piece of chitin. Two wide, leathery wings remain folded against the creature's side, ready to be unfurled at a moment's notice.

Drakkensteed CR 3

Large animal (dragonblood)

INIT: +2

Senses: low-light vision; Listen +6, Spot +5

AC: 15, touch 11, flat-footed 13 (–1 size, +2 Dex, +4 natural)

HP: 30 (4HD)

Fort: +8 **Ref** –6 **Will** +3

Speed: 50ft (10 squares), fly 60ft (poor)

Melee: bite +8 (1d8+6)

Space: 10ft.; Reach 5ft.

Base Atk: –3; Grp +13

Atk Options: trample

Abilities: Str 23, Dex 15, Con 19, Int 2, Wis 14, Cha 12

Feats: Alertness, Wingover

Skills: Listen +6, Spot +5

Drakkensteeds are powerful but skittish animals that resemble a cross between dragons and horses. Possessing strong wings and resilient bodies, drakkensteeds are highly sought after as mounts but rarely caught and tamed.

Trample (Ex): As a full-round action, a drakkensteed can move up to 100 feet and literally run over Medium or smaller creatures, dealing 1d6+9 points of bludgeoning damage (Reflex DC 18 for half) to each target.



STRATEGIES AND TACTICS

Rare and mighty animals, drakkensteeds stay hidden from the rest of the world. In combat, a drakkensteed prefers to fly above the battlefield, landing only to trample an opponent. Most drakkensteeds prefer to bowl over their foes and sometimes use the overrun action to do so; more often, they charge an opponent to gain a bonus on an attack roll, flying out of reach to compensate for their lowered Armor Class. When forced to ground, drakkensteeds usually make use of their natural bite attack to keep enemies at bay, maneuvering to escape whenever possible. When ridden in combat, a drakkensteed does everything it can to protect its rider and bites enemies that come within striking distance without hesitation, regardless of the opponent's size or strength.

SAMPLE ENCOUNTER

Drakkensteeds are wary creatures that have little contact with the civilized world, making encounters with them few and far between.

Flight of the Drakkensteed (EL 7): Four drakkensteeds pause by a lake to drink, resting their wings between legs of a long journey. Three of the drakkensteeds quench their thirst, while the fourth keeps watch. If anyone intrudes upon them and fails to remain hidden, the drakkensteeds immediately take wing and fly away. If a creature or character approaches within 30 feet of the drakkensteeds before being noticed, all four drakkensteeds attack and attempt to trample the intruders.

ECOLOGY

Most people consider drakkensteeds nothing but a myth. Descendants of an ancient blending of dragon and horse blood, drakkensteeds are intelligent and easily frightened, preferring to stay far from humanoids for fear that they might be captured or harmed. Few live drakkensteeds have ever been seen up close, and the beasts remain a mystery to most natural scholars. Drakkensteeds live in small, wild herds away from the reaches of civilization, but they are inherently social animals. Their herds move as one, sleep as one, graze as one, and are as tightly knit as some humanoid families. Some rumors suggest that drakkensteeds will take revenge for a fallen member of the herd, though more likely this is just the result of their protective nature. Drakkensteeds fly from danger whenever they can, but if threatened, they can be more dangerous than a charging bull. Most drakkensteeds are content to live simple lives, moving from one location to another to graze. Competition for mates within a herd is usually fierce and violent, frequently leaving potential male suitors dead or mortally wounded. Female drakkensteeds are equally fierce in their choice of mates, sometimes joining in a fight for dominance to assist the male that they consider the worthiest.

- ***Environment:*** Drakkensteeds typically live in secluded areas, far from civilization of any kind. One of their favored homes is a forgotten garden or forest, an area of untamed wilderness that has passed beyond the memories of mortals. A very few drakkensteeds will live near druid circles, but only if those circles are isolated from the rest of the world.
- ***Typical Physical Characteristics:*** Drakkensteeds are huge by animal standards, combining the size and shape of a warhorse with the wingspan of a dragon. Drakkensteeds stand taller than most humans and have a wingspan of roughly 15 feet, allowing them to fly with ease. They also possess a long, dragonlike tail that they use in self-defense and to balance their large bodies during flight. This tail is typically 5 to 7 feet long, though it usually remains curled around the drakkensteed's hindquarters when not in use.

DRAKKENSTEEDS AS MOUNTS

Like horses, drakkensteeds can be used as mounts. Finding and domesticating a drakkensteed is no easy task; most are too frightened by humanoids to allow a character to come close. Any PC approaching a drakkensteed must succeed on both a Hide check and a Move Silently check to avoid detection. If the drakkensteed detects the character, it flees immediately. If the character manages to approach within 30 feet, she can then attempt a DC 25 Handle Animal check to convince the drakkensteed to allow her to come close enough. Paladins who have drakkensteed mounts need not make these checks on their own mounts. Captured and domesticated drakkensteeds are extremely rare; a trained young specimen can cost up to 15,000 gp. The trainers who can tame such a beast usually charge around 3,000 gp for their services. These steed are really only found in Quivala and Illustus where they serve as mounts for the Air Cavalry.

