Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.


RESOURCES: Sources for this work include Defenders of the Faith by Rich Rodman and James Wyatt; Deities and Demigods by Rich Rodman, Skip Williams, and James Wyatt; Dragon® Magazine 62 “Gods of the Orcs” by Roger Moore; Faiths and Aspects, Powers and Pantheons, and Demihuman Deities by Eric L. Boyd and Julia Martin; Magic of Faerûn by Sean K Reynolds, Dianne Maxwell, and Angela Leigh McCoy, Masters of the Wild by David Eckelberry and Mike Schlinker, Oriental Adventures by James Wyatt, Song and Silence by David Noonan and John Rateliff; and Tome and Blood by Bruce R. Cordell and Skip Williams.

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

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

Native and Immigrant Deities

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

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

Pantheons

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

As cultures blend together, whether through conquest or trade, their pantheons gradually merge as well. Pantheon blending of this sort inevitably leads to clashes between deities of greater than demigod status, for Ao dictates that one deity or the other must reign supreme over any particular portfolio. For example, Tempus was the deity of war in the Talfiric pantheon (a culture contemporary to Netheril), while Garagos was the deity of war in the Netherese pantheon. After these two cultures blended, Tempus and Garagos battled for supremacy. In this case, Tempus prevailed, and
Garagos was reduced to demigod status. In many other cases, one of the clashing deities dies, as was the case when Talona defeated the interloper deity Kiputytto. Such conflicts often manifest as clashes between rival faiths, pitting church-led armies against one another in battles in which the life of one’s deity is truly at stake.

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

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

dead deities

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

understanding the deity statistics

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

Ranks of divine power

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

- **Rank 0**: Creatures of this rank are sometimes called quasi-deities or hero deities. Creatures that have a mortal and a deity as parents
also fall into this category. These entities cannot grant spells, but are immortal and usually have one or more ability scores that are far above the norm for their species. They may have some worshipers. Ordinary mortals do not have a divine rank of 0. They lack a divine rank altogether.

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

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

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

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

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

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

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

**divine characteristics**

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

A deity's outsider type, along with its class or classes, determines its weapon proficiencies, feats, and skills. Deities have some or all the following additional qualities, depending on their divine rank.

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

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

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

**Deity Class:** These beings are cruel, sadistic, and unreliable, some beings on Toril see them as a means to quick power. Fiend-worshiping cults are usually very small and localized, with few followers and a tendency to disintegrate in the face of opposition or when the fiend gets distracted by other things and stops granting spells. Still, some fiends establish a permanent foothold on Toril in this manner—Gargauth is a former archdevil that has become a deity, and the minotaur deity Baphomet is a demon. Two other known demons worshiped in Faerûn are Orcus (responsible for much of the trouble in Damara years ago) and Pazael.

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

Information on domains, favored weapons, and portfolios for Baphomet, Orcus, and Pazael can be found in the Monster Deities table in the appendix of this book.
ability checks, caster level checks, and turning checks.

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

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

- **Energy Immunity**: Deities of rank 1 or higher are immune to electricity, cold, and acid, even if the attacker is a deity of higher divine rank. Some deities have additional energy immunities.
- **Immortality**: All deities are immune to death from massive damage (see Injury and Death in Chapter 8 of the Player's Handbook). Deities do not age, and they do not need to eat, sleep, or breathe. The only way for a deity to die is through special circumstances, usually by being slain in magical or physical combat.

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

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

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

**Resistances**: All deities have at least the following resistances.

- **Energy Resistance**: A deity has energy resistance of 20 + its divine rank.
- **Spell Resistance**: A deity has spell resistance of 32 + its divine rank.

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

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

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

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

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

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

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

The remote sensing power can cross planes and penetrate any barrier except a Divine Shield (a salient divine ability) or an area oth-
misdirection or nondetection or similar spells, and it does not create a magical sensor that other creatures can detect (as the *sensing* spell does).

A deity can extend its senses to two or more remote locations at once (depending on divine rank) and still sense what's going on nearby. Once a deity chooses a remote location to sense, it automatically receives sensory information from that location until it chooses a new location to sense, or until it can't sense the location (for example, after 1 hour has elapsed since someone spoke the deity's name).

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

**Portfolio:** Every deity of rank 1 or higher has at least limited knowledge and control over some aspect of mortal existence. A deity's connection to its portfolio gives it a number of powers. A deity of rank 1 or higher can create magic items related to its portfolio without any requisite item creation feat, provided that the deity possesses all other prerequisites for the item. The maximum item value a deity can create is a function of its divine rank. The item's cost and creation time remain unchanged, but the deity is free to undertake any activity when not laboring on the item (see Creating Magic Items in the Dungeon Master's Guide).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Other Divine Powers

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

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

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

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

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

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

Divine Encounters and Experience Points

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

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

Other types of divine encounters are challenges, however, and deserve to be treated like other encounters with experience awards. Some situations might require the PCs to negotiate with a deity, others to thwart a deity's plans, and others to escape an angry deity with their lives! Some negotiations are simple, while others are much more difficult (bearing in mind that deities often have Bluff, Diplomacy, and Sense Motive skill modifiers in the +30 to +80 range). As a rule of thumb, assign negotiation-type encounters a Challenge Rating of somewhere between the average party level –2 and the average party level +1. (The XP award ranges from 170 to 450 times the average party level.) Thwarting a deity's plans is a great feat and probably deserves a Challenge Rating somewhere between the average party level and three levels higher (XP equal to 300 to 900 times the average party level). Escaping the wrath of a deity is extremely challenging and should have a Challenge Rating between four and seven levels above the average party level (XP equal to 1,200 to 3,600 times the average party level).

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

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

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

AZUTH

The High One, Patron of Mages, Lord of Spells

Lesser Deity

Symbol: Human left hand pointing upward outlined in blue fire

Home Plane: Dweomercrystal

Alignment: Lawful neutral

Portfolio: Wizards, mages, spellcasters in general, monks (Shining Hand)

Worshippers: Philosophers, sages, sorcerers, wizards

Cleric Alignments: LF, LG, LN

Domains: Illusion, Knowledge, Magic, Law, Spell

Favored Weapon: “The Old Staff” (quarterstaff)

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

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

Despite the ecclesiastical turmoil within, many outsiders view Azuth’s religion as tradition-bound. To them, it adapts to the times at a glacial pace, concerning itself overwhelmingly with abstract arcane debates while remaining blind to the problems that beset the land.

Since so many of Azuth’s followers take a neutral stance on matters of morality, the church often comes under criticism by the more proactive cults of Mystra.

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

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

Dogma: Reason is the best way to approach magic, and magic can be examined and reduced to its component parts through study and meditation. Maintain calm and use caution in your spellcasting and magic use to avoid making mistakes that even magic cannot undo.
Use the Art wisely, and always be mindful of when it is best not to use magic. Teach the wielding of magic and dispense learning throughout Faerûn that the use and knowledge of magic may spread.  
Live and teach the idea that with magical power comes grave responsibility. Learn every new spell you discover and make a copy for the temple library. Do not hoard your knowledge, and encourage creativity in magic in all ways and at all times.

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

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

The most powerful member of a given temple community is known as the "Ejüt," and is referred to as "Revered One" by his or her inferiors. Those who have served the High One for a great deal of time are sometimes called "Mister," but the clergy frowns upon more ostentatious titles. Many patriarchs live to be well over 130 years old, spawning rumors falsely claiming that high clerics of the inner circle have discovered the secret to immortality.

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

## Azuth

**Wizard 20/Archmage 7/Arcane Devotee 5/Loremaster 10/Cleric 20**

**Medium-Size Outsider (Lawful)**

**Divine Rank:** 10

**Hit Dice:** 20d6+180 (Wis) plus 5d4+45 (Acm) plus 5d4+45 (Dev) plus 10d4+90 (Lor) plus 20d8+180 (Cler) (860 hp)

**Initiative:** +11 (+7 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**AC:** 60 (+7 Dex, +10 divine, +23 natural, +8 deflection, +2 luck [Old Staff])

**Attacks:** +7 quarterstaff +72/+47 melee or spell +47 melee touch or ranged touch.

**Damage:** +7 quarterstaff 3d6+13; or by spell.

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

**Special Attacks:** Domain powers, salient divine abilities, spell-like abilities, turn undead 11th.

**Special Qualities:** Alignment focus (law), applicable knowledge, arcane reach, class spell at -2 caster level, divine aura (1000 ft., DC 28), divine immunities, divine shroud (1/day, law, SR 52, 13 rounds), DR 45/+4, enlarge spell, familiar (cats), fire resistance 30, godly realm (10 miles Outer Plane, 1,000 ft. Material Plane), greater lore, instant mastery (Bluff), lore +30, mastery of counter-spelling, mastery of elements, new found arcanum, newfound arcanum, plane shift at will, remote communication 10 miles, sacred defense +2, secrets of inner strength, spell power +1, spell power +2, spontaneous casting of divine spells, SR 62, teleport without error at will, true lore, understand, speak, and read all languages and speak directly to all beings, within 10 miles.

**Saves:** Fort +47, Ref +45, Will +76.

**Abilities:** Str 24, Dex 27, Con 28, Int 50, Wis 32, Cha 26.

**Skills:** Alchemy +63, Bluff +38, Concentration +84, Diplomacy +59, Forgery +56, Gather Information +41, Heal +58, Intimidate +26, Knowledge (arcana) +95, Knowledge (architecture and engineering) +73, Knowledge (geography) +73, Knowledge (history) +73, Knowledge (local) +73, Knowledge (nature) +73, Knowledge (nobility and royalty) +73, Knowledge (planes) +87, Knowledge (religion) +73, Listen +27, Sry +93, Search +53, Sense Motive +29, Spellcraft +97, Spot +27.

**Feats:** Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Create Portal, Delay Spell, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Improved Initiative, Maximize Spell, Persistent Spell, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus (Abjuration), Spell Focus (Conjuration), Spell Penetration, Spellcasting Probe (Wizard), Still Spell.

**Divine Immunities:** Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, imprisonment, banishment.
Salient Divine Abilities: Alter Form, Alter Size, Automatic Metamagic (twice spell-like ability), Automatic Metamagic (twice wizard spell), Control Creatures (10 creatures/day that can cast spells or use spell-like abilities, Will DC 28), Craft Artifact, Divine Spellcasting, Extra Domain (Illusion), Extra Domain (Spell), Increased Spell Resistance, Instant Counterspell, See Magic.

Domain: Powers: Cast illusion spells at +1 caster level; cast divination spells at +1 caster level; cast law spells at +1 caster level; use spell completion or spell trigger devices as Wiz/2.

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

Cleric Spells/Day (Levels 0–13): 6/9/9/9/8/8/7/7/6/6/2/2; base DC = 23 + spell level, or 25 + spell level for abjuration spells or conjuration spells.


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

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

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

The following powers drain 2 charges per use: cone of cold (3d6, save DC 15), globe of invulnerability, hold monster (save DC 14, monster summoning IX, plane shift, telekinesis (maximum weight 400 pounds), wall of force (in a 10-foot-diameter hemisphere around the user only), whirlwind.

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

The wielder also gains a +2 luck bonus to AC and saving throws. The Old Staff is a +7 quarterstaff, and its user may employ it to smite opponents. If 1 charge is expended (as a free action) the Old Staff causes double damage (+3 on a critical hit) for 1 round. On command, the staff automatically reflects spells cast at the wielder, exactly as if spell turning had been cast upon him or her.

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

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

The character breaking the staff has a 50% chance (a 01–50% on 8% of) of being thrown to another plane of existence, but if this does not occur (51–100%), the explosive release of spell energy destroys the wielder.

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

Caster Level: 40th; Weight: 4 lb.

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

Greater Deity

Symbol: Green rays squeezed forth from a black fist

Home Plane: The Barrens of Doom and Despair

Alignment: Lawful evil

Portfolio: Strife, hatred, tyranny, fear

Worshippers: Conquerors, evil fighters and monks, tyrants, wizards

Cleric Alignments: LN, LE, NE

Domains: Evil, Destruction, Hatred, Law, Tyranny

Favored Weapon: “The Black Hand of Bane” [a black gauntlet] (morningstar)

The twisted halls of Zhentil Keep echo with malign invocations chanted in shadowy temples throughout Faerûn. Bane (bain), the Lord of Darkness, has conquered death itself, returning to the world to give dark inspiration to a thousand intrigues, to foment fear and hatred in civilized lands, and to reassure the common mortal that tyranny, though it may suffer occasional defeat, will never die.
Though Bane transcended mortality centuries ago, his primary goal remains notably human—he seeks nothing short of the total domination of Faérûn. When his servants sit upon the throne of every land, when commoners serve their masters in fear for their very lives, and when altruism and hope have been erased from the world, then will Bane rest. Until that dark day, however, the Black Hand has eternity to hatch demented plots and vile intrigues. Eventually, he will rule all Faérûn, but there’s no hurry. Getting there will be half the fun.

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

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

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

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

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

Those who let down their guard, however, did so rashly, and far too soon. On 1387 DR, Xvim burst in a conflagration of diabolic green light. From the smoking husk of his remains emerged a newly reinvigorated Bane, his right hand ablaze with green fire. Xvim, it appeared, had been little more than a sentient cocoon, a shell in which grew a festering larva that would, in time, become Bane. Within days, the Xvimlar clergy had converted to the worship of Bane, and a great evil once again cast its calculating stare over the lands of Faérûn.

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

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

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

Bane’s temples tend to reflect the clergy’s regimented doctrines. Tall, sharp-cornered stone structures featuring towers adorned with large spires and thin windows, most Baneite churches suggest the architecture of fortified keeps or small castles. Thin interior passageways lead from an austere foyer to barrackslike common chambers for the lay clergy, each sparsely decorated with tapestries depicting the symbol of Bane or inscribed with embroidered passages from important religious texts. Temples frequently include an exposed central courtyard used for military drills and open-air ceremonies, as well as more traditional mass hall for the congregation at large. Most churches feature extensive subterranean dungeons replete with torture chambers, starvation wells, and monster pens. Before the Time of Troubles, Bane’s church was riven by internecine strife, divided into the Orthodox sect (commanded primarily by clerics) and the Transformed church (dominated by wizards). Bane himself encouraged this struggle, appreciating the value
of dissonence even when applied to his own servants. His long dormancy seems to have cleared his mind on this matter, however, as he has acted personally to eradicate these divisions, even going so far as to name Fael Chernyyl, the ruler of Zhonlit Keep, as his personal Chosen Tyrant and infallible mortal representative. The formerly fractious Banites have made common cause in vicious pogroms against those clerics who turned to Cyric after Bane's "death" and who have not returned to the fold; their increased cooperation can only lead to foul tidings for the rest of Faerûn.

**Bane**

**Fighter 17/Blackguard 10/Cleric 10/Wizard 10/Rogue 20**

**Medium-Size Outsider (Evil, Lawful)**

**Divine Rank:** 17

**Hit Dice:** 1d10+135 (Ftr) plus 1d10-90 + (Bk) plus 1d4-90 (Cl) plus 1d4-90

**Initiative:** +13 (+9 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**AC:** 82 (+9 Dex, +17 divine, +30 natural, +16 deflection)

**Attacks:** +5 lawful mighty cleaving unbalck gauntlet +83/+78/+73/+68 melee; or spell +73 melee touch or +69 ranged touch

**Always receives a 20 on attack rolls; roll die to check for critical hit.**

**Damage:** +5 lawful mighty cleaving unbalck gauntlet 1d4+37/19–20, or by spell. *Always does maximum damage (gauntlet 40 points).**

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

**Special Attacks:** Command or rebuke undead 23/day (effective cleric level 18th); domain powers, salient divine abilities, smite good (1/day), +16 on attack and +10 on damage for one weapon attack, sneak attack +16dd6 (96 points), spell-like abilities.

**Special Qualities:** Aura of despair, crippling strike, dark blessing, detect good, divine aura (17 miles, DC 43), divine immunities, DR 52/+4, empathic link with feline servant, evasion, familiar (ravens), feline servant (raven), fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), opportunistic, plane shift at will, remote communication 17 miles, share spells with feline servant, slippery mind, spontaneous casting of divine spells, SR 49, teleport without error at will, traps, uncanny dodge (Dex bonus to AC cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 17 miles.

**Saves:** Str +79, Ref +72, Will +72. *Always receives a 20 on saves.

**Abilities:** Str 36, Dex 29, Con 28, Int 30, Wis 28, Cha 42.


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

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 53 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Annihilating Strike (Fort DC 37 + damage dealt, or destroy up to 17,000 cubic feet of nonliving matter), Avatar (up to 20), Call Creatures (up to 17 devils/day, each with up to 17 HD), Divine Blast (19/day, up to 17 miles, 33d12 points of damage), Divine Inspiration (dread, Wisdom DC 17, up to 17 creatures/day), Divine Shield (12/day, stops 170 points of damage), Divine Sneak Attack, Divine Weapon Focus (gauntlet), Divine Weapon Specialization (gauntlet), Extra Domain (Trouble), Extra Domain (Law), Frightful Presence (Will DC 43), Know Secrets (Will DC 43), Lay Curse (up to 17 creatures/day, Will DC 43), Lay Quest (up to 17 creatures/day), Mass Divine Blast (up to 8 targets, no two of which can be more than 17 miles apart, or a cone up to 1,700 ft. long, or a burst or spread with a radius of up to 870 ft. and a height of up to 170 ft.); Possess Mortal (Will DC 43, up to 20 mortals at once), Sunder and Disjoin (save DC 37), Wound Enemy.

**Domain Powers:** Cast evil spells at -1 caster level, 1/day smite (+4 on attack and +10 on damage for one weapon attack); 1/day +2 profane bonus on attacks, saves, and AC against a selected opponent for 1 minute; cast law spells at +1 caster level.

**Spell-Like Abilities:** Bane uses these abilities as a 27th-level caster, except for evil spells and law spells, which he uses as a 28th-level caster. The save DCs are 43 + spell level. Antipathy, behavor curse, Bigby’s grabbing hand, blasphemy, calm emotions, circle of doom, command, contagion, create undead, desecrate, dictum, discern lies, disintegrate, dispel chaos, dispel good, dominate monster, doom, earthquakes, emotion (hate only), entrail, fear, forbiddance, geas/quest, greater command, harm, hold monster, implosion, inflict critical wounds, inflict light wounds, magic circle against chaos, magic circle against good, mass charm, order’s wrath, protection from chaos, protection from good, righteous might, scare, scatter, shield of law, summon monster IX (as evil or law spell only), unbalck aura, unbalck blight, wall of the unseen.
Blackguard Spells/Day: 5/4/4/3; base DC = 19 + spell level or 21 + spell level for enchantment (compulsion) spells.
Cleric Spells/Day: 4/3/2/1; base DC = 19 + spell level or 21 + spell level for enchantment (compulsion) spells.
Wizard Spells/Day: 4/3/2/1; base DC = 20 + spell level or 22 + spell level for enchantment (compulsion) spells.
Possessions: Bane wears the Black Hand of Bane, a +5 gauntlet with the lawful, mighty cleaving, and unholy special abilities.
Caster Level: 25th; Weight: 2 lb.

*Koravis* Male fiendish raven; CR 3; Tiny magical beast; HD 9/8; hp 40; Init +2; Spd 60 ft., fly 120 ft. (average); AC 21 (touch 19, flat-footed 19); Atk +10 melee (1d6+3, claws); SQ Face/Reach 10 ft. × 10 ft., SA Smite good (1/day, +9 points of damage on one natural attack); SQ Blood bond, cold resistance 15, damage reduction 1/2, darkvision 60 ft., empathic link with Bane, fire resistance 15, improved evasion, low-light vision, share saving throws with Bane, speak with Bane, spell resistance 15; AL LE; SV Fort +13, Ref +8, Will +8; Str 5, Dex 15, Con 10, Int 9, Wis 14, Cha 6.

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

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

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

**OTHER DIVINE POWERS**

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

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

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

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

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

**AVATARS**

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

**Avatar of Bane:** As Bane except divine rank 8, AC 64 (touch 45, flat-footed 64), Atk +24/+19/+14/+9 melee (1d3+28/19–20, +7 lawful mighty cleaving unholy gauntlets), or spell +64 melee touch or +60 ranged touch; SQ Divine aura (800 ft., DC 54), fire resistance 28, DR 4/+4, SR 40, SV Fort +70, Ref +63, Will +63; all skill modifiers reduced by 9.

**Greater Divine Abilities:** Alter Form, Alter Size, Divine Blast (19/day, up to 8 miles, 24,412 points of damage), Divine Shield (12/day, stops 80 points of damage), Divine Sneak Attack, Divine Weapon Focus (gauntlet), Divine Weapon Specialization (gauntlet), Extra Domain (Law), Extra Domain (Destruction), Lay Quest (up to 8 creatures/day).

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

### chauntea

**The Great Mother, the Grain Goddess, Earthmother**

**Greater Deity**

**Symbol:** Blooming rose on a sunburst wreath of golden grain

**Home Plane:** House of Nature

**Alignment:** Neutral good

**Portfolio:** Agriculture, plants cultivated by humans, farmers, gardeners, summer

**Worshipers:** Peasants and indentured servants, druids, farmers, gardeners

**Cleric Alignments:** CG, LG, N, NG

**Domains:** Animal, Earth, Good, Plant, Protection, Renewal

**Favored Weapon:** A shock of grain (scythe)

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

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

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

Chauntea’s clerics, and druids pray for spells at sundown. The clergy holds few organized holidays, instead instructing the faithful to give thanks to Chauntea at every sunrise, and in every moment the natural beauty of the world fills them with joy. A long-standing tradition within the church holds that a newly wedded couple should spend their first night together in a freshly tilled field, which is said
to ensure a fertile union. Fertility plays an important role in the Chauntean faith, and a hedonistic celebration during Greengrass encourages excessive drinking, eating, dancing, and uninhibited behavior. The clergy observe solemn High Prayers of the Harvest during a ritualized annual ceremony coinciding with the start of the harvest. Chauntea's clerics most often multiclass as rangers or druids.

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

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

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

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

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

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

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

**Chauntea**

**Druid 20/Cleric 20/Ranger 8**

**Medium-Size Outsider (Good)**

**Divine Rank:** 19

**Hit Dice:** 20d8+220 (outsider) plus 20d8+220 (Drd) plus 20d8+220 (Clr) plus 8d10+88 (Rgr) (1,308 hp)

**Initiative:** +11 (+1 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**AC:** 81 (+7 Dex, +19 divine, +32 natural, +13 deflection)

**Attacks:** +7 defending holy keen shock of grain +79 (+74/+69/+64) melee; or spell +70 melee touch or ranged touch. Always receives a 20 on attack rolls, roll die to check for critical hit.

**Damage:** +7 defending holy keen shock of grain 2d4+34/18–20/4; or by spell. Always does maximum damage (shock of grain 42 points).

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

**Special Attacks:** Domain powers, salient divine abilities, spell-like abilities, turn undead 16/day.

**Special Qualities:** A thousand faces, animal companion (up to a total of 20 HD), divine aura (19 miles, DC 42), divine immunities, DR 14/+4, favored enemies (aberrations +2, shapechangers –1), fire resistance 39, godly realm (100 miles Outer Plane, 1,900 ft. Material Plane), nature sense, plane shift at will, remote communication 19 miles, resist nature's lure, spontaneous casting of divine spells, SR 71, teleport without error at will, timelessness, trackless step, understand, speak, and read all languages and speak directly to all beings within 19 miles,
venom immunity, wild shape (Fins, Diminutive, Tiny, Small, Medium-size, Large, Huge, Gargantuan, Colossal, or dire animal 9/day, elemental 3/day), woodland stride.

**Saves**: Fort +66, Ref +62, Will +77. *Always receives a 20 on saves.

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

**Skills**: Animal Empathy +83, Climb +39, Concentration +101, Diplomacy +60, Handle Animal +91, Heal +102, Hide +39, Intuit Direction +53, Knowledge (arcana) +49, Knowledge (geography) +49, Knowledge (nature) +97, Knowledge (religion) +72, Listen +62, Profession (farmer) +78, Ride (horse) +47, Scent +89, Search +46, Sense Motive +62, Spellcraft +89, Spot +62, Swim +49, Wilderness Lore +82. *Always receives a 20 on checks.

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

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

**Salient Divine Abilities**: Alter Form, Alter Reality (save DC 52 for duplicated spells, temporary nonmagical objects last 19 days, temporary magic items or creatures last 19 hours), Alter Size, Avatar (up to 20), Call Creatures (up to 19 elements serving simultaneously, each with up to 19 HD, Call Creatures (up to 19 fey serving simultaneously, each with up to 19 HD), Divine Blast (6/day, up to 19 miles, 32d12 points of damage), Divine Druid, Divine Earth Mastery (sense 19 feet), Divine Shield (1/day, stops 190 points of damage), Divine Spellcasting, Divine Weapon Focus (shock of grain), Divine Weapon Specialization (shock of grain), Extra Domain (Good), Extra Domain (Protection), Extra Domain (Renewal), Gift of Life, Life and Death, Mass Life and Death (no two targets can be more than 19 miles apart), Mind of the Beast (awakened [up to 19 creatures/day]), or slumber [Fort DC 42]. Possess Mortal (Will DC 42, up to 20 mortals at once), Power of Nature (19-mile radius, duration concentration + up to 19 minutes), Shapechange, True Shapechange.

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

**Spell-Like Abilities**: Chauntea uses these abilities as a 29th-level caster, except for good spells, which she uses as a 50th-level caster. The save DCs are 42 + spell level. *Aid, animal shapes, antilife shell, antimagic field, atonement, barkskin, blade barrier, calm animals, change staff, charm person, command plants, commune with nature, control plants, creeping doom, dispel evil, dominate animal, earthquake, elemental swarm (earth), entangle, freedom, greater restoration, heroic feast, hold animal, holy aura, holy smite, holy word, iron body, lesser restoration, magic circle against evil, magic stone, mind blank, plant growth, polymorph any object, prismatic sphere, protection from elementals, protection from evil, reincarnate, remote disease, repel vermin, repel wood, repulsion, sanctuary, shambler, shapechange, shield other, soften earth and stone, spell immunity, spell resistance, stone strike, stone shape, stoneskin, summon monster IX (as a good spell only), wall of stone, wall of thorns.


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

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

Possessions: Chauntea carries a shock of grain that functions as a +2 scythe with the defending, holy, and keen special abilities.

Caster Level: 25th; Weight: 12 lb.

**OTHER DIVINE POWERS**

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

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

She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 19 hours.

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

**Automatic Actions**: Chauntea can use Knowledge (arcana), Knowledge (geography), Knowledge (nature), or Knowledge (religion) as a free action if the DC for the task is 30 or lower.

She can perform up to twenty such free actions each round.

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

**Avatars**

Most of Chauntea’s avatars appear as kindly, white-haired human women with the sort of rugged good looks that come from a life lived under the calming rays of the gentle sun. Each of these divine manifestations dresses in a sacred garment of white silk robes cinched at the waist by a girdle embroidered with natural designs. Sometimes, when her avatar-to-be must be used on a reconnaissance mission, Chauntea chooses the form of a fey creature or an animal. Chauntean avatars act as guides to lead the faithful to fertile lands,
agents of vengeance to defeat those who have despoiled the lands of her devoted followers, or servants of renaissance, who restore natural vitality to devastated lands. She manifests somewhat more commonly on the Moonshae Islands than elsewhere in Faerûn.

\section*{Avatar of Chauntae} As Chauntae except divine rank 9, DC 61 (touch 39, flat-footed 54); Atk +69/+64/+59/+54 melee (2d4+2/4/18–20/x4, +5 defending holy keen shock of grain), or spell +60 melee touch or ranged touch; SQ Divine aura (900 ft, DC 32), DR 44/+4, fire resistance 29, SR 41; SV Fort +56, Ref +52, Will +67; all skill modifiers reduced by 10.

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

\section*{Spells} As Chauntae, except save DCs against the avatar’s cleric, druid, and ranger spells are 30 + spell level. The avatar has no spell slots above 9th level available.

\section*{Cyr
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\textit{Prince of Lies, the Dark Sun, the Black Sun}
\end{center}
\begin{center}
\textbf{Greater Deity}
\end{center}
\begin{center}
\textbf{Symbol:} White jawless skull on black or purple sunburst
\end{center}
\begin{center}
\textbf{Home Plane:} The Supreme Throne
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\begin{center}
\textbf{Alignment:} Chaotic evil
\end{center}
\begin{center}
\textbf{Portfolio:} Murder, lies, intrigue, deception, illusion
\end{center}
\begin{center}
\textbf{Worshipers:} Former worshipers of Bane, Bhaal, and Myrkul, power-hungry (primarily young) humans
\end{center}
\begin{center}
\textbf{Cleric Alignments:} CE, CN, NE
\end{center}
\begin{center}
\textbf{Domains:} Chaos, Destruction, Evil, Illusion, Trickery
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\begin{center}
\textbf{Favored Weapon:} “Razor’s Edge” (longsword)
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Cyr (sir-ick) is a petty, self-centered, megalomaniacal deity who holds himself above all other deities. He has an immense following throughout Faerûn: The unholy radiance of the Dark Sun draws power-hungry mortals like moths to a flame and then inexorably consumes them. Cyr was once insane, but his bout with divine madness has finally ebbed, and he no longer believes himself more powerful than all other deities. The Prince of Lies delights in spinning webs of deception that lead both mortals and deities to their ruin and pit friends and lovers against one another. He has assumed many guises since his ascension: a bloody wraith, a cloud of poisonous smoke, or a sudden gloom containing the phantom images of whirling human skulls and the intent gaze of two black eyes. However, his true form is believed to be that of a slim man with blazing dark eyes and chalk-white skin.

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

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

\section*{History/Relationships} Once mortal, Cyr was elevated to divine status by Ao at the conclusion of the Time of Troubles in 1378 DR, as was Midnight (Mystra). Upon his ascension, Cyr claimed the portfolios of Bane, Myrkul, and Bhaal, largely subsuming their churches into his faith as well. The Dark Sun then slew Leira, Lady of the Mist, with the aid of Mask in the form of the sword Godbane.

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

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

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

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

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

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

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

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

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

**Cyric**

**Fights/Assassin 20/Illusionist 20**

**Medium-Sized Outsider (Chaotic, Evil)**

**Divine Rank:** 17

**Hit Dice:** 3d10+21 (Ftr) plus 2d6+140 (Rog) plus 1d6+70 (Assn) plus 2d4+140 (Ill) (661 hp)

**Initiative:** +20, always first (+16 Dex, +4 Improved Initiative, Supreme Initiative)

**Speed:** 60 ft.

**AC:** 83 (+16 Dex, +17 divine, +30 natural, +10 deflection)

**Attacks:** +5 chaotic keen scarning **wounding longsword** +65/+60/+55 melee; or spell +59 melee touch or +67 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.*

**Damage:** +5 chaotic keen scarning **wounding longsword** 1d8+20 plus 1d6 sonic/1d20; or by spell *Always does maximum damage (longsword 28 points).*

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

**Special Attacks:** Death attack (DC 72), domain powers, salient divine abilities, sneak attack +1d6d6 (300 points), spell-like abilities.

**Special Qualities:** Crippling strike, divine aura (17 miles, DC 37), divine immunities, DR 12/+4, evasion, familiar (hawks), fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), improved evasion, opportunistic, plane shift at will, remote communication 17 miles, slippery mind, SR 49, teleport without error at will, traps, uncanny dodge (Dex bonus to AC cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 17 miles.

**Saves:** Fort +48, Ref +60, Will +46 *Always receives a 20 on saves.*

**Abilities:** Str 30, Dex 42, Con 24, Int 40, Wis 24, Cha 30.

**Skills:** Appraise +47, Balance +37, Bluff +94, Climb +46, Concentration +60, Craft (poisonmaking) +78, Diplomacy +46, Disable Device +53, Escape Artist +54, Forgery +48, Gather Information +47, Hide +52, Innuendo +46, Intimidate +70, Intuit Direction +37, Jump +48, Knowledge (arcana) +68, Knowledge (religion) +68, Listen +43, Move Silently +52, Open Lock +51, Pick Pocket +57, Read Lips +47, Search +51, Sense Motive +74, Spellcraft +68, Spot +53, Tumble +54, Use Rope +43 *Always receives a 20 on checks.*

**Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Rod, Craft Staff, Create Portal, Dodge, Expertise, Forge Ring, Great Cleave, Greater Spell Focus (Illusion), Improved Critical...
Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, imprisonment, banishment.

Salient Divine Abilities: Alter Reality (save DC 47 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Arcane Mastery, Avatar (up to 20), Battlesense, Control Creatures (up to 17 humans/day, Will DC 37), Craft Artifact, Divine Blast (13/day, up to 17 miles, 27412 points of damage), Divine Dodge (miss chance -3%), Divine Glintness (as mass suggestion cast by a 5th-level sorcerer, up to 27 creatures, no two of which are more than 170 feet apart, Will DC 37), Divine Shield (10/day, stops 170 points of damage), Divine Skill Focus (Bluff), Divine Skill Focus (Sense Motive), Divine Sneak Attack, Divine Spell Focus (Illusion), Extra Domain (Chaos), Extra Domain (Illusion), Hand of Death (Fort DC 47), Know Death, Know Secrets (Will DC 37), Supreme Initiative, Wave of Chaos (170-ft radius, Will DC 37).

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

Spell-like Abilities: Cyric uses these abilities as a 7th-level caster, except for chaotic spells, evil spells, and illusion spells, which he uses as a 25th-level caster. The save DCs are 37 + spell level. Animale objects, blasphey, change shape, chaos hammer, circle of doom, cloak of chaos, confusion, contagion, create undead, decay, death knell, dispel good, dispel law, displacement, earthquake, false vision, harm, implosion, inflict critical wounds, inflict light wounds, invisibility, magic circle against good, magic circle against lawful, minor image, mend broken, mend metal, renewal, resistance to spells, shape water, teleport, true seeing, un就好 aura, un就好 blight, weird, word of chaos.


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

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

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

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

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

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

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

Avatar of Cyric: As Cyric except divine rank 8; AC 11 (touch 14, flat-footed 10); Atk +5/+0/+15/+20/+25/+30, +5 chaotic keen (screaming wounding longsword), or spell +50 melee touch or +5 ranged touch; SA Death attack (DC 43); SQ Divine aura (800 ft., DC 28), DR 10/+4, Fire resistance 28, SR 50; UV Fort +39, Ref +41, Will +37; Bluff +28, Sense Motive +38; all other skill modifiers reduced by 9.

Salient Divine Abilities: Alter Reality (save DC 67 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 8 hours), Battlesense, Divine Dodge, Divine Glintness (as mass suggestion cast by a 18th-level sorcerer, up to 18 creatures, no two of which are more than 80 feet apart, Will DC 28), Divine Shield (10/day, stops 80 points of damage), Extra Domain (Chaos), Extra Domain (Illusion), Hand of Death (Fort DC 38), Know Secrets (Will DC 29), Wave of Chaos (80-ft radius, Will DC 28).

Spell-like Abilities: Caster level 18th, or 19th for chaotic spells, evil spells, and illusion spells; save DC 35 + spell level.

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

screaming special ability

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

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

Caster Level: 20th; Weight 6 lb.
Eilistraee

*The Dark Maiden, Lady of the Dance*

Lesser Deity

Symbol: Nude long-haired female drow dancing with a silver bastard sword in front of a full moon

Home Plane: Arvandor (also the Demonweb Pits)

Alignment: Chaotic good

Portfolio: Song, beauty, dance, swordwork, hunting, moonlight

Worshippers: Good-aligned drow, hunters, surface-dwelling elves

Cleric Alignments: CG, CN, NG

Domains: Chaos, Charm, Drow, Elf, Good, Moon, Portal

Pavored Weapon: "The Moonsword" (bastard sword)

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

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

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

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

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

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

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

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

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

Temples of the Dark Maiden are typically established in the mouths of dark caverns and in dim forests on the surface world from which her clerics can venture forth at night, to brave the moonlight. It is rare for clergy of Eilistraee to found a temple below the surface. The Dark Maiden’s clergy seek out pristine, natural sites that need little modification. These places of worship are developed much like those dedicated to the Silarine. Temples complexes typically include a glade in which to dance, offering an unobstructed view of the moon, and a place and place for the performance of song (often an access tunnel to the Underdark). Other common features are a thick tree canopy, a lively freshwater stream, a forge and
smithy, and a vein of iron or some other metal suitable for the crafting of swords. However, the simplest shrine of the Dark Maiden requires naught but a moonlit glade and a song (audible or imagined) that draws one into a dance.

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

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

Elistraee
Bard 20/Fighter 17/Cleric 9
Medium Size Outsider (Chaotic, Good)
Divine Rank: 7
Hit Dice: 2d8+140 (outsider) plus 2d6+140
(9d) plus 15d10+160 (Ftr) plus 5d8+35 (Clr) (890 hp)
Initiative: +20 (+16 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: +16 Dex, +7 divine, +20 natural, +4 deflection
Attacks: +5 dancing keen bastard sword
+4/−4/−4, or spell +5 melee touch or
+63 ranged touch.
Damage: +5 dancing keen bastard sword 1d10+25/
−15−20, or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 1/day.
Special Qualities: Bardic knowledge +29, 20/day bardic
, music (countersong, fascinate, inspire competence, inspire courage, inspire greatness, suggestion)
range 7 miles, divine aura (700 ft., DC
31), divine immunities, DR 22/+4,
drow traits, fire resistance 27, godly realm
(1 mile Outer Plane, 700 ft. Material Plane), plane shift at will, remote communication 7 miles, spontaneous casting of divine spells, SR 39, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 7 miles.
Saves: Fort +46, Ref +77, Will +46.
Abilities: Str 24, Dex 42, Con 24, Int 29, Wis 24, Cha 38.
Skills: Balance +50, Bluff +44, Climb +37, Concentration +44,
Craft (weaponsmithing) +39, Decipher Script +39, Diplomacy
+55, Disguise +44, Escape Artist +46, Gather Information +44,
Heal +44, Hide +46, Intimidate +23, Intuition +57,
Jump +76, Knowledge (arcana) +76, Knowledge (nature) +39,
Knowledge (religion) +66, Listen +39, Move Silently +46,
Perception +66, Scry +46, Search +18, Sense Motive +77,
Spellcraft +41, Spot +38, Swim +37, Tumble +71, Use Magic
Device +44.
Features: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft
Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand,
Craft Wondrous Item, Create Portal, Daylight Adaptation,
Dodge, Exotic Weapon Proficiency (bastard sword), Expertise,
Great Cleave, Improved Critical (bastard sword), Improved
Disarm, Improved Initiative, Lightning
Reflexes, Mobility, Point Blank Shot, Power
Attack, Run, Scribe Scroll, Skill Focus
(Perform), Spring Attack, Sunder, Weapon
Focus (bastard sword), Weapon
Specialization (bastard sword), Whirlwind Attack.
Drow Traits: +2 racial bonus on Will saves against enchantment
spells or effects, darkvision, entitled to a Search check when
within 5 feet of a secret or concealed door as though actively
looking for it, +2 bonus on Will saves against spells or spell-like abilities.
Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, imprisonment, banishment.
Salient Divine Abilities: Alter Size, Avatar (up to
3), Divine Bond, Divine Weapon Focus (bastard sword), Divine Weapon Specialization (bastard sword), Extra Domain (Chaotic), Extra Domain (Charismatic), Extra Domain (Good), Extra Domain (Portal).
Domain Powers: Cast chaotic spells at +1 caster level; 7/day increase Cha by +4
for 1 minute; cast good spells at +1 caster level; 17/day turn or destroy
lycanthropes; detect an active or inactive portal as if it were a normal secret
door (DC 20).
Spell-Like Abilities: Elistraee uses these abilities as a
17th-level caster, except for chaotic spells and good spells, which she uses as an 18th-level caster.
The save DCs are 31 + spell level. Aid, analyze
portal, animal shapes, animate objects, antipathy, banishment, blade barrier, calm emotions, cure gravest, eaus hammer,
charm monster, charm person, clairaudience/clairvoyance, cloak of
charm, cloak of dark power, commune with nature, command, dimension door, dimensional anchor, discern lies, dispel evil, dispel law, dominate monster, enervation, ethereality, faerie fire, find the path,
gate, geoquest, greater dispelling, greater planar ally, holy aura, holy
smite, holy word, insanity, liveoak, magic circle against evil, magic
circle against law, maze, moon path, moonbeam, moonblade, moonfire,
permanent image, protection from evil, protection from law, shatter,
snare, spider form, suggestion, summon monster 1, summon
monster IX (as chaos or good spell only), sunburst, teleport, tree
strike, true strike, word of chaos.
As a drow, Elistraee also has the ability to use dancing lights,
darkness, and faerie fire each 1/day, caster level 60th.
Bard Spells Known (4/3/2/2/1/1, back up DC = 24 + spell level):
0—dancing lights, detect magic, ghost sound, light, prestidigitation,
read magic, 1st—expeditious retreat, identify, magic armor,
protection from law, sleep, 2nd—bull’s strength, detect thoughts, glasdrust,

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

**Possessions:** Eliastree carries the Moonstone, a +3 bastard sword with the dancing and keen special abilities.

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

### Other Divine Powers

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

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

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

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

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

### Avatars

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

**Avatar of Eliastree: SZ Large, AC 38 (touch 42, flat-footed 42); Atk +7/+2/+4/+1; 44 melee (2d6+20/15–20, Large +5 dancing keen bastard sword), or spell +7 melee touch or +8 ranged touch, Face/Reach 5 ft. × 5 ft. (10 ft.); Hide +36; all other skill modifiers reduced by 4.

**Savant Divine Abilities:** Alter size, Divine Bard, Divine Weapon Focus (bastard sword), Divine Weapon Specialization (bastard sword).

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

### Gond

Wonderbringer, Lord of All Smiles

**Intermediate Deity**

**Symbol:** A toothed metal, bone, or wood cog with four spokes

**Home Plane:** House of Knowledge

**Alignment:** Neutral

**Portfolio:** Artifice, craft, construction, smithwork

**Worshipers:** Blacksmiths, crafters, engineers, gnomes, inventors, Lantanese, woodworkers

**Cleric Alignments:** Any

**Domains:** Craft, Earth, Fire, Knowledge, Metal, Planning

**Pavored Weapon:** “Craftmaster” (warhammer)

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

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

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

Clerics of Gond pray for their spells in the morning before the morning meal. Daily rituals to Gond are simple: muttered prayers upon rising and retiring, which are often incorporated into dressing or undressing, and a longer prayer of thanks at the main meal. Clerics offer a special prayer of thanks and dedication of their work before commencing any new creation (as opposed to repair or maintenance). Their one holy festival is the Ippensher, named for Ippen, Gond’s First Servant, and celebrated during the twelve days immediately following Greengrass. All clergy of Gond and his devout worshipers gather at a temple, abbey, or holy site where a famed inventor or craftsmen once worked. It is a time of feasting, drinking, and revelry, during which they show inventions to and share innovations with their fellow Gondar. Some visit as many gatherings of the faithful as they can during this time, using a network of portals maintained by the church to link major defensive holy houses.
One strange practice of the faith requires that Gondar make two copies of any new machine or tool they discover, if possible. One copy is hidden away against the prying eyes of thieves or vandals for later display to fellow Gondar, and the other is smashed—or preferably, burned—as part of the Sacred Unmaking, a prayer of offering to Gond. This ceremony reinforces Gond's dominion over both constructive and destructive engineering. Some clerics multiclass as rogues, but only out of interest in lock picks and other small tools. Many become techsmiths (see Chapter 4).

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

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

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

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

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

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

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

**Gond**

Rogue 10/Wizard 12/Cleric 8/Bard 10

Medium-size Outsider

Divine Rank: 12

Hit Dice: 2d8+1d0 (outsider) plus 1d6+0 (Rog) plus 1d4+0 (Wiz) plus 4d8+2 (Clr) plus 1d6+7 (Brd) (912 hp)

Initiative: +19 (+15 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: +19 (+15 Dex, +12 divine, +25 natural, +9 deflection)

Attacks: +4 impact returning seeking throwing warhammer +6d6/3d6 (+4/+4 melee), or +4 impact returning seeking throwing warhammer +7d6/3d6 (+7/+7 ranged); or spell +5 melee touch or +67 ranged touch.

Damage: +4 impact returning seeking throwing warhammer 1d8×4/1d8×8/20×3

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

Special Attacks: Domain powers, salient divine abilities, sneak attack +5d6, spell-like abilities, turn undead 12/day.

Special Qualities: Bardic knowledge +25, bardic music (countersong, fascinate, inspire competence, inspire courage, inspire greatness, suggestion) 10/day, crippling strike, divine aura (1200 ft., DC 31), divine immunities, DR 7/6, evasion, familiar (toads), immune to fire, godly realm (10 miles Outer Plane, 1,200 ft. Material Plane), plane shift at will, remote communication 12 miles, spontaneous casting of divine spells, SR 44, teleport without error at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked), understand, speak, and read all languages and speak directly to all beings within 12 miles.

 Saves: Fort +21, Ref +5, Will +12

Abilities: Str 25, Dex 40, Con 44, Int 40, Wis 24, Cha 29.

Skills: Alchemy +62, Appraise +60, Concentration +74, Craft
(armor smithing) +12, Craft (blacksmithing) +12, Craft (bookbinding) +14, Craft (boymaking) +72, Craft (gemcutting) +72, Craft (leatherworking) +72, Craft (locksmithing) +72, Craft (pottery) +72, Craft (shipbuilding) +72, Craft (stonemasonry) +72, Craft (trapmaking) +72, Craft (weaponsmithing) +114, Craft (woodworking) +72, Decipher Script +50, Diplomacy +60, Disable Device +56, Gather Information +57, Heal +48, Knowledge (arcana) +70, Knowledge (architecture and engineering) +62, Knowledge (religion) +67, Listen +72, Open Lock +56, Perform +33, Ride (horse) +53, Scry +62, Spellcraft +70, Use Magic Device +44, Use Rope +56. Always receives a 20 on checks.

**Poetic**


**Divine Immunities**

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

**Salient Divine Abilities**

Alter Size, Arcane Mastery, Avatar (up to 10), Create Greater Object (up to 1,200 lb total weight or 2,400 cubic feet of volume), Create Object (up to 600 lb total weight or 120 cubic feet of volume), Divine Earth Mastery (sense 12 feet), Divine Fire Mastery (sense 12 feet), Divine Shield (30/day, stops 120 points of damage), Divine Skill Focus (Craft [armor smithing]), Divine Skill Focus (Craft [blacksmithing]), Divine Skill Focus (Craft [weaponsmithing]), Extra Domain (Fire), Extra Domain (Metal), Extra Domain (Planning), Master Crafter.

**Domain Powers**

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

**Spell-Like Abilities**

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

**Bard Spells Known**

(3/6/9/4/2; base DC = 19 + spell level): C-shares, fight, mage hand, messenging, read magic, resistance; 1st—alarm, create, create, greater magic weapon; 2nd—incantation, locate object, pyrotechnics, shatter; 3rd—clairaudience/clairvoyance, greater magic weapon, haste, sculpt sounds; 4th—break enchantment, Leomund’s secure shelter.

**Spells/Day**

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

**Wizard Spells/Day**

4/8/6/6/4; base DC = 23 + spell level.

**Possessions**

Gond carries **Craft** master, a 1+ warhammer with the impact, returning, seeking, and throwing special abilities.

**Caster Level**

25th; **Weight**

8 lb.

**Other Divine Powers**

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

**Senses**

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

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**Impact and Seeking Special Abilities**

**Impact**

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

**Caster Level**

10th; **Prerequisites**

Craft Magic Arms and Armor, weapon of Impact; **Market Price**

+1 bonus.

**Seeking**

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

**Caster Level**

12th; **Prerequisites**

Craft Magic Arms and Armor, true seeing; **Market Price**

+1 bonus.
Major Deities of Faerûn

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

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

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

Avatars

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

Avatar of Gond: As Gond except divine rank 6; AC 39 (touch 40, flat-footed 58; Atk +5/+0/+5/+4/+3 melee (1d8+14/+18/+20×2); +4 impact returning seeking throwing warhammer), or +6/+5/+4/+3/+2/+1 ranged (1d8+13/18/20×3, +4 impact returning seeking throwing warhammer), or spell +5 melee touch or +6 ranged touch; SQ Divine aura (500 ft.), DC 41, DR 41/+4, SR 38, SV Fort +43, Ref +53, Will +45, Craft (armorsmithing) +84, Craft (blacksmithing) +84, Craft (weaponsmithing) +86; all other skill modifiers reduced by 6; Spell Mastery (arcane lock, disintegrate, fabricate, guard, and wards, minor creation, minor globe of invulnerability, magic missile, permanency, polymorph any object prismatic wall, shrink item, stone shape, symbol, transmute mud to rock, wish).

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

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

Helm

The Watcher, the Vigilant One

Intermediate Deity

Symbol: Staring eye with blue pupil on an upright war gauntlet

Home Plane: House of the Triad

Alignment: Lawful neutral

Portfolio: Guardians, protectors, protection

Worshippers: Explorers, fighters, guards, mercenaries, paladins

Cleric Alignments: LE, LG, LN

Domains: Law, Planning, Protection, Strength

Favored Weapon: “Ever Watchful!” (bassad sword)

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

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

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

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

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

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

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

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

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

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

**Helm**

*Fighter 20/Ranger 10/Cleric 10*  
Medium Size Outsider (Lawful)

**Divine Rank:** 11  
**Hit Dice:** 20d8+140 (outsider) plus 2d10+140 (Ftr) plus 1d10+70  
**(Rgr) plus 1d6+70 (Clr) (360 hp)**  
**Initiative:** +11 (+7 Dex, +4 Improved Initiative)**  
**Speed:** 60 ft.  
**AC:** 68 (+1 Dex, +11 divine, +2 natural, +13 armor (+5 everbright full plate), +9 deflection)**  
**Attacks:** +4 holy keen lawful bastard sword +11/+6/+1/—/+5/+5 melee, or spell +66 melee touch or +58 ranged touch.  
**Damage:** +4 holy keen lawful bastard sword 1d10+28/15—20, or by spell.  
**Face/Reach:** 5 ft. by 5 ft./5 ft.  
**Special Attacks:** Domain powers, salient divine abilities, spell-like abilities, turn undead 12/day.  
**Special Qualities:** Divine aura (3,100 ft., DC 30), divine immunities, DR 46/+4, favored enemies (shapechangers +3, outsiders [devils] +2, aberrations +1), fire resistance 31, godly realm (10 miles Outer Plane, 1,100 ft. Material Plane), plane shift at will, remote communication 11 miles, spontaneous casting of divine spells, SR 43, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 11 miles.  
**Saves:** Fort +50, Ref +70, Will +78.  
**Abilities:** Str 40, Dex 24, Con 24, Int 24, Wis 40, Cha 29.  
**Skills:** Appraise +41, Balance +36, Climb +64, Concentration +53, Craft (weaponsmithing) +70, Diplomacy +70, Gather Information +43, Handle Animal +63, Heal +60, Hide +23, Intimidate +43, Jump +64, Knowledge (nature) +37, Knowledge (religion) +36, Listen +104, Move Silently +36, Ride (horse) +65, Search +77, Sense Motive +49, Spellcraft +40, Spot +104, Swim +34, Wilderness Lore +45. *Always receives a 20 on checks."
Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Deflect Arrows, Dodge, Endurance, Exotic Weapon Proficiency (b astard sword), Expertise, Extend Spell, Great Cleave, Improved Critical (b astard sword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Inscribe Rune, Maximize Spell, Mobility, Power Attack, Run, Skill Focus (Listen), Skill Focus (Spot), Spring Attack, Stun ning Fist, Sunder, Track, Weapon Focus (b astard sword), Weapon Specialization (b astard sword), Whirlwind Attack.

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

Salient Divine Abilities: Alter Size, Annihilating Strike (Fort save DC 31 + damage dealt, or destroy up to 11,000 cubic feet of nonliving matter), Area Divine Shield (up to 10-foot squares, or a sphere or hemisphere with a radius of up to 11 feet), Avar (up to 10), Battlesense, Clear sight 11 ft., Divine Blast (12/day, up to 11 miles, 2d12 points of damage), Divine Shield (10/day, stops 110 points of damage), Divine Skill Focus (Listen), Divine Skill Focus (Spot), Extra Domain (Planning), Indomitable Strength, Irresistible Blows (b astard sword, Fort save DC 28), Power of Truth (up to 11 creatures at once and per day, Will save DC 30).

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

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

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

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

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

OTHER DIVINE POWERS

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

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

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

Automatic Actions: Helm can use Listen, Spot, or Search as a free action if the DC for the task is 27 or lower. He can perform up to ten such free actions each round.

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

AVATARS

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

Avatar of Helm: SZ Large; AC 55 (touch 24, flat-footed 54); Atk +6/+1/+0/+0/+0/+0/+0/+0; Melee 2d6+8/15–20, Large +4 holy keen lawful bastard sword, or spell +59 melee touch or +71 ranged touch; Face/Reach 5 ft. × 5 ft./10 ft./Hide +13, Listen +92, Spot +92; all other skill modifiers reduced by 6.

Salient Divine Abilities: Alter Size, Divine Shield (10/day, stops 70 points of damage), Divine Skill Focus (Listen), Divine Skill Focus (Spot), Irresistible Blows (b astard sword, Fort save DC 22), Power of Truth (up to 9 creatures/day, Will save DC 24).

Spell-Like Abilities: Caster level 35th, or 16th for law spells; saving throw DC 24 + spell level. Without the Extra Domain salient ability, Helm's avatar loses access to the Planning domain, the Extend Spell feat, and the spell-like abilities augury, Clairaudience/Clairvoyance, Deathwatch, Detect Scrying, Detect Location, Greater Scrying, Hero's Feast, Status, Time Stop.

Ilmater

The Crying God, the Broken God

Immediate Deity

Symbol: Pair of white hands bound at the wrist with a red cord

Home Plane: House of the Triad

Alignment: Lawful good

Portfolio: Endurance, suffering, martyrdom, perseverance

Worshipers: The lame, the oppressed, the poor, monks, paladins, serfs, slaves

Cleric Alignments: LG, LN, NG

Domains: Good, Healing, Law, Strength, Suffering

Favored Weapon: An open hand (unarmed strike)

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

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

Clerics of Ilmatar pray for spells in the morning, in the evening, and still have to ritually pray to Ilmatar at least six times a day. They have several holy days, but occasionally a cleric calls for a Feast of Rest. This allows him or her a ten-day respite from Ilmatar's dictates, to prevent emotional exhaustion or allow the cleric to do something Ilmatar would normally frown upon. This custom is an established tradition that some leaders of the faith rely upon, sending their best fighting clerics out to do things that the church cannot otherwise accomplish (covertly removing a tyrant rather than confronting him openly, for example). The most important ritual is the Turning: It is the duty of every cleric of Ilmatar to convince the dying to turn to Ilmatar for comfort, receiving the blessing of the Broken God before they expire. (This deathbed prayer does not change the person's patron deity to Ilmatar.) As the veneration of Ilmatar grows, even in death, his healing power becomes greater. Many clerics learn the Brew Potion feat so that they can help those beyond their immediate reach. One group of Ilmatar monks, the Broken Ones, acts as defenders of the faithful and the church's temples, as well as agents of punishment for those who cruelly harm others. These monks can multiclass freely as arcane devotees, clerics, divine champions, divine disciples, divine seekers, or hierarchs.

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

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

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

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

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

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

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

Ilmatar

Monk 20/Paladin 20
Medium Size Outsider (Good, Lawful)

Divine Rank: 13
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Mnk) plus 20d10+140 (Pal) (940 hp)
Initiative: +19, always first (+15 Dex, +4 Improved Initiative, +5 Supreme Initiative)

Speed: 90 ft.
AC: 92 (+15 Dex, +13 divine, +2 natural, +9 deflection, +4 monk bonus, +15 Wis)
Attacks*: Unarmed strike +2/3/66/61/56 melee; or spell +61 melee touch or +68 ranged touch. *Because of the Divine Monk salient ability, Ilmatar's unarmored strike functions as a +5 keen lawful voral weapon.

Damage: Unarmed strike 2d12+13/18–20; or by spell.

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

Special Attacks: Domain powers, flurry of blows, ki strike +3, quivering palm (Fort DC 37), salient divine abilities, smite evil (3/day, +9 on attack and +60 on damage for one weapon attack), spell-like abilities stunning attack (20/day, Fort DC 37), turn undead 16/day (effective cleric level 18th).
Special Qualities: Abundant step, aura of courage (+8 morale bonus on saves against fear effects for all allies within 100 ft.), detect evil, diamond body, divine aura (150 ft., DC 32), divine grace, divine health, divine immunities, DR 48/+4 (20/+1), empty body (20 rounds/day), evasion, fast movement, fire resistance 33, godly realm (10 miles Outer Plane, 1,300 ft. Material Plane), improved evasion, lay on hands (180 hp), leap of the clouds, plane shift at will, purity of body, remote communication 13 miles, remove disease 6/tenday, slow fall (any distance), SR 47, still mind, teleport without error at will, timeless body, tongue of the sun and moon, understand, speak, and read all languages and speak directly to all beings within 13 miles, wholeness of body (40 hp).

Saves: Fort +22, Ref +60, Will +60.

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


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

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

Salient Divine Abilities: Alter Reality (save DC 45 for duplicated spells, temporary nonmagical objects last 13 days, temporary magic items or creatures last 13 hours), Alter Size, Avatar (up to 10), Battlesense, Clearlight 13 ft., Divine Blast (12/day, up to 13 miles, 22d12 points of damage), Divine Celerity 13 minutes, Divine Dodge (miss chance 6%), Divine Monk, Divine Paladin, Divine Shield (10/day, stops 130 points of damage), Divine Weapon Focus (unarmed strike), Extra Domain (Law), Extra Domain (Strength), Gift of Life, Supreme Initiative.

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

Spell-Like Abilities: Ilmater uses these abilities as a 23rd-level casters, except for good spells, healing spells, and law spells, which he uses as a 24th-level caster. The save DCs are +22 + spell level. Aid, bane, bestow curse, Bigby’s clenched fist, Bigby’s crushing hand, Bigby’s grasping hand, blade barrier, bull’s strength, calm emotions, cure critical wounds, cure light wounds, cure moderate wounds, cure severe wounds, dictate, dispel chaos, dispel evil, endurance, endure elements, exorcism, eyeblight (sicken), fear blinding, harm, heal, healing circle, hold monster, holy aura, holy smite, holy word, horrid wilter-

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

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

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

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

Create Magic Items: Ilmater can create any kind of magic item that heals or otherwise reduces suffering, or any magic item that is good or lawful in nature, as long as the item’s market price does not exceed 250,000 gp.

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

Avatar of Ilmater: As Ilmater except divine rank 6; AC 67 (touch 46, flat-footed 50); Atk +64/+59/+54/+49 melee (2d12+13/18–20, unarmored strike), or spell +74 melee touch or +61 ranged touch; SQ Divine aura (600 ft., DC 27), DR 41/+6, fire resistance 26, SR 38; SV Fort +45, Ref +33, Will +53; all skill modifiers reduced by 7.

Salient Divine Abilities: Battlesense, Clearlight 13 ft., Divine Monk, Divine Paladin, Divine Shield (10/day, stops 130 points of damage), Divine Weapon Focus (unarmed strike), Extra Domain (Law), Extra Domain (Strength).

Spell-Like Abilities: Caster level 16th, or 17th for good spells, healing spells, or law spells, saving throw DC 25 + spell level.
Kelemvor (keh-lem-voir) is the latest in a long line of Faerûnian deities to command the forces of death and oversee the fate of the dead. Kelemvor has been the greatest constant throughout human history, but the way humans have viewed this unavailing force has changed considerably as different deities arose to oversee it. During the reign of the inscrutable Jergal, death and the afterlife held a great deal of mystery for the common person. Most feared what they did not know or understand. When Myrkul took the office of Lord of the Dead after Jergal tired of it, humanity’s worst fears were given form. Evil cultists reminded the living of the dead’s power and influence, which extended far beyond the grave. In those days the lines between dead and undead became blurred, and commoners knew that to be taken into Myrkul’s embrace was no protection from being raised by some demented necromancer.

Things got worse when Myrkul was destroyed during the Time of Troubles and Cyric assumed the role, as the notoriously petty and flawed Black Sun seemed to offer not even the pale assurances of his forebears. Kelemvor, who assumed the mantle ten years after the Godwar, has taken a decidedly different approach.

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

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

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

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

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

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

**Clergy and Temples:** Clerics of Kelemvor perform funerals, settle the affairs of the dead, and often are called upon by local lords or magistrates to oversee the execution of last wills and testaments. They preach to the masses the doctrine of a peaceful afterlife journey, and ensure that the bodies of the dead are buried safely and according to religious tradition. They mark sites ravaged by disease with plague warnings, and attempt to cure disease wherever they encounter it. Clerics of Kelemvor consider all undead abominations, and do whatever they can to put them to eternal rest. They contend that those who create undead are fit only for swift and utter destruction (an important difference between the Kelemvorite clergy and that of Jergal, who hold that certain undead have their uses).
Kelemvorite clergy sometimes declare crusades against the undead or against creatures deemed to have caused too much untimely death. Occasionally, this leads them to employ adventurers to solve problems with which they cannot contend alone.

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

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

**Kelemvor**

_Fighter 20/Cleric 20/Rogue 1/Divine Champion 1/_

Medium-Size Outsider (Lawful)

_Divine Rank: 16_  
_Hit Dice: 20d10+200 (Pfr) plus 20d8+200 (Clt) plus 3d6+50 (Rog) plus 7d10+70 (Chm) (940 hp)  
_Initiative: +13 (+9 Dex, +4 Improved Initiative)  
_Speed: 60 ft.  
_AC: 74 (+9 Dex, +16 divine, +29 natural, +10 deflection)  
_Attacks: +4 ghost touch holy keen undead banestord sword +75/70/65/60 melee; or spell +66 melee touch or +60 ranged touch  
*Always receives a 20 on attack rolls; roll die to check for critical hit.*  
_Damage: +4 ghost touch holy keen undead banestord sword 1d10+44/15–20; or by spell  
*Always does maximum damage (banestord sword +4).*_

_Face/Reach: 5 ft. by 5 ft./5 ft._

_Special Attacks: Domain powers, salient divine abilities, smite inflict (1/day, +10 bonus on attack and +5 bonus on damage for one weapon attack), sneak attack +3d6, spell-like abilities, turning undead 2/day._

_Special Qualities: Divine aura (16 miles, DC 36), divine immunities, divine wrath (1/day, +3 on attacks, damage, and saves for 10 rounds, DR 5/-), DR 51/+4, evasion, fire resistance 56, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), lay on hands (15 hp), plane shift at will, remote communication 16 miles, sacred defense +2, spontaneous casting of divine spells, SR 48, teleport without error at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked), understand, speak, and read all languages and speak directly to all beings within 16 miles._

_Saves: Fort +53, Ref +46, Will +49. *Always receives a 20 on saves._

_Abilities: Str 40, Dex 28, Con 31, Int 24, Wis 34, Cha 31._

_Skills: Appraise +54, Climb +54, Concentration +44, Craft (weaponsmithing) +46, Diplomacy +38, Disguise +37, Escape Artist +36, Handle Animal +29, Heal +50, Intimidate +57, Jump +54, Knowledge (arcana) +27, Knowledge (history) +24, Knowledge (nature) +25, Knowledge (planes) +24, Knowledge (religion) +26, Listen +34, Ride (horse) +62, Scry +31, Search +32, Sense Motive +39, Spellcraft +31, Spot +38, Swim +41._

*Always receives a 20 on checks._


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

_Salient Divine Abilities:_ After Reality (save DC 46 for duplicated spells, temporary nonmagical objects last 16 days; temporary magic items or creatures last 16 hours), Alter Size, Annihilating Strike (Fort save DC 36 + damage dealt, or destroy up to 1,600 cubic feet of nonliving matter), Avatar (up to 20), Banestrike (undead), Battlesense, Control Creatures (up to 16 undead/day, Will save DC 36), Divine Blast (13/day, up to 16 miles, 26d12 points of damage), Divine Shield (3/day, stops 160 points of damage), Divine Spellcasting, Divine Weapon Focus (banestord sword), Divine Weapon Specialization (banestord sword), Extra Domain (Protection), Extra Domain (Travel), Gift of Life, Know Death, Life and Death, Mass Life and Death (no two targets can be more than 16 miles apart), Speak with Creature (undead), Undead Mastery (up to 16 undead creatures at once), Undead Qualities.

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

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

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

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

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

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

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

Avatars

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

Avatar of Klemvor: As Klemvor except divine rank 8, AC 16 (touch 17, flat-footed 18), Atk +2/+1/+3, +1 ghost touch holy keen undead bastard sword, or spell +4 mace touch or +3 ranged touch, SQ Divine aura (800 ft., DC 18), DR 45/+4, fire resistance 28, SR 40, SV Fort +45, Ref +38, Will +41, all skill modifiers reduced by 8.

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

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

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

Kossuth

The Lord of Flames, the Firelord

Greater Deity

Symbol: A twining red flame

Home Plane: Elemental Plane of Fire

Alignment: Neutral

Portfolio: Elemental fire, purification through fire

Worshipers: Druids, elemental archons, fire creatures, Thayans

Cleric Alignments: CN, LE, LG, LN, N, NE, NG

Domains: Destruction, Fire, Renewal, Suffering

Favored Weapon: Tendril of flame (spiked chain)

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

Throughout Faerûn, temples of the Firelord actively recruit from the ranks of the poor and the disaffected, forming a regimented program of progression through self-denial. New recruits adopt a repressive, ascetic lifestyle in hopes that, through recruiting other followers, they will advance to a higher level ("terrace") of the organization.

Each new terrace offers more benefits than the one before, enticing members of the lower ranks to greater and greater acts of religious devotion to advance to the next rank. As the stakes become richer, the associated risks become greater, and the faithful often immolate themselves in a display of fire’s awesome power. Such a death holds little fear for the dedicated follower, however, who believes that those who die by flame in Kossuth’s service will serve him as honored warriors in the hereafter.

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

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

History/Relationships: A supremely powerful elemental being known as Kossuth has lorded over fire since the earliest moments of...
the multiverse, though whether or not the contemporary Kosuth is the same primordial being or one in a long line of similarly named successors is a matter of much conjecture. The Lord of Flames rarely intervenes in affairs of the mortal world, spending most of his time embroiled in the intrigues of the Inner Planes. In 1359 DR, powerful Raumatharan wizards managed to summon Kosuth from his elemental home and instructed him to destroy a besieging army from hatred Nafrell. This he did, but he soon turned against the wizards, incinerating their city for their arrogance. The resulting conflagration consumed much of the northern coast of the Alabaster Sea, and the fires of Kosuth’s anger burned strong for more than a decade after his withdrawal from Toril. He appears to have paid little attention to the world since, though his faithful in Thay credit him with intervening in the disastrous Salamander War of 1387 DR and preventing that from becoming an even greater debacle.

Kosuth’s name is not among the deities spotted in Faerûn during the Time of Troubles, which suggests either that he somehow escaped Ao’s wrath or simply kept quiet as the world fell apart around him.

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

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

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

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

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

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

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

**Kossuth**

Fighter 20/Wizard 20

Gargantuian Outsider (Fire)

Divine Rank: 17

Hit Dice: 20d6+240 (outsider) plus 20d10+240 (Pri) plus 20d4+240 (Wiz) (1,160 hp)

Initiative: +19 (+15 Dex, +4 Improved Initiative)

Speed: 120 ft.

AC: 77 (+15 Dex, +4 size, +17 divine, +30 natural, +3 deflection)

Attacks*: +4 brilliant energy flaming burst tendrils of flame +73/68/63/58 melee; or spell +67 melee touch or +68 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.

Damage*: +4 brilliant energy flaming burst tendrils of flame 2d4+18 plus 1d6 fire/19–20 plus 1d10 fire; or by spell *Always does maximum damage (tendril of flame 26 points plus 6 fire).

Face/Reach: 20 ft. by 20 ft./20 ft.

Special Attacks: Domain powers, salient divine abilities, spell-like abilities.
Special Qualities: Divine aura (17 miles, DC 36), divine immunities, DR +2/-4, familiar (fire snakes), fire subtype, godly realm (100 miles Outer Plane, 1,000 ft. Material Plane), plane shift at will, remote communication 17 miles, spell resistance 49, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.

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

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

 Skills*: Alchemy +73, Balance +57, Bluff +31, Climb +72, Concentration +92, Diplomacy +73, Gather Information +30, Handle Animal +69, Hide +20, Intimidate +51, Intuit Direction +47, Jump +74, Knowledge (arcana) +73, Knowledge (history) +71, Knowledge (nature) +70, Knowledge (planes) +73, Knowledge (religion) +66, Listen +47, Move Silently +42, Ride (horse) +79, Scry +70, Sense Motive +46, Spellcraft +69, Spot +47, Tumble +59, Wilderness Lore +47. *Always receives a 20 on checks.


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

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

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

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

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

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

 Possessions: Kushoth uses a tendril of flame from his own body as a weapon. It functions as a +6 flamed edge with the brilliant energy and flaming burst special abilities.

 Caster Level: 27th; Weight: 17 lb.

 OTHER DIVINE POWERS

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

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

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

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

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

 Lathander

 The Morningford

 Greater Deity

 Symbol: Sunrise made of rose, red, and yellow gemstones.

 Home Plane: Plane of Nature

 Alignment: Neutral Good

 Portfolio: Athletics, birth, creativity, dawn, renewal, self-perfection, spring, vitality, youth

 Worshipers: Aristocrats, artists, athletes, merchants, monks (Sun Soul), the young

 Cleric Alignments: CG, LG, NG

 Domains: Good, Nobility, Protection, Renewal, Strength, Sun

 Favored Weapon: “Dawnbreaker” (light or heavy mace)

 Whenever humans embark on a new journey, enter a contract, or start a political or romantic relationship, chances are good that they will consult a Lathander devotee to help guide them to their destiny. Lathander, the God of Dawn, is said to be the most influential deity in creation. For even the most powerful of beings, Lathander’s guidance is often sought when facing difficult decisions or when trying to make sense of a world that seems to be falling apart. 