DREAD WARRIOR

Called forth to serve in undeath through foul necromantic magic, dread warriors are undead beings created from the corpses of skilled warriors. They retain many of the martial skills and talents they possessed in life but are compelled to serve their creators with unquestioning obedience. Dread warriors are created with the spell animate dread warrior. A dread warrior looks more or less like it did in life, although it still bears the ghastly wounds that killed it, and its eyes glow with a feral yellow light. Its skin tends to shrivel and darken, falling in on its sunken flesh to give it a gaunt, withered appearance. A dread warrior usually carries the arms and armor it favored before its death and transformation and speaks whatever languages it knew in life.

Sample Dread Warrior

An armored warrior limps closer, a battleaxe gripped in its hands. No human could live with the wounds the creature bears, but its eyes burn yellow with hate, and the shriveled flesh of its face twists into an evil snarl.

This example uses a 4th-level human warrior as the base creature.

Dread Warrior Human Warrior 4

Medium Undead (Augmented Humanoid)

Hit Dice: 4d12+3 (29 hp)

Initiative: +0

Speed: 20 ft. in banded mail (4 squares); base 30 ft.

Armor Class: 18 (+6 banded mail, +2 heavy steel shield), touch 10, flat-footed 18

Base Attack/Grapple: +4/+7

Attack: Masterwork battleaxe +9 melee (1d8+3/×3)

Full Attack: Masterwork battleaxe +9 melee (1d8+3/×3)

Space/Reach: 5 ft/5 ft.

Special Qualities: Darkvision 60 ft., undead traits
Saves: Fort +4, Ref +1, Will +1
Abilities: Str 16, Dex 11, Con —, Int 5, Wis 11, Cha 6
Skills: Climb +6, Jump +5, Spot +8
Feats: Power Attack, Toughness, Weapon Focus (battleaxe)
Environment: Any land
Organization: Solitary or company (3–12)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral evil
Advancement: —

COMBAT

Dread warriors are not always reliable servants because complicated orders tend to confuse them. Orders with twelve or fewer words cause no problems, but a dread warrior has a cumulative 5% chance per word after the twelfth to misinterpret the entire set of instructions. A dread warrior that fails to understand its orders functions as if confused (see the confusion spell in the Player's Handbook). Roll randomly to determine what action it takes in response to the command that triggered its confusion. Dread warriors fight with the arms and armor they used in life.

Undead Traits: A dread warrior is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, and ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and resurrection works only if it is willing. It has darkvision out to 60 feet.

Skills: A dread warrior gains a +4 racial bonus on Climb, Jump, and Spot checks.



CREATING A DREAD WARRIOR

“Dread warrior” is a template that can be added to any humanoid creature with at least 3 character levels (referred to hereafter as the base creature). A dread warrior uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, base saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: Same as the base creature with the appropriate armor type.

Abilities: Change from the base creature as follows: Str +4, Int –6 (minimum 3), Cha –4 (minimum 3). As an undead creature, a dread warrior has no Constitution score.

Skills: Same as the base creature, except that a dread warrior gains a +4 racial bonus on Climb, Jump, and Spot checks.

Feats: Same as the base creature, except that the dread warrior cannot use any feats for which it no longer qualifies.

Environment: Any.

Organization: Solitary or company (3–12).

Challenge Rating: Same as base creature.

Treasure: None.

Alignment: Always neutral evil.

Advancement: —

EXPERIMENTAL BEING

An Experimental Being was the subject of mutation, divine whim, magical alteration, or even of alchemical tampering. Regardless of the way the Experimental Being came to be, they all share similarities that can be summed up as extraordinary in comparison to the original base being they were born. Some are more powerful than others of course, and the abilities or modifications made to the beings are varied tremendously.

THE BASICS

HD: Increase base creature's racial HD by one die size, to a maximum of d12. This is due to undergoing the body-alterations, which tend to toughen the base creature dramatically.

INITIATIVE: As base creature unless modified by Specials below.

SPEED: As base creature unless modified by Specials below.

ARMOR CLASS: Increase base creature's Natural Armor by +2. This is again due to undergoing the body-alterations. This bonus stacks with all other Natural Armor bonuses.

ATTACKS: As base creature unless modified by Specials below.

DAMAGE: As base creature unless modified by Specials below.

REACH: As base creature unless modified by Specials below.

SPECIAL: All Experimental Beings gain the following:

- **Damage Resistance:** The Being gains a base DR 5/-. This DR could be modified depending on the Specials gained.
- **Fast Healing 5:** The Being heals 5 hit points per round. This Fast Healing could be modified depending on the Specials gained.
- **Regeneration:** The Being regenerates as a Troll without the weakness to Acid and Fire.