 Lathander’s power is said to be greatest during the dawn hours, when the sky is filled with light and hope. He is also said to be most active during the summer months, when life is at its peak and the world is filled with possibility. 

 Lathander is often depicted as a young, handsome man with long hair and a beard. He is said to be the most beautiful deity in creation, and his beauty is said to be a source of inspiration for all those who worship him. 

 As a deity of creativity, Lathander is said to be the source of all artistic inspiration. He is said to be the creator of all works of art, from the most simple to the most complex. He is also said to be the source of all music, literature, and performance arts. 

 Lathander is also said to be the source of all natural beauty. He is said to be the creator of all plants, animals, and landscapes. He is said to be the source of all beauty in nature, from the most simple to the most complex. 

 Lathander is also said to be the source of all knowledge. He is said to be the creator of all knowledge, from the most simple to the most complex. He is also said to be the source of all wisdom and insight. 

 Lathander is also said to be the source of all goodness. He is said to be the creator of all goodness, from the most simple to the most complex. He is also said to be the source of all healing and protection. 

 Lathander is also said to be the source of all vitality. He is said to be the creator of all vitality, from the most simple to the most complex. He is also said to be the source of all strength and resilience. 

 Lathander is also said to be the source of all hope. He is said to be the creator of all hope, from the most simple to the most complex. He is also said to be the source of all perseverance and determination. 

 Lathander is also said to be the source of all beauty. He is said to be the creator of all beauty, from the most simple to the most complex. He is also said to be the source of all grace and poise. 

 Lathander is also said to be the source of all love. He is said to be the creator of all love, from the most simple to the most complex. He is also said to be the source of all compassion and empathy. 

 Lathander is also said to be the source of all joy. He is said to be the creator of all joy, from the most simple to the most complex. He is also said to be the source of all laughter and mirth. 

 Lathander is also said to be the source of all peace. He is said to be the creator of all peace, from the most simple to the most complex. He is also said to be the source of all tranquility and serenity. 

 Lathander is also said to be the source of all friendship. He is said to be the creator of all friendship, from the most simple to the most complex. He is also said to be the source of all trust and loyalty. 

 Lathander is also said to be the source of all marriage. He is said to be the creator of all marriage, from the most simple to the most complex. He is also said to be the source of all love and devotion. 

 Lathander is also said to be the source of all parenthood. He is said to be the creator of all parenthood, from the most simple to the most complex. He is also said to be the source of all care and protection. 

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

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

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

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

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

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

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

**Clergy and Temples:** Clerics of Lathander tend to be ebullient utopians, “morning people” in every sense of the phrase. They encourage social, cultural, and political progress as agents of personal liberty, artistic expression, and racial harmony. Lathander's clerics sponsor athletic and artistic competitions to showcase the talents of the community, and they often finance the recovery of lost treasures or important symbols to give the people hope and encourage further good works. The tenets of Lathanderism urge respect toward one's fellows and the natural world and intolerance for evil or those who unwittingly aid evil through slothful inaction. Militant followers stand at the vanguard of efforts to clear civilized lands of harmful beasts or purge the taint of the undead from the world.

Powerful members of the church protect their communities from malign extraplanar interests by acting as exorcists or fiendslayers. The church recognizes no central authority; the head of each temple is afforded similar respect by followers everywhere. Clerics refer to one another as Dawnbringers.

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

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

**Lathander**

**Medium-Sized Outsider (Neutral Good)**

**Divine Rank:** 17

**Hit Dice:** 2d8+5 (20 HD) plus 2d8+10 (10 HD) plus 2d8+10 (30 HD) plus 2d8+10 (80 HD) (1,175 HP)

**Initiative:** +13 (+9 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**AC:** 79 (+9 Dex, +17 divine, +30 natural, +13 deflection)

**Attacks:** +5 disruption ghost touch holy firey mace

Always receives a 20 on attack rolls; roll die to check for critical hit.

**Fighter 20/Cleric 20/Divine Champion 3**
Damage*: +$ disruption ghost touch holy heavy mace 1d8+23/19–20, or by spell. *Always does maximum damage (heavy mace 31 points).

Face/Reach: 7 ft. by 5 ft. /5 ft.

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

Special Qualities: Divine aura (17 miles, DC 40), divine immunities, divine wrath (1/day, +3 on attacks, damage, and saves for 13 rounds), DR 5/-, DR 72/+3, fast healing 37, fire resistance 37, gollam realm (100 miles Outer Plane, 1,700 ft. Material Plane), lay on hands (18 hp, plane shift at will, remote communication 17 miles, sacred defense +2, spell resistance 49, spontaneous casting of divine spells, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.

Saves: Fort +60, Ref +60, Will +64.

*Always receives a 20 on saves.

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


*Always receives a 20 on checks.


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

Salient Divine Abilities: Alter Form, Alter Reality (save DC 50 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Avatar (up to 20), Banestrike (undead), Call Creatures (up to 17 devas serving simultaneously, each with up to 17 HD), Divine Blast (16/day, up to 17 miles, 30d12 points of damage), Divine Fast-Healing, Divine Inspiration (hope, up to 17 creatures/day), Divine Radiance (170-foot radius, 8d6 or 8d12 points of damage against undead), Divine Shield (12/day, stops 170 points of damage), Divine Spellcasting, Extra Domain (Good), Extra Domain (Protection), Extra Domain (Strengh), Gift of Life, Life and Death, Mass Life and Death (no two targets can be more than 17 miles apart), Power of Nature (17-mile radius, duration concentration + up to 17 minutes), Rejuvenation (returns in 1d4+1–4 days if killed in his own realm or 1d4+1–4 days if killed in his own realm that is a divinely morphic Outer Plane), Sunder and Disjoin (save DC 92), Undead Mastery (up to 17 undead creatures at once).

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

Spell-Like Abilities: Latheander uses these abilities, as a 27th-level caster, except for good spells, which he uses as a 20th-level caster. The save DCs are 40 + spell level. Acid, antimagic field, atonement, Bighb's cloistered fist, Bigby's crushing brand, Bigby's grappling brand, blade barrier, bulk's strength, charm person, command, disrupt, divinatory focus, dispel evil, divine favor, endure elements (as cold or fire spell only), endure elements, enthrall, fire seeds, fire shield, flame strike, freedom, geas/quest, greater command, greater restoration, heat metal, heroic feat, holy aura, holy smite, holy ward, lesser restoration, magic circle against evil, magic vestment, mind blank, polymorph any object, prismatic sphere, protection from elements, protection from evil, reincarnate, remove disease, repulsion, righteous might, sanctuary, searing light, shield other, spell immunity, spell resistance, steeple, storm of vengeance, summon monster IX (as good spell only), sunbeam, sunburst.

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

Possessions: Latheander carries Dawnspeaker, a +$ heavy mace with the disruption, ghost touch, and holy special abilities.

Caster Level: 25th; Weight: 12 lb.

OTHER DIVINE POWERS

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

Senses: Latheander can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any
Cruel and capricious, Loth (ladh) embodies the absolute evil of the drow. She is malicious in her dealings with others and coldly vicious in a fight, coveting the power of deities worshiped by the surface races. Some believe her to be insane, because the Queen of Spiders pits her own worshipers against one another in an endless struggle for "station." She can be kind and aids those she fancies, but she thrives on death, destruction, and torture—including those of her own worshipers who have displeased her. Although she can appear in the form of a giant black widow spider with crimson eyes, Loth's true form is that of a human-sized, exquisitely beautiful female drow.

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

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

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

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

**History/Relationships:** Loth was once Arasmene, the consort of Corellon Larethian, patron of artisans, the deity of elven destiny, and—later, by Corellon’s decree—the keeper of those elves who shared her darkly beautiful features. The Weaver of Destiny bore her lover two children, Elistare and Vhaeraun, before she betrayed him and tried to invade Arrvandor, along with Gaunaadaur, Malar, and many other fell deities. For her crimes, Arasmene was banished to the Abyss in the form of a spider demon, where she took the name Loth. As the original patron of the dark elves, the Queen of Spiders established herself as the unchallenged ruler of the drow pantheon. Loth finds it convenient to ally herself on occasion with Lovatar and Malar, and, since the Time of Troubles, to masquerade as Moander, an ancient deity of rot, corruption, and decay. Loth’s foes include the Seldarine (the elven pantheon), Gaunaadaur, Elistare, nondrow Underdark deities, and Gruumsh.
Dogma: Fear is as strong as steel, while love and respect are soft and useless. Convert or destroy nonbeliever drow. Weed out the weak and the rebellious. Destroy impugners of the faith. Sacrifice males, slaves, and those of other races who ignore the commands of Lolth or her clerics. Raise children to praise and fear Lolth; each family should produce at least one cleric to serve her. Questioning Lolth’s motives or wisdom is a sin, as is aiding nondrow against the drow, or ignoring Lolth’s commands for the sake of a lover. Revere arachnids of all kinds; those who kill or mistreat a spider must die.

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

Drow noble Houses have their own private temples, and every drow city ruled by the church of Lolth has at least one large, open public gathering area for large rituals, calls to war, and the like. Most cities also have a grand temple to the Spider Queen, used for training clerics. In every temple, despite large differences in size, opulence, and importance, certain constants apply. Inner chambers are for the worship and business of Lolth, including most spellcasting. These chambers are always shrouded in darkness, except for the radiance involved in spellcasting and rituals.

Antechambers are set aside for war councils and most business wherein clerics meet with drow males and outsiders. Most temples have guardian creatures, often hidden and occasionally magical in nature, which usually include spiders of all sorts. Statuettes of the Spider Queen, usually worked of black stone, are present in all temple chambers. Marble and obsidian are favored materials for statuary and temple furniture. There are always large braziers, ornately carved with spider shapes, and at least one altar of black stone.

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

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

Lolth
Cleric 20/Fighter 10/Wizard 10
Medium Size Outsider (Chaotic, Evil)
Divine Rank: 15
Hit Dice: 20d8+120 (outsider) plus 20d8+120 (Clr) plus 10d4+60 (Ftr) plus 10d4+60 (Clr) (820 hp)
Initiative: +9
Speed: 60 ft., climb 30 ft.
AC: 73 (+9 Dex, +15 divine, +28 natural, +11 deflection)
Attacks: Bite +63 mlee, or +5 chaotic ghost touch unholy spider +67/+62/+57/+52 mlee; or +5 chaotic ghost touch unholy whip +70/+65/+60/+55 ranged; or spell +62 mlee touch or +64 ranged touch.
Damage: Bite 1d8+12 plus poison/19–20, or +5 chaotic ghost touch unholy spider 1d4+12/19–20; or +5 chaotic ghost touch unholy whip 1d2+7; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, rebuke undead 1/day, salient divine abilities, spell-like abilities.
Special Qualities: Divine aura (1,500 ft., DC 36), divine immunities, DR 15/+4, drow traits, familiar (spiders), fire resistance 35, godly realm (10 miles Outer Plane, 1,700 ft. Material Plane), plane shift at will, remote communication 15 miles, spontaneous casting of divine spells, SR 47, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.
Saves: Fort +53, Ref +78, Will +62.
Abilities: Str 24, Dex 29, Con 22, Int 41, Wis 44, Cha 32.
Skills: Alchemy +69, Appraise +50, Balance +28, Bluff +83, Climb +43, Concentration +84, Craft (weaving) +93, Diplomacy +74, Disguise +77, Escape Artist +72, Gather Information +49, Hide +81, Intimidate +75, Jump +39, Knowledge (arcana) +93, Knowledge (history) +66, Knowledge (planes) +66, Knowledge (religion) +89, Listen +70, Move Silently +61, Scurry +83, Search

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

When such a situation occurs, the deity’s statistics may vary slightly from one setting to another. For example, Lolth has six domains in Forgotten Realms and only four in the core D&D pantheon. Therefore, though in both versions she has the same number of salient divine abilities slots available, the Forgotten Realms Lolth must use three of those for extra domains, whereas the core D&D version devotes only one to an extra domain. The domain powers corresponding to Lolth’s additional domains may also result in slight alterations to her statistics. For example, the Drow domain grants the Forgotten Realms Lolth the Lightning Reflexes feat, which increases her Reflex saving throw.
Drow Traits: +2 racial bonus on Will saves against enchantment spells or effects, darkvision, entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it, +2 bonus on Will saves against spells or spell-like abilities, light blindness (blinded for 1 round by abrupt exposure to bright light, –1 penalty on all attack rolls, saves, and checks while operating in bright light).

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

Salient Divine Abilities: Alter Form, Alter Reality (save DC 21 for duplicated spells, temporary nonmagical objects last 1 day, temporary magic items or creatures last 1 hour), Alter Size, Arcane Mastery, Avatar (up to 10), Call Creatures (up to 17 vermin serving simultaneously, each with up to 17 HD), Control Creatures (up to 17 drow/day), Will DC 31, Divine Blast (1/day, up to 5 miles, 2d12 points of damage), Divine Shield (9/day, stops 150 points of damage), Extra Domain (Chaos), Extra Domain (Darkness), Extra Domain (Evil), Grow Creature (up to 17 vermin/day), Hand of Death (Fort DC 46), Mass Divine Blast (up to 17 targets, no two of which can be more than 15 miles apart, or a cone up to 1,500 ft. long, or a burst or spread with a radius of up to 750 ft. and a height of up to 150 ft.), Shift Form, Speak with Creature (vermin), Spontaneous Wizard Spells.

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

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

Webs: In her spider form, Lolith can produce webs eight times per day. She can cast the web as a net or create sheets of webbing up to 60 feet square, like a monstrous spider (see the Monster Manual). Lolith’s webs have an Escape Artist DC of 47, a break DC of 3s, and 33 hit points per 5-foot section.

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

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

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

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

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

Wizard Spells/Day: 4/8/8/7/6/5; base DC = 27 + spell level.

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

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

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

Caster Level: 25th; Weight: 1 lb.

Other Divine Powers:

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

Senses: Lolith can see (using normal vision or darkvision), hear, touch, and smell at a distance of fifteen miles. Lolith’s vision penetrates even magical darkness. As a standard action, she can perceive anything within fifteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 15 hours.
Portfolio Sense: Lothl senses anything that affects drow welfare the instant it happens and retains the sensation for fifteen tendays after the event occurs. She is similarly aware whenever drow make war or commit violence against each other.

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

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

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

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

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

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

**Malar**

Ranger 20/Druide 10/Barbarian 10  
Medium-Size Outsider (Chaotic, Evil)

**Divine Rank:** 10  
**Hit Dice:** 20d8+140 (outsider) plus 20d10+140 (Rgr) plus 10d4+70 (Ded) plus 10d12+70 (Bln)  
(980 hp)

**Initiative:** +18, always first (+14 Dex, +4 Improved Initiative, Supreme Initiative)

**Speed:** 70 ft.

**AC:** 66 (+14 Dex, +10 divine, +23 natural, +9 deflection)

**Attacks:** +7 f keen unboly bite +71 melee and two +5 keen unboly claws +69 melee (beast form only), or +5 keen unboly longspear +70/+67/65/57/melee (humanoid form only), or +5 keen unboly dagger +68/65/58/53/melee and +5 keen unboly dagger +68 melee (humanoid form only), or spell +65 melee touch +64 ranged touch "Always receives a 20 on attack rolls!" roll die to check for critical hit.

**Damage:** +5 keen unboly bite 2d6+20/18–20 and two +5 keen unboly claws 1d8+12/18–20 (beast form only), or +5 keen unboly longspear 1d8+27/19–20/3 (humanoid form only), or +5 keen unboly dagger 1d4+20/17–20 and +5 keen unboly dagger 1d4+12/17–20 (humanoid form only), or by spell.

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

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

**Special Qualities:** Animal companion (up to a total of 10 HD), divine aura (1,000 ft., DC 29), divine immunities, DR 45/+4, fast movement, favored enemies (animals +5, elves +4, beasts +3, giants +2, dragons +1), fire resistance 30, godly realm (1 mile Outer Plane, 1,000 ft. Material Plane), low-light vision, nature sense, plane shift at will, rage 5/day, remote communication 10 miles, resist nature’s lure, spontaneous casting of divine spells, SR 42, teleport without error at will, trackless step, understand, speak, and read all languages and speak directly to all beings within 10 miles, venom immunity, wild shape (Small, Medium-size, or Large animal 4/day), woodland stride.

**Saves:** Fort +49, Ref +76, Will +49.

**Abilities:** Str 40, Dex 38, Con 24, Int 24, Wis 25, Cha 29

**Skills:** Animal Empathy +52, Climb +88, Concentration +57, Craft (trapmaking) +52, Handle Animal +62, Heal +57, Hide +57, Intuit Direction +60, Jump +88, Knowledge (nature) +55, Knowledge (religion) +40, Listen +82, Move Silently +34, Ride (horse) +28, Search +70, Spellcraft +51, Spot +52, Swim +78, Wilderness Lore +80.

**Feats:** Alertness, Blind-Fight, Climb, Combat Casting, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Mobility, Multiattack, Power Attack, Run, Spring Attack, Track, Weapon Focus (bite), Weapon Focus (claw), Whirlwind Attack.

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

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

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

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

**Spell-Like Abilities:** Malar uses these abilities as a 20th-level caster, except for chaotic spells and evil spells, which he uses as a 21st-level caster. The save DCs are 29 + spell level. Animal shapes, animate objects, antilife shell, Bigby's clenched fist, Bigby's crushing hand, Bigby's grappling hand, blasphemy, bull's strength, calm animals, chaos hammer, cloak of chaos, commune with nature, create undead, creeping doom, desecrate, dispel good, dispel law, dominate animal, enchant, endure elements, faerie fire, hold animal, invisibility, magic circle against good, magic circle against law, magic vestment, moon blade, moon path, moonbeam, moonfire, permanent image, protection...
from good, protection from law, repel vermin, righteous might, shapechange, shatter, spell immunity, stonekin; summon monster IX (as chaos or evil spell only), unhold aura, unhold might, word of chaos.

**Rage:** The following changes are in effect as long as Malar rages: AC 64, hp 1,100, Atk +37 melee (2d6+12/6/20-20, +5+ keen unhold bite, beast form only) and +71 melee (1d8+3/18-20, 2 +5+ keen unhold claws, beast form only), or +72/+67/+62/+57 melee (1d8+30/19-20/x3, +5+ keen unhold longspike, humanoid form only), or +70/+65/+60/+55+5+ keen+ dagger, humanoid form only) and +70 melee (1d4+13/17-20, +5+ keen unhold dagger, humanoid form only) or spell +67 melee touch or +64 ranged touch; SV Fort +71, Will +51; Str 39; Con 28; Climb +90; Concentration +57; Jump +90; Swim +80. His rage lasts for 12 rounds. At the end of the round, Malar is fatigued for the duration of that encounter.

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

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

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

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

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

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

### OTHER DIVINE POWERS

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

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

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

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

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

### AVALOYS

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

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

**Avatar of Malar:** As Malar except divine rank 5; AC 56 (touch 38, flat-footed 56); Atk +66 melee (2d6+20/18-20, +5+ keen unhold bite, beast form only) and +64 melee (1d8+12/18-20, 2 +5+ keen unhold claws, beast form only), or +67/+60/+55+5+50 melee (1d8+27/17-20/x3, +5+ keen unhold longspike, humanoid form only), or +63/+58/+53/+48 melee (1d4+24/17-20, +5+ keen unhold dagger, humanoid form only) and +63 (1d4+12/17-20, +5+ keen unhold dagger, humanoid form only), or spell +60 melee touch or +59 ranged touch; SQ Divine aura (50 ft; DC 24), DR 40/+4, fire resistance 25, SR 37; SV Fort +44, Ref +51; Will +44; all skill modifiers reduced by 5.

**Rage:** The following changes are in effect as long as Malar's avatar rages: AC 54 (touch 36, flat-footed 54); hp 1,100; Atk +68 melee (2d6+22/18-20, +5+ keen unhold bite, beast form only) and +66 melee (1d8+13/18-20, 2 +5+ keen unhold claws, beast form only), or +70/+65/+60/+55+5+50 melee (1d8+30/19-20/x3, +5+ keen unhold longspike, humanoid form only), or +65/+60/+55/+50 melee (1d4+12/17-20, +5+ keen unhold dagger, humanoid form only) and +62 melee (1d4+13/17-20, +5+ keen unhold dagger, humanoid form only) or spell +59 melee touch or +58 ranged touch; SV Fort +46, Will +46; Str 39; Con 28; Climb +85; Concentration +52; Jump +87; Swim +75. His rage lasts for 12 rounds. At the end of the rage, Malar is fatigued for the duration of that encounter.

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

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

### MASK

**Master of All Thieves, Lord of Shadows**

**Lesser Deity**

**Symbol:** Black velvet mask tinged with red

**Home Plane:** Plane of Shadow

**Alignment:** Neutral evil

**Portfolio:** Shadows, thievery, thieves

**Worshipers:** Assassins, beggars, criminals, rogues, shades, shadowdancers

**Cleric Alignments:** CE, LE, NE

**Domains:** Darkness, Evil, Luck, Trickery

**Favored Weapon:** "Stealthwhisper" (longword)

**Mask**

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

The church of Mask is widely feared, not so much for its supposed cruelty as its penchant for thievery and stalking the shadows. Most outsiders view it as little more than an organized guild of rogues cloaked in the veneer of religion—a surprisingly accurate depiction. In political circles, the Lord of Shadows' reputation for intrigue lingers on, and astute observers have noted that his church often acts as a network of spies for hire as well.
Clerics of Mask pray at night in darkness or shadows. At least once a month, each major temple performs the Ritual of the Unseen Presence to acknowledge Mask’s constant scrutiny of all deeds, no matter how well hidden. This involves hymns, chant, verse, and offerings of wealth. Lay worshipers and Maskarran also participate in daily Sunset Prayers, in which they kneel, worship before the central altar, and proffer coin. In recognition of the wry humor of Mask, who so often makes the high low and the low high, junior clergy give money to senior clergy, and the highest-ranking cleric gives coin to the lowest-ranking. Clerics tend to multiclass as assassins, bards, divine seers, guild thieves, rogues, shadow adepts, or shadowdancers.

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

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

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

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

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

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

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

**Mask**  
**Rogue 20/Shadowdancer 10/Assassin 10**  
**Medium-Size Outsider (Evil)**  
**Divine Rank:** 10  
**Hit Dice:** 20d8+140 (outsider) plus 19d10+133 (Rog) plus 10d6+70 (Brd) plus 10d6+70 (Asn) (820 hp)  
**Initiative:** +24, always first (+20 Dex, +4 Improved Initiative, +4 Supreme Initiative)  
**Speed:** 60 ft.  
**AC:** 72 (+20 Dex, +10 divine, +23 natural, +9 deflection)  
**Attacks:** +4 frost keen speed longsword +57/+47/+27/+27/+27/+27 (1d8+2) melee and +4 frost keen speed longsword +57/+47/+27/+27/+27 melee; or spell +57 melee touch or +70 ranged touch.  
**Damage:** +4 frost keen speed longsword 1d8+11 plus 1d6 cold/17–20 and +4 frost keen speed longsword 1d8+7 plus 1d6 cold/15–20; or by spell.  
**Face/Reach:** 5 ft. by 5 ft./5 ft.  
**Special Attacks:** Death attack (DC 39), domain powers, salient divine abilities, sneak attack +18d6, spell-like abilities.  
**Special Qualities:** Crippling strike, darkvision 60 ft., defensive roll, divine aura (1,000 ft., DC 29), divine immunities, DR 45/+4, evasion, fire resistance 90, godly realm (2 mile Outer Plane, 1,000 ft. Material Plane), hide in plain sight, improved evasion, opportunist, plane shift at will, remote communication 10 miles, shadow illusion, shadow jump (160 ft./day), slippery mind, SR 42, summon shadow (up to 3, 6 HD each), teleport without error at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 10 miles.  
**Saves:** Fort +49, Ref +62, Will +49.  
**Abilities:** Str 24, Dex 70, Con 24, Int 29, Wis 24, Cha 29.  
**Skills:** Appraise +42, Balance +77, Bluff +62, Climb +37, Craft (trap-making) +46, Decipher Script +57, Diplomacy +42, Disable Device +39, Disguise +62, Escape Artist +68, Forgery +49, Gather
Information +59, Hide +73, Innueodo +51, Intimidate +43, Intuit Direction +47, Jump +64, Knowledge (religion) +38, Listen +49, Move Silently +63, Open Lock +47, Perform +42, Pick Pocket +44, Read Lips +59, Search +52, Sense Motive +57, Spot +49, Swim +37, Tumble +77, Use Magic Device +52, Use Rope +73.

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

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

Salient Divine Abilities: After Form, After Size, Avatar (up to 7), Battle sense, Divine Blast (12/day, up to 10 miles, 19d12), Divine Dodge (miss chance 60%), Divine Rogue, Divine Shield (10/day, stops 100 points of damage), Divine Sneak Attack, Extra Domain (Evil), Power of Luck (up to 10 creatures/day, +10 luck bonus or –10 luck penalty), Supreme Initiative.

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

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

Assassin Spells/Days: 7/4/4/3; base DC = 19 + spell level.

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

Caster Level: 25th; Weight: 4 lb.

OTHER DIVINE POWERS

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

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

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

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

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

AVATARS

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

Previous to the whole Cyrinshad debacle, one of Mask’s avatar forms was the rose-red sword Godshane carried by Cyric, but this avatar was destroyed when Cyric broke the sword. Mask has shown no sign of using a similar form since.

Mask is said to have matchless grace and dexterity. He can easily pluck thrown weapons out of the air, vault across chasms to plunge through small windows or to catch hold of tiny ledges, and perform various intricate tasks in midair while falling or tumbling. The Lord of Shadows is wary, even paranoid (always spying on faithful and foes alike), and never seems to lose his temper. He always speaks calmly and even sardonically, as if mocking humor always lurks behind every phrase.

Avatar of Mask: As Mask except divine rank 5; Init +24; AC 62 (touch 44, flat-footed 62); Atk +65/+65/+65/+65/+50 melee (1d8+12/17–20, +4 frost keen speed longsword) and +65/+65/+60 melee (1d8+7/15–20, +4 frost keen speed longsword), or spell +52 melee touch or +65 ranged touch; SQ Divine aura (50 ft., DC 24), DR 40/+4, fire resistance 25, SR 37, SV Fort +44, Ref +37, Will +44, all skill modifiers reduced by –7.

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

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

Our Lady of the Forest, the Forest Queen

Intermediate Deity
Symbol: Gold-horned, blue-eyed unicorn's head facing left

Home Plane: House of Nature
Alignment: Neutral good
Portfolio: Autumn, dryads, forest creatures, forests, rangers
Worshippers: Druids, fay creatures, foresters, rangers
Cleric Alignments: CG, LG, NG
Domains: Animal, Good, Plant, Travel
Favored Weapon: "The Hornblade" (scimitar)

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

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

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

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

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

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

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

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

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

Mielikki

Ranger 20/Druid 20
Medium-Sized Outsider (Good)
Divine Rank: 13
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Rgr) plus 20d8+140 (Drd) (940 hp)
Initiative: +19, always first (+17 Dex, +4 Improved Initiative, Supreme Initiative)

Speed: 60 ft.
AC: 73 (+15 Dex, +13 divine, +26 natural, +9 deflection)
Attacks: +5 defending holy keen mighty cleaving scimitar +65/+58/+53/+48 melee and +5 defending holy keen mighty cleaving scimitar +65/+58 melee or +4 speed mighty composite longbow (+8 Str bonus) with +4 arrow (+79/+74/+69/+64 ranged, or spell +61 melee touch or +68 ranged touch.
Damage: +5 defending holy keen mighty cleaving scimitar

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

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

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

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

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

Caster Level: 25th; Weight: 4 lb. Mielikki also carries Harvsong, a +5 mighty composite longbow (+8 Str bonus) with the speed special ability.

Caster Level: 25th; Weight: 3 lb.

OTHER DIVINE POWERS

As an intermediate deity, Ehlonna automatically receives a die roll of 20 on any check. She treats a 3 on a saving throw or attack roll normally and not as an automatic failure. She is immortal.

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

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

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

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

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

Avatar of Mielikki: As Mielikki except divine rank 6; AC 79 (touch 48, flat-footed 64); Att +56/+51/+46/+41 melee (2d6+13/1d8–20, +5 defending holy keen mighty cleaving scimitar) and +56/+51 melee (2d6+9/1d6–20, +5 defending holy keen mighty cleaving scimitar); or +71/+67/61+1d6+17 ranged (1d8+18/x3, +4 speed mighty composite longbow +8 Str bonus) or spell +54 melee touch or +61 ranged touch; SQ Divine aura (600 ft., DC 27), DR 41/x4, fire resistance 26, SR 38; SV Fort +45, Ref +53, Will +53; Wilderness Lore +100; all other skill modifiers reduced by 7.

Salient Divine Abilities: Alter Size, Call Creatures (up to 6 unicorns serving simultaneously), each with up to 6 HD), Command Plants 6-mile radius, Divine Archery 60 ft., Divine Shield (1d10/day, stops 60 points of damage), Divine Skill Focus (Wilderness Lore), Extra Domain (Travel), Speak with Creature (animals).

Spell-Like Abilities: Caster level 26th, or 17th for good spells; saving throw DC 25 + spell level.

MYSTRA

The Lady of Mysteries, the Mother of All Magic
Greater Deity
Symbol: Circle of seven blue-white stars with red mist flowing from the center
Home Plane: Dweomerheart
Alignment: Neutral good
Portfolio: Magic, spells, the Weave
Worshipers: Elves, halflings, incantatrixes, mystic wanderers, sorcerers, spellcasters, spellweavers, wizards
Cleric Alignments: CG, LE, LG, LN, NG
Domains: Good, Illusion, Knowledge, Magic, Rune, Spell
Favored Weapon: Seven whirling stars (shurikens)

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

Clerics of Mystra pick one time of day to pray on, and all pray throughout the day to consistently pray for spells. They celebrate the 13th day of Marpenoth, the anniversary of the ascension of the current Mystra from her mortal form, but otherwise have few calendar-related rituals, focusing more on a personal style of worship. For some devote arcane spellcasters, this never goes beyond a whispered prayer of thanks with each spell they cast, coupled with some thought as to the moral consequences of its use. Two ceremonies of great personal significance are Starlight and Magefire. The former center on the fly spell that permits flight for so long as the stars are visible in the sky. It is often used as an initiation when an individual joins the church of Mystra or a celebration when two worshipers are wed. During Magefire, great magical power surges through one's body, blazing in flickering blue fire as it spills forth in cleansing and renewal. The Hymn to the Lady is a solemn ritual performed mostly at funerals. While the living clergy intone a plainsong dirge, visions arise of dead mages and Mystran clerics; Mystra often inserts her own guiding scenes. Mystra's clerics usually multiclass as arcane devotees, dweomerkeepers (see Chapter 4), sorcerers, or wizards.

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

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

Dogma: Love magic for itself. Do not treat it just as a weapon to reshape the world to your will. True wisdom is knowing when not to use magic. Strive to use magic less as your powers develop, for often the threat or promise of its use outstrips its actual performance. Magic is Art, the Gift of the Lady, and those who wield it are
privileged in the extreme. Conduct yourself humbly, not proudly, while being mindful of this. Use the Art deftly and efficiently, not carelessly and recklessly. Seek always to learn and create new magic.

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

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

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

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

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

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

**Mystara**

**Wizard 20/Loremaster 10/Archmage 5/Cleric 20**

**Medium-Sized Outsider (Good)**

**Divine Rank: 18**

**Hit Dice: 20d4+140 (Ftr) plus 10d4+70 (Lor) plus 5d4+37 (Acm) plus 20d8+140 (Cir) (687 hp)**

**Initiative:** +9

**Speed:** 60 ft.

**AC:** 78 (+9 Dex, +18 divine, +31 natural, +10 deflection)

**Attacks:** +5 distance keen returning shock spell storing shuriken +76 ranged; or spell +53 melee touch or +57 ranged touch

*Always receives a 20 on attack rolls; roll die to check for critical hit.*

**Damage:** +5 distance keen returning shock spell storing shuriken 13 plus 1d6 electricity/19–20; or by spell *Always does maximum damage (shuriken 13 points plus 6 points electricity).***

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

**Special Attacks:** Arcane fire (600 ft., 5d6 + 1d6/spell level), domain powers, salient divine abilities, spell-like abilities, turn undead 13/day.

**Special Qualities:** Applicable knowledge, arcane reach, bonus languages (2), divine aura (18), DC 30, divine immunities, DR 53/+4, familiar (cats), fire resistance 58, godly realm (100 miles)

**Mystra**

Outer Plane, 1,800 ft. Material Plane, greater lore, instant mastery (forgery), lore +72, lore of true stamina, mastery of counterspelling, mastery of elements, mastery of shaping, more new founds arcane, new found arena, plane shift at will, remote communication 18 miles, spontaneous casting of divine spells, SR 70, teleport without error at will, true love, understand, speak, and read all languages and speak directly to all beings within 18 miles.

**Saves:** Fort +49, Ref +50, Will +62. *Always receives a 20 on saves.*

**Abilities:** Str 24, Dex 28, Con 24, Int 47, Wis 40, Cha 30.

**Skills:** Alchemy +56, Appraise +58, Concentration +65, Craft (bookbinding) +80, Craft (calligraphy) +72, Craft (gemcutting) +72, Craft (metalworking) +64, Craft (stone carving) +64, Craft (woodcarving) +64, Diplomacy +79, Disguise Device +36, Forgery +39, Heal +63, Knowledge (arcana) +97, Knowledge (geography) +69.

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**Illustration by Mark Excast**
OTHER DIVINE POWERS

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

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

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

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

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

AVATARS

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

Avatar of Mystara: As Mystara except divine rank 9; AC 60 (touch 38, flat-footed 52); Atk +47 ranged (13/19-20), +4 distance weapon returning shock spell storing slumber, or spell +4 melee touch or +4 ranged touch, SQ Divine aura (900 ft., DC 29), DR 44/+1, fire resistance 49, SR 42; SV Fort +40, Ref +41, Will +43; all skill modifiers reduced by 9.

Salient Divine Abilities: After Reality (save DC 39 for duplicated spells, temporary nonmagical objects last 9 days, temporary magic items or creatures last 9 hours), Arcane Mastery, Deny Weave*, Divine Shield (10/day, stops 90 points of damage), Divine Spellcasting, Extra Domain (Good), Extra Domain (Illusion), Extra Domain (Rune), Increased Energy Resistance (fire), Increased Spell Resistance, Instant Counterspell, Know Secrets (Will DC 38), See Magic, Spontaneous Wizard Spells.† Unique ability, described below.

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

Spell-Like Abilities: Mystara uses these abilities as a 28th-level caster, except for divination spells, good spells, and illusion spells, which she uses as a 29th-level caster. The save DCs are 38 + spell level.