SAVES: Add +2 to Fortitude and Will Saves due to the body-alteration process.

ABILITIES: Add +2 to STR & CON due to the body-alteration process. This could increase if modified by Specials above.

SKILLS: As base creature.

FEATS: All Experimental Beings gain the following Feats free of charge – Endurance, Improved Toughness and Multiattack (if 3 or more natural weapons exist after the body-alteration process). Additionally, extra Feats could be granted depending upon the Specials chosen above.

CHALLENGE RATING: As normal being +3, or +5 for Multiple Influence beings.

ALIGNMENT: Any.

LEVEL ADJUSTMENT: +3. Multiple Influence beings are +5.

METHOD OF CREATION:

The indicators below are not to be confused with those that describe the type of power in other books. They are simply abbreviations that can be used.

- **Extraordinary (EX)** – This is an Experimental Being created through a process involving Alchemy, often modifying the body of the being in such a way that their physical and/or mental capabilities are greatly enhanced. *Choose 1 Special Attack or 1 Special Quality, and 2 Special Defenses.*
- **Spell-Like (SP)** – This is an Experimental Being created through a process involving magic, often bestowing powers that grant spell-like abilities to the being. *Choose 2 Special Attacks and either 1 Special Quality or 1 Special Defense.*
- **Supernatural (SU)** – This is a divinely modified Experimental Being, possessing qualities and resistances far surpassing ordinary beings. *Choose 1 Special Attack, 1 Special Quality, and 1 Special Defense.*
- **Mutation (MU)** – This being is the result of an abnormal birth, making them far different in some instances than other beings of the same base creature. *Choose 3 abilities, divided as you chose among the types.*
- **Multiple Influences (MI)** – Those beings that have been created using multiple methods mentioned above combine their choices, granting these being a great range of powers.

SPECIAL ATTACKS

Choose one (1) or more of the following, depending upon the type of Experimental Being:

- **Bite** - The Experimental Being has been modified to allow them to effectively bite in combat. This could be due to extended jaws, fangs added, or any other modification that would feasibly give them a bite attack. These natural weapons are considered "Magic" for determining the ability to overcome Damage Resistance. The Being gains Weapon Focus (Natural Weapons). These claws do damage based upon the size of the base creature as indicated below:

<u>Size</u>	<u>Bite Damage</u>
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	5d6



- **Breath Weapon** - The base creature and gains a breath weapon based on the dragon variety (see the table below), usable once per day. An Experimental Being's breath weapon deals 6d8 points of damage. A successful Reflex save (DC 10 + 1/2 Experimental Being's total HD + Con modifier) reduces damage by half. Choose the type of Breath Weapon from the following list: 60-foot line of acid; 60-foot line of lightning; 30-foot cone of corrosive (acid) gas; 30-foot cone of fire; 30-foot cone of cold.
- **Claws/Bone Spurs** - The Experimental Being has been altered to give them natural weapons. This manifests differently depending upon the Being. These natural weapons are considered "Magic" for determining the ability to overcome Damage Resistance. The Being gains Weapon Focus (Natural Weapons). These claws do damage based upon the size of the base creature as indicated below:

<u>Size</u>	<u>Claw Damage</u>
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	3d6
Gargantuan	4d6
Colossal	5d6

- **Smite** - The Experimental Being is able to Smite (using the same rules as a Paladin) without the limitation on Alignment normally associated with this power.
- **Spell-Like Abilities** - The Experimental Being is bequeathed the ability to utilize a number of spells as Spell-Like Abilities without needing any verbal, somatic or material components. These are activated as Move Actions and require nothing more than a silent exertion of will. The spells granted must be chosen from the same Spell List (such as Assassin, Cleric, or Wizard/Sorcerer). The Being gains one 2nd level spell, two 1st level spells, and three 0 level spells. These spells can be used a total of times per day equal to 1/4 of their ECL, rounded down, to a minimum once per day, each. These spell-like abilities cannot be modified with Meta-Magic Feats, but can be modified with Feats especially for spell-like abilities.

SPECIAL QUALITIES

Choose one (1) or more of the following, depending upon the type of Experimental Being:

- **Energy Transformation** - The Experimental Being is able to turn themselves into a being of pure energy (Cold, Electricity, Fire, or Force) a number of times per day equal to their total effective character level (ECL). While in this form, the Being can travel by flight (base speed 60' per round), gains a natural attack (as indicated under "Bite" above), and gains DR 10/- (or their base DR... whichever is higher). Additionally, the being gets two special attacks and one special defense as indicated below:
 - **Energy Expulsion:** As a standard action, the Being may make a ranged touch attack to shoot a blast of their chosen element to a range of 100'. This attack deals 2d6 damage plus 1d6 for every three levels of the Being's effective character level. This damage is scalable, meaning that an ECL 9 Being could deal 2d6, 3d6, 4d6 or 5d6 damage.
 - **Energy Aura:** As a full round action, the Being can project a dome of power from themselves, damaging everything within the area of effect. The Energy Aura has a range of 50' plus 10' for every three levels of the Being's effective character level. Anything coming into contact with this Energy Aura takes damage as if they received an Energy Expulsion blast (above). While the Energy Aura is in effect, the being gains a +5 situational bonus to their AC. This Energy Aura can be maintained indefinitely as long as the Being concentrates on it. Any Being damaged while emitting an Energy Aura must make a successful Concentration check (DC = Amount of damage taken) or the Energy Aura falters and fades out of existence until reused.
- **Energy Immunity/Vulnerability:** The Being becomes completely immune to their chosen energy type, but becomes vulnerable to another as indicated below. Any damage sustained by their vulnerable energy type is doubled. **Note: Taking this power increases the Level Adjustment of an Experimental Being by +2.**
- **Extraordinary Attribute** - The Experimental Being is given +8 to any one Attribute (STR, DEX, CON, INT, WIS or CHR). This ability could be granted multiple times.
- **Fast Healing** - The Experimental Being gains increased Fast Healing. Add 10 to their existing Fast Healing.
- **Flight** - The Experimental Being has either been given wings or the natural ability to fly with a basic flight speed of 60' per round. Maneuverability class is "Good". This can be increased with Feats.
- **Improved Vision** - The Experimental Being has been given Darkvision out to 60 feet as well as low-light vision. If the base creature already had these, double the range of the Darkvision and grant the ability to use See Invisibility 3/day.
- **Templated** - The Experimental Being is empowered with one of the available character Templates. The Being adds the Template and its abilities and disadvantages to their own. Additionally, their Level Adjustment goes up by the amount the Template states.

SPECIAL DEFENSE

Choose one (1) or more of the following, depending upon the type of Experimental Being:

- **Armored** - The Experimental Being gains a +10 to their Natural Armor. This is due to either being covered in metal, chitin or the like, or their own skin thickens and hardens. This Natural Armor bonus stacks with all other bonuses.
- **Damage Resistance** - The Experimental Being gains Damage Resistance (DR) 5/-, or adds 5 to their existing DR. If the Experimental Being is a Multiple Influence creation, increase this DR to 10, or add 10 to their existing DR.
- **Elemental Resistance** - The Experimental Being has been given natural resistances to the elements. Choose one (1) energy type (Acid, Cold, Electricity, Fire, Sonic). The Experimental Being gains Energy Resistance (ER) 20 to that type. Choose two (2) other energy types. The Experimental Being gains ER 10 to those types. The remaining energy types now do +1 point of damage to the Experimental Being.
- **Spell Resistance** - The Experimental Being has been given Spell Resistance equal to creature's HD + 10 (maximum 50).

GUARDIAN OF THE LAND

A Guardian of the Land is an Elven being that has aged to well over 2000 years. Usually when an Elf has nothing or no one left in the world to tether them, they will simply fade away, reforming after a day into their form as a Guardian. Resembling a milky, white being with blue, glowing eyes, the Guardian of the Land is a supernatural spirit brought about by the pure light of the Elven Gods. Being divinely given their abilities, the Guardian will serve the Elven people, by choice, as a guardian of the lands inhabited by Elven... often protecting important sites and secrets within the Elven lands of their birth.

SAMPLE GUARDIAN OF THE LAND

Undead

Hit Dice: 5d10 + Base HP

Initiative: As base

Speed: 50 ft. (10 squares) floating (Does not walk)

Armor Class: As base +3 Natural Armor, touch As Base, flat-footed As Base +3 Natural Armor

Base Attack/Grapple: As base

Attack: By equipment or Claw (2d6+Str bonus)

Full Attack: Weapon + Claw (2d6+Str bonus)

Space/Reach: 5 ft/5 ft.

Special Attacks: See below

Special Qualities: See below

Saves: As base, plus - Fort +2, Ref +2, Will +4

Abilities: As base

Skills: As base

Feats: As base

Environment: Any Elven lands

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: N/A



CREATING A GUARDIAN OF THE LAND

“Guardian of the Land” is an acquired template that can be added to any Elf of sufficient age. A Guardian of the Land uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid). Do not recalculate the creature's base attack bonus, base saves, or skill points. Size is unchanged.

Hit Dice: All HD are calculated using D10s.

Armor Class: The Guardian of the Land's natural armor bonus improves by 3 over that of the base creature.

Attack: A Guardian of the Land retains all the attacks of the base creature and also gains a claw attack. When it has a weapon, it usually uses that instead.

Full Attack: A Guardian of the Land fighting without weapons uses its claw attack (see above) or its spell-like abilities. If armed with a weapon, it usually uses the weapon as its primary attack along with a claw as a natural secondary attack.