Aid, autoimage, aura of life, blade barrier, break enchantment, cloud touch, detect thoughts, detect thoughts, discern location, dispel evil, dispel magic, displacement, dimension door, divination, dispel magic, dimension door, disapper, dominate person, true seeing, true seeing, true seeing.

Cleric Spells/Day (Levels 0–17): 6/10/10/10/9/9/9/8/7/7/3/3/2/2/2; base DC = 27 + spell level, or 29 + spell level for divination spells and evocation spells.

Wizard Spells/Day (Levels 0–17): 4/10/10/8/8/8/7/6/5/5/3/3/2/2/2; base DC = 30 + spell level, or 32 + spell level for divination spells and evocation spells.

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

Possessions: Mystara carries +4 shortbow with the distance, keen, returning, shock, and spell-storing special abilities.

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

OGMA

The Lord of Knowledge, Binder of What is Known

Greater Deity

Symbol: Blank scroll

Home Plane: House of Knowledge

Alignment: Neutral

Portfolio: Bards, inspiration, invention, knowledge

Worshipers: Artists, bards, cartographers, inventors, loremasters, sages, scholars, scribes, wizards

Cleric Alignments: Any

Domains: Charm, Knowledge, Luck, Travel, Trickery

Pavored Weapon: "Mortal Strike" (longsword)

Followers of Ogma (ag-mah) tell an interesting tale regarding the earliest days of existence. Not long after Shar and Selune created
Toril and gave birth to Chauntea, the world's animating spirit, a traveler ventured to the world from a distant realm. He came upon a chaotic landscape of indistinct, shapeless concepts yearning to be given solidity. To each of these concepts he gave a name that would define it in the aeons to come. Such was the power of these names that the concepts transcended their elusive existence, bound to physical form in the material world. Thus, did Oghma, the Binder of What is Known, give order to chaos and claim an honored place among Toril's oldest deities.

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

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

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

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

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

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

The church is currently experiencing serious factional disagreement along hierarchical lines. Before the Time of Troubles, adherents swore by the word of the Grand Patriarch Cullen Kordamant of Procampur, a pontiff recognized as the terrestrial Voice of Oghma. Kordamant vanished from his home amid the chaos of 1378 DR, however, and since then most temples of Oghma have aligned themselves with one of two factions. The Orthodox Church of Oghma, based in Procampur, holds that Kordamant has ascended to a semi-divine state and serves Oghma on the planes. Until the Binder tells his followers otherwise, they believe that no new Voice should be named.SEMBA'S POWERFUL AND DEEPLY CONSERVATIVE OGHMANYTE CHURCH CLAIMS THAT THE BINDER HIMSELF RECENTLY
declared their high cleric Undryl Yannathan to be Great Patriarch, a contention the Orthodox Church intensely refute. The factions refuse to find common ground and press temples throughout Faerûn to declare themselves for one side or the other.

**oghma**

Bard 20/Wizard 20/Cleric 5

Medium-Size Outsider

Divine Rank: 16

Hit Dice: 2d4+8/140 (outider) plus 2d6+140 (Bird) plus 2d4+140 (Wizard) plus 5d8+37 (Cleric) (875 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 79 (+9 Dex, +16 divine, +29 natural, +15 deflection)

Attacks*: +5 dancing defending longsword +77/+72/+67/+62 melee; or spell +67 melee touch or +68 ranged touch. Always receives a 20 on attack rolls; roll die to check for critical hit.

Damage*: +5 dancing defending longsword 1d8+17/19–20; or by spell. Always does maximum damage (longsword 20 points).

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

Special Attacks: Domain powers, salient divine abilities, spell-like abilities, turn undead 18/day.

Special Qualities: Bardic knowledge +35 (never fails), 20/day bardic music (countersong, fascinate, inspire competence, inspire courage, inspire greatness, suggestion) range 16 miles, divine aura (16 miles, DC 41), divine immunities, DR 5/+4, familiar (owls), fire resistance 36, godlike realm (100 miles Outer Plane, 1,600 ft. Material Plane), plane shift at will, remote communication 16 miles, spontaneous casting of divine spells, SR 48, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 16 miles.

Saves*: Fort +77, Ref +59, Will +59. Always receives a 20 on saves.

Abilities: Str 26, Dex 28, Con 24, Int 40, Wis 29, Cha 40.


Feats: Brew Potion, Creative, Combat Casting, Combat Reflexes,

Craft Wand, Dodge, Empower Spell, Expertise, Extend Spell, Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Strike, Maximize Spell, Mobility, Persistent Spell, Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration, Spring Attack, Still Spell, Twin Spell, Weapon Focus (longsword), Whirlwind Attack.

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

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 51 for duplicated spells, temporary nonmagical objects last 16 days, temporary magic items or creatures last 16 hours), Alter Size, Avatar (up to 20), Cleafight 16 ft., Divine Bard, Divine Blast (18/day, up to 16 miles, 3d12 points of damage), Divine Glibness (as mass suggestion cast by a 26th-level sorcerer, up to 26 creatures, no two of which are more than 160 feet apart, Will DC 41), Divine Inspiration (any, up to 16 creatures/day), Divine Recall (invocations), Divine Recall (performances), Divine Shield (10/day, stops 160 points of damage), Divine Spellcasting, Divine Weapon Focus (longsword), Extra Domain (Luck), Extra Domain (Trickery), Irresistible Performance (10/day, Will DC 41, up to 16 creatures within a radius of 160 ft.), Know Secrets (Will DC 41), Shapechange, True Knowledge, True Shapechange.

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

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

**Cleric Spells/Day:** 1/day; base DC = 21 + spell level.

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

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**the end of creation**

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

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

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

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

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

AVATARS

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

Avatar of Oghma: As Oghma except divine rank 8; AC 63 (touch 42, flat-footed 54), Atk +6/+5/+4/+3/+2/+1 melee (2d8+17/19–20, +1 dancing defending longsword), or spell +59 melee touch or +60 ranged touch; SQ 20/day bardic music (countersong, fascinate, inspire competence, inspire courage, inspire greatness, suggestion) range 8 miles; divine aura (800 ft., DC 33), DR 43/+4, fire resistance 28, SR 40; SV Fort +49, Ref +51, Will +51; all skill modifiers reduced by 8.

Salient Divine Abilities: Alter Reality (save DC 43 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Divine Bard, Divine Inspiration (any, up to 8 creatures/day), Divine Shield (1/day, stops 80 points of damage), Divine Spellcasting, Extra Domain (Luck), Extra Domain (Trickery), Irresistible Performance (8/day, Will DC 33, up to 8 creatures within a radius of 80 ft.), Know Secrets (Will DC 33).

Spell-Like Abilities: Caster level 28th, or 19th for divination spells; saving throw DC 33 + spell level.

Selune

Our Lady of Silver, the Moonmaiden

Intermediate Deity

Symbol: Pair of female eyes surrounded by seven silver stars

Home Plane: Gates of the Moon

Alignment: Chaotic good

Portfolio: Good and neutral lycanthropes, moon, navigation, quisters, stars, wanderers

Worshipers: Female spellcasters, good and neutral lycanthropes, navigators, monks (Sun Soul), sailors

Cleric Alignments: CG, CN, NG

Domains: Chaos, Good, Moon, Protection, Travel

Favored Weapon: “The Rod of Four Moons” (heavy mace)

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

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

Clerics of Selune pray for their spells at night, always facing in the direction of the moon when visible. Women heavily outnumber men, and many of the church’s rituals honor the woman’s role as a teacher and role model in the home and in society at large. Selune’s doctrine suggests that the moon exerts a subtle influence upon the natural cycles of a woman’s body. A female cleric of Selune believes she is closest to her deity during the full moon, and during that period, she conducts morning ceremonies to open herself to special visions, insights, and intuitions. Milk, as a symbol of motherhood and the sustaining power of the feminine, plays an important role in most Selunite ceremonies. All clerics observe two annual holidays, the Conjouring of the Second Moon and the Mystery of the Night. The Conjouring of the Second Moon, held every Shieldsmeet, is a coordinated chant at every Faerûnian temple of Selune. This confluence of devotional energysummons the Sharks, a cadre of blue-haired female planetars, to do the bidding of Selune’s terrestrial clergy for a single night—typically battling the forces of Shar.

On the following dawn, the Sharks elevate one mortal cleric to their order. The Mystery of the Night must be performed once every year by each cleric of Selune. During the ritual, clerics fly high into the air to commune with the Moonmaiden while in a deep trance. Selune’s clerics often multiclass as bards, silverstars (see Chapter 4), or sorcerers.
**History/Relationships:** According to the oldest myths, Lord Ao created the universe that now holds the world of Toril. Through this act of creation, protoplasmic raw existence took the form of twin deities, one representing light and one representing darkness. These deities, Selune and Shar, birthed the heavenly bodies, in the process creating Chauntea as the animating spirit of the world of Toril. Chauntea begged the sisters to grant her world warmth and light that life might flourish upon it. Selune relented, igniting the sun with elemental fire. Shar, who trespassed the primordial darkness and, out of curiosity, walked upon the surface of the earth, was devoured by her sister, initiating a conflict that has endured to the present day. Enraged, the Lady of Loss snuffed out the lights of Selune, greatly weakening her in magical battle. Finally, the Moonmaidens tore a piece of her magical essence from herself and flung it at Shar. When the blast hit the Dark Deity, it ripped away some of her essence as well. From the meld of light and dark energies came Mystryl, a being of pure magic who went on to shepherd the Weave, blanketing all Toril. Mystryl more closely identified with Selune, granting the Moonmaidens a powerful ally—at terrible cost. Selune’s magical onslaught cast Shar into the darkness for centuries and allowed warmth and light to grace Toril, but the assault wounded her to the core. Since then her power has waxed and waned with the passing of epochs, while Shar, ever waiting to strike from the shadows, retains much of her ancient strength.

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

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

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

The appearances of Selune’s temples vary as much as her clerics, from small shrines in the wilderness to huge open-air or skyward buildings the size of great mansions. Reflecting ponds, small gardens, and feminine symbolism dominate Selunite architecture.

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

**Selune**

**Wizard 20/Cleric 20/Bard 9**

**Medium Size Outsider (Chaotic, Good)**

**Divine Rank:** 15

**Hit Dice:** 20d8+140 (outsider) plus 20d4+140 (Wis) plus 20d8+140 (Clr) plus 9d6+63 (Brd) (937 hp)

**Initiative:** +8

**Speed:** 60 ft.

**AC:** 75 (+8 Dex, +15 divine, +28 natural, +14 deflection)

**Attacks:** +5 *defending disruption holy heavy mace* +77/+72/+67/+62 melee; or +3 spell +67 melee touch or +68 ranged touch.

**Damage:** +5 *defending disruption holy heavy mace* 1d8+15/19–20, or by spell.

**Face/Reach:** 7 ft. by 5 ft./5 ft.

**Special Attacks:** Domain powers, salient divine abilities, spell-like abilities, turn undead 21/day.

**Special Qualities:** Bardic knowledge +21, bardic music (countersong, fascinate, inspire competence, inspire courage) 9/day, divine aura (5,500 ft., DC 39), divine immunities, DR 70/+4, familiar (owls), fire resistance 35, godly realm (10 miles Outer Plane, 1,000 ft. Material Plane), plane shift at will, remote communication 15 miles, spontaneous casting of divine spells, SR 47, *teleport without error* at will, understand, speak, and read all languages and speak directly to all beings within 15 miles.

** Saves:** Fort +28, Ref +39, Will +65.

**Abilities:** Str 25, Dex 27, Con 24, Int 35, Wis 38, Cha 38.

**Skills:** Alchemy +70, Balance +48, Bluff +40, Concentration +94, Decipher Script +35, Diplomacy +107, Escape Artist +66, Gather Information +72, Handle Animal +72, Heal +75, Hide +34, Intimidate +39, Intuit Direction +72, Jump +24, Knowledge (arcana) +96, Knowledge (geography) +50, Knowledge (history) +80, Knowledge (nature) +70, Knowledge (nobility and royalty) +60, Knowledge (planes) +80, Knowledge (religion) +90, Listen +39, Move Silently +66, Perform +37, Ride (horse) +29, Scry +99, Search +50, Sense Motive +72, Spellcraft +99, Tumble +31, Wilderness Lore +45, *Always* receives a 20 on checks.

**Feats:** Blind-Fight, Combat Reflexes, Craft Rod, Craft Wand, Craft Wondrous Item, Deflect Arrows, Divine Might, Dodge, Eschew Materials, Expertise, Forge Ring, Greater Spell Penetration, Improved Critical (composite longbow), Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Trip, Improved Unarmed Attack, Martial Weapon Proficiency (composite longbow), Martial Weapon Proficiency (composite shortsword), Martial Weapon Proficiency (longbow), Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (rapier), Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Quicker Spell, Rapid Shot, Reach Spell, Sacred Spell, Scribe Scroll, Spell Penetration, Spring Attack, Stil Spell, Superior Expertise, Track, Weapon Focus (longsword), Weapon Focus (composite longbow), Weapon

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

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

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 49 for duplicated spells, temporary nonmagical objects last 17 days, temporary magic items or creatures last 17 hours), Alter Size, Annihilating Strike (Fort save DC 35 + damage dealt, or destroy up to 15,000 cubic feet of nonliving matter), Area Divine Shield (up to 10-foot squares, or a sphere or hemisphere with a radius of up to 17 feet), Avatar (up to 10), Divine Blast (1/day, up to 15 miles, 29d12 points of damage), Divine Inspiration (frenzy, Will DC 39, up to 17 creatures/day), Divine Shield (10/day, stops 150 points of damage), Divine Spellcasting, Divine Weapon Focus (heavy mace), Extra Domain (Protection), Extra Domain (Travel), Lay Cure (Will DC 39, up to 17 creatures/day), Lay Guest (up to 17 creatures/day), Mass Divine Blast (up to 75 targets, no two of which can be more than 15 miles apart, or a cone up to 1,000 ft. long, or a burst or spread with a radius of up to 750 ft. and a height of up to 170 ft.), Possess Mortal (Will DC 39, up to 10 mortals at once), Shapechange.

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

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

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

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

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

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

**caster Level:** 26th; **Weight:** 32 lb.

**Other Divine Powers**

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

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

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

**Automatic Actions:** Selâne can use Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (nature), Knowledge (nobility and royalty), Knowledge (planes), or Knowledge (religion) as a free action if the DC for the task is 27 or lower. She can perform up to 10 such free actions each round.

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

**Avatars**

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

**Avatar of Selâne:** As Selâne except divine rank 7; AC 59 (touch 39, flat-footed 51); Atk +65/+55/+50 melee (1d8+15/19–20, +5 defending disruption/delay hex), or spell +55 melee touch, or +60 ranged touch; SQ_Divine aura (700 ft., DC 31), DR 42/+4, fire resistance 27, SR 39; SV Fort +70, Ref +57, Will +77; all skill modifiers reduced by 8.

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 41 for duplicated spells, temporary nonmagical objects last 7 days, temporary magic items or creatures last 7 hours), Alter Size, Area Divine Shield (up to 7 10-foot squares, or a sphere or hemisphere with a radius of up to 7 feet), Divine Blast (1/day, up to 7 miles, 21d12 points of damage), Divine Shield (10/day, stops 70 points of damage), Extra Domain (Protection), Extra Domain (Travel), Mass Divine Blast (up to 35 targets, no two of which can be more than 7
miles apart, or a cone up to 700 ft. long, or a burst or spread with a
radius of up to 370 ft. and a height of up to 70 ft.).

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

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

### shar

*Mistress of the Night, Lady of Lass, Dark Goddess*

*Greater Deity*

*Symbol* Black disk with deep purple border

*Alignment: Neutral evil

*Home Plane: Plane of Shadow

*Portfolio: Caverns, dark, dungeons, forgetfulness, loss, night, secrets, the Underdark

*Worshipers: Anarchists, assassins, avengers, monks (Dark Moon), nihilists, rogues, shadow adepts, shadowdancers

*A Cleric Alignments: CE, LE, NE

*Domain: Cavern, Darkness, Evil, Knowledge

*A Favored Weapon: “The Disk of Night” (chakram)*

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

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

Shar's love of secrecy serves her well, and most residents of
Faerûn know very little about her mysterious cult. All regard her as
a dark and vengeful deity, but many seek out her servants in times of
grief or bereavement. There is a pervasive belief that her clergy
aid those who have been wronged or who have suffered a great loss.
Instead of offering release from the pangs of grief, though, Shar's
clerics reinforce supplicants' regrets and feelings of betrayal, turning
their focus to bitterness and revenge. Good clerics (particularly those of
Mystra, Lathander, and of course, Selune) warn of the dangers
of seeking such solace, but desperation often gets in the way of
better judgment, and the ranks of Shar's clergy swell with each passing year.

Clerics of Shar pray for their spells at night. Because most of her
followers keep their devotion a secret, the religion has but one fixed
holiday. During the Festival of the Moon, Sharrans celebrate the
Rising of the Dark, when the directors of local cults outline the dark
plots of the coming year over the quivering body of a live sacrifice.
Once a night, followers must engage in an act of wickedness, ideally
after a nocturnal dancing and feasting ritual known as a Nightfall.
Shar's clerics often multiclass as rogues, with her most debased
and accomplished servitors becoming night-stalkers (see Chapter 4).
Those clerics associated with the Cult of the Dragon often multiclass
as weavers of purple (see Chapter 4).

*History/Relationships: Shar's ceaseless battles against her
bright sister have caused the creation and destruction of
several deities throughout history. Though Selune
strives openly and forcefully against her twin at every
opportunity, Shar prefers subversion, using her
mortal worshipers to attack Selune's clergy and those
things Selune holds dear, rather than at the deity her-
self. Still, she occasionally moves directly against
minor enemies. During the Time of Troubles, Shar
killed Ibrandul, a lesser deity of caverns, dungeons, and
the Underdark, as an act of pure opportunism. She con-
tinues to grant spells to clerics in the name of Ibrandul, reviving
in the deceit of the entire affair. Shar may attempt to consume Mask
as well, for she nurses a cold anger for his domination over shadow.
Shar's love of dark spaces brings her into frequent conflict with
deities of light and fire, and her desire to dominate the concept of
revenge sets her against the ancient, dwindling power Hour. Her only
frequent ally is Talona, who may eventually serve Shar in return for
the Dark Goddess's aid in murdering her hated enemy Lovistor.

*Dogma: Reveal secrets only to fellow members of the faithful.

Never follow hope or turn to promises of success. Quench the light
of the moon (agents and items of Selune) whenever you find it, and
hide from it when you cannot prevail. The dark is a time to act, not
wait. It is forbidden to strive to better your lot in life or to plan
ahead except when directly overseen by the faithful of the Dark
Deity. Consorting with the faithful of good deities is a sin except in
business dealings or to corrupt them from their beliefs. Obey rank-
ing clergy unless it would result in your own death.

*Clergy and Temples: Shar's doctrine of vengeful nihilism appeals
to those who have suffered great loss or betrayal. Her dominance
over darkness and night makes her popular with the blind (espe-
cially those accidentally or intentionally blinded due to the actions of
others), nocturnal or subterranean humanoids, and creatures who
shun the light, including many types of goblinoids. All who favor
the dark or who do their business by night (such as cutthroats and
thieves) carry her favor, as do many whose deranged world views
might be interpreted as insanity. The insane seem to have a natural
affinity for Shar's teachings, which may be why so many of Selune's
clerics seek out the mad and attempt to cure or imprison them.

The church is made up of independent cells that have strong,
authoritarian rulers. Few adherents know the real names of others
in the local cult, and almost no one knows the name of the leader of
the larger regional organization. In areas where Shar's cult is strong,
war of assassination against Selunites are common. This keeps the
church fairly small, since many Sharrans die in these attacks or are
put to death by local magistrates shortly afterward. Temples to Shar
vary in description but usually double as a place of business or resi-
dence. Most feature at least one room bathed in deeper darkness,
which is used in religious ceremonies and ritual killings.

Shar's clergy revel in secrets. In civilized lands, they frequently
establish exclusive social clubs or false cults to further corrupt the
foundations of mannered society. Cultists work to overthrow
governments, promote vengeance, organize cabals, and foment unrest
through calumny and sedition. Sharrans believe that all that matters
is the freedom to live by one's own dictates; the state exists to limit
freedoms and is hence an inherently immoral institution that should
be crushed. To them everything deserves to perish, and their duty in
life is to encourage the process of destruction. The Dark Moon, an

Symbol by Stephanie Rei, Mint Law
elite order of sorcerer-monks, employ the power of the Shadow Weave to further the Dark Goddess's agenda.

shar

Rogue 10/Shadowdancer 10/Assassin 10/Sorcerer 9/Shadow Adept 10
Medium Size Outsider (Evil)

Divine Rank: 18
Hit Dice: 2d6+8=160 (outsider) plus 1d6+80 ( Rog) plus 1d6+80 (Sha) plus 1d6+80 (Ass) plus 9d4+72 (Sor) plus 1d4+80 (Sha) (268 hp)
Initiative: +19, always first (+15 Dex, +4 Improved Initiative, Supreme Initiative)

Speed: 60 ft.
AC: 88 (+35 Dex, +18 divine, +31 natural, +14 deflection)

Attacks*: +5 keen unblunting short sword +8/4/2, +7/5 melee; +5 keen unblunting short sword +8/4/2, +7/5 melee; or +5 fellow returning speed disk of night +8/4/2, +7/5 ranged; or spell +70 melee touch or +78 ranged touch *Always receives a 20 on attack rolls; roll die to check for critical hit.

Damage*: +5 keen unblunting short sword 1d6+12/17–20 and +5 fellow returning speed disk of night 1d4+12/17–20; or by spell *Always does maximum damage (short swords 18 and 14 points, chakram: 16 points)

Face/Reach: 7 ft. by 5 ft./5 ft.

Special Attacks: Death attack (DC 90), domain powers, salient divine abilities, sneak attack +1d6 (90 points), spell-like abilities.

Special Qualities: Darkvision, defensive roll, divine aura (18 miles, DC 42), divine immunities, DR 5/4, evasion, familiar (bat), fire resistance 38, godly realm (100 miles Outer Planes, 1,800 ft. Material Plane), greater shield of shadows (19 rounds), hide in plain sight, improved evasion, low-light vision, plane shift at will, remote communication 18 miles, shadow defense +3, shadow double (3/day, 19 rounds), shadow illusion 1/day, shadow jump (160 ft.), shadow walk 1/day, slippery mind, spell power +3, SR 50, summon shadow, teleport without error at will, traps, uncanny dodge (Dex bonus to AC, cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 18 miles.

Saves*: Fort +62, Ref +69, Will +61 *Always receives a 20 on saves.

Abilities: Str 25, Dex 41, Con 26, Int 34, Wis 24, Cha 38.

Skills*: Appraise +41, Balance +82, Bluff +104, Climb +49, Concentration +98, Decipher Script +41, Diplomacy +97, Disable Device +41, Disguise +104, Escape Artist +80, Forgery +53, Gather Information +66, Heal +42, Hide +109, Innate Power +56, Intimidate +76, Intuit Direction +38, Jump +40, Knowledge (arcana) +92, Knowledge (history) +66, Knowledge (nature) +53, Knowledge (planes) +53, Knowledge (religion) +73, Listen +59, Move Silently +77, Perform +37, Profession (herbalist) +40, Scream +78, Search +61, Sense Motive +59, Spellcraft +95, Spot +48, Tumble +78, Use Rope +40. *Always receives a 20 on checks.


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

Salient Divine Abilities: Alter Form, Alter Reality (save DC 52 for duplicated spells, temporary nonmagical objects last 18 days, temporary magic items or creatures last 18 hours), Alter Size, Annihilating Strike (Fort DC 38 + damage dealt, or destroy up to 18,000 cubic feet of nonliving matter), Automatic Metamagic (silent sorcerer spells), Automatic Metamagic (twin sorcerer spells), Avatar (up to 20), Call Creatures (up to 18 creatures with the Shadow Weave Magic feat, each with up to 18 HD), Deny Shadow Weave, Divine Blast (17/day, up to 18 miles, 32d12 points of damage), Divine Shield (1/day, stops 180 points of damage), Divine Storm (180 ft., Fort DC 42), Divine Weapon Focus (short sword), Extra Domain (Cavern), Hand of Death (Fort DC 52), Know Death, Know Secrets (Will DC 42), Lay Curse (Will DC 42, up to 18 creatures/day), Mass Divine Blast (up to 90 targets, no two of which can be more than 18 miles apart, or a cone up to 1,800 ft. long, or a burst with a radius of up to 900 ft. and a height of up to 180 ft.), Possess Mortal (Will DC 42, up to 20 mortals at once), Shapechange, Supreme Initiative, True Shapechange. *Unique ability, described below.

Domain Powers: Stonecunning; cast evil spells at +1 caster level; cast divination spells at +1 caster level.

Spell-Like Abilities: Shar uses these abilities as a 28th-level caster, except for divination spells and evil spells, which she uses as a 27th-level caster, and evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor), which she uses as a 27th-level caster. The save DCs are 42 + spell level, or 43 + spell level for enchantment spells, illusion spells, and necromancy spells. *Armor of darkness, blacklight, blaspemity, blindness/deafness, clairaudience/clairvoyance, create undead, darkbolt, darkness, desecrate, detect secret doors, detect thoughts, discern location, dispel good, divination, earthquake, find the path, forswear, imprisonment, legend lore, Leonardi's secure shelter, magic circle against good, maul of stone, meld into stone, nightmare, obscuring mist, passwall, power word, blind, power word, hold, protection from good, etc.
praying eye, summon monster IX (as evil spell only), true seeing, unholy aura, unholy blight. Because she created the Shadow Weave, Shar reaps both the benefits and the penalties of the Shadow Weave Magic feat for her spell-like abilities as well as her spells.

**Assassin Spells Known:** 5/5/5/4; base DC = 22 + spell level, or 23 + spell level for enchantment spells, illusion spells, and necromancy spells; effective caster level 18 for evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor).

**Sorcerer Spells Known** (6/10/9/9/9/8/8/6; base DC = 24 + spell level, or 27 + spell level for enchantment spells, illusion spells, and necromancy spells; effective caster level 18 for evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor): 0—daze, detect magic, detect poison, ghost sound, prestidigitation, ray of frost, read magic, resistance, silent portal; 1st—cause fear, change self, charm person, chill touch, blacklight, 2nd—blur, misdirection, clouds of darkness, shadow mask, shadow spray; 3rd—blood person, major image, suggestion, vampiric touch; 4th—incorporeal, fear, improved invisibility, phantasmal killer; 5th—dominate person, nightmare, seeming, Grimweald’s graymantle; 6th—mislead, permanent image, programmed image; 7th—finger of death, shadow walk, vizin; 8th—demand, mass charm, sympathy; 9th—wail of the banisher, weird.

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

**Possessions:** Shar carries disks of the night, +5 chakram; with the returning and speed special abilities.

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

Shar also carries two +5 short swords with the keen, unholy, and wounding special abilities.

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

**Other Divine Powers**

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

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

**Portfolio Senses:**Shar senses any act of treachery or nihilism that takes place under cover of darkness eighteen tendays before it happens and retains the sensation for eighteen tendays after the event occurs.

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

**Create Magic Items:** Shar can create any kind of magic item that obscures the truth, such as an amulet of nondetection, or that creates magical darkness.

**Avatars**

Shar’s avatars come in two forms: the Nightingarer and the Dark Dancer. The Nightingarer stands a bit more than 10 feet tall and wears voluminous robes to mask her feminine figure. She wears a mask of feathers that trail from her face into the dark recesses of her cowled cloak. She does not speak; instead, she sings her words in a voice filled with sorrow and loss. The Dark Dancer, by contrast, wears few clothes. She has a dancer’s figure, and her costume shows off her jet black skin, which is marked by fields of starlight. The 7-foot-tall woman dances alluringly, using a mix of erotic gyration and suggestive stances to convince others to serve her.

Shar rarely manifests on Faerûn, but when she does, it is a cause for great celebration among her cults, who fête her with dark dances, feasts, and erotic excitation.

**Avatar of Shar:** SZ Large; AC 69 (touch 4”, flat-footed 69); Atk +7/+5/+3/+1 (5/3/1 melee (1d8+4/17-20, Medium-size +3 keen unholy wounding short sword) and +5/+3/+1 melee (1d8+8/17-20, Medium-size, +3 keen unholy wounding short sword), or +7/+5/+3/+1 melee (1d6+6/12-20/x3, Medium-size, +3 returning speed chakram), or spell +6 melee touch or +6 ranged touch; Face/Reach 5 ft. x 5 ft./10 ft.; Hide +92, all other skill modifiers reduced by 9.

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 43 for duplicated spells, temporary nonmagical objects last 9 days, temporary magic items or creatures last 9 hours). Alter Size, Deny Shadow Weave, Divine Blast (7/day, up to 9 miles, 23d12 points of damage), Divine Shield (11/day, stops 90 points of damage), Divine Weapon Focus (short sword), Extra Domain (Cavern), Hand of Death (Fort DC 47), Know Secrets (Will DC 33), Mass Divine Blast (up to 45 targets, no two of which can be more than 9 miles apart, or a cone up to 900 ft. long, or a burst or spread with a radius of up to 470 ft. and a height of up to 90 ft.). Unique ability, described above.

**Spell-Like Abilities:** Caster level 19th, or 20th for divination spells and evil spells, or 27th for evocation spells and transmutation spells (except spells from those two schools with the darkness descriptor); saving throw DC 33 + spell level, or 34 + spell level for enchantment spells, illusion spells, and necromancy spells.

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**Shoundakul**

**Rider of the Winds, the Helping Hand**

**Lesser Deity**

**Symbol:** A wind-walking bearded man in traveler’s cape and boots

**Home Plane:** Gates of the Moon

**Alignment:** Chaotic neutral

**Portfolio:** Travel, exploration, portals, miners, caravans

**Worshipers:** Explorers, caravaneers, rangers, portal-walkers, half-elves

**Cleric Alignments:** CE, CG, CN

**Domains:** Air, Chaos, Portal, Protection, Trade, Travel

**Favored Weapon:** “Sword of Shadows” (greatsword)

Shoundakul (shoon-da’kul) is a lonely deity of few words who lets his deeds speak for him. He is kind but stern, with a rugged sense of humor that sometimes comes to the fore. His faith is on the upswing in part because of his willingness to personally recruit worshipers while manifesting in the world in physical form. Glad in his dark, swirling cloak, leather armor, and boots that never quite touch the ground, the Rider of the Winds cuts a regal figure with his massive greatsword ever at the ready. Tall and handsome, Shoundakul walks in silence but is surrounded by the ever-present keening whistle of the wind.

After falling into obscurity in the wake of the fall of Myth Drannor, the church of Shoundakul has been greatly revitalized since the Time of Troubles. The decade-long absence of Waukeen and near collapse of her church in the wake of the Avatar Crisis
caused many merchants, particularly caravanners, to turn to Shaundakul for a time. Although many merchants have since returned to the church, as the Waukeen, others, particularly those infected with wanderlust, have stayed faithful, and the church has continued to grow. Today, the church of Shaundakul attracts many brave adventurers and daring explorers to its ranks, and word of their latest exploits is eagerly awaited in the cities in which they are based.

Clerics of Shaundakul pray for their spells in the morning right after the wind shifts from the changing temperature. Their holy day is the Windride, which is celebrated on the 15th day of Tarash. On this day, Shaundakul causes all his clerics to assume gaseous form at dawn, if they cannot wind walk on their own, so that they are carried with the wind. They return to normal (and are lowered safely to the ground) at dusk, usually in some place they have never been before. Shaundakul's clerics occasionally use shape change to change their bodies into that of any animal they choose.

History/Relationships: Shaundakul is an old deity, once an intermedium deity popular in the Moonsea, whose divine status preceded the creation of Beshaba and Tymora from Tyche. Shaundakul's church collapsed and his followers dwindled in the aftermath of the fall of Myth Drannor, and he dwindled in status to the rank of demipower. Beshaba later used his name to promote discord among the nomads of Anauroch, who now curse him as the Treacherous Lurker in the Sands. Since the Time of Troubles, Shaundakul has risen back to the level of lesser power and allied himself with deities such as Askad, Miellikki and her allies, Schine, Tymora, and the more daring members of the Seelarine. He opposes Shar because he dislikes secrets and enjoys spreading the word of hidden places. He battles with Beshaba for the suffering she has inflicted in his name.

Dogma: Spread the teachings of the Helping Hand by example. Work to promote him among traders, especially caravanners who seek out new lands and new opportunities. Unearth and resanctify ancient shrines of Shaundakul. Ride the wind, and let it take you wherever it blows. Aid those in need, and trust in the Helping Hand. Seek out the riches of the earth and sea. Journey to distant horizons. Be the first to see the rising sun, the mountain peaks, the lush valleys. Let your footsteps fall where none have tread.

Clergy and Temples: Members of the clergy are expected to live off the land and work as guides and protectors of travelers, caravans, and mining expeditions. Many serve as guides for adventuring companies or as explorers. A very few are Harpers. All seek to visit the scattered shrines of Shaundakul (particularly the great one in Myth Drannor) as frequently as possible and to construct new ones when they acquire sufficient resources. Ever since Shaundakul added portals to his portfolio, his clerics have been tasked with locating and identifying portals that would be useful for trade and exploration.

Shaundakul prefers to be venerated at shrines, most of which are uninhabited and in remote places. Typically, a shrine to Shaundakul is a stone dais built atop a high place, crowned with a stone seat or throne, and accompanied by one or more stone pillars pierced with holes through which the wind whistles. Many such shrines exist throughout the Moonsea and the Stonelands, some of them over a thousand years old. Shaundakul is not commonly worshiped within cities and he has few formal temples as a result. Because the clergy members love to wander, his few temples constantly have new clerics arrive as others leave.

Shaundakul's clerics wear a dark swirling cloak over garb appropriate for the trail, and favor dark colors and silver in general. Many wear their holy symbol on the back of their gauntlet (usually leather or chain mail).

Shaundakul's church is loosely organized, and its branches are largely independent. There is little in the way of formal hierarchy, although those who served the Rider of the Winds prior to the Godwar hold positions of great respect in the church. Since the Time of Troubles, several military orders have been founded in the name of Shaundakul. The Fellowship of the Next Mountain is an order of rangers and clerics who typically work alone, blazing trails in the uncharted wilderness areas of the Sword Coast North and Moonsea North. The Knights of the Shadow Sword are an elite order of fighters and rangers based in Shaundakul's Throne and dedicated to cleansing Myth Drannor of the evil that haunts its streets and ruins. Initially, they are fortifying the ancient Myth Drannan temple as a base of operations and sending out scouts to reconnoiter the ruined city. The Riders of the West Wind are an order of clerics and a few rangers who hire themselves out as a mercenary company to guard caravans traveling through uncharted wilderness to distant lands.
Divine Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, imprisonment, banishment.

Salient Divine Abilities: Alter Size, Avatar (up to 5), Divine Air Mastery (sense range 60 ft.), Divine Shield (15/day, stops 60 points of damage), Extra Domain (Air), Extra Domain (Chaos), Extra Domain (Trade), Stride (up to 6 creatures/day).

Domain Powers: 13/day turn or destroy earth creatures, or rebuke or command air creatures; cast chaotic spells at +1 caster level; detect an active or inactive portal as if it were a normal secret door (DC 20); 6/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour); 6/day use detect thoughts for 10 minutes (one target per use); 10 rounds/day freedom of movement.

Spell-Like Abilities: Shaundakul uses these abilities as a 16th-level caster, except for chaotic spells, which he uses as a 17th-level caster. The save DCs are 26 + spell level. Air walk, analyze portal, animate objects, antimagic field, astral projection, banishment, chain lightning, chaos hammer, cloak of chaos, control weather, control winds, dimension door, dimensional anchor, discern location, dispel law, eagle’s splendor, elemental swarm (as air spell only), etherealness, expeditious retreat, fabricate, find the path, fly, gaseous form, gate, gembomb, locate object, magic circle against law, maze, message, mind blank, Mordekainen’s magnificent mansion, obscuring mist, phase door, prismatic sphere, protection from elements, protection from law, repulsion, sanctuary, sending, shatter, shield other, spell immunity, spell return, summon monster 1, summon monster IX (as chaotic spell only), teleport without error, true seeing, whirlwind, wind wall, word of chaos.

Cleric Spells/Day: 6/7/7/6/5/4; base DC = 17 + spell level.
Ranger Spells/Day: 5/5/5/4; base DC = 17 + spell level.
Wizard Spells/Day: 4/6/6/5/4/3; base DC = 17 + spell level.

Possessions: Shaundakul carries Sword of Shadows, a +5 greatsword with the chaotic, icy burst, and keen special abilities.
Caster Level: 21st; Weight: 15 lb.

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

Senses: Shaundakul can see, hear, touch, and smell at a distance of six miles. As a standard action, he can perceive anything within six miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 6 hours.

Portfolio Sense: Shaundakul can sense any new discovery by an explorer, as long as the event in question affects at least five hundred people. He is likewise aware of any use of a portal and the passage of every caravan or traveler in the Realms, as long as the event is of similar scope.

Automatic Actions: Shaundakul can use the Handle Animal, Knowledge (arcana), Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (religion), or Wilderness Lore as a free action if the DC for the task is 20 or lower. Shaundakul cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to five such free actions each round.

Create Magic Items: Shaundakul can create any kind of magic item that aids in exploration, movement, translocation, or defense, as long as the item’s market price does not exceed 30,000 gp.

Avatars
Shaundakul’s avatar appears as a tall, handsome man with white hair and a regal manner. He is clad in a dark, swirling cloak that is always whipped as if by swirling winds and that blurs the outlines of his figure. Usually only his head and arms and his massive greatsword can be clearly seen. He is plainly dressed in the leather armor favored by most rangers.
His booted feet never quite touch the ground, so he walks in silence but for the keening whistle of winds that is always with him. Shaundakul may appear in answer to a priest’s cry for divine aid from a threatened altar, or the dying or sacrificial plea of a faithful worshiper who has performed heroic and spectacular feats. He has been known to appear to lost or injured worshipers at their campfires by night and even in extraordinary circumstances to stand and fight when wolves, orcs, or worse menace a worshiper who has called on him.

silvanus

Oak Father, the Forest Father, Treefather

Greater Deity

Symbol: Green living oak leaf
Home Plane: House of Nature
Alignment: Neutral
Portfolio: Wild nature, druids
Worshippers: Druids, woodsmen, wood elves
Cleric Alignments: CN, LN, N, NE, NG
Domains: Animal, Plant, Protection, Renewal, Water

Favored Weapon: "The Great Mallet of Silvanus" (maul)

Although wise and beneficent, the paternalistic Silvanus (sål-ván-us) can be emotionally distant when it comes to the necessity of having a balance in nature and wrathful toward those who threaten wild places. He appears as an old, bearded, incredibly wise human male face floating in midair among trees or sprouting from the trunk of an especially old and large specimen.

The church of Silvanus is spread everywhere across Faerûn and is far stronger than many might think. Nevertheless, most outsiders view the church of Chauntea, as patrons of agriculture, as being favorably inclined toward the expansion of civilization, while the church of Silvanus is the implacable foe of those who would settle new lands. Neither impression is correct, yet the church of the Oak Father is often perceived as little different from those faiths that venerate the Deities of Fury.

Clerics and druids of Silvanus prepare spells at sundown or in moonlight. Holy days are Greengrass, Midsummer night, Highharvestide, and the Night the Forest Walks. This last holiday takes place when the deity grows restless. He then causes trees to move, streams to change course, caves to open or close, forest creatures to stir, and forest magic to strengthen. His clerics always turn undead rather than rebuke them.

Many rituals of worship to the deity take place in a crown stand of tall, ancient trees on a hilltop. The deity must always be worshiped by sacrifice, but never by blood sacrifice. Instead, something made from material taken from a wood must be ceremonially broken and buried—not burned. For example, a cart, wagon, or chair fashioned from the wood of felled trees could become a sacrifice to Silvanus. The simplest prayer to Silvanus is the Call of Oak, Ash, and Thorn, wherein a cleric gathers leaves of the three named sorts of trees, floats them on water, and entreats Silvanus to hear a prayer. For deeper concerns (a conversation with a servant of the deity, or the receipt of godly favors or magical powers) a Vigil is often employed. The worshiper anoints his or her own body with a powder of crushed acorns and mistletoe leaves mixed with rainwater or spring water and lies down on, or in contact with, a growing tree for most of a night. Some part of the bare flesh of the faithful must touch green, growing moss, so moss-covered giant trees are most favored for use in Vigils.

The two most powerful and holy rituals of Silvanus are the Song of the Trees and the Dryad Dance. The former is a haunting repetitive chant that draws woodland creatures to gather and be healed. The latter is a wild revitalizing ritual of piping and dancing that calls dryads out of the woods to wander, even far from their trees, to mate with humans. Sadly, it seems the most often performed ceremony in the Silvanite canon is the Thorncall, a ritual magic that raises thick walls of deadly tearing thorns out of the forest soil. These barriers are permanent and as labyrinthine as the presiding cleric desires, but they can only be called up when a servant of Silvanus (a worshiper or a servitor creature, such as a stag) has been slain or shed much blood in the vicinity. The Thorncall ritual is used to keep out those who would burn or despoil the forest in such a way as to upset the Balance. Many of his clerics multiclass as druids, forest masters (see Chapter 4), hierophants, or rangers.

History/Relationships: Like Oghma, Silvanus is an old deity with many ties to other planes. He is closely allied with Chauntea, and is served directly and indirectly by Eldath, Mielikki, Gwaeron Windstrum, Lurue, and Shaliara. He is bitterly opposed to the activities of Malar and his church, as the Beastlord is consumed with bloodlust and his followers would hunt every creature in existence to extinction if given leave. Likewise, although Silvanus recognizes the role that both disease and natural acts of destruction play in the Balance, the Oak Father hates both Talos and Talona, for both care nothing for the natural order and seek only to indulge their most destructive impulses.

Dogma: Silvanus sees and balances all, meting out wild water and drought, fire and ice, life and death. Hold your distance and take in the total situation, rather than latching on to the popular idea of what is best. All is in a cycle, deftly and beautifully balanced. It is the duty of the devout to see this cycle and the sacred Balance as clearly as possible. Make others see the Balance and work against those that would disturb it. Watch, anticipate, and quietly manipulate. Resort to violence and open confrontation only when pressured by time or hostile action. Fight against the felling of forests, banish disease wherever you find it, defend the trees, and plant new flora wherever possible. Seek out, serve, and befriend the dryads and learn their names. Kill only when needful, destroy fire and its employers, and beware orcs and others who bring axes into the forest.

Clergy and Temples: The church of Silvanus endlessly strives to preserve the sacred Balance, despite population pressures that lead to too-heavy hunting or farming. Members of the clergy work to redirect development and control populations through covert sponsorship of brigands, breeding and selective placing of predators, and other means. It is essential that such work be as secretive as possible, so that most
folk view the servants of Silvanus as essentially benign lovers of trees. Wildlife breeding, nursing sick animals, and replanting trees and wild shrubs are all work that should be done as publicly as possible to support this perception—and as necessary work to redress the slipping Balance, of course. Silvanite clergy make a lifelong study the intricate workings of the life-cycles of all living creatures in Faerûn and learn to take the long-term view so that the manifold implications of every action and combination of actions can be seen clearly well into the future. By planning for the long term, Silvanite clergy hope never to take a serious misstep and worsen any shift of the Balance. Superior patience, natural knowledge, and anticipation are the hallmarks of a worthy servant of Silvanus. They are also the qualities that make any Silvanite cleric a deadly foe. A Silvanite should never be surprised at an unexpected turn of events and always be three or four steps ahead of an opponent, prepared for victories well beyond the battles that an enemy can see.

Silvanus's church largely eschews formal temples and favors small communities over large cities, although clusters of his clerics work in large cities to create gardenlike walled areas of wild forest within the city limits. Most of the faithful worship the Oak Father amidst stands of forest giants, particularly ancient oak trees, or within rings of standing stones set deep within the great forests of Faerûn.

The ceremonial dress for both clerics and druids of Silvanus is a suit of armor made of overlapping leaves. For clerics, the leaves are made of metal plates and the suit functions as a set of scale mail. For druids, the leaves are made of green-tinted leather and the suit functions as leather armor. Either set is worn with green breeches and shirt. The outfit is topped with a large helm with oak-leaf-shaped wings. The church of Silvanus consists of a central hierarchy dominated by druids, but many members, particularly clerics and druids, stand outside the formal hierarchy. The structure of the church is patterned after the circles of the ancient druids. A high-ranking druid, called an archdruid, leads most Circles and members are all considered an initiates of varying level. Each archdruid in turn reports to the grand-druid of the region, and all the grand druids in turn report to the great druid of the faith. The last is a difficult office that is never held by any one individual for more than a few years. Former officeholders are considered elders of the faith.

**silvanus**

**Druid 20/Ranger 10/Barbarian 10**

**Medium-Sized Outsider**

**Divine Rank:** 18

**Hit Dice:** 20d8+140 (outsider) plus 20d8+140 (Drd) plus 10d4+70 (Rgr) plus 1d6+2-70 (Bha) (960 hp)

**Initiative:** +1 (+10 Dex, +4 Improved Initiative)

**Speed:** 70 ft.

**AC:** 78 (+10 Dex, +18 divine, +31 natural, +9 deflection)

**Attacks:** +5 Energy aura impact mighty cleaving maul

+7/+4/+1/+6 melee; or spell +7+3 melee touch or +6 ranged touch "Always receives a 20 on attack roll; roll die to check for critical hit.

**Damage:** +5 Energy aura impact mighty cleaving maul 1d10+27 plus 1d6 acid, cold, electricity, fire, or sonic/18-20/x3; or by spell "Always does maximum damage (maul 37 points plus 6 points acid, cold, electricity, fire, or sonic.

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

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

**Special Qualities:** A thousand faces, animal companion (up to 20 HD), divine aura (18 miles, DC 37), divine immunities, DR +5/+4, fast movement, favored enemies (aberrations +5, undead +2, shapechangers +1), fire resistance 38, godly realm (100 miles Outer Plane, 1,800 ft. Material Plane), nature sense, plane shift at will, rage 3/day, remote communication 18 miles, resist nature’s lure, spontaneous casting of divine spells, SR 90, teleport without error at will, timeless body, trackless step, uncanny dodge (Dex bonus to AC), understand, speak, and read all languages and speak directly to all beings within 18 miles, venom immunity, wild shape (Fine, Diminutive, Tiny, Small, Medium-size, Large, Huge, Gargantuan, Colossal, or dire animal 3/day, elemental 3/day), woodland stride.

**Saves:** Fort +57, Ref +60, Will +65. "Always receives a 20 on saves.

**Abilities:** Str 40, Dex 30, Con 25, Int 24, Wis 40, Cha 29.

**Skills:** Diplomacy +5+, Handle Animal +74, Heal +80, Hide +51, Intimidate +49, Intuit Direction +85, Jump +62, Knowledge (nature) +100, Knowledge (religion) +57, Move Silently +51, Profession (herbalism) +76, Ride (horse) +57, Scry +48, Search +48, Spellcraft +48, Spot +62, Swim +85, Use Rope +51, Wilderness Lore +101. "Always receives a 20 on checks.

**Feats:** Blind-Fight, Brew Potion, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Dodge, Expertise, Par Shot, Improved Critical (maul), Improved Initiation, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Spell Penetration, Spring Attack, Track, Weapon Focus (maul), Whirlwind Attack.

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

**Salient Divine Abilities:** Alter Form, Alter Size, Avatar (up to 20), Call Creatures (up to 18 treats serving simultaneously, each with up to 18 HD), Command Plants 18-mile radius, Divine Blast (12/day, up to 18 miles, <7d12 points of damage), Divine Druid, Divine Mount (10/day, stops 180 points of damage), Divine Skill Focus (Knowledge [nature]), Divine Skill Focus (Wilderness Lore), Divine Spellcasting, Extra Domain (Renewal), Extra Domain (Water), Gift of Life, Grow Creature (plants, up to 18/day), Irresistible Blows (maul, Fort DC 57), Know Death, Life and Death, Mind of the Beast (awakens [up to 18 creatures/day], or slumber [Fort DC 37]), Power of Nature (18-mile radius, duration concentration + up to 18 minutes), Shapechange, Speak with Creature (plants), True Shapechange.

**Domain Powers:** 18/day use animal friendship; 18/day rebuke or command plant creatures; 18/day protective ward (touched subject gains +18 resistance bonus on next saving throw, maximum duration 1 hour); 18/day regain 1d8+9 hp if brought below 0 hp (but not to −10 hp or below); 18/day turn or destroy fire creatures, or rebuke or command water creatures.

**Spell-Like Abilities:** Silvanus uses these abilities as a 28th-level caster. The save DCs are 37 + spell level. Acid fog, animal shapes, antimagic field, atonement, barskine, calm animals,

**impact special ability**

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

**Caster Level:** 13th, Prerequisites: Craft Magic Arms and Armor, weapon of impact, Market Price: +1 bonus.
changestaff, charm person, command plants, commune with nature, cone of cold, control plants, control water, croaking druid, dominate animal, elemental swarm (as water spell only), entangle, fog cloud, freedom, greater restoration, hero’s feast, hold animal, horrid wilting, ice storm, lesser restoration, mind blank, obscuring mist, plant growth, polymorph any object, prismatic sphere, protection from elements, reincarnate, remove disease, repel vermin, repel wood, repulsion, sanctuary, shambler, shapechange, shield other, spell immunity, spell resistance, wall of thorns, water breathing.

Range: The following changes are in effect as long as Silvanus rages: AC 76; hp 1,140; Atk +81/+76/+71/+66 melee (1d10+50 plus 1d6 acid, cold, electricity, fire, or sonic); 18–20/x3, +5 energy aura impact mighty cleaving maul; damage 40 points plus 6 points acid, cold, electricity, fire, or sonic); or spell+75 melee touch or +68 ranged touch; SV Fort +60, Will +67; Str +5, Con 30; Climb +64; Concentration +71; Jump +64; Swim +87. His rage lasts for the duration of the encounter afterward.

Druid Spells/Day (Levels 0–14): 6/9/9/9/9/8/7/6/3/3/2/1/2/1; base DC = 27 + spell level.

Ranger Spells/Day: 5/5; base DC = 27 + spell level.

Possessions: Silvanus carries the Great Mallet of Silvanus, +5 maul with the energy aura, impact, and mighty cleaving special abilities.

Caster Level: 25th; Weight: 17 lb.

Other Divine Powers

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

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

Portfolio Sense: Silvanus senses any disruption of the natural order eighteen teneads before it happens and retains the sensation for eighteen teneads after the event occurs. He is likewise aware of the actions and experiences of every druid in the Realms and every creature affiliated with a druidic Circle dedicated in his name.

Automatic Actions: Silvanus can use Alchemy (herbalism-related aspects only), Animal Empathy, Handle Animal, Knowledge (nature), Profession (herbalism), or Wilderness Lore as a free action if the DC for the task is 30 or lower. Silvanus cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to twenty such free actions each round.

Create Magic Items: Silvanus can create any kind of magic item made wholly from plant or animal matter and any item usable by druids.

Avatars

Avatars of Silvanus appear in either old or young forms. The Old Father is an old, bearded, incredibly wise human male floating in midair among the trees, or sometimes sprouting from the trunk of an especially old and large tree. His flesh is as brown, gray, and fissured as old wood. The Young Strider is a long-limbed young man wearing scale armor with scales in the shape of oak leaves. Avatars of Silvanus appear most often when a sacred grove is threatened or a circle of druids is attacked during worship. The deity and his avatars especially hate fire and those who use it carelessly or with deliberate intent to destroy the grove.

Avatar of Silvanus: As Silvanus except divine rank 9; AC 60 (touch 38, flat-footed 60); Atk +70/+65/+60/+55 melee (1d10+27/18–20/x3, +5 energy aura impact mighty cleaving maul); spell +64 melee touch or +59 ranged touch; SQ Divine aura (900 ft., DC 28), DR 44/+4, fire resistance 29, SR 41; SV Fort +48, Ref +51, Will +56; Knowledge (nature) +91, Wilderness Lore +64, all other skill modifiers reduced by 9.

Salient Divine Abilities: Alter Size, Call Creatures (up to 9 creatures serving simultaneously, each with up to 9 HD), Command Plants 9-mile radius, Divine Druid, Divine Shield (10/day, stops 90 points of damage), Extra Domain (Renewal), Extra Domain (Water), Grow Creature (plants, up to 9/day), Mind of the Beast (awaken [up to 9 creatures/day], slumber [Fort DC 28]), Power of Nature (9-mile radius, duration concentration + up to 9 minutes), Speak with Creature (plants).

Range: The following changes are in effect as long as Silvanus's avatar rages: AC 78 (touch 36, flat-footed 58); hp 1,140; Atk +72/+67/+62/+57 melee (1d10+30/18–20/x3, +5 energy aura impact mighty cleaving maul); spell +66 melee touch, or +59 ranged touch; SV Fort +71, Will +78; Str +44, Con 30; Climb +57, Concentration +62, Jump +75, Swim +78. His rage lasts for the duration of the encounter afterward.

Spell-Like Abilities: Caster level 15th; saving throw DC 28 + spell level.

Spells: As Silvanus, except save DCs against the avatar’s druid and ranger spells are 25 + spell level. The avatar has no spell slots above 9th level available.

Energy Aura special ability

Energy Aura: Any weapon enhanced by this special ability may add an additional amount of damage from an element of the wielder’s choice (acid, cold, electricity, fire, or sonic), exactly as described under the flaming special property, including bestowing an additional 1d6 points of damage of the appropriate elemental subtype on a normal hit. Determining the weapon’s elemental aura is a free action that may be taken no more than once per round (thus, you can’t change the subtype between attacks in the same round). Bows, crossbows, and slings with this ability bestow the energy upon their ammunition.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, Bendershade’s Iciness, chill metal, flame blade, lightning bolt, Melf’s acid arrow; Market Price: +3 bonus.

Sune

Firebird, Lady Firebird

Greater Deity

Symbol: Face of a red-haired, ivory-skinned beautiful woman

Home Plane: Brightwater

Alignment: Chaotic good

Portfolio: Beauty, love, passion

Worshipers: Lovers, artists, half-elves, adventurer’s

Cleric Alignments: CG, CN, LG (paladins only), NG

Domains: Chaos, Charm, Good, Protection

Favored Weapon: A silken shaft (whip)

Fairest of the deities, Sune (see-né) is benevolent and sometimes whimsical. She always appears as a radiant beautiful red-haired woman of incredible charms. She alternates between deep passions
and casual flirtations and has been romantically tied to many of the other Faerûnian deities. Sune enjoys attention and sincere flattery, and avoids anyone who is horrific or boorish. Lady Firchair loves and protects her followers, who in turn manifest and protect the beauty of the world.

Aside from those who despise love and beauty as a manifestation of weakness, the church of Sune is widely loved throughout Faerûn and has many adherents to its teachings. However, as most Sunites are seen as flighty, vain, and superficial but basically harmless, the church of Sune has less influence than its prominence might otherwise suggest. Sunites have an intense rivalry with the followers of Hanali Celenal, the elven deity of beauty.

Sune's clerics pray in the morning after a refreshing scented bath (or after at least washing their hands). Greengrass and Madsummer Night are both Sunite holy days, celebrated with a great deal of outdoor frolicking and with night-long flirtatious dances through forests and parks. Individual temples celebrate numerous local holy days as well. At least once a month, the church of Sune holds a Grand Revel, a large party with dancing, poetry recitation, and heartrendingly beautiful or soulfully rousing music to which outsiders are invited with the intent to attract converts. A Feast of Love is a more intimate, quiet affair, open only to the faithful, who lie on couches and indulge in liquors, appetizers, and sweet pastries while lone dancers perform. These dances are interspersed with readings of romantic verse, prose, and songs of love sung by skilled minstrels. Such rituals always break up into private gatherings, though bards are always on hand to relate tales of courtly love or mysteries of Faerûn for those who do not feel like socializing more privately. Sunites also offer personal prayers to Sune by standing in a pool or bath and looking into a mirror lit only by natural light or candles. Sune sends guidance to them by visions visible in the mirror, often by altering the reflection of the worshipper in some way. The influx of adventurers into Sune's clergy in recent years has reduced the huge former gender disparity in the church so that now females only outnumber males four to one. Sunite clerics tend to multiclass as bards, heartwarriors (see Chapter 4), or rogues.

History/Relationships: Sune shares the waters of the Evergold, a sacred pool, with Hanali Celenal, the elven deity of beauty, and Sharress, the lusty Feline temptress whom she rescued from Shar's shadow during the Time of Troubles. Sune is also allied with similarly minded deities such as Sêlune, Millil, and Lathanther. Sune is served by Lliria and was once served by Sêlune, but the Moonmaiden has now once again gone her own way. Sune's nature makes it difficult for any being to be angry with her for long, and so she has no true enemies, although she dislikes Auril, Malar, Talos, Umberlee, Talona, and Tempus, for they are often responsible for the destruction of beautiful things. Tempus finds her dislike not worth reciprocating, since he considers her irrelevant, flighty, and not worth the conflict. Sune earned the enmity of Shar during the Time of Troubles, for the Nightmaiden did not appreciate being denied her conquest of Sharress, and so the Lady Firchair now quietly supports Mystra in her brewing battle with the Mistress of the Night.

Dogma: Beauty is more than skin deep. It issues from the core of one's being and reveals one's true face to the world, fair or foul. Believe in romance, as true love will win over all. Follow your heart to your true destination. Love none more than yourself except Sune, and lose yourself in love of the Lady Firchair. Persever in love each day, and seek to awaken love in others. Respond to love at least once in a day. Encourage beauty wherever you find it. Acquire beautiful items of all sorts, and encourage, sponsor, and protect those who create them. Keep your own body as comely as possible and as attractively displayed as situations warrant. Let hairstyle and clothing best suit your personal appearance, striving to stir and delight others who look upon you. Moreover, hide not away, but always seek to present yourself to those around you in a pleasing variety of garbs and activities so as to move them with love and desire. Love those who respond to your appearance, and lend warm friendship and admiration where love cannot or dares not.

Clergy and Temples: Sunites are aesthetes and hedonists, who actively seek out pleasure and beauty in all things. The pursuit of aesthetic enjoyment is their life. Sunite clergy buy beautiful items of art, sculpture, and handbook whenever they find it, sponsoring good artists where necessary and overpaying for such items so as to drive prices up, create more demand, and so increase the supply of things of beauty. This is to be done as often as funds afford and sublety permits, and in disguise if need be. Whenever Sunite clergy must perform dirty tasks, the use of disguise is encouraged to protect the body as well as to conceal identity. The devout cleric always hires or supports adventurers and others to destroy beings who vandalize beautiful creations. All clergy of Sune also strive to create beauty in a personal way, preferably as a creator of static fine art (blown-glass ornaments, paintings, or tapestries are all fashionable), but as a dancer if one fails at all else. When one of them gains expertise in crafting things of beauty, she or he is obliged to pass on such learning by training others and turning away no one who shows genuine promise. Any money made through such training should be given to the church to further the growth of beauty and love everywhere.

Although Sunite clergy can rebuff unwanted advances, they generally strive to build friendships and romantic feelings between themselves and others and in general wherever they go so that love may prosper everywhere in Faerûn. As the lonely are in most need of such things (and the most likely to join in love of the Lady Firchair), they are sought out by diligent clergy for friendship. Everyone, no matter how homely or disparate in faith from the path of the Lady, should be assisted by gifts and advice to make themselves as beautiful as possible. Sune's clerics sponsor artisans, build friendships and romances with themselves and among others, and destroy those who vandalize things of beauty. Sune has seen the benefits of Tymora's patronage of adventurers and wishes to tap into this source of worshippers, so the church supports gallant knights and explorers who are willing to search for lost jewels and priceless works of art who are on missions to rescue their true loves.

Sunite temples are either stunningly beautiful edifices of fantastici design or classically elegant structures strategically enhanced by sculptured landscaping constructed with numerous picturesque paths and promenades and surprising and enchanting nooks in which to share moments of love, beauty, and passion. Many Sunite temples sport formal gardens with gorgeous flower beds, trellises and bowers of well-trained vines, and carefully pruned trees and topiaries. Fine sculptures and sumptuous fountains that play with soft, magical lighting provide focal points in most Sunite temple gardens.

Sunites are not bashful about their bodies. The standard ceremonial garb of Sunite clerics is monastic robes for men and habits for women, both cut to show off the figure of the wearer and dyed a deep crimson. Hair is normally worn long and allowed to fall free during rituals. At other times, clerics bind their tresses back with crimson scarves and wear clothing appropriate to the situation but always flattering to the form. While red hair is considered touched by the deity, all shades of hair and skin are welcome, provided they are unmarred and lovely.

The Sunite church's organization is loose and informal, and its leadership changes regularly with the whims of its clergy. The most
attractive and charismatic Sunite clergy are usually the high clerics. Little is thought of a cleric dropping everything and going bounding off into the wild, particularly if the goal is a some beautiful object or some beautiful individual, and such behavior creates little scandal in the church.

**Sune**

Sorcerer 20/Bard 10/Cleric 10  
Medium-Size Outsider (Chaotic, Good)

*Divine Rank:* 16  
*Hit Dice:* 2d4+8/140 (outsider) plus 2d4+140 (Sor) plus 1d4+6/70 (Br) plus 1d4+8/70 (Clr) (800 hp)  
*Initiative:* +13 (+9 Dex, +4 Improved Initiative)  
*Speed:* 60 ft.  
*AC:* 84 (+9 Dex, +16 divine, +29 natural, +20 deflection)  
*Attacks:* +5 chaotic defending keen shock sab 1d2+5 plus 1/6 electricity/18–20; or spell +6 ranged touch or +6 ranged touch *Always* receives a 20 on attack rolls; roll die to check for critical hit.  
*Damage:* +5 chaotic defending keen shock sab 1d2+5 plus 1/6 electricity/18–20; or by spell *Always* does maximum damage (sash 7 points plus 6 electricity).  
*Face/Reach:* 7 ft. by 5 ft./5 ft.  
*Special Attacks:* Domain powers, salient divine abilities, spell-like abilities, turn undead 23/day.  
*Special Qualities:* Bardic knowledge +17, bardic music (countersong, fascinate, inspire competence, inspire courage, inspire greatness, suggestion) 10/day, divine aura (16 miles, DC 46), divine immunities, DR 11/+4, familiar (cat), fast healing 36, fire resistance 36, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), plane shift at will, remote communication 16 miles, spontaneous casting of divine spells, SR 68, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 16 miles.  
*Saves:* Fort +FF, Ref +FF, Will +60. *Always* receives a 20 on saves.  
*Abilities:* Str 24, Dex 28, Con 27, Int 24, Wis 35, Cha 50.  
*Skills:* Alchemy +29, Appraise +41, Bluff +89, Concentration +86, Craft (painting) +46, Craft (sculpture) +46, Diplomacy +111, Gather Information +56, Heal +73, Innuecdo +57, Intimiate +42, Intuition Direction +51, Knowledge (arcana) +66, Knowledge (religion) +46, Listen +30, Perform +59, Profession (herbalism) +51, Scry +86, Sense Motive +61, Spellcraft +86, Spot +29.  
*Always* receives a 20 on checks.  
*Feats:* Brew Potion, Combat Casting, Combat Reflexes, Craft Rod, Craft Staff, Craft Wand, Dodge, Exotic Weapon Proficiency (silken sash), Expertise, Foe Ring, Greater Spell Focus (Enchantment), Improved Critical (silken sash), Improved Initiative, Maximize Spell, Mobility, Quicken Spell, Silent Spell, Spell Focus (Enchantment), Spell Penetration, Still Spell.  

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

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 54 for duplicated spells, temporary nonmagical objects last 16 days, temporary magic items or creatures last 16 hours), Alter Size, Avatar (up to 20), Call Creatures (up to 16 fey or gnomes simultaneously, each with up to 16 HD), Divine Blast (2/day, up to 16 miles, 3d412 points of damage), Divine Blessing (Charisma, up to 16 creatures/day), Divine Fast Healing, Divine Inspiration (love and desire, Will DC 46, up to 16 creatures/day), Divine Shield (10/day, stops 160 points of damage), Divine Spell Focus (Enchantment), Divine Spellcasting, Divine Splendor 160 ft., Energy Storm (fire, 16 points of fire and 16 points of holy damage/round), Extra Domain (Chaos), Gift of Life, Increased Spell Resistance, Instant Counterspell, Rejuvenation (returns in 10d10–16 days if killed in a realm or 10d10–32 days if killed in her own realm that is a divinely morphic Outer Plane), Shapechange, Wave of Chaos (160-ft. radius, Will DC 44).

**Domain Powers:** Cast chaotic spells at +1 caster level; 16/day increase Cha by +4 for 1 minute; cast good spells at +1 caster level; 16/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour).  

**Spell-Like Abilities:** Sune uses these abilities as a 26th-level caster, except for chaotic spells and good spells, which he uses as a 27th-level caster. The save DCs are 46 + spell level. *Aux, animate objects, antimagic field, blade barrier, calm emotions, chaos hammer, charmer monster, charm person, cloak of chaos, command, dispel evil, dispel law, dominate monster, emotion, geas/quest, holy aura, holy smite, holy word, instantaneity, magic circle against evil, magic circle against law, mind blank, prismatic sphere, protection from elements, protection from evil, protection from law, repulsion, sanctuary, shatter, shield other, spell immunity, spell resistance, suggestion, summon monster IX (as chaos or good spell only), word of chaos.

**Bard Spells Known** (3/8/8/7/5; base DC = 32 + spell level, or 48 + spell level for enchantment spells): O-flare, mage hand, open/close, prestidigitation, read magic, resistance: 1st—erasure, expeditions retreat, feather fall, ventilopism; 2nd—cat's grace, glitterdust, hold person, whispering wind; 3rd—confusion, gaseous form, major image, remove curse; 4th—diminishment, legend lore.  

**Cleric Spells Known** (Levels 0–20; 6/11/11/11/10/10/10/9/4/4/3/3/3/2/2/2; base DC = 32 + spell level, or 48 + spell level for enchantment spells): O—dancing lights, dazzle, detect magic, detect poison, disrupt undead, ghost sound, light, mending, ray of frost; 1st—comprehend languages, endure elements, hypnosis, shield, sleep; 2nd—alter self, detect thoughts, misdirection, see invisibility, Tasha's hideous laughter; 3rd—clairaudience/clairvoyance, dispel magic, hold person, tongues; 4th—confusion, lesser geas, minor globe of invulnerability, rainbow pattern; 5th—dominate person, feeblemind, hold monster, mind fog; 6th—disintegrate, greater dispelling, mass suggestion; 7th—banishment, spell turning, turn; 8th—binding, mass charm, sympathy; 9th—foreseeight, time stop, wish.  

**Possessions:** Sune wears a silken sash that functions as a +1 whip with the chaotic, defending, keen, and shock special abilities.  

**Caster Level:** 25th; **Weight:** 2 lb.
OTHER DIVINE POWERS

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

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

**Portfolio Sense**: Sune senses the creation or destruction of any beautiful creature or object sixteen tendays before it happens and retains the sensation for sixteen tendays after the event occurs. She is likewise aware of all creatures’ passionate desires or romantic love.

**Automatic Actions**: Sune can use Concentration, Craft (painting), Craft (sculpture), Diplomacy, or Perform as a free action if the DC for the task is 30 or lower. She can perform up to twenty such free actions each round.

**Create Magic Items**: Sune can create any kind of magic item that affects appearance or emotion.

AVATARS

Sune rarely appears to mortals. When she is seen, her avatar appears as a human female of unearthly beauty clad in a daiphanos silken gown. Her impossibly long, sweeping red hair often assumes the appearance of flames. While she always has red hair, other aspects of her appearance change from time to time. Sometimes her skin is golden and her eyes almond-shaped, sometimes she has skin of mahogany and eyes the color of darkest amber or honey, sometimes she has reddish skin and prominent cheekbones, and at yet other times her skin is ivory white and her eyes a sky blue or forest green.

**Avatar of Sune**: As Sune except divine rank 8, AC 18 (touch +7, flat-footed +9), Atk +6/+2/+2/+2 (ranged 3d(2d)+18/+20, +7 chaotic defending keen short saber), Spd +3; Flaming surge touch or +7 ranged touch; SQ Divine aura (600 ft., DC 38), DR 45/+4, fire resistance 28, SR 40, SV Fort +47, REF +49, Will +72; all skill modifiers reduced by 8.

**Salient Divine Abilities**: Alter Form, Alter Reality (save DC 48 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Divine Blast (28/day, up to 8 miles, 30d12 points of damage), Divine Blessing (Charisma, up to 8 creatures/day), Divine Inspiration (love and desire, Will DC 38, up to 8 creatures/day), Divine Shield (10/day, stops 80 points of damage), Divine Spell Focus (Enchantment), Extra Domain (Chaos), Wave of Chaos (80-ft. radius, Will DC 38).

**Spell-Like Abilities**: Caster level 18th or 19th for chaotic spells or good spells, saving throw DC 38 + spell level.

**Spells**: As Sune, except save DCs against the avatar’s bard and sorcerer spells are 30 + spell level and the save DCs against the avatar’s cleric spells are 32 + spell level. Save DCs for the avatar’s enchantment spells are 38 + spell level for bard and sorcerer spells and 30 + spell level for cleric spells. The avatar has no spell slots above 9th level available.