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

Fast Healing (Ex): A Guardian of the Land heals 1 point of damage each round so long as it has at least 1 hit point. If reduced to 0 or fewer hit points, it dissipates into a low hanging smoke, but does not die. After 1 hour, the Guardian of the Land makes a DC 20 Will check. If the check succeeds, the Guardian regains 1 hit point, its fast healing resumes, and it is no longer smoke. If the check

fails, the Guardian must make another check at the same DC, 24 hours later, and every 24 hours thereafter until it succeeds and begins to recover hit points again.

Immunity to Cold and Fire (Ex): A Guardian takes no damage from cold or fire attacks.

Spell Resistance (Ex): A curst has spell resistance equal to 15 + its character level.

Turning Immunity (Ex): Guardians cannot be turned, rebuked, destroyed, or commanded.

Unkillable (Ex): The only way to destroy a Guardian permanently is by Divine Intervention.

Abilities: As an undead creature, a Guardian has no Constitution score.

Skills: Same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Alignment: Always Neutral.

Advancement: By character class.

Level Adjustment: +4.

SANCTIFIED CREATURE

When an evil creature is subjected to a *'sanctify the wicked'* spell, it gives up special qualities, attacks, and abilities that are inherently evil in exchange for more benevolent powers. The sanctified creature's appearance does not change to suit its new outlook, nor does it immediately find acceptance among other good creatures. For this reason, many sanctified creatures choose to have their form magically altered so that their good intentions and eager pursuit of repentance are not obscured by their vile appearance. Many sanctified creatures feel a burning desire to purge their past evil deeds by performing selfless acts and heroic deeds. They pursue their newfound dedication to good with the zeal of an archon. Some strive to destroy evil where they find it, while others try to persuade other evil creatures to seek similar enlightenment. With their outlook having changed to good, many sanctified creatures feel compelled to take up arms to protect the good and the innocent. Sometimes they join with celestials and good-aligned adventurers to fight evil head-on. A sanctified creature that reverts to evil, deliberately or not, loses all benefits of this template. Essentially, it is restored to its state prior to becoming a sanctified creature.

SAMPLE SANCTIFIED CREATURE

Sanctified Young Red Dragon

Large Dragon (Fire)

Hit Dice: 10d12+30 (95 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 150 ft. (poor)

Armor Class: 18 (-1 size +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +10/+19

Attack: Bite +14 melee (2d6+5) or light ray +14 ranged touch (5d6 against evil foes)

Full Attack: Bite +14 melee (2d6+5) and 2 claws +10 melee (1d8+2) and 2 wings +10 (1d6+2) and tail slap (1d8+8); or light ray +14 ranged touch (5d6 against evil foes)

Space/Reach: 10 ft/5 ft. (10 ft. with bite)

Special Attacks: Breath weapon, light ray

Special Qualities: Aura of menace, blindsense 60 ft., darkvision 120 ft., immunity to fire, low-light vision, magic circle against evil, spell resistance 23, tongues, vulnerability to cold

Saves: Fort +10, Ref +7, Will +8

Abilities: Str 21, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Skills: Bluff +14, Diplomacy +18, Disguise +1 (+3 acting), Intimidate +16, Listen +16, Search +14, Sense Motive +14, Spot, +16, Survival +1 (+3 following tracks)

Feats: Alertness, Hover, Improved Initiative, Weapon Focus (claw)

Environment: Warm Mountains

Organization: Solitary or clutch (2-5)

Challenge Rating: 6

Treasure: Triple standard

Alignment: Usually chaotic good

Advancement: By age category or character class

Level Adjustment: +7



A sanctified red dragon looks virtually identical in form from its evil kin, except its eyes glow like pools of golden radiance, and it keeps itself neatly groomed. Once a selfish, greedy creature, now it pursues higher goals, striving to help others and defeat evil.

COMBAT

The sanctified red dragon's natural weapons, and any weapons it wields, are considered good weapons for purpose of overcoming damage reduction.

Breathe Weapon (Su): 40-ft. cone, 4d10 fire, Reflex save DC 18. **Light Ray (Su):** Once per round, as a standard action, the sanctified red dragon can fire a ray of searing light from its eyes. The ray is treated as a ranged touch attack and has a maximum range of 60 feet. Against evil creatures, the ray deals 5d6 points of damage. The light has no harmful effect on nonevil creatures.

Aura of Menace (Su): A righteous aura surrounds the sanctified red dragon. Any hostile creature within a 20-foot radius of it must make a DC 20 Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for one day or until they successfully hit the sanctified red dragon. A creature that has resisted or broken the effect cannot be affected again by this sanctified red dragon's aura for one day.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds the sanctified red dragon, as the *magic circle against evil* spell. Caster level 10th.