TALOS

**The Destroyer, the Storm Lord**

**Greater Deity**

**Symbol**: An explosive lightning strike

**Home Plane**: Fury’s Heart

**Alignment**: Chaotic evil

**Portfolio**: Storms, destruction, rebellion, conflagration, earthquakes, vortices

**Worshipers**: Those who fear the destructive power of nature, barbarians, fighters, druids, half-orcs, CE, CN, NE

**Cleric Alignments**: CE, CN, NE

**Domains**: Chaos, Destruction, Evil, Fire, Storm

**Favored Weapon**: A lightning bolt (longspear, shortspear, or halfspear)

Talos (tahl-ohs) is a violent, short-tempered, and angry deity who exults in chaos and revels in destruction. Often petty and vengeful, the Storm Lord is a powerful bully and is often motivated by rage and the desire never to appear weak or compromising in any way to his followers. Known as Bhaelros among Calishites and Kozah among the Bedine, Talos appears as a one-eyed, broad-shouldered, and bearded man clad in half plate armor and black leather gloves. His empty eye socket is filled with whirling stars and covered by a dark patch.

The church of Talos is relatively small for a greater deity and almost universally despised, for his followers bring nothing but destruction and leave only ruin in their wake. They are fanatical in their love of destruction and are unafraid to call storms upon ships, towns, or cities in the name of their crazed deity. However, many fear and propitiate the Storm Lord, ensuring that he remains one of the most powerful deities of the Faerunian pantheon.

Talassans pray for their spells at different times of the day over the course of a year, with the time varying with Talos’ whim (he rarely has them stick with the same time of day for more than a tenday). Clerics of Talos celebrate his annual festivals (Greengrass, Midsummer, and so on) with great ceremonies that call down lightning and summon storms. Their most sacred ritual is Calling Down the Thunder, in which they slay an intelligent being by lighting it. The most frequently seen ritual is the Fury, in which a cleric prays, then makes berserk attacks on people and items in an effort to visit considerable destruction on a place or encampment within a short time by hurling spells and burning torches while howling Talos’ name, followed by praying again (if the cleric survives). It is considered most holy when performed by a lone Talassan cleric, but against formidable foes, clergy of Talos usually attack together or draw off defenders to destroy them singly. Talos’ clerics tend to multiclass as barbarians, sorcerers, stormlords (see Chapter 4), and wizards. Those working with the Cult of the Dragon sometimes multiclass as warers of purple (see Chapter 4).

**History/Relationships**: Talos was formed from the first battle between Selune and Shar. He is now the leader of the Deities of Fury. Auril, himself, Malar, and Umberlee. Although he has no compunction about usurping her portfolio, Talos has a close and cordial relationship with Auril. His relationship with Umberlee is simultaneously fluctuating and filled with rivalry. However, he only works with the Beastlord grudgingly, and Malar would kill him if he could. Talos has a history of elevating powerful mortals to divinity and then forcing them to deplete themselves in his service, the most recent of which was Velsharoon. Velsharoon has been more successful than most such demigods elevated by Talos, in that he still survives and wisely shifted his nominal
alliance to Mystra and Azuth. Talos tried to assume dominion over wild and destructive magic under the alias of Malyk, but he was forestalled by Mystra and has since moved on to other brazen attempts to grab power. He hates deities that promote building, learning, and nature, and particularly hates those that would dare to alter the weather. His list of enemies include Chauncy, Eldath, Larhtander, Mystra, Sune, Deneir, Gond, Helm, Mielikki, Oghma, Shialla, Silvanus, and Tyr.

Dogma: Life is a combination of random effects and chaos, so grab what you can when you can, because Talos may take you in the afterlife at any moment. Preach the might of Talos, and always warn others of the forces only he can command—the fury of all Faerun. Walk unafraid in storms, forest fires, earthquakes, and other disasters, for the power of Talos protects you. Do so publicly whenever possible, so that others see that only Talos can protect them. Make others fear Talos by showing the destruction he and his servants can cause. To avoid tasting his fury, pray to him energetically and tell all folk that such observances—and only such observances—can protect them from the furies of gales, hailstorms, winds, floods, droughts, blizzards, hurricanes, and other natural dooms. Hurl such forces at one's foes if Talos deems a place or person worth defending. One cannot afford to ignore Talos, but must bow down and person worship him. Proclaim this message to all and show everyone the destruction even the slightest of the servants of Talos can cause.

Clergy and Temples: Talos always has too few worshipers for his liking, so his clergy are sent out into the world to spread word of his might and to try to recruit others to his worship—either out of fear or because such people enjoy the wielding of raw power. As examples to all, the fantastic clerics of Talos tend to indulge in acts of random or spiteful destruction as they travel and to make examples of all folk who stand up to them or try to prevent them from entering a community or passing along a road. Some clerics pillage, burn, and steal as enthusiastically as any brigand, and hamlets that fight off these efforts to be visited a season or so later by a gathering of Talassan clerics who try to slaughter everyone and lay waste to the place. This practice had led to some settlements fearfully hiring "adventuring bands in residence" to ward off a similar fate after one or more citizens have had hostile dealings with any Talassan clergy. Talos does not seem to mind clerics who indulge in fulfilling personal desires for wealth, food, luxury items, and wanton behavior as long as they call up a storm or engage in random, spectacular acts of violence once every ten days or so (toppling towers is always effective). As a result, some clergy have taken up a life of brigandry. They pose as lunatics in order to spread the word of Talos as dreads, and the rest of the time they adopt disguises to scout out rich prizes.

Most Talassan temples and shrines are secret because of the reputation of the church. The worship of Talos is outlawed in many countries. Where there are public temples to Talos, many of them take the form of castles or walled compounds because they must often serve as strongholds that the faithful of Talos can defend against angry folk. Such sites seem to always lie in the path of great storms, on the fault lines of earthquakes, or in path of lava pouring forth from a volcano, yet Talos ensures they always survive uncathed.

High clergy of Talos have ceremonial robes of blue-white streaked with crimson that seem to crackle with lightning. All other clergy have formal dress of robes and cloaks of black shot through with teardrops and jagged lines of gold or silver—garb that has earned them the unflattering name "dooom crowns" in the rare times someone has survived seeing an official ceremony. The robes have jagged hems and rough, uneven sleeves. A black eye-patch is also worn, even if the clergy member has good vision in both eyes. When not performing holy rituals, they tend to dress shabbily and eclectically.

Rumors tell of a mysterious group of wizards who specialize in exotic combinatorial elements of mortal magic, known as the Lords of the Tempest, that owes allegiance to Talos. Other whispers in dark places speak of Talos's sponsorship of certain necromancers into lichdom, and of a cabal of crazed sages and mystics intent on bringing about the end of the world. Known only as the Circle of Rust and the Worm, these entropists have sought and obtained the Destroyer as a patron.

The church of Talos has no central hierarchy, and low-ranking clerics of the Storm Lord obey their masters only as long as they fear the greater might of the senior clerics. From time to time the church of Talos is wracked by internal warfare, such as was the case recently between the northern-based followers of Talos and the southern-based followers of his alter ego, Bhaal. However, the Storm Lord generally prefers that his followers wreak devastation on the rest of the world, not each other.

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**Talos**

*Barbarian 20/Evoker 20*  
Medium-Size Outsider (Chaotic, Evil)

**Divine Rank:** 16

**Hit Dice:** 20d8+200 (outsider) plus 20d12+200 (Bhn) plus 20d4+200 (Wiz) (3,080 hp)

**Initiative:** +11 (+7 Dex, +4 Improved Initiative)

**Speed:** 70 ft.

**AC:** 71 (+7 Dex, +16 divine, +29 natural, +9 deflection)

**Attacks:** +4 chaotic shock burst thundering lightning bolt +81/+76/+71/+66 meele; or +4 chaotic shock burst thundering lightning bolt +68/+63/+58/+53 ranged; or spell +76 melee touch or +63 ranged touch *Always receives a 20 on attack rolls; roll to die to check for critical hit.*

**Damage:** +4 chaotic shock burst thundering lightning bolt 1d8+34 plus 1d6 electricity/19-20/x3 plus 2d10 electricity plus 2d6 sonic; or +4 chaotic shock burst thundering lightning bolt 1d8+24/19-20/x3 plus 2d10 electricity plus 2d8 sonic; or by spell *Always does maximum damage (lightning bolt 42 points plus 6 electricity melee, 32 points plus 6 electricity ranged).*

**Face/Reach:** 5 ft. by 5 ft., 5 ft.
**Special Attacks:** Domain powers, salient divine abilities, spell-like abilities.

**Special Qualities:** Divine aura (16 miles, DC 38), divine immunities, DR 67/+7 (+4/-), familiar (quasit), fast movement, fire resistance 36, godly realm (100 miles Outer Plane, 1,600 ft. Material Plane), plane shift at will, remote communication 16 miles), SR 48, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 16 miles.

**Saves:** Fort +58, Ref +53, Will +57. Always receives a 20 on saves.

**Abilities:** Str 50, Dex 24, Con 31, Int 28, Wis 24, Cha 29.

**Skills:** Alchemy +55, Bluff +48, Climb +69, Concentration +89, Craft (armorsmithing) +98, Craft (weaponsmithing) +98, Diplomacy +78, Handle Animal +68, Heal +24, Intimidate +70, Intuit Direction +66, Jump +69, Knowledge (arcana) +62, Knowledge (nature) +67, Knowledge (religion) +62, Listen +66, Ride (horse) +51, Scry +68, Spellcraft +69, Swim +69, Wilderness Lore +66. Always receives a 20 on checks.

**Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Staff, Create Portal, Deflect Arrows, Dodge, Empower Spell, Expertise, Far Shot, Great Cleave, Improved Critical (lightning bolt), Improved Initiative, Improved Unarmed Strike, Maximize Spell, Mobility, Point Blank Shot, Power Attack, Scribe Scroll, Spring Attack, Sunder, Weapon Focus (lightning bolt), Whirlwind Attack.

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

**Salient Divine Abilities:** Alter Size, Annihilating Strike (Fort DC 36 + damage dealt, or destroy up to 16,000 cubic feet of nonliving matter), Avatar (up to 20), Battlescene, Divine Blast (12/day, up to 16 miles, 2d412 points of damage), Divine Rage (16/day), Divine Shield (3/day, stops 160 points of damage), Divine Storm (160 ft., Fort DC 37), Energy Burst (cold, 16d8 points of cold damage, 160-ft. radius, save DC 36), Energy Burst (electricity, 16d8 points of electricity damage, 160-ft. radius, save DC 36), Energy Burst (fire, 16d8 points of fire damage, 160-ft. radius, save DC 36), Energy Storm (electricity, 16 points of electricity and 16 points of holy damage per round), Extra Domain (Chaos), Extra Domain (Fire), Frightful Presence (Will DC 33), Increased Damage Reduction, Irresistible Blows (lightning bolt, Fort DC 36), Power of Nature (16-mile radius, duration concentration + up to 16 minutes), Sunder and Dijoin (save DC 28), Wave of Chaos (160-ft. radius, Will DC 37), Wound Enemy.

**Domain Powers:** Cast chaotic spells at +1 caster level; 16/day smite (+4 on attack and +16 on damage for one weapon attack); cast evil spells at +1 caster level; 16/day turn or destroy water creatures, or rebuke or command fire creatures.

**Spell-Like Abilities:** Talos uses these abilities as a 26th-level caster, except for chaotic spells and evil spells, which he uses as a 27th-level caster. The save DCs are 37 + spell level. **Animate objects:** blasphemy, burning hands, call lightning, chaos hammer, circle of doom, cloak of chaos, contagion, control weather, create undeath, descry, disintegrate, dispel Good, dispel law, earthquakes, elemental swarm (as fire spell only), entropic shield, fire seeds, fire shield, fire storm, gust of wind, hails, ice storm, implosion, incendiary cloud, inflict critical wounds, inflict light wounds, magic circle against Good, magic circle against law, produce flame, protection from good, protection from law, resist elements (as cold or fire spell only), shatter, stunt storm, storm of vengeance, summon monstrosity VI (as air spell only), summon monster IX (as chaos or evil spell only), unholy aura, unholy blight, wall of fire, whirlwind, word of chaos.

**Divine Rage:** The following changes are in effect as long as Talos rages: AC 66, hp 1,380, Atk +6/+5/+4/+3/+2/+1/+0/+(-9), melee (1d8+4/19-20 plus 1d6 electricity/+3 plus 2d10 electricity plus 2d8 sonic, +4 chaotic shocking burst thundering lightning bolt), or +6/+5/+4/+3/+2/+1/+0/+(-9), ranged (1d8+2/19-20 plus 1d6 electricity/+3 plus 2d10 electricity plus 2d8 sonic, +4 chaotic shocking burst thundering lightning bolt); SQ Electricity resistance 15, fire resistance 46, SR 58, SV Fort +63, Will +60; Str 60, Con 41; Climb +74, Concentration +94, Jump +74, Swim +74. His rage can be used 16 times per day, it lasts for 1 hour (or until ended), and he is not winded afterward.

**Wizard Spells/Day:** 1/8/7/7/7/6/6/6/6/6; base DC = 19 + spell level.

**Possessions:** Talos uses lightning bolts as weapons. Each functions as a +2 longspear with the chaotic, shocking burst, and thundering special abilities.

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

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**Other Divine Powers**

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

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

**Portfolio Sense:** Talos senses any natural destructive force (such as a conflagration, earthquake, storm, vortex, or the like) sixteen tendays before it happens and retains the sensation for sixteen tendays after the event occurs. He is likewise aware of any rebellion that provokes violence.

**Automatic Actions:** Talos can use Concentration, Intimidate, Knowledge (arcana), Spellcraft, or Wilderness Lore as a free action if the DC for the task is 30 or lower. Talos cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to twenty such free actions each round.

**Create Magic Items:** Talos can create any kind of magic item that has a primary effect from the school of Evocation.

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**Avatars**

When an avatar of Talos is seen, which is seldom, he appears as a broad-shouldered, bearded man with a single good eye. A dark patch covers the other eye, and some sages say the empty eye socket is filled with whirling stars. He dresses in a half-cloth of plate armor (no helm) worn over smooth black leather armor and black leather gloves. When he appears as Baelros in Calimshan, he often manifests in the form of a turbaned genic with dusky skin rising out of a sandstorm.

**Avatar of Talos:** As Talos except divine rank 8; AC 55 (touch 34, flat-footed 55); Atk +73/+68/+63/+58 melee (1d8+34/19-20 plus 1d6 electricity/+3 plus 2d10 electricity plus 2d8 sonic, +4 chaotic shocking burst thundering lightning bolt), or +60/+55/+50/+45 ranged (1d8+24/19-20 plus 1d6 electricity/+3 plus 2d10 electricity plus 2d8 sonic, +4 chaotic shocking burst thundering lightning bolt), or spell +68 melee touch or +55 ranged touch; SQ Divine aura (800 ft., DC 27), DR 51/+7 (4/-); fire resistance 28, SR 40; SV Fort +70, Ref +77, Will +91; all skill modifiers reduced by 8.

**Salient Divine Abilities:** Alter Size, Divine Rage (9/day), Energy Burst (cold, 8d8 points of cold damage, 80-ft. radius, save DC 28), Energy Burst (electricity, 8d8 points of electricity damage, 80-ft. radius, save DC 28), Energy Burst (fire, 8d8 points of fire damage, 80-ft. radius, save DC 28), Extra Domain (Chaos), Extra Domain...
Tempus

Lord of Battles, Foehammer

Greater Deity

Symbol: A blazing silver sword on a blood-red shield

Home Plane: Warrior’s Rest

Alignment: Chaotic neutral

Portfolio: War, battle, warriors

Worshipers: Warriors, fighters, barbarians, rangers, half-ors

Cleric Alignments: CE, CO, CN

Domains: Chaos, Protection, Strength, War

Favored Weapon: “Battle Prowess” (battleaxe)

From astride his twin steeds—Veiros the white mare and Deiros the black stallion—Tempus (‘teu-pus’) governs the tide of war and dispenses his favors at random, his chaotic nature favoring all sides equally in time. The deity of war is liable to back one army one day and another one the next. Soldiers of all alignments pray to him for help in coming battles. Mighty and honorable in battle and a strong and robust deity, Tempus answers only to his own warrior’s code and pursues no long-lasting alliances. He is known to love food, drink, and the hunt, though he loves battle best. He always appears as a human giant in battered and bloodied plate armor with his face hidden by a massive war helm. He bears a great battle axe or a black sword notched and stained from much use in his gauntleted hands.

The church of Tempus is perhaps the most widely known in battle-stricken Faerûn. Countless centuries of warfare have unfolded on the battlefields of the world, and followers of the Foehammer have fought ably and honorably for all sides in nearly every such conflict. The independence of the Lord of Battles and his followers has ensured that his church is widely respected by members of all faiths, and none doubt that they too might prevail in the next battle if only the Foehammer’s fickle nature smiles their way again. Nearly every combatant has fought alongside a cleric of Tempus at some point or the other, and just as many have also fought against a cleric of Tempus. Only the church of Eldath truly wishes there were another way.

Tempus’s clerics pray for spells just before highsun. The eves and anniversaries of great battles are the holy days of the church of Tempus, and as such vary from place to place. The Feast of the Fallen, honoring the dead, is the most important fixed date in the religious calendar. Each temple holds a Feast of Heroes at highsun and a Song of the Fallen at sunset, and most also have a Song of the Sword ceremony after dark for layfolk. It is also expected that at least once a tenday worshipers of Tempus spill a few drops of blood (preferably their own or a worthy foe’s) and sing the Song of the Sword in Tempus’s honor. The ritual performed by most of the faithful is a prayer for valiant performance and survival in the fray ahead made to the war deity over the weapon the praying being most often fights with. If a new weapon comes into the believer’s possession before a battle—particularly in the form of hard-won booty—it is taken as a sign of Tempus’s favor, and this weapon is the one used in worship. Tempus’s clerics usually multi-class as barbarians, divine champions, or fighters. Most tend to be battle-minded male humans, although others are also welcome.

History/Relationships: Tempus arose from the first battle between Sêline and Sharr, one of many such war deities to walk the world. In time, he defeated each and every one of his rivals in battle, the last of which was Garogos the Reaver. Some oracles claim that in years to come Tempus may find himself at war with Anhum as the Faerûnian and Mulhorandite pantheons clash and (inevitably) merge. In recent years, Tempus sponsored the divinity of the Red Knight, a relationship akin to that of a fond and protective father to a brilliant, perhaps somewhat headstrong daughter who works hard at the family business—war. The Foehammer is casually friendly with the martially inclined deities such as Nobanion, Gond, Valkur, and Utgar. He considers Eldath, his diametric opposite, to be naive and weak. However, out of respect for her convictions, he punishes those of his faithful who abuse her clerics, shrines, or temples, feeling that war has little meaning without peace to define and highlight it. Such, who considers him a foe, he regards as irrelevant and flighty and therefore unworthy of active opposition. It is unclear why Tempus tolerates the continued survival of Garogos, although some sages have speculated that Tempus knows that a new challenger is inevitable and he prefers to use the Reaver as a stalking horse to draw out such potential foes.

Others claim that Garogos represents that one bit of warfare that Tempus finds personally distasteful, the savage madness of a battle rage, and that he deliberatelycodex that aspect of the portfolio of war, though he is still worshiped by many barbarians.

Dogma: Tempus does not win battles, he helps the deserving warrior win battles. War is fair in that it oppresses and aids all equally and that in any given battle, a mortal may be slain or become a great leader among his or her companions. It should not be feared, but seen as a natural force, a human force, the storm that civilization brings by its very existence. Arm all for whom battle is needful, even foes. Retreat from hopeless fights but never avoid battle. Slay one foe decisively and halt a battle quickly rather than rely upon slow attrition or the senseless dragging on of hostilities. Remember the dead that fell before you. Defend what you believe in, lest it be swept away. Disparage no foe and respect all, for valor blazes in all regardless of age, sex, or race. Tempus looks with favor upon those that acquit themselves honorably in battle without resorting to such craven tricks as destroying homes, family, or livestock when a foe is away or attacking from the rear (except when such an attack is launched by a small band against foes of vastly superior numbers). Consider the consequences of the violence of war, and do not wage war recklessly. The smooth-tongued and fleet of feet that avoid all strife and never defend their beliefs wreak more harm than the most energetic tyrant, raider, or horde leader.

Clergy and Temples: Clerics of the war deity are charged to keep warfare a thing of rules, respected reputation, and professional behavior, minimizing uncontrolled bloodshed and working to eradicate feuding that extends beyond a single dispute or set of foes. At the same time, training and readiness for battle must be promoted if civilized human holdings are to survive in Faerûn in the face of monster raids and orc hordes—and the power of Tempus to aid
those he favors in battle must also be promoted. Warriors who employ poison or taint wells, sow fields with salt, kill noncombatants, indulge in torture or the wanton slaughter of innocent folk when they are not at war, or commit similar sins against fair battle are to be denied the favor of the deity, their crimes are to be publicized far and wide, and they are to be made to stone for their deeds or perish. War clerics must preserve the names of the honored battle-fallen, both on gravestones and other such memorials, in their prayers to Tempus, and in an annual chant at the March of the Dead, wherein clerics of the war deity go through the streets to call all folk, worshipers and nonbelievers alike, to the local Feast of the Moon hosted by their temple. Clerics are also charged to collect and venerate the weapons and armor of famous and respected warriors, even if these are broken or have deteriorated, for they retain something of the battlelust and energy associated with the deeds they participated in.

Temples of Tempus are usually what are more commonly thought of as walled military compounds than what most picture as temples. Aside from a central shrine to honor the fallen decorated with battered shields and rusted blades of the dead, most temples of Tempus are given over to the necessities of warfare, including armories, barracks, and training grounds. The wealthiest fortified abbeys sometimes contain libraries, but such contain only a history of warfare and an accounting of the fallen.

When not in battered armor, clerics of Tempus often wear helms or steel skullcaps, though they are careful never to cover their faces, for such close emulation of Tempus is thought to be an affront to the Lord of Battles. Some of the fanatical wandering clerics never remove all their armor at any time, but in the temples of the big cities clergy are rarely seen in armor except at ceremonies held before armies march or a siege begins. The formal robes of a cleric of Tempus always sport trim the crimson hue of fresh blood, but vary in overall color from place to place and rank to rank, with darker-colored robes are worn by those of lower ranks. Most war clerics wear ceremonial garments of brown or purple. Red or amber is worn by senior clergy, and yellow or white by those of the most exalted rank. Aside from their trusty battleaxes, many senior clerics of Tempus also favor spiked gauntlets as a mark of their station.

Given its predilection to support both sides of any fight, the church of Tempus of necessity lacks any central authority that might come down on the side of one side or the other. However, within a given temple or military order, there is usually a strict adherence to military rank and a clear chain of command. The Tempuran church also has many affiliated orders. Two of note are the Order of the Broken Blade and the Order of the Steel Fang. The former honors those warriors and clergy who are injured in Tempus's service and can no longer fight in the front lines. Broken Blades often serve in support functions at temples and shrines and take a personal oath upon joining the order to defend the holy site where they reside to the death as a final line of defense. The latter group is an elite fighting order within the church whose members are often assigned to the most hazardous duties. Steel Fang units are led by battle-hardened members of the clergy. Many mercenary companies and knightly fighting orders of crusaders also avail themselves of a connection to the church. One badge of the deity seen among his affiliated mercenaries is a rusty brown dagger, shown diagonally with its point to the upper right, dripping four drops of blood.

**Tempus**

**Fighter 20/Cleric 10/Barbarian 10**

Medium-Size Outsider (Chaotic)

**Divine Rank:** 17

**Hit Dice:** 20d8+200 (outsider) plus 20d10+200 (Ftr) plus 10d8+100 (Clr) plus 10d12+100 (Bbn) (11,60 hp)

**Initiative:** +11 (+7 Improved Initiative)

**Speed:** 70 ft.

**AC:** 80 (+1 Dex, +17 divine, +30 natural, +13 armor [+1 heavy fortification full plate], +9 deflection)

**Attacks:** +3 chaotic keen speed battleaxe +87/+85/+83/+80/+75/+70 melee; or spell +77 melee touch or +64 ranged touch "Always receives a 20 on attack rolls; roll die to check for critical hit"

**Damage:** +3 chaotic keen speed battleaxe 1d8+12/18–20/x3; or by spell "Always does maximum damage (battleaxe 60 points)."

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

**Special Attacks:** Domain powers, resilient divine abilities, spell-like abilities, turn undead 12/day.

**Special Qualities:** Divine aura (17 miles, DC 36), divine immunities, DR 69/-5, fast movement, fire resistance 37, godly realm (100 miles Outer Plane, 1,700 ft. Material Plane), plane shift at will, rage 3/day, remote communication 17 miles, spontaneous casting of divine spells, SR 49, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 17 miles.

**Saves:** Fort +59, Ref +56, Will +58. "Always receives a 20 on saves."

**Abilities:** Str 7G, Dex 24, Con 31, Int 24, Wis 29, Cha 29.

**Skills:** Climb +97, Concentration +69, Craft (armor smithing) +87, Craft (weapon smithing) +87, Diplomacy +64, Handle Animal +69, Heal +60, Intimidate +79, Intuit Direction +92, Jump +77, Knowledge (arcane) +47, Knowledge (religion) +47, Listen +77, Ride (horse) +71, Sear +47, Spellcraft +57, Spot +28, Swim +80, Wilderness Lore +52. "Always receives a 20 on checks."

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

Salient Divine Abilities: Alter Size, Area Divine Shield (up to 170-foot squares, or a sphere or hemisphere with a radius of up to 17 feet), Avatar (up to 200 feet), Banestrike (giants), Battlesense, Clearsight 17 ft., Divine Battle Mastery, Divine Blast (12/day, up to 17 miles, 3d6+12 points of damage), Divine Inspiration (rage, up to 17 creatures/day), Divine Shield (13/day, stops 170 points of damage), Divine Storm (170 ft., Fort DC 36), Divine Weapon Focus (battleaxe), Divine Weapon Mastery, Divine Weapon Specialization (battleaxe), Extra Domain (Strength), Increased Damage Reduction, Indomitable Strength, Irresistible Blows (battleaxe, Fort DC 37), Know Death, Mass Divine Blast (up to 87 targets, no two of which can be more than 17 miles apart, or a cone up to 1,700 ft. long, or a burst or spread with a radius of up to 87 ft. and a height of up to 170 ft.), Sunder and Disjoin (save DC 28), Wave of Chaos (170-ft. radius, Will DC 36).

Domain Powers: Cast chaotic spells at +1 caster level; 17/day protective ward (reached subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour); 17/day feat of strength (+10 enhancement bonus to Str for 1 round).

Spell-Like Abilities: Tempus uses these abilities as a 27th-level caster, except for chaotic spells, which he uses as a 28th-level caster. The save DCs are 36 + spell level. Animistic objects, animistic fields, Bigby’s clenching fist, Bigby’s grabbing hand, blade barrier, bull’s strength, chaos hammer, chaotic charm, dispel law, divine power, endure elements, flame strike, magic circle against law, magic vestment, magic weapon, mind blank, power word, blind, power word, kill, power word, stun, prismatic sphere, protection from elements, protection from law, repulsion, righteous might, sanctuary, shatter, shield other, spell immunity, spell resistance, spiritual weapons, stoneskin, summon monster IX (as chaotic spell only), word of chaos.

Rage: The following changes are in effect as long as Tempus rages: AC 78, hp 1,280; Atk +67/+61/+52/+47/+42/+37/+32/+27/melee (2d8+15/38-20)x3, +3 chaotic keen speed battleaxe, max damage 63 points; SV Fort +61, Will +60, Str +54, Con +53, Climb +97, Concentration +62, Jump +77, Swim +82. His rage lasts for the duration of the encounter afterward.

Cleric Spells/Day: 6/8/7/6/5/4/3; base DC = 19 + spell level.

Possessions: Tempus carries Battle Preemers, a +3 battleaxe with the chaotic, keen, and speed special abilities.

Caster Level: 25th; Weight: 7 lb.

OTHER DIVINE POWERS

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

Senses: Tempus can see, hear, touch, and smell at a distance of seventeen miles. As a standard action, he can perceive anything within seventeen miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour.

He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 17 hours.

Portfolio Sense: Tempus senses any battle seventeen tendays before it happens and retains the sensation for seventeen tendays after the event occurs. He is likewise aware of any act of violence in the Realms and the death of any warrior, whether such passings occur in combat or not.

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

Create Magic Items: Tempus can create any kind of magic item that deals damage or provides protection.

peiros and veiros (tempus’s horses)

Tempus has two horses, Peiros and Veiros. Deiros is a black stallion and Veiros is a white mare. He is usually seen riding one or the other, or occasionally both (standing with one foot on each horse’s back).

Deiros and Veiros: Male and female advanced dire horses; CR 4; Huge animal; HD 2d4+192; hp 30G; Init +0; Spd 60 ft.; AC 17 (touch 8, flat-footed 17); Atk +26 melee (1d6+10, 2 hooves) and +21 melee (1d4+5, bite); Face/Reach 10 ft. by 20 ft./10 ft.; SQ low-light vision, scent, AL N; SV Fort +22, Ref +14, Will +16; Str 30, Dex 11, Con 26, Int 2, Wis 14, Cha 10.

Skills and Feats: Hide +8, Listen +8, Spot +10.

Low-Light Vision: Deiros and Veiros can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Scent (Ex): Deiros and Veiros can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Avatars

Tempus appears as a 12-foot-tall human wearing plate armor that has been battered and bloodied by combat. Though his face hidden by a massive war helm, his hooded gaze is a palpable force. He bears a great battleaxe (or a black greatsword) notched and stained from much use in his gauntleted hands. His legs and arms are bare and crisscrossed by bleeding wounds, but this does not affect him as he rides into battle. He sometimes appears afoot but more often rides either a white mare (Veiros) or a black stallion (Deiros), or occasionally both, standing with one foot on each.

Avatar of Tempus: SZ Large; AC 61 (touch 27, flat-footed 61); Atk +77/+77/+70/+65/+60 melee (2d6+43/18-20x3, Large +3 chaotic keen speed battleaxe), or spell +67 melee touch or +54 ranged touch; Face/Reach 5 ft. x 5 ft./10 ft.; Hide +6, all other skill modifiers reduced by 9.


Rage: AC 59 (touch 25, flat-footed 59); Atk +77/+77/+72/+67/+62 melee (2d6+46/18-20x3, Large +3 chaotic keen speed battleaxe), or SV Fort +52, Will +51; Str +54, Con +53; Climb +88, Concentration +5, Jump +68, Swim +73. His rage lasts for the duration of the encounter afterward.

Spell-Like Abilities: Caster level 18th, or 19th for chaotic spells; saving throw DC 27 + spell level.
Torm

The True, the True Deity, the Loyal Fury

Lesser Deity

Symbol: Right-hand gauntlet held upright with palm forward

Home Plane: House of the Triad

Alignment: Lawful good

Portfolio: Duty, loyalty, obedience, paladins

Worshippers: Paladins, heroes, good fighters and warriors, guardsmen, knights, loyal courtiers

Cleric Alignments: LG, LN, NG

Domains: Good, Healing, Law, Protection, Strength

Favored Weapon: "Duty's Bond" (greatsword)

Torm (form) the True, patron of paladins and unserv ing enemy of corruption and evil, serves the people of Faerûn by exemplifying the chivalric ideal. An ascended hero who lived his mortal life in service to a just sovereign, Torm eschews the pretense of his fellow deities, instead adopting a humble position that he exists to serve the common good and the rule of law as established by honorable mortal rulers. Though a true deity with awesome power at his disposal, the Loyal Fury is all too familiar with the failings of mortal men, having fallen victim to hubris, gullibility and ignorance when confined to a mortal shell during the Time of Troubles. During that seminal event, Torm allowed himself to be controlled by his own corrupt, oppressive clerics for a short time, an occurrence that gave him perspective on his own flaws and enhanced his sense of humility. Stern, righteous, and unyielding in the face of evil, Torm's spirit lifts when dealing with his friends, the weak, the defenseless, and the young.

Torm battled Bane in the harbor of the city of Tantras during the Time of Troubles, destroying the Black Lord in personal combat (he too died in the conflict, but was later returned to life by Ao). As such, he became a hero to good-hearted people throughout the continent, a savior who in slaying Bane delivered Faerûn from the machinations of the deity of strife and tyranny. Torm's destruction of Bane broke the back of Zhentil Keep by eradicating that nation's divine support, allowing the Dalesfolk, for a short while, to breathe a sigh of relief. In nations across the continent, Torm became a symbol of heroism and bravery, the ideal knight serving his fellows with a transforming act of self-sacrifice appreciated even by great Ao himself. This adoration extended to Torm's church, which experienced a renaissance and philosophical blooming as its numbers swelled and new thinkers and adherents joined the congregation. In the fourteen years following that time clerics of Torm have enjoyed popularity unparalleled in Faerûn.

Now that Bane has returned, the people look to the Loyal Fury and his mortal agents for salvation once again. They eagerly hope that the menace of the Black Hand can be dealt with after another great battle, that the revived church of Bane can be crushed by an army of paladins with holy hearts and sanctified swords. Such has happened within the lifetime of every adult in Faerûn, and many expect it to happen again. Torm and his followers take a more realistic view, knowing that the current day is far different from the Time of Troubles, when the two deities met as essentially equal mortals. They know that the secrecy of Bane's cult prevents open warfare, and that the menace of the Black Hand returned will not be quenched easily or without great loss of life. Both Torm and his holy warriors know the costs, and both are more than willing to pay them to deliver the good people of Faerûn from a world dominated by the Lord of Darkness.

Clerics of Torm pray for their spells at dawn. On the 13th of Elasias, they celebrate a somber ceremony known as the Divine Death to commemorate Torm's sacrificial destruction of Bane. The 15th of Marpenoth sees a more jovial ritual in the form of the True Resurrection, which celebrates the anniversary of Torm's return to Toril at the behest of Ao. Shieldmeet, traditionally a time when Faerûnians enter new agreements and compacts, is a time of great religious significance to followers of the deity of duty, who take their oaths very, very seriously. In addition to the daily morning prayer, clerics are expected to give thanks and honor to Torm through quiet prayers at noon, dusk, and midnight. Torm's clerics often multiclass as divine champions, divine disciples, or paladins.

History/Relationships: Torm serves Tyr as war leader and champion, as he once did for a mortal monarch in the days immediately following the Fall of Netheril. Scholars disagree on where Torm's kingdom was located, or even what it was called, but the most believable theories place it somewhere south of the Lake of Steam, in the area now known as the Border Kingdoms. Whole knightly orders in service to Torm's church seek the location of this kingdom, which the clerics refer to as the High Seat, or Chalsemyr. They hope that discovering the location might give them more insight into Torm's life as a mortal, one of the few subjects about which he absolutely refuses to enlighten his followers. Some interpret his reticence as a game, as if Torm keeps Chalsemyr's location a secret in order to test his faithful, who routinely go on quests to locate it. Lore of the faith holds that he who discovers the whereabouts of the Loyal Fury's mortal home will be raised up to the celestial planes as Torm's divine servant.

Prior to the Time of Troubles, Torm served Tyr as a loyal demipower. After his resurrection at the hands of Ao, the Maidenduty elevated him to lesser deity status, and greatly enhanced his duties, granting him control of several armies of celestial warriors to use in outer planar conflicts. Torm, Tyr, and Ilmater work together frequently, and are known as the Triad. At Tyr's insistence, Torm has of late befriended the Red Knight in an attempt to temper her lust for war with an appreciation for justice. His kinship for Helm dates back several centuries, though the clerics of the Loyal Fury and the Watcher currently find themselves at odds on several important ideological and political issues. As a pro-active enemy of evil, Torm finds that his ideals and philosophies often square with those of Lathander, whom he greatly respects.