Tongues (Su): The very young red dragon can speak with any creature that has a language, as though using a *tongues* spell cast by 10th-level sorcerer. This ability is always active.

CREATING AN SANCTIFIED CREATURE

“Sanctified creature” is an acquired template that can be added to any evil creature except for outsiders with the evil subtype (referred to hereafter as “base creature”). The sanctified creature retains its creature type. Outsiders gain the good subtype and lose any of the following subtypes: baatezu (devil), tanar’ri (demon), and yugoloth. If the base creature had the fiendish creature template, it loses the template and all special attacks and special qualities granted by the template. It uses all the base creature's statistics or special abilities except as noted here.

Attacks: The sanctified creature retains all of its natural weapons and attack bonuses. A sanctified creature's natural weapons, and any weapons it wields, are considered good weapons for purpose of overcoming damage reduction.

Special Attacks: The sanctified creature loses all of its preexisting supernatural and spell-like abilities, but retains its extraordinary abilities. It also gains the light ray special ability (described below).

Light Ray (Su): Once per round, as a standard action, the sanctified creature can fire a ray of light from its eyes or hand. The ray is treated as a ranged touch attack and has a maximum range of 60 feet. Against evil creatures, the ray deals 1d6 points of damage per 2 HD of the sanctified creature (maximum 10d6). The light has no harmful effect on nonevil creatures.

Special Qualities: The sanctified creature loses all of its preexisting supernatural and spell-like abilities, but retains its extraordinary abilities. If the base creature has damage reduction that can be bypassed with good weapons, the sanctified creature's damage reduction changes so that evil weapons bypass it instead. A sanctified creature also gains the following special qualities:

- **Aura of Menace (Su):** A righteous aura surrounds the sanctified creature. Any hostile creature within a 20-foot radius of the sanctified creature must make a Will save (DC 10 + 1/2 the sanctified creature's Hit Dice + the sanctified creature's Cha modifier) to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for one day or until they successfully hit the sanctified creature that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that sanctified creature's aura for one day.
- **Magic Circle against Evil (Su):** A magic circle against evil effect always surrounds the sanctified creature, as the *magic circle against evil* spell (caster level equals the sanctified creature's Hit Dice, maximum 14th).
- **Tongues (Su):** A sanctified creature can speak with any creature that has a language, as though using a *tongues* spell (caster level equals the sanctified creature's Hit Dice, maximum 14th). This ability is always active.

Feats: The sanctified creature loses any vile feats the base creature possessed (see the *Book of Vile Darkness*). It does not get to replace these feats with new ones. However, if it has the good subtype, it gains access to exalted feats.

Environment: Same as base creature, although the plane of residence usually changes to a good-aligned outer plane.

Challenge Rating: Same as base creature +1.

Alignment: Always good. The sanctified creature's chaos/law axis does not change.

Level Adjustment: Same as base creature +2.

SUN SPIDER

Though it resembles a spider, this creature is the size of a rhinoceros and the color of a camel, its thorax burning with fire. Its segmented, spiky body sprouts ten legs. The two front legs are thicker than the rest and end in small pincers. The head is dominated by two gigantic mandibles, and two bulging, black eyes gaze malevolently outward.

Large Vermin

Hit Dice: 6d8+12 (39 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 16 (–1 size, +2 Dex, +5 natural), touch 11, fl at-footed 14

Base Attack/Grapple: +4/+11

Attack: Bite +6 melee (2d6+3)

Full Attack: Bite +6 melee (2d6+3) and 2 claws +1 melee (1d4+1)

Space/Reach: 10 ft/5 ft.

Special Attacks: Improved grab, squeeze

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 17, Dex 15, Con 14, Int —, Wis 10, Cha 2

Skills: Climb +7, Hide +2, Spot +4

Feats: —

Environment: Any land and underground (Usually found near Shira's Sands or Shira's Hills)

Organization: Solitary, pair, or pack (3–5)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 7–9 HD (Large); 10–18 HD (Huge)

Level Adjustment: —

Giant sun spiders can most easily be distinguished from large monstrous spiders by their coloration, which ranges from brown to yellow. A giant sun spider is about 10 feet in diameter and weighs approximately 250 pounds. Sages call these creatures' monstrous solifugids or monstrous solpugids. Less educated people sometimes call them giant camel spiders or giant false spiders.



COMBAT

Because they lack the developed pincers of the other giant arachnids, giant sun spiders have weaker claw attacks, though they still use their grasping claws in the same manner. A giant sun spider's fearsome bite makes up for its underdeveloped pincers.

Improved Grab (Ex): To use this ability, a giant arachnid must hit an opponent that is at least one size category smaller than itself with a claw attack.

Squeeze (Ex): A giant arachnid that gets a hold on an opponent of its own size category or smaller automatically deals damage with both claws and can make a bite attack at its highest attack bonus.