After destroying Bane, Torm turned most of his attentions to Cyric, working with Myster, Oghma, and Mask in dethroning the Black Sun from his position as Lord of the Dead. He deeply regrets not destroying Cyric in that instance, and has vowed to remedy that regret should the two deities meet again. Torm found the alliance with Mask distasteful, and hopes to force the Lord of Shadows to reform himself by thwarting his plans as often as possible. Since the return of the Black Hand, however, the bulk of Torm's ambition and planning has gone toward defeating the dark intrigues of Bane.

Dogma: Salvation may be found through service. Every failure of duty diminishes Torm and every success adds to his luster. Strive to maintain law and order. Obey your masters with alert judgment and anticipation. Stand ever alert against corruption. Strike quickly and forcefully against those who in the hearts of mortals bring pain. Quick death to traitors. Question unjust laws by suggesting improvements or alternatives, not additional laws. Your fourfold duties are to faith, family, masters, and all good beings of Faerûn.

Clergy and Temples: Clerics and paladins of Torm swear themselves to the Penance of Duty, a guide of responsibilities and obligations outlined by the Loyal Fury himself after discovering the rift corruption within the church during the Time of Troubles. To
repay their persecution of other goodly religions, the clergy must aid the establishment of other good faiths as part of the Debit of Persecution. The Debit of Deliciting states that Torm's agents must expend every resource possible to eliminate cults of Cyric and Bane, and to work against the insidious Zhentarim. The Debit of Destruction stipulates that the clergy record the locations of dead and wild magic areas and do what they can to heal these wounds to the Weave. Additionally, clerics and paladins of Torm stand vigilant against corruption within goodly organizations, knowing that what could infect their stalwart order is doubly likely to writh into the affairs of less watchful bodies. Many travel the world righting wrongs and spreading the good works of Torm.

High Cleric Barritar Bhandrador serves as Torm's pontiff in Faerûn, ruling from the impressive Temple of Torm's Coming in Tantras. Bhandrador's reach extends far, and in the last decade he has sponsored several continentwide knightly orders, including the prestigious Order of the Golden Lion, members of which guard temples and wander Faerûn in service to the Penance of Duty. The order is currently led by the affable Tantran paladin lord Garetian the Infallible (a humble man whose title is more an exercise in ironic self-deprecation than braggadocio). Since Bane's return, many important leaders and field agents of the church have been assassinated, and many of Torm's knights urge more decisive action against the Black Hand's hopeless followers.

Temples of Torm frequently double as citadels. Often constructed high on mountains to offer their residents a clear view of the surrounding area, such structures feature drilling grounds, high towers, austere quarters for resident and visiting knights, and plainly adorned, simple worship halls. White granite walls and statues of lions and armored figures predominate, with badges of knights who fell in duty lining the high-ceilinged hallways.

In order to gain the power necessary to destroy Bane's avatar during the Time of Troubles, Torm absorbed the souls of all his worshipers in Tantras. The voluntary soul-transference killed the mortals, ending thousands of lives in a matter of moments. As the city had been for centuries the center of his religion, with members of the faithful flocking to it since word spread of his arrival early in the Avatar Crisis, entire neighborhoods were left barren of life. Even though Torm required every ounce of devotional power to destroy his enemy, he could not bring himself to ask children to sacrifice themselves, especially as he knew many of them couldn't understand the importance of what was happening. He assured his faithful parents that the children would be cared for, and to this day those children, ranging in age from 14 to 28, are known as the Martyrs' Progeny. Many have gone on to enter Torm's clergy, and some have even exhibited strange powers related to bravery and strength in the years since their parents headed Torm's desperate call.

TORM

**Paladin 20/Fighter 20/Cleric 10**

Medium-Size Outsider (Good, Lawful)

**Divine Rank:** 8

**Hit Dice:** 20d10+220 (Pal) plus 20d10+220 (Ptr) plus 10d8+110 (Clr) (1,030 hp)

**Initiative:** +11 (+7 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**AC:** +8 (+1 Dex, +8 divine, +21 natural, +13 armor (+2 Strength, +4 full plate), +15 deflection)

**Attacks:** - Holy avenger greatsword +61/+56/+51/+46 melee; or spell +57 melee touch or +50 ranged touch.

**Damage:** - Holy avenger greatsword 2d6+25/1.7–20, or by spell.

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

**Special Attacks:** Domain powers, salient divine abilities, smite evil (3/day, +15 on attack and +60 on damage for one weapon attack), spell-like abilities, turn undead 18/day (effective cleric level 28th).

**Special Qualities:** Aura of courage (+8 morale bonus on saves against fear effects for all allies within 100 ft.), detect evil, divine aura (800 ft., DC 33), divine grace, divine health, divine immunities, DR 45/-4, empathic link with mount, share spells with mount, Fire resistance 28, godly realm (1 mile Outer Plane, 800 ft.).

**Material Plane, lay on hands (500 hp), plane shift at will, remote communication 8 miles, remove disease 6/tenday, share spells with mount, spontaneous casting of divine spells, SR 40, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 8 miles.

**Saves:** Fort +61, Ref +51, Will +53

**Abilities:** Str 34, Dex 27, Con 33, Int 24, Wis 28, Cha 40

**Skills:** Climb +38, Concentration +72, Diplomacy +48, Handle Animal +46, Heal +37, Jump +36, Knowledge (arcana) +27, Knowledge (religion) +27, Listen +34, Ride (dragon) +38, Ride (horse) +39, Scry +28, Search +32, Sense Motive +28, Spellcraft +35

**Feats:** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Enlarge Spell, Expertise, Extend Spell, Great Cleave, Improved Critical (greatsword), Improved Disarm, Improved Initiative, Leadership, Maximize Spell, Mobility, Mounted Combat, Persistent Spell, Power Attack, Quicken Spell, Ride-By Attack, Spell Penetration, Spirited Charge, Spring Attack, Sunder, Trample, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

**Divine Immunities:** Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, imprisonment, banishment.
Salient Divine Abilities: Alter Form, Alter Reality (save DC 43 for duplicated spells, temporary nonmagical objects last 8 days, temporary magic items or creatures last 8 hours), Alter Size, Avatar (up to 10/day), Battle sense, Divine Inspiration (courage, up to 8 creatures/day), Divine Paladin, Divine Shield (1/day, stops 80 points of damage), Extra Domain (Healing), Extra Domain (Strength).

Domain Powers: Cast good spells at +1 caster level; cast healing spells at +1 caster level; cast law spells at +1 caster level; 8/day protective ward (touched subject gains +10 resistance bonus on next saving throw, maximum duration 1 hour); 8/day feat of strength (+10 enhancement bonus to Str for 1 round).

Spell-Like Abilities: Torm uses these abilities as a 15th-level caster, except for good spells, healing spells, and law spells, which he uses as he is a 19th-level caster. The save DCs are 25 + spell level. Aid, autocratic field, Bigby's clenched fist, Bigby's crushing hand, Bigby's grasping hand, blade barrier, build's strength, calm emotions, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, dictate, dispel chaos, dispel evil, endure elements, heal, healing circle, hold monster, holy aura, holy smite, holy word, magic circle against chaos, magic circle against evil, magic vestment, mass heal, mind blind, order's wrath, prismatic sphere, protection from chaos, protection from elements, protection from evil, regeneration, repulsion, righteous might, sanctify, shield of faith, shield other, spell immunity, spell resistance, stonekin, summon monster IX (as good or law spell only), true resurrection.

Cleric Spells/Day: 6/8/7/6/5/5; base DC = 19 + spell level.
Paladin Spells/Day: 6/7/7/5; base DC = 19 + spell level.

Possessions: Torm carries Devy's Bond, a +5 holy avenger greatsword and wears +5 full plate of strength +4.
Caster Level: 25th; Weight: 15 lb.

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

Senses: Torm can see, hear, touch, and smell at a distance of eight miles. As a standard action, he can perceive anything within eight miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 8 hours.

Portfolio Sense: Torm senses any act of chivalry (or violation thereof) that affects at least five hundred people (such as a crude remark made at a tournament that might bring two nations to war).

Automatic Actions: Torm can use Knowledge (arcana) or Knowledge (religion) as a free action if the DC for the task is 20 or lower. He can perform up to five such free actions each round.

Create Magic Items: Torm can create any magical arms and armor, as well as any magic item specifically meant for a mount (magical harding, horsemanship of the knight, or the like), as long as the item's market price does not exceed 30,000 gp.

Strength Special Ability
Strength: A character wearing armor with this special ability gains a +2 or +4 enhancement bonus to Strength.
Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor, build's strength; Market Price: +2, add +8,000 gp; +4, add +32,000 gp.

Gold Dragon (Torm's Mount)
Torm can ride either a war horse or a dragon into combat. His favorite mount, however, is an ancient gold dragon.

Male Ancient Gold Dragon: CR — Gargantuan dragon (fire); HD 4d8+1d12+38; hp 666; Init +4; Spd 60 ft., swim 60 ft., fly 250 ft. (clumsy); AC 50 (touch 6, flat-footed 50); Atk +60 melee (4d6+21, bite) and +55 melee (2d8+10, 2 claws) and +55 melee (2d6+10, 2 wings) and +55 melee (2d8+31, tail slap), or +60 melee (4d6+31, crush), or +60 melee (2d8+31, tail sweep); Face/Reach 20 ft. × 10 ft.; SA Breath weapon (60-ft. cone of fire, 2d10, save DC 40), breath weapon (60-ft. cone of weakening gas, Str damage 10, save DC 40), frightful presence, spell-like abilities, spells; SQ Blind-fight 300 ft., command gold dragons, detect gems 3/day, dragon traits, empathic link with Torm, fire subtype, improved evasion, keen vision, luck bonus 1/day, share saving throws with Torm, share spells with Torm, water breathing; AL LG; SV Fort +26, Ref +23, Will +54; Str 72, Dex 20, Con 29, Int 28, Wis 29, Cha 28.


Breath Weapon (Su): Torm's dragon can breathe a 60-foot cone of fire that deals 2d10 points of damage to any creature that fails a Fortitude save. The dragon can also breathe a 60-foot cone of weakening gas that deals 10 points of temporary strength damage to any creature that fails a Fortitude save. He is immune to his own breath weapons.

Frightful Presence (Su): This ability takes effect automatically when Torm's dragon attacks, charges, or flies overhead. It affects only opponents within 300 feet that have fewer than 43 HD. The affected creature must make a successful Will save (DC 40) or become shaken. Success indicates that the target is immune to the dragon's frightful presence for one day.

Spell-like Abilities (Sp): 3/day—bless, polymorph self, 1/day—geas/quest, sunburst. These are as the spells cast by a 15th-level sorcerer. Base save DC = 19 + spell level.

Spells (Sp): Torm's dragon casts spells as a 15th-level sorcerer.

Detect Gems (Sp): This is a divination effect similar to a detect magic spell, except that it finds only gems. The dragon can scan a 60-degree arc each round for round 1 he knows if there are any gems within the area; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value.

Dragon Traits: Immune to sleep and paralysis effects; darkvision 60 ft.; low-light vision.

Keen Vision: Torm's dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 1,000 feet.

Luck Bonus (Sp): Torm's dragon can touch one gem, usually embedded in his hide, and enchant it to bring good luck. As long as he carries the gem, he and every good creature in a 1,000-foot radius receives a +1 luck bonus on all saving throws and similar dice rolls, as for a stone of good luck. If he gives the gem to another creature, only that bearer gets the bonus. The enchantment lasts 1d3 hours plus 30 hours but ends if the gem is destroyed.

Water Breathing (Ex): Torm's dragon can breathe underwater indefinitely and can freely use his breath weapon, spells, and other...
abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Sorcerer Spells Known: (9/9/9/8/8/7/6; base DC = 19 + spell level): 0—detect magic, disrupt undead, light, mage hand, open close, prestidigitation, ray of frost, read magic, resistance; 1st—charm person, comprehend languages, endure elements, magic missile, shield; 2nd—blur, bulls strength, can't 4 acre, invisibility, see invisibility; 3rd—fireball, gaseous form, haste, slow; 4th—charm monster, locate creature, minor creation, polymorph any, 5th—dream, passwall, permanency, wall of force; 6th—contingency, disintegrate, true seeing; 7th—delayed blast fireball, prismatic spray.

AVATARS

Torm prefers to craft his avatars in his personal image, though he varies their appearances to match different periods of his human existence. Sometimes the avatar is a lonesome young fighter, filled with ambition and vigor. At other times, he is aged—a powerful elder with a face marked by experience. No matter what form they may take, Torm's avatars possess a strong sense of courage and calm, and they remain steady even in the most challenging circumstances.

When in battle, an avatar of Torm may shift his form to appear as a giant lion-headed man in golden plate mail (the form in which Torm slew Bane in the Tantras Harbor during the Time of Troubles). Torm is served by gold and silver dragons, and such majestic creatures frequently accompany his avatars when they make rare visits to the Prime.

Avatar of Torm: As Torm except divine rank 1, AC 60 (touch 30, flat-footed 59), Atk +3/+2/+1/+0/+0/+0 (2d6+6/1d8+4/1d8+4/1d8+4/1d8+4), melee (2d6+6/1d8+4/1d8+4/1d8+4/1d8+4). 5th level: holy avenger greatsword, or spell +1 melee touch or +4 ranged touch. SQ Divine aura (40 ft., DC 29), DR 10/+4, fire resistance 24, SR 36, SV Fort +5, Ref +4, Will +9; all skill modifiers reduced by 4.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 39 for duplicated spells, temporary nonmagical objects last 4 days, temporary magic effects or creatures last 4 hours), Alter Size, Divine Paladin, Divine Shield (1/day, stops 40 points of damage).

Spell-Like Abilities: Caster level 14th, 15th for good and law spells, saving throw DC 29 + spell level. Without the Extra Domain salient ability, Torm's avatar loses access to the Healing and Strength domains, the corresponding domain powers, and the spell-like abilities Bigby's-clenched fist, Bigby's crushing hand, Bigby's grappling hand, bull's strength, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, endure elements, heal, healing circle, magic vestment, mass heal, regenerate, righteous might, smite, true resurrection.

TYMORA

Lady Luck, the Lady Who Smiles, Our Smiling Lady

Intermediate Deity

Symbol: Silver coin featuring Tymora's face surrounded by shamrocks

Home Plane: Brightwater

Alignment: Chaotic good

Portfolio: Good fortune, skill, victory, adventurers

Worshipers: Rogues, gamblers, adventurers, Harpers, lightfoot halflings

Cleric Alignments: CG, CN, NG

Domains: Chaos, Good, Luck, Protection, Travel

Favored Weapon: A spinning coin (shuriken)
After a brief battle in which the good and evil aspects of the fallen Tyche nearly destroyed each other if not for the combined effort of Azuth, Lathander, and Selune, Beshaba cursed the four deities, decreeing them as murderers and luckless villains unworthy of both her presence and her good will. Swearing to bedevil their followers with ill fortune for eternity, the Maid of Misfortune left the assembly in a torrent of acidic smoke and foul language. The newborn deity, Tymora, simply shrugged, a small frown her only display of emotion.

Since that day, Tymora and Beshaba have continued their struggle. For Beshaba, their battle is one of wholehearted destruction. Tymora, for her part, seeks to stave off the Maid of Misfortune's depredations, occasionally punishing her cruel ambition with a particularly choice humiliation.

Though it would not be fair to call Tymora cruel, she does delight in practical jokes, often attempting to bring good humor to stern deities such as Helm and Tyr through the careful application of gentle teasing and playful trickery. Though she inherited all the good qualities of her progenitor, she also retains much of Tyche's romantic fickleness—she's seduced dozens of deities and countless mortals, seldom staying with a single paramour for more than a year or two. She shares a somewhat casual, long-running romance with the halfling deity Brandoabris, whose passion for daring-do and ribald shenanigans rivals her own.

**Dogma:** One should be bold, for to be bold is to live. A brave heart and a willingness to take risks beat out a carefully wrought plan nine times out of ten. Place yourself in the hands of fate and trust to your own luck. Bear and conduct yourselves as your own masters, showing your good or bad fortune as confidence in the Lady. Chase your own unique goals, and the Lady aids the chase. Without direction or goals, you soon know the embrace of Beshaba, for those on no set course are at the mercy of misfortune, which has no mercy at all.

**Clergy and Temples:** Clerics of Tymora favor gaiety and spontaneity, believing that those who enjoy the greatest fortune are those who take the greatest risks. They position their temples as refueling stops for adventuring bands, often, offering such staples as holy water and healing potions. Some churches take this a step further, offering excessive secret aid to the most daring of adventurers in a public relations effort to "prove" the value of Tymora's doctrine. Clerics hail the miraculous successes of these heroes upon their return from dangerous dungeons and haunted tombs, declaring their survival and plunder the reward of Lady Luck. When such groups are consumed by walls of living tentacles or walk into a sphere of annihilation set into the mouth of giant bas-relief demon faces, Tymoran clerics are notably silent.

Each Tymoran temple is an independent operation with its own hierarchy and doctrinal interpretation, which usually boils down to the whims of the high priest or priestess informed by a baseline collection of beliefs and customs. This longstanding tradition has recently encountered a challenge in the form of Daramos Laugthyr, high priest of the Lady's House of Arabel, who seeks to unite the church under a single pontiff—himself.

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**Tymora**

**Rogue 20/Sorcerer 20**

**Medium-Size Outsider (Chaotic, Good)**

**Divine Rank:** 14

**Hit Dice:** 20d8+200 (outsider) plus 20d6+200 (Rog) plus 20d4+200 (Sor) (960 hp)

**Initiative:** +15, always first (+11 Dex, +4 Improved Initiative, Supreme Initiative)

**Speed:** 60 ft.

**AC:** 77 (+11 Dex, +14 divine, +27 natural, +15 deflection)

**Attacks:** +5 luck blade longsword +60/+63/+66/+51 melee or +5 distance speed spinning coin +70/+70/+65/+60/+55 ranged; or spell +61 melee touch or +65 ranged touch.

**Damage:** +5 luck blade longsword 1d8+1d12/1d8+7d10/1d8+7d10; or +5 distance speed spinning coin 1d3, or by spell.

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

**Special Attacks:** Domain powers, salient divine abilities, sneak attack +1d3d6, spell-like abilities.

**Special Qualities:** Crippling strike, defensive roll, divine aura (1,400 ft.), DC 39, divine immunities, DR 49/+4, evasion, familiar (wesells), fire resistance 54, godly realm (10 miles Outer Plane, 1,400 ft. Material Plane), improved evasion, plane shift at will, remote communication 14 miles, slippery mind, SR 46, teleport without error at will, traps, uncanny dodge (Dex bonus to AC, can’t be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 14 miles.

**Saves:** Fort +61, Ref +62, Will +60.

**Abilities:** Str 24, Dex 33, Con 31, Int 28, Wis 28, Cha 40.

**Skills:** Alchemy +30, Appraise +61, Balance +70, Bluff +72, Climb +64, Concentration +87, Diplomacy +73, Disable Device +66, Disguise +72, Escape Artist +68, Gather Information +72, Heal +46, Hide +67, Innuendo +70, Intimidate +53, Jump +23, Knowledge (arcana) +35, Listen +46, Move Silently +68, Open Lock +47, Pick Pocket +50, Read Lips +46, Scry +53, Search +57, Sense Motive +43, Spellcraft +53, Spot +53, Tamble +48, Use Magic Device +72, Use Rope +34. Always receives a 20 on checks.

**Feats:** Blind-Fight, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Exotic Weapon Proficiency (spinning coin), Expertise, Extend Spell, Improved Critical (longsword), Improved Disarm, Improved Initiative, Maximize Spell, Mobility, Persistent Spell, Quick Draw, Silent Spell, Spell Penetration, Spring Attack, Stil Spell.

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

**Salient Divine Abilities:** Alter Form, Alter Reality (save DC 49 for duplicated spells, temporary nonmagical objects last 24 days, temporary magical items or creatures last 14 hours), Alter Size, Area Divine Shield (up to 14 10-foot squares, or a sphere or hemisphere with a radius of up to 14 feet), Avatras (up to 10), Divine Celerity 14 minutes, Divine Dodge (miss chance 64%), Divine Rogue, Divine
Major Deities of Faerûn

Shield (13/day, stops 140 points of damage); Divine Sneak Attack, Divine Spellcasting, Extra Domain (Protection), Extra Domain (Travel), Free Move, Power of Luck (up to 14 creatures at once and per day), +14 luck bonus or +14 luck penalty), Shapechange, Supreme Initiative.

Domain Powers: Cast chaotic spells at +1 caster level; cast good spells at +1 caster level; 1/day aroll a die once after it is made; 14/day protective ward (touched subject gains +14 resistance bonus on next saving throw, maximum duration 1 hour); 14 rounds/day freedom of movement.

Spell-Like Abilities: Tymora uses these abilities as a 24th-level caster, except for chaotic spells and good spells, which she uses as a 25th-level caster. The save DCs are 39 + spell level. Aid, animate objects, antimagic field, astral projection, blade barrier, bypass encumbrance, chaos hammer, cloak of chaos, dimension door, dispel evil, dispel law, entropic shield, expeditions retreat, find the path, fly, freedom of movement, holy aura, holy strike, holy word, locate object, magic circle against evil, magic circle against law, mind blank, miracle, mislead, phase door, prismatic sphere, protection from elements, protection from evil, protection from law, repulsion, sanctuary, shadow, shield other, spell immunity, spell resistance, spell turning, summon monster IX (as chaotic or good spell only), teleport without error, word of chaos.

Sorcerer Spells Known (Levels 0–1): 2, 6/10/10/9/9/9/9/8/8/3/ 2/2/2; base DC = 27 + spell level; 0–dancing lights, detect magic, flares, ghost sound, mage hand, open/close, prestidigitation, read magic, resistance; 1st–animate rope, charm person, identify, mage armor, unseen servant; 2nd–bull’s strength, cat’s grace, darkness, invisibility, rope trick; 3rd–dispel magic, haste, invisibility sphere, slow; 4th–dimension door, locate creature, minor globe of invulnerability, solid fog; 5th–cloudkill, feeblemind, passwall, prying eyes; 6th–contingency, greater dispelling, true seeing; 7th–forcecage, mass invisibility, spell turning; 8th–iron body, prismatic wall, protection from spells; 9th–freedom, time stop, wish.

Possessions: Tymora carries Silver Tear, a +7 luck blade longsword.
Caster Level: 25th; Weight: 6 lb.
Tymora also carries several spinning coins. These function as +7 shurikens with the distance and speed special abilities.
Caster Level: 25th; Weight: 1/10th lb.

OTHER DIVINE POWERS

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

Senses: Tymora can see, hear, touch, and smell at a distance of fourteen miles. As a standard action, she can perceive anything within fourteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for up to 14 hours.

Portfolio Sense: Tymora senses any act of good fortune the instant it happens and retains the sensation for fifteen teneads after the event occurs. Such good fortune might range from a halfling child discovering a bag of gold while digging on a desolate beach to a hapless adventurer jumping out of the way of a swinging pendulum blade, leaving only a sliver of space between life and death.

Automatic Actions: Tymora can use Knowledge (arcana) as a free action if the DC for the task is 25 or lower. She can perform up to ten such free actions each round.

Create Magic Items: Tymora can create any kind of magic item that confers a bonus on saving throws, as long as the item’s market price does not exceed 200,000 gp.

avatars

Before the Time of Troubles, Tymora preferred the shape of a boystyle dragonborn, but she was soon replaced by her avatar. After her stay in the Lady’s House in Arabel, however, she updated the look of her avatar to appeal to a greater number of would-be worshipers. Thus, her typical avatar now appears as a regal, lithe human woman wearing expensive robes. Her long, unbound platinum hair is marked by a modest crown of gold.

Though she in some ways enjoyed her stay in Arabel a few years ago, Tymora feels that she’s had her fill of visiting the Material Plane, so she now spends most of her time getting into trouble in the Outer Planes.

Avatar of Tymora: As Tymora except divine rank 7; AC 63 (touch 43, flat-footed 63); Atk +5/+4/+3/+2/+1/+0/multi-weapon (1d8+13/ 17–20, +5 luck blade longsword), or +6/+5/+4/+3/+2/+1/+0/+0/+0; SQ Divine aura (400 feet, DC 22), DR 20/+0, fire resistance 27, SR 39, SV Fort +54, Ref +25, Will +53; all skill modifiers reduced by 7.

Salient Divine Abilities: Alter Form, Alter Reality (save DC 42 for duplicated spells, temporary nonmagical objects last 7 days, temporary magic items or creatures last 7 hours), Alter Size, Divine Dodge, Divine Sneak Attack, Divine Spellcasting, Extra Domain (Protection), Extra Domain (Travel), Power of Luck (up to 7 creatures/day, +7 luck bonus or -7 luck penalty).

Spell-Like Abilities: Caster level 17th, or 18th for chaotic spells or good spells, save throw DC 32 + spell level.

TYR

The Even-Handed, the Maimed God, the Just God

Greater Deity

Symbol: Balanced scales resting on a warhammer
Home Plane: House of the Triad
Alignment: Lawful good
Portfolio: Justice
Worshipers: Paladins, judges, magistrates, lawyers, police, the oppressed
Cleric Alignments: LG, LN, NG
Domains: Good, Knowledge, Law, Retribution, War
Favored Weapon: "justiciar" (longsword)

Before every criminal trial in civilized lands, good-hearted magistrates whisper prayers to Tyr ("Tyr") the Even-Handed, asking that he guide their judgments with temperance and resolve. A utopian interloper deity who long ago came to Toril from a foreign cosmos, Tyr sees himself as a father figure working to craft a perfect society among the people of Faerûn, whom he views as his wayward children. The pain of knowing that his mortal charges cannot hope to initiate and protect a flawless, completely just orderly existence tinges Tyr’s philosophy with an undercurrent of resigned sadness.

Religious iconography depicts Tyr as an aging one-handed warrior, often with a bloody bandage covering his wounded eye. The so-called Maimed God lost his right hand in battle with the ravenous entity known as Kezef the Chaos Hound. Tyr’s blindness dates to the Time of Troubles, when Ao himself scourged his eyes for failing to witness the theft of the Tablets of Fate and for allowing discord among the gods of Toril. Worshipers have allegorized Tyr’s wounds as emblematic of the blindness of justice and the price the truly just must endure on the path to righteousness and stern defense of the law. Particularly radical Tyrran sects advocate self-mutilation
among their adherents, a practice condemned by the large majority of the faithful, who nonetheless ritualistically don gauze eye coverings and an off-colored glove on their right hands to honor the Blind Overlord.

Commoners view Tyr and his clerics as stern arbiters of justice, often missing the paternal philosophical nuances of Tyrann doctrine for its more obvious black-and-white teachings on the nature of morality. They tend to view Tyr as something of a divine constant—they know that Tyr expects fairness, good judgment, and kindness toward the innocent from his followers, and hence afford Tyr’s clerics a great deal of trust.

Clerics of Tyr pray for spells at dawn. In addition to numerous minor holidays, Tyr’s priesthood follows a strict regimen of monthly high rituals. On the first of each month, Tyrans celebrate the Seeing Justice, at which specially chanted prayers elicit the appearance of a white-hot war hammer that glows with heat and light. The thirteenth day brings celebration of the Maiming, at which the congregation sings loud, booming hymns as an illusionary gauntlet-ed hand surrounded by a nimbus of burning blood appears above them. A similar ritual called The Blinding, which takes place on the twenty-second day of each month, involves an image of burning, crying eyes. Tyr’s clerics often multiclas as paladins.

History/Relationships: Tyr came to Toril in −247 DR in an event known as the Procession of Justice. Bursting from a gate near modern-day Alaghon in Turmish, he led a force of 200 archers across the Vilhon Reach in an effort to pacify the remnants of ancient Jhamaath, which had fallen to lawlessness and brigandage following that empire’s destruction at the hands of its eleven enemies. In the ensuing battle, Tyr’s host slew Valihan Thirdborn, a lesser deity of anarchy whose rise in −269 DR directly coincided with the ascendancy of the bloodthirsty Exarch Thelassad IV, who spurred the Emperor into greater conflict with the elves.

Tyr’s actions and sacrifices during the Procession (which lasted until −238) attracted the attention of the previously obscure Ilmater, who joined forces with Tyr in −243 DR. Years later, long after the Procession had ended with most of Tyr’s servants banished or killed and the deity himself taking interest in Toril at large at the expense of his initial, highly targeted campaign, Torm joined up as the Just God’s war leader. Together with Ilmater, the deities became known as the Triad, by which they are still referred to this day.

Over the more than 1,600 years since his arrival, Tyr has expanded his dominion over the whole of Faerûn—few are those who do not know his name or the enthusiastic ideals he represents. His is a civilizing voice, urging the construction of moral and legal codes and the administration of fair justice for sentient creatures in every land. In this regard he is both progressive and regressive, representing a force for cultural development in lands with corrupt or no legal systems and representing a stern defense of the status quo in nations with well-established codes of law.

Tyr’s relatively short time on Toril has gained him a host of enemies. He fiercely opposes deities dedicated to tyranny, evil, or lawlessness, and bears particular enmity toward Bane, Cârn, Mask, Talona, and Tanilos.

Dogma: Reveal the truth, punish the guilty, right the wrong, and always be true and just in your actions. Uphold the law wherever you go and punish those who do wrong under the law. Keep a record of your own rulings, deeds, and decisions, for through this your errors can be corrected, your grasp on the laws of all lands will flourish, and your ability to identify lawbreakers will expand. Be vigilant in your observations and anticipations so you may detect those who plan injustices before their actions threaten law and order. Deliver vengeance to the guilty for those who cannot do it themselves.

Clergy and Temples: The Tyrann faith appeals to those who seek to bring order to the disorderly, to punish the wicked, and to ensure that civilization prospers through a careful, fair system of justice. Theirs is a doctrine of justice through benevolent force and armed vigilance, a philosophy that makes the faith attractive to paladins and lawful fighters. Most adherents do not fight in the field, however, instead seeing to important battles in the courts as bureaucrats, judges, bailiffs, and merchants. Tyrans tend to view all affairs in clear-cut moral terms, preferring to see the world ordered by just laws that provide the greatest benefit to all. They tend toward intolerance, sometimes violently so, and seldom tolerate mockery, parody, or the questioning of their faith.

Clerics of Tyr bring law to lawless lands, often serving as judge, jury, and executioner. Without a civilized legal code with which to guide their judgments, they often default to a doctrine roughly equivalent to “an eye for an eye, a tooth for a tooth.” However, Tyrans prefer to err on the side of mercy, and frequently commute otherwise harsh sentences for cases in which the offender was ignorant of any wrongdoing. Such criminals usually find their names recorded in the cleric’s Book of Lawgiving, which is then shared with the nearest temples to prevent that perpetrator repeating the offense and getting off lightly. Powerful clerics frequently employ the mark of justice spell to add magical coercion to their stern lectures to convicted criminals.

In civilized lands, Tyrans (invariably called “tyrants” by their legion detractors) tend to become legal experts, advising rulers, judges, or powerful merchants on the intricacies of the law and arguing cases before magistrates. They view the latter as charity, donating their (sometimes lavish) “speaking fees” to the church.

Regardless of their setting, Tyrans never enforce a law that can be shown to be unjust—defined by the church as out of compliance with the principles and definitions adhered to by other laws in the body of legal doctrine of which it is part. This sometimes forces Tyrans to support very unfair laws that are, nonetheless, just. In many such cases, Tyrans attempt to change the laws by working within the system. Those who break even unfair laws as a form of defiance or political dissent are nonetheless guilty, in their view, and deserve to be punished to the fullest extent the law allows.

In some cases, Tyrans act as agents of vengeance for those who have been wronged and who cannot afford or are no longer around to defend themselves. In such cases, when the law is so broken down as to become meaningless, clerics of Tyr act openly to defy evil or corrupt forces, martyring themselves if such becomes necessary.

The well-connected, highly organized Church of Tyr sponsors an extensive system of fortified temples throughout Faerûn. Each subscribes to a strict set of internal rules known as the Innumerable Edicts, which seems to grow more pedantic and onerous with each passing year.

Currently, the sprawling Fortress Faithful in Tethyr (south of Zazespur) holds the most influential position in the church, as many faithful flocked there during that land’s recent civil war, and have stayed on to ensure stability in the region. The massive House of Tyr’s Hand in Thesk represents a more staid, traditionalist sect of the church, and shelters the Just Knights—clerics, fighters, and paladins who have honored the Maimed God in countless battles against their aggressive neighbors in Thay. Individual temples of Tyr offer lodging, fresh mounts, healing, spell aid, weapons, gear, and holy advice, as well as confession of sins, which plays an important absolving role in the faith.
Tyr

Paladin 20/Cleric 20
Medium Size Outsider (Good, Lawful)
Divine Rank: 18
Hit Dice: 20d8+140 (outsider) plus 20d10+140 (Pal) plus 20d8+140 (Clr) (940 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft.
AC: 76 (+7 Dex, +18 divine, +31 natural, +10 deflection)
Attacks*: +5 vorpal longsword
+76/+71/+66/+61 melee; or spell
+70 melee touch or +65 ranged
touch *Always receives a 20 on
attack rolls; roll die to check for
critical hit.
Damage*: +5 vorpal longsword
1d8+23/1d7+20; or by spell
*Always does maximum damage
(longsword 31 points).
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers,
salient divine abilities, smite evil
(3/day, +10 on attack and +60 on
damage for one weapon attack),
spell-like abilities, turn undead
13/day (effective caster level
38th).
Special Qualities: Aura of courage
(+8 morale bonus on saves
against fear effects for all allies
within 100 ft.), detect evil,
divine aura (18 miles, DC 38),
divine grace, divine health,
divine immunities, DR 13/-,
fire resistance 38, godly realm
(100 miles Outer Plane, 1,800 ft.
Material Plane), lay on hands
(200 hp), plane shift at will,
remote communication 18 miles,
remove disease 6/tenday, sponta-
neous casting of divine spells, SR
50, teleport without error at will,
understand, speak, and read all
languages and speak directly to
all beings within 18 miles.
Saves*: Fort +57, Ref +57, Will +65.
*Always receives a 20 on saves.
Abilities: Str 34, Dex 24, Con 27, Int 37, Wis 40, Cha 30.
Skills*: Concentration +98, Diplomacy +97, Gather Information
+71, Handle Animal +71, Heal +96, Intimidate +57, Intuition
Direction +44, Jump +40, Knowledge (arcana) +53, Knowledge
(history) +53, Knowledge (local) +36, Knowledge (nobility and
royalty) +53, Knowledge (planes) +53, Knowledge (religion)
+93, Listen +66, Profession (judge) +124, Ride (horse) +72,
Scry +73, Search +51, Sense Motive +91, Spellcraft +93, Spot
+78, Use Rope +32, Wilderness Lore +70. *Always receives a
20 on checks.
Feats: Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft
Wonderous Item, Dodge, Empower Spell, Extend Spell, Great
Cleave, Improved Critical (longsword), Improved Initiative,
Persistant Spell, Power Attack, Quicken Spell, Silent Spell, Spell
Penetration, Still Spell, Sunder, Track, Twin Spell, Weapon
Focus (longsword).

Divine Immunities: Ability damage, ability drain, acid, cold, death
effects, disease, disintegration, electricity, energy drain, mind-affect-
ing effects, paralysis, poison, sleep, stunning, transmutation, impris-
onment, banishment.
Salient Divine Abilities: Alter Reality (save DC 48 for duplicated
spells, temporary nonmagical objects last 18 days, temporary magic
items or creatures last 18 hours), Avatar (up to 20), Battlesense, Call
Creatures (up to 18 lawful celestials serving simultaneously, each
with up to 18 HD), Clearlight 18 ft., Create Greater Object (up
to 1,800 lb total weight or 360 cubic feet of volume), Create Object
(up to 900 lb total weight or 180 cubic feet of volume), Divine
Blast (1/day, up to 18 miles, 28d12 points of damage), Divine
Inspiration (courage, up to 18 creatures/day), Divine Paladin,
Divine Recall (law), Divine Shield (30/day, stops 180 points of
damage), Divine Skill Focus (Profession [judge]), Divine Spellcasting,
Divine Weapon Focus (long-
sword), Divine Weapon Special-
ization (longsword), Extra
Domain (Retribution), Extra
Domain (War), Irresistible
Blows (longsword, Fort DC
37), Know Secrets (Will DC
38), Lay Quest (up to 18 crea-
tures/day), Possess Mortal
(Will DC 38, up to 20 mort-
als), Power of Truth (up to 18 creatures/day, Will DC 38).
Domain Powers: Cast good
spells at +1 caster level; cast
divination spells at +1 caster
level; cast law spells at +1
caster level.
Spell-Like Abilities: Tyr uses
these abilities as a 28th-level
caster, except for divination
spells, good spells, and law
spells, which he uses as a 29th-
level caster. The save DCs are
38 + spell level. Aid, Bigby’s
clenched fist, Bigby’s crushing
bend, Bigby’s grappling bend,
blade barrier, bull’s strength, calm emotions, clairaudience/clairvoy-
ance, detect secret doors, detect thoughts, dimension door, dispel
disease, dispel chaos, dispel evil, divination, divine power, endure elements,
find the path, flame strike, force push, hold monster, holy aura, holy
smite, holy word, light, magic circle against chaos, magic circle
against evil, magic vestment, magic weapon, order’s wrath, power
word, blind, power word, kill, power word, stun, protection from
evil, protection from chaos, protection from evil, righteousness, shield of
law, spell immunity, spiritual weapon, stoneskin, summon monster IX (as
good or law spell only), true seeing.
Possessions: Tyr carries Fastigur, a +5 longsword with the vorpal
special abilities.
Caster Level: 25th; Weight: 6 lb.
OTHER DIVINE POWERS

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

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

Portfolio Sense: Tyr senses any injustice eighteen tendays before it happens and retains the sensation for eighteen tendays after the event occurs.

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

Create Magic Item: Tyr can create any kind of magical armor or armor or any magic item that confers the ability to cut through illusions or lies.

AVATARS

Tyr’s typical avatar is a fearless, bearded human male in chainmail armor. He is missing his right hand, and he may wear a symbolic cloth of gauze around his eyes. Tyr’s avatar always wields a longsword or warhammer, and a bright radiant halo marks his forehead, suggesting to all that they stand before a being of divine magnificence. His eyes, always visible even when covered, are bright upon his first appearance, but they eventually fade away into black voids before he departs.

Tyr long ago tired of constant visits to the Prime. When he attends to his human followers these days, it is to preside at a trial that seems insignificant, but that the Maimed God knows will have important repercussions should justice not be served.

Avatar of Tyr: As Tyr except divine rank 9; AC 18 (touch 36, flat-footed 58); Atk +6/+7/+12/+2 melee (1d8+3/17-20, +7 vorpal longsword), or spell +62 melee touch or +76 ranged touch; SQ Divine aura (900 ft., DC 29), DR 44/+4, Fire resistance 29, SR 41; SV Fort +48, Ref +48, Will +56; Profession (judge) +87; all other skill modifiers reduced by 9.

Salient Divine Abilities: Battlesense, Clearsight 9 ft., Divine Blast (3d/day, up to 9 miles, 19d12 points of damage), Divine Recall (law), Divine Shield (10/day, stops 180 points of damage), Divine Weapon Focus (longsword), Divine Weapon Specialization (longsword), Extra Domain (Retribution), Extra Domain (War), Irresistible Blows (longsword, Fort DC 26), Power of Truth (up to 9 creatures/day, Will DC 29).

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

Spells: As Tyr, except save DCs against the avatar’s spells are 25 + spell level.

umberlee

The Bitch Queen, Queen of the Depths

Intermediate Deity

Symbol: Blue-green wave curling left and right

Home Plane: Fury’s Heart

Alignment: Chaotic evil

Portfolio: Oceans, currents, waves, sea winds

Worshippers: Sailors, wersharks, sentient sea creatures, coastal dwellers

Cleric Alignments: CE, CN, NE

Domains: Chaos, Destruction, Evil, Ocean, Storm, Water

Favored Weapon: “Drowning Death” (trident) or jellyfish [trident]

Malicious, mean, and evil, Umberlee (umber-lee) is the terror of sailors and coastal dwellers across the world. She breaks agreements on a whim and takes great pleasure in watching others die by drowning or in the jaws of sea predators. Vain and desirous of flattery, she is excessively greedy for power and revels in exercising it. Wersharks are her creations, and theirs is one of the few races that worship her out of admiration rather than fear. The Bitch Queen is always depicted as a female, blue-green torso garbed in shells and a mauve cape made from jellyfish rising out of the waves with taloned hands, elbow fins, eyes of pale pearly death, and hair of kelp.

Like the church of Talos, the church of Umberlee is almost universally despised and propitiated only out of fear. Nevertheless, despite the promise offered by the relatively weak church of Valkur, nearly every sailor makes an offering to the Bitch Queen before heading into her domain and Umberlan clerics can walk unmo- lusted in dockside wards in most ports. They are even welcomed aboard most ships, in hopes that their presence will help appease the Bitch Queen.

Umberlan clerics pray for spells at high tide (in the morning or evening), making offerings and self-anointing on the brow, hands, and feet with sea water. The Drowning is a private ritual, and only clergy members may witness it or take part. In the Drowning, a supplicant lies before an altar and is surrounded by candles lit to the deity, each placed with an intoned prayer by a different Umberlan cleric. The attending clergy then withdraw and release a wave of sea water to flood the room in a huge breaking wave and then flow away. Supplicants who survive are confirmed in the service of Umberlee and warned that if they should ever betray the Queen of the Deeps, drowning is the fate that awaits them. They were spared during the Drowning and so can be taken by the Sea Queen at any time to come. (Clergy whom the Sea Queen feels have failed her go to sleep one night never to awaken, dying during the night of drowning, their lungs mysteriously filled with sea water.) The two public rituals of the Umberlan faith are the First Tide and the Stormcall. The former is celebrated when the ice breaks up in a harbor and involves a parade through town with a caged animal, which is then tied to a rock and hurled into the sea. If it reaches shore alive, it is treated as a sacred animal for the rest of its days. Stormcall is a mass prayer to send a storm to devastate a specific harbor or ship or to turn away an approaching storm or one that has already broken upon the worshipers. Its pur
Participants pray around pools upon which float candles on driftwood planks, and throw sacrifices into the pools. A doused candle is a sure sign of the Birch Queen’s anger. Umbrelle’s clerics tend to multiclass as druids, fighters, rogues, divine disciples, or waversants. (See Chapter 4)

History/Relationships: Umbrelle is one of the Deities of Fury. She serves Talos, along with Auril and Malar. Talos has been encroaching upon her portfolio, and since she lacks the strength to fight him, Umbrelle has been trying to distract him with romantic intrigues. She fights Selune and Valkur (to whom sailors pray to bring them home safely), Chauntae (for her dominion over land), and Sune (whose beauty she envies).

Dogma: The sea is a savage place, and those that travel it had best be willing to pay the price of challenging Umbrelle’s domain. All should know the Birch Queen and fear her, for the wind and the waves can reach everywhere if sufficiently angered. Fair offerings bring fair winds to sea travelers, but those that do not pay their respects will find that the sea is as cold as Umbrelle’s heart. Spread the word of the might of Umbrelle, and let no service be done in her name without a price. Make folk fear the wind and wave unless a cleric of Umbrelle is there to protect them. Slay those who ascribe sea and shore storms to Talos.

Clergy and Temples: Umbrelle’s clerics are charged to spread respect for Umbrelle by preaching of the doom she has wrought in the past and the storms to come in all coastal cities and settlements. Along the way, they seek to build up favor enough to be washed ashore by the deity if they are ever in danger on the seas and to enrich themselves by accepting offerings, selling the safety of their own presence on shipboard, or by casting certain spells.

Temples of Umbrelle are always located along the coast or underwater. Many lie within sea caves, while free-standing structures are usually constructed from flotsam, surf-splashed rocks, and the shells of great sea beasts. Umbrelle temples are mainly vehicles for sailors and merchants to make offerings of candles, flowers, candles, or coins to appease the Birch Queen’s wrath.

The ceremonial garb of the Umbrelle clerics consists of a skin-tight blue or green body stocking worn with a voluminous cape of blue or green trimmed with white fur (to represent foaming breakers). A tall collar, similarly trimmed, rises from the back of the cape’s neck. A popular badge of rank is the skeletal hand of a drowning victim.

The church of Umbrelle is disorganized and run differently in different locales. The only organized hierarchy is that imposed by a particularly favored and powerful cleric, and such regimens are inevitably washed away in time by the ever-fickle Birch Queen. Clerics of the faith are even given to deeling such other to settle disputes of rank or ability, although such combats are rarely fatal. Instead, the loser is usually thrown aboard the next ship to leave port, regardless of the destination.

Umbrelle
Wizard 20/Cleric 10/Fighter 10
Medium Size Outsider (Chaotic, Evil)
Divine Rank: 12
Hit Dice: 20d4+180 (outsider) plus 20d4+180 (Wiz) plus 10d6+90 (Clr) plus 10d10+90 (Ftr) (960 hp)
Initiative: +11 (+7 Dex, +4 Improved Initiative)
Speed: 60 ft., swim 60 ft.
AC: 63 (+7 Dex, +12 divine, +25 natural, +9 deflection)
Attacks: +5 frost beam thundering trident +73/+68/+63/+58 melee; or spell +67 melee touch or +59 ranged touch.
Damage: +5 frost beam thundering trident 1d8/29/18-20 plus 1d8 sonic; or by spell.
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, rebuke undead 1/day, salient divine abilities, spell-like abilities.
Special Qualities: Divine aura (2,200 ft., DC 31), divine immunities, DR 47/+4 familiar (octopuses), fire resistance 32, godly realm (10 miles Outer Plane, 1,200 ft. Material Plane), planar shift at will, remote communication 12 miles, spontaneous casting of divine spells, SR 44, teleport without error at will, understand, speak, and read all languages and speak directly to all beings within 12 miles.
Saves: Fort +73, Ref +71, Will +54.
Abilities: Str 40, Dex 24, Con 29, Int 30, Wis 30, Cha 29.
Skills: Alchemy +54, Bluff +55; Climb +77, Concentration +74, Craft (shipbuilding) +87, Diplomacy +66, Handle Animal +54, Intimidate +64, Intuit Direction +55, Jump +77, Knowledge (arcana) +67, Knowledge (nature) +75, Knowledge (religion) +61, Listen +47, Ride (shark) +76, Scribe Script +75, Sense Motive +57, Spellcraft +77, Spot +45, Swim +90, Use Rope +42. Always receives a 20 on checks.


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

Salient Divine Abilities: Alter Size, Annihilating Strike (Fort DC 32 + damage dealt, or destroy up to 12,000 cubic feet of nontwilling matter), Avatar (up to 10), Call Creatures (up to 12 sharks, each with up to 12 HD), Divine Blast (12/day, up to 12 miles, 21d12 points of damage), Divine Storm (120 ft., Fort save DC 31), Divine Water Mastery (sense 150 ft.), Energy Burst (cold, 12d8 points of energy type damage, 120 radius, save DC 31), Energy Storm (cold, 12 points of cold and 12 points of holy damage per round), Extra Domain (Chaos), Extra Domain (Evil), Extra Domain (Storm).
Irresistible Blows (trident, Fort DC 22), Wave of Chaos (120-ft. radius, Will DC 31), Wound Enemy.

**Domain Powers:** Cast chaotic spells at +1 caster level; 12/day smite (+4 on attack and +10 on damage for one weapon-attack); cast evil spells at +1 caster level; 12/day turn or destroy fire creatures, or rebuke or command water creatures.

**Spell-Like Abilities:** Umerlee uses these abilities as a 22nd-level caster, except for chaotic spells and evil spells, which she uses as a 23rd-level caster. The save DCs are 31 + spell level. Acid fog, animate objects, blaspemery, call lightning, chaotic hammer, circle of doom, cloud of ebon, cone of cold, contagion, control water, control weather, create undead, decimate, disintegrate, dispel good, dispel law, earthquake, elemental swarm (as water spell only), endure elements, entropic shield, fog cloud, freedom of movement, gust of wind, harm, horrid vinning, ice storm, implosion, inflict critical wounds, inflict light wounds, mass drain, magic circle against good, magic circle against law, obscuring mist, Otiluke's freezing sphere, protection from good, protection from law, shatter, sleet storms, sound burst, storm of vengeance, summon monster V (as air spell only), summon monster IX (as chaotic or evil spell only), unhold aura, unhold blight, wall of ice, water breathing, waterspout, whirlwind, word of chaos.

**Cleric Spells/Day:** 6/8/8/8/6/6/6/6, base DC = 20 + spell level.

**Wizard Spells/Day:** 4/3/2/2/1/1/1/1, base DC = 20 + spell level.

**Possessions:** Umerlee carries Drowning Death, a +5 trident with the frost, keen, and thundering special abilities.

**Caster Level:** 27th; **Weight:** 5 lb.

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**OTHER DIVINE POWERS**

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

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

**Portfolio Sense:** Umerlee senses any powerful current, wave, or sea wind the instant it happens and retains the sensation for twelve tindays after the event occurs. She is likewise aware of all events occurring on the surface of every body of water greater than twelve square miles in surface area.

**Automatic Actions:** Umerlee can use Craft (shipmaking), Intuit Direction, or Knowledge (natur) as a free action if the DC for the task is 25 or lower. She can perform up to ten such free actions each round.

**Create Magic Items:** Umerlee can create any kind of magic item made from items taken from the sea, intended for shipboard use, or enabling surface dwellers to dive beneath the waves, as long as the item's market price does not exceed 200,000 gp.

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**AVATARS**

Umerlee's avatar rarely appears. When she does, it is as a blue-green female with taloned hands, elbow fins, eyes of pale pearly death, and hair of kelp. In this form, rising above the waves, she aims to impress and usually towers above sailors on the decks of a doomed ship. She wears giant shell jewelry and a cape made from a million mussel jellyfish. Her voice hisses and booms like ocean breakers, and she laughs cruelly as she flings watery death and destruction on those who view her.

**Avatar of Umerlee:** As Umerlee except divine rank 6; AC 2¹ (touch 32, flat-footed 44); Atk +6/+12/+17/+12 smite (1d8×29/18–20 plus 1d8 sonic, +5 frost weapon thundering trident), or spell +61 melee touch or +53 ranged touch; SQ Divine aura (600 ft., DC 22), DR 41/+4, fire resistance 26, SR 38; SV Fort +47, Ref +47, Will +48; all skill modifiers reduced by 6.

**Salient Divine Abilities:** Alter Size, Call Creatures (up to 6 sharks, each with up to 6 HD), Divine Blast (12/day, up to 6 miles, 15d12 points of damage), Divine Water Mastery (sense 60 ft.), Energy Burst (cold, 6d8 points of energy type damage, 60 radius, save DC 27), Extra Domain (Chaos), Extra Domain (Evil), Extra Domain (Storm).

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

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**Uthgar**

**Father of the Uthgardt, Battle Father**

**Lesser Deity**

**Symbol:**

That of the individual beast totem spirit

**Home Plane:**

Warrior's Rest

**Alignment:**

Chaotic neutral

**Portfolio:**

Uthgardt barbarian tribes, physical strength

**Worshipers:**

The Uthgardt tribes, barbarians

**Cleric Alignments:**

Varies with beast totem (see below)

**Domains:**

Animal, Chaos, Retribution, Strength, War

**Favored Weapon:**

Appropriate beast totem spirit (battleaxe)

Father of the Uthgardt barbarians of the Savage Frontier, Uthgar (uth-gar) is a proud, fierce, and independent warrior. According to some legends he is the son of Beornuna (a Netherean warrior hero whose followers became the barbarian tribes of the North), while others claim he is the divine offspring of mighty Tempus. The Battle Father has few friends and has remained relatively uninvolved in divine politics. Uthgar's full and hearty laugh rings out whenever he hears a good joke. He enjoys sensual pleasures of the flesh, even in his divine state, and likes to hunt, eat, drink, and be merry in his feast halls with the warrior spirits he has called to serve him. Although he is a tireless and methodical tactician, his battle strategies are not terribly inspired. He is driven to win in the long run, however, especially if the Uthgardt barbarians (his people) are threatened. Uthgar has many faces, in his guises as the various beast totems, but in his hall he is always depicted as a tall, burly, bearded, blond-haired warrior with eyes of piercing blue dressed only in a battle harness, leather breechcloth, and furred boots.

Litttle known outside the harsh realm of the North, the church of Uthgar does not exist per se outside the collected ranks of those who venerate the various beast cult shamans. Although generally seen as savage and frightening by other inhabitants of the Savage Frontier, in truth the character of the church of Uthgar varies greatly from tribe to tribe. In recent years, Uthgar's people have worked to remove the stain on their reputation caused by the cruel actions of the now-defunct Blue Bear Tribe (whose totem was defeated and absorbed by Malar the Beastlord), and that fact has increased acceptance of Uthgar outside the barbarian tribes. Religious fervor within the tribes has increased because several infants in each tribe have been born with a beast-totem birthmark, which has been taken as a sign of great favor. These two factors have caused Uthgar to rise to the level of a lesser deity.

Clerics of Uthgar pray at dawn or sunset. They are almost exclusively male, and each worships the beast totem spirit of his tribe. The spring equinox and both solstices are holy days, and all tribes converge upon their ancestral mound (or Beornuna's Well, the holiest of the ancestral mounds) during the autumn equinox to perform ceremonies, make agreements, and commune with ancestral spirits.
During the Runemeet, Uthgardt youths desiring to be adults (and warriors of all ages) participate in the ritual of the Runhunt, in which those involved seek victory over one the tribe's ritual enemies—usually orcs. When youths complete a Runhunt successfully, Uthgar's clerics hold a ceremony, known as the Telhiit, to initiate them into manhood. Uthgardt clerics of Chauntea initiate Uthgardt girls into womanhood at this time as well.

Rather than follow the one step rule, clerics of Uthgar (and those who take him as a patron deity) must abide by the somewhat broader alignment guidelines of the beast totems who mediate between Uthgar and his people. Any alignment that fits the guideline for a beast totem is suitable for a cleric of Uthgar of that totem. The names and alignment guidelines of the totems are Black Lion (CG), Black Raven (CE), Blue Bear (CE), Elk (CN), Gray Wolf (CN), Great Worm (CG), Griffin (N), Red Tiger (CN), Sky Pony (CN), Tree Spirit (NG), and Thunderbeast (CN). Uthgar's clerics often multi-class as barbarians, druids, or rangers.

History/Relationships: Uthgar was once a mortal Northlander from Ruathym named Uther Gardolfsson, brother to Morgred (the "Morgur" of Morgur's Mound), who gained fame by invading the fabled realm of Illusk before moving into the northern interior. There, his followers united with Netherese refugees who had reverted to a primitive way of life to form a dynasty of barbarians, the Uthgardt. As he lay dying of wounds received in battle with Gurt, Lord of the Frost Giants, Uthgar was raised up as a demigod by Tempus, who admired his fighting spirit. Uthgar counts only the Lord of Battles as an ally. The Father of the Uthgardt dislikes Helm, Ilmater, Torm, and Tyr, for they have stolen away the devotion of all but one cleric of the Black Lion tribe. He holds Malar responsible for the destruction of the Blue Bear tribe (a fragment of which survives as the new Tree Spirit tribe), and he hates Auiril for turning the Elk tribe away from his worship. Other than enmities stemming from encroachment upon his followers, Uthgar holds himself aloof, uninterested with divine politics and struggles.

Dogma: The dogma of the Uthgardt religion varies slightly from tribe to tribe as each beast cult emphasizes different "barbarian" virtues. In general, shamans are charged as follows when they are initiated into the Uthgardt faith: Strength is everything. Civilization is weakness. Men should fight, hunt, and raid from the weak to provide for their wives and families. Family is sacred, and its bonds are not cast aside lightly. Arcane magic is effete, self-indulgent, and ultimately leads to weakness. Reliance upon arcane magic is an evil and false path that leads to death and ruin. Revere Uthgar, your ancestors, and your tribe's beast spirit. Study the beast so that you know its virtues and its weaknesses; claim its virtues as your own and weed its weaknesses from your spirit. The beast holds wisdom and raw power that you can make your own. Make the others of your tribe fear and respect your power and knowledge so they heed the wise words your ancestors speak through you to them.

Clergy and Temples: The church of Uthgar is divided among the eleven beast totem spirits that serve Uthgar as intermediaries to the Uthgardt tribes of the Savage Frontier. Uthgar is not worshiped directly; but each tribe venerates one of these servant-spirits as the divine embodiment of the spirit of their tribe—the symbol of its vitality, wisdom, mystical ability, endurance, speed, and moral nature. Uthgardt shamans tend to the respective needs of their tribes, teaching tribal history and customs passed down by heroic tales and lineage chants in an oral tradition spanning centuries. They provide healing for their tribes, initiate youths into manhood after they complete their tribal quests (often missions against a tribe's ritual enemy), and provide counsel to the tribe's chief and elders. When the tribe faces a new situation or a quandary, shamans consult with the ancestral spirits and totem animal great spirit to find guidance. All Uthgardt shamans believe that personal strength can demonstrate purity of purpose, and so arguments are often settled by a test of strength or a battle to first blood, to surrender, or to the death—if the matter is serious enough. At Runemeet, shamans officiate over the tribal rites of passage.

Uthgar's Totems
Uthgar has neither temples nor shrines, and his clerics can perform necessary ceremonies in any location, though their tribes' ancestral mounds are their most holy sites. Each tribe and its beast totem is tied to a particular ancestral mound. These huge earthwork mounds, often shaped like the totem beasts of the tribes that gather at them, are sacred burial grounds where only the greatest shamans and chiefs are interred. Most tribes believe their tribal founders are buried in their ancestor mound. Although there are many lesser burial mounds and shrines revered by smaller clans within the tribes, it is to the large mounds devoted to their most ancient and holy ancestors that the Uthgardt tribes return each fall to spend their winters near the protection of their ancestors. The ancestor mounds are all roughly similar. Two mound rings called cairn rings surround a large central altar mound. The ancestor mounds of large tribes may also be surrounded by smaller, nondescript burial mounds. Usually all mounds are formed of turf-covered earth. The Uthgardt correctly believe that the spirits of dead ancestors protect the graves from harm.

For high rituals at the ancestral mound or when honoring the appointment of a new chief, the tribes of Uthgar dress in a high regalia of leather-and-fur tunics, breeches, breechcoats, and boots covered in intricate, mystic designs and ornamentation and thongs and fringes to which are attached beads and holy relics of personal importance (usually revealed to them as objects of power by spirits in visions). When a shaman dies, his relics are buried with him in his ancestral mound. Rather than a holy symbol, Uthgardt shamans carry a sacred bundle, a leather satchel containing spell components, objects too holy for others to see, and small carved miniature depictions of the shaman's totem animal, all of which have been gained by the shaman at the request of his ancestral spirits.

There is no churchwide hierarchy among the faithful of Uthgar. Rather, worshipers of each tribe (totem) revere their religious leaders, with the eldest and most charismatic garnering the greatest respect and influence. Many beast totem clerics consider the church of Uthgar to be greatly threatened by the encroachment of foreign deities and a consensus is emerging among the remaining clerics that the foreign deities must be cast out and their clerics driven off.

**Uthgar**

**Barbarian 20/Ranger 20**

**Medium-Size Outsider (Chaotic)**

**Divine Rank:** 6

**Hit Dice:** 2d12+260 (Bbn) plus 2d10+260 (Rgr) (960 hp)

**Initiative:** +4 (+1 Dex, +1 Improved Initiative)

**Speed:** 70 ft.

**AC:** 50 (+18 Dex, +6 divine, +19 natural, +8 deflection)

**Attacks:** +5 icy burst keen thundering battleaxe (+7) +52/+47/+42 melee, or spell +51 melee touch or +43 ranged touch.

**Damage:** +5 icy burst keen thundering battleaxe 1d6+27 plus 1d6 cold/19–20×3 plus 2d10 cold plus 2d8 sonic, or by spell.

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

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

**Special Qualities:** Divine aura (600 ft., DC 24), divine immunities, DR 47/+5 (4/-), fast healing 26, fast movement, favored enemies (ores +5, giants +4, aberrations +3, beasts +2), magical beasts +1, fire resistance 26, godly realm (1 mile Outer Plane, 600 ft. Material Plane), plane shift at will, remote communication (6 miles), SR 38, teleport without error at will, uncanny dodge (Dex bonus to AC cannot be flanked, +4 against traps), understand, speak, and read all languages and speak directly to all beings within 6 miles.

**Saves:** Fort +41, Ref +29, Will +29.

**Abilities:** Str 40, Dex 24, Con 37, Int 24, Wis 24, Cha 27.

**Skills:** Animal Empathy +18, Climb +22, Concentration +23, Craft (weapomsmithing) +26, Handle Animal +26, Heal +27, Hide +27, Intimidate +28, Intuit Direction +29, Jump +31, Knowledge (nature) +33, Knowledge (religion) +34, Listen +34, Move Silently +37, Ride (horse) +42, Spot +46, Swim +56, Use Rope +56, Wilderness Lore +56.

**Feats:** Blind-Fight, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Critical (battleaxe), Improved Initiative, Mobility, Mounted Combat, Power Attack, Ride-By Attack, Run, Spring Attack, Sunder, Track, Weapon Focus (battleaxe).

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

**Salient Divine Abilities:** Alter Size, Divine Blessing (Strength, up to 6 creatures/day), Divine Fast Healing, Divine Rage, Extra Domain (Chaos), Extra Domain (Strength), Increased Damage Reduction, Indomitable Strength.

**Domain Powers:** 6/day use animal friendship; cast chaotic spells at +1 caster level; 6/day strike of vengeance for maximum damage; 6/day feat of strength (+6 enhancement bonus to Str for 1 round).

**Spell-Like Abilities:** Uthgar uses these abilities as a 16th-level caster, except for chaotic spells, which he uses as a 17th-level caster. The save DCs are 24 + spell level. *Animal shapes*, *animate objects*, *antifeather* shell, *antimagic field*, *Bigby's clenched fist*, *Bigby's crushing hand*, *Bigby's grasping hand*, *blade barrier*, *bull's strength*, *calm animals*, *chaos hammer*, *cloak of chaos*, *commute with nature*, *creeping doom*, *dispel law*, *divine power*, *dominate animal*, *endure elements*, *flame strike*, *hold animal*, *magic circle against law*, *magic vestment*, *magic weapon*, *mind blank*, *power word*, *blind* power word, *kill* power word, *slumber*, *prismatic sphere*, *protection from elements*, *protection from fire*, *repel vermin*, *republism*, *righteous might*, *sanctuary*, *shapechange*, *shatter*, *shield other*, *spell immunity*, *spell resistance*, *spiral weapon*, stoneskin, summon monster IX (as chaotic spell only), word of chaos.
Divine Rage: The following changes are in effect as long as Uthgar rages; AC 47, hp 1,160; Atk +24/+17/+10/+5/+5 melee (3d8+37 plus 1d6 cold/19–20/x1 plus 2d10 cold plus 2d8 sonic, +5 icy burst/thundering battleaxe); SQ Fire resistance 36, SR 48; SP Fort +46, Will +34; Str 50, Con 47; Climb +39, Concentration +34, Jump +39, Swim +47. His rage can be used 6 times per day, it lasts for 1 hour (or until ended), and he is not winded afterward.

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

Possessions: Uthgar carries a +5 battleaxe with the icy burst, keen, and thundering special abilities.

Caster Level: 25th; Weight: 5 lb.

OTHER DIVINE POWERS

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

Senses: Uthgar can see, hear, touch, and smell at a distance of six miles. As a standard action, he can perceive anything within six miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses up to five locations at once. He can block the sensing power of deity of his rank or lower at up to two remote locations at once for up to 6 hours.

Portfolio Sense: Uthgar senses any threat or attack directed at the Uthgardt barbarian tribes, as long as the event in question affects at least five hundred people. He is likewise aware of any feat of great physical strength if the event is of similar scope.

Automatic Actions: Uthgar can use Intimidate or Wilderness Lore as a free action if the DC for the task is 20 or lower. Uthgar cannot do anything as a free action if the task would be a move action or part of a move action. He can perform up to five such free actions each round.

Create Magic Items: Uthgar can create any kind of magic item that includes a piece (that is, a horn or bone or skin) taken from an animal that serves as one of his beast totems, or any kind of magic armor or weapon, as long as the item's market price does not exceed 13,000 gp.

sky pony (uthgar's mount)

Uthgar is often seen riding his sky pony, a light gray advanced pegasus.

Sky Pony: Male advanced pegasus; CR 3; Large magical beast; HD 8d10+24; hp 68; Init +2; Spd 60 ft, Fly 120 ft (average); AC 14 (touch 11, flat-footed 12); Atk +21 melee (1d6+4, 2 hooves) and +6 melee (2d6+2, bite); Face/Reach 5 ft. × 10 ft/5 ft.; SA Spell-like abilities; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +9, Ref +8, Will +7; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Hide +2, Listen +14, Sense Motive +7, Spot +14, Wilderness Lore +7; Alertness, Iron Will.

Spell-Like Abilities (Sp): At will—detect good, detect evil. Both of these abilities work in a 60-yard radius as the spells cast by a 7th-level sorcerer.

Low-Light Vision: The sky pony can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Scent (Ex): The sky pony can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

wauken

Merchant's Friend

Lesser Deity

Symbol: Gold coin with Wauken's profile facing left

Home Plane: Brightwater

Alignment: Neutral

Portfolio: Trade, money, wealth

Worshipers: Merchants, traders, the wealthy, rogues (those who learn the chiefly art in order to fight thieves)

Cleric Alignments: CN, LN, N, NE, NG

Domains: Knowledge, Protection, Travel, Trade

Favored Weapon: Cloud of coins (nunchaku)

Vibrant and vivacious, Wauken (wah-keen) is a relatively young, hardworking deity who loves wealth not for itself but for what can be done and acquired with it. She enjoys bargaining and the hustle and bustle of the marketplace. She rules over deals done above and below the table—legitimate as well as black-market commerce.

She is interested in innovation, but can also be stubborn and persistent, which sometimes gets her into trouble.

The Merchant's Friend appears as a slim, beautiful woman with golden eyes and long, luxuriant hair the hue of spun gold. Her gowns are worn of gleaming/gem-studded strips of precious metals and her gold-soled boots made from links of laced pearls.

Widely admired and envied before the Time of Troubles, the Merchant's Friend's church suffered greatly during the Interlude of Wauken, a span of several years in which she was missing and presumed dead. Although Wauken has begun revitalizing the faith of her worshipers, the opinion of the outside world may take far longer to recover. All sorts of rumors about Wauken's disappearance and return are still being bandied about, with allegations that she is really dead or that she consorted with fiends being the most damaging and persistent tales told.

Clerics of Wauken pray for spells just before sundown and must initiate their prayers by throwing a coin into a ceremonial bowl or a body of water. The church celebrates a dozen high festivals spaced over the course of the year that honor accounting (Cold Counting Comfort on Hammer 17), textiles (Great Weave on Alturaki 20), wealth (High Coin on 30 Chas), generosity (Spheres on Tarskah 10), benefactors (Sammardach on Mirtul 12), finery (Brightbuckle on Kythorn 21), deal-making (Sornsny Flamerule 3–7), bounty (Hul-dark on Elaisas 17), magic (Spyrystalstar on Eleint 5), guards (Marthoni on Marpenoth 1), craft (Telekenteahah on Uktar 10), and the dark side of wealth (a solemn remembrance of the evils of excess) (Orbas on Nightal 23). Clerics often multiclass as bards, goldieses (see Chapter 4), or rogues to enhance their contacts and negotiating skills.

History/Relationships: At the time of the Time of Troubles Wauken was a still a relatively young deity with few enemies other than Mask, whose portfolio was naturally opposed to hers. As such, it was quite unexpected that Wauken was never seen during the Time of Troubles and never reclaimed her mantle following its conclusion. The truth behind her disappearance is that she conspired with Lliara to leave her divine mantle behind and escaped to the Astral Plane with the aid of a deity from another world. Once on the Astral Plane, she intended to make her way back to her realm via the Abyss through the purchased aid of the demon lord Graatz'tx. However, Graatz'tx betrayed her, making her his prisoner, and it was not until she was rescued by daring adventurers in 1372 DR that she regained her divinity. Wauken has since revitalized and reassured her wor-
shipers of her existence and her restored divine power. She is very closely allied with Lilira (who held her portfolio in trust while she was imprisoned), Gond (whose inventions she appreciates), and Shaundakul (whose portfolio complements hers). Aside from Mask, her only true enemy is Graz'zt, against whom she has sworn her eventual revenge.

**Dogme:** Mercantile trade is the best road to enrichment. Increasing the general prosperity buys ever greater civilization and happiness for intelligent folk worldwide, bringing people closer to the golden age that lies ahead. Destroy no trade goods; raise no restrictions to trade, and propagate no malicious rumors that could harm someone's commerce. Challenge and refute unproven rumors that could negatively impact trade when heard. Give money freely to beggars and businesses, for the more coin everyone has, the greater the urge to spend and trade rather than hoard. To worship Waukeen is to know wealth. To guard your funds is to venerate her, and to share them will seeds your future success. Call on her in trade, and she will guide you in wise commerce. The bold find gold, the careful keep it, and the timid yield it up.

**Clergy and Temples:** Waukeen travel the world aiding merchants or staff temples in large cities that serve as moneylending and changing houses, safe storage warehouses, and (covertly) fences for stolen goods—all in exchange for fees. Waukeen's clergy members are under orders to donate 25% of their monetary income to the church, to invest in all enterprises that have any reasonable hope of succeeding if they are run by devout worshippers of the deity, and to consider other investments if approached by entrepreneurs willing to make substantial offerings