Vermin Traits: A giant arachnid is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision out to 60 feet.

Skills: A giant arachnid receives a +4 racial bonus on Climb, Hide, and Spot checks.



CHAPTER 12: HOUSE RULES

The rulings presented here indicate changes to the wider rules within Dungeons and Dragons, 3.5 Edition. This section will be added to as needed throughout time.



RETRAINING OPTIONS

Page 192 of Player's Handbook 2 discusses Retraining Options and how it can be accomplished. Of the options mentioned there, those that deal with Feats, Language, Skills, and Spells are available to players in Solinar. Rebuilding the character is not allowed.

LEVEL-INDEPENDENT XP AWARDS

This variant replaces Table 3-2: Experience and Level-Dependent Benefits (page 22 of the Player's Handbook). Additionally, the Crafting Magic Items variant XP cost is used as well, as is the Spell XP Cost variant.

SKILLS

Different skills have new or different rulings in Solinar. They are effected as follows:

Tumble

For those who would like a more complex (and more severe) way to treat Tumble checks in combat, here are two variants: circumstance penalties and opposed tumble checks.

CIRCUMSTANCE PENALTIES

In this variant, the base DCs for tumbling around an opponent and for tumbling through an occupied square remain the same (DC 15 and 25, respectively). However, in less than perfect conditions (such as those in a typical dungeon), bad lighting and uneven ground can make Tumble checks more difficult than normal. Consult the following chart for appropriate penalties.

Circumstance penalties stack as long as they represent different circumstances, so add any applicable entries from the above list together. For example, if a dusty floor (-2) also has bones scattered across it (-4), apply a -6 circumstance penalty on the Tumble check. This variant makes tumbling in combat more difficult. Nevertheless, it does not prevent high-level characters with the Tumble skill from tumbling rings around their foes.

CIRCUMSTANCE

Bad Lighting (Torches or Similar Light Source)	-2
Dusty or Uneven Floor	-2
Light Debris (Occasional Pebbles or Trash)	-2
Wet Floor	-4
Crumbling Floor	-4
Moderate Debris (Strewn Across Floor)	-4
Tumble Begins or Ends in Darkness	-4
Unworked Stone/Natural Cavern	-6
Standing Water/Deep Puddles	-6
Heavy Debris (Trash Pit for example)	-6
Pitch Black	-6

OPPOSED TUMBLE CHECKS

It's logical that it would be tougher to tumble around an experienced combatant than a weaker foe. Rather than allow a successful Tumble check to eliminate the chance for attacks of opportunity altogether, allow the defender to make a Reflex

save (DC equal to the Tumble check result). If the tumbler is actually moving through the defender's space, a +10 bonus applies to this Reflex save. A defender who makes the save may make an attack of opportunity against the tumbling character; failure means no attack of opportunity is allowed. Failed Tumble checks generate attacks of opportunity normally. *Note:* This variant is more detailed than the "Counter Tumble" variant given in Chapter 4 of *Sword and Fist: A Guidebook to Fighters and Monks*. Dungeon Masters with access to both books should choose which variant they prefer and inform their players of the choice made.

SPEEDING COMBAT

A character with a Tumble skill modifier of +14 or higher need not make Tumble checks to move past opponents anymore.

Open Doors / Disable Device Conundrum

As previously stated earlier in the book, the skills of Open Doors and Disable Device being separated was a relic of old 2nd Edition Advanced Dungeons & Dragons. Because of the rules in the past, having them separated made sense. Under the newer rule-set... it no longer makes sense to keep them separated. Therefore, on Solinar at least, the two skills are combined into one ability titled Disable Device.

ENTITIES/CREATURES

Different entities have new rules on Solinar as well, as described below:

Dragons

Dragons on Solinar utilize the rules from the Draconomicon when being developed. Additionally, each HD of the Dragon will be a d20 roll instead of the more common d12 roll. This represents not only the vast stamina and toughness of a Dragon, but also the supernatural connection Dragons have with the world that makes them more powerful than almost anything else to walk the lands, thanks to Io.

Elves

Elves on Solinar are immortal. They may still die from combat or sickness and the like, but they will not die of old age. The Age Effects of an Elf still remain in place, but adjust each category 200 years to the right. Lastly, an Elf that lives over 3000 years, slowly becomes more and more a part of the world around them... grow less and less active... and eventually fade into the land itself to become a Guardian of the Land (new monster).

Gnomes

The Gnomes of Solinar are a dying race, and as such has sought ways to preserve their people, if not their bodies. Gnomes close to death will travel to a secret location known only to that race in which to undergo a transformation into a creature similar to, yet different from, a Warforged of Eberron. See DM for more information if playing a Gnome.

Half-Dragons & Half-Elves

As one-half of their parentage is immortal, beings of this time are extremely long lived. They use the following age rules:

<u>Adulthood</u>	<u>Middle Age</u>	<u>Old Age</u>	<u>Venerable</u>	<u>Max. Age</u>
200 years	400 years	600 years	800 years	1000 years

CRITICAL HITS & MISSES

All party members will continue to roll to confirm any critical attack made (to facilitate use of some magical items as well as class abilities and feats). In addition to the added damage, each player succeeding on making a critical attack will roll a percentile dice and the Critical Hits table will be consulted to add additional results to the attack. Whenever a player rolls a natural 1 on an attack roll, the player will roll a percentile dice and the Critical Fumble table will be consulted to determine what happens with the failed attack.

Critical Hits

When a player rolls a natural 20 on a "To Hit" roll, they will immediately roll another d20 to "confirm" a critical hit. This second roll does not need to be another natural 20. Rather, the player must achieve a "hit" on this roll. This will confirm the hit as a critical attack. When this occurs, the player will roll percentile dice (d100) on the charts below depending upon the damage type done. It is important to note that if the result does not make sense as an effect upon a particular creature, a reroll is necessary.

SLASHING

%	Result
01-40	Result is a standard critical hit.
41-50	Target suffers from <i>Shocked</i> effect for one round.
51-60	Increase damage multiplier by one factor.
61-75	Target is knocked <i>Prone</i> from the impact of the blow.
76-85	Target has anything in their hand knocked away in your swing, as the limb is sliced.
86-90	Reroll all 1s and 2s on damage dice, once.
91-93	Roll one extra damage dice and add to the damage done.
94-96	Target suffers from <i>Bleeding</i> effect.
97-98	Increase damage multiplier by two factors.
99	Roll Twice on this chart.
100	Opponent is decapitated, instantly slain.

PIERCING

%	Result
01-40	Result is a standard critical hit.
41-50	Target suffers from <i>Shocked</i> effect for one round.
51-60	Increase damage multiplier by one factor.
61-75	Target is driven <i>Prone</i> .
76-85	Target has anything in their hand knocked out of the hand, as the limb is skewered.
86-90	Reroll all 1s and 2s on damage dice, once.
91-93	Roll one extra damage dice and add to the damage done.
94-96	Target suffers from <i>Bleeding</i> effect.
97-98	Increase damage multiplier by two factors.
99	Roll Twice on this chart.
100	Opponent is run through in a critical spot and instantly slain.

BLUDGEON

%	Result
01-40	Result is a standard critical hit.
41-50	Target suffers from the <i>Staggered</i> effect for one round.
51-60	Target has anything in their hand knocked out of the hand, as the limb is broken/crushed.
61-75	Opponent is suffers from a <i>Daze</i> effect for one round.
76-85	Target is knocked <i>Prone</i> by the force of your blow.
86-90	Reroll all 1s and 2s on damage dice, once.
91-93	Increase damage multiplier by one factor.
94-96	Roll one extra damage dice and add to the damage done.
97-98	Increase damage multiplier by two factors.
98	Opponent is knocked <i>Unconscious</i> .
99	Roll Twist on this chart.
100	Opponent is struck hard enough to crush their skull, killing them instantly.



Critical Fumbles

From time to time a player will miss an attack so badly... one simply MUST reward them in some manner. Below is the critical fumble chart for those who roll a natural 1 on their "To Hit" rolls.

%	Result
01-40	Result is a standard miss.
41-50	Character pulls or strains a muscle. -2 on Hit and Damage rolls for 1 day or until healed.
51-60	MELEE: Terrible Swing and a miss, exposing the character to an attack of opportunity. MISSILE: Terrible aim and recoil, 10% chance to hit an ally.
61-70	All opponents are inspired, receiving a +2 to all Attack, Damage, and Saves for the duration of the fight... because you are obviously a horrible fighter.
71-80	MELEE: Weapon reverberates off of a hard surface (rock, shield, etc) stunning the character for the rest of the round. MISSILE: The missile ricochets, striking an ally for standard damage.
81-85	The character stumbles, falling to a knee hard, and provides opponents with an Attack of Opportunity at +1 to the Hit roll.
86-90	The character loses their grip at the wrong time, dropping their weapon (1-50% chance, landing 1 square away) or throwing their weapon (51-100% chance, landing 2 squares away).
91-93	Character is either surprised by something, distracted in thought, or another distractor, causing them to make all D20 rolls at Disadvantage for the remainder of the round.
94-96	MELEE: Player hits themselves (1-50% chance) or an ally (51-100% chance) up to 5' away, dealing normal damage. MISSILE: The missile attack fails utterly, ricocheting to hit an ally for standard damage.
97-98	Player makes a spectacular movement or attack, shocking the opponent, as the character makes a critical strike... on another party member.
99	Player succeeds on a standard critical hit, to another party member. Reflex Save for half.
100	Player succeeds on a maximum result critical hit, to another party member. Reflex Save for half.

~Fin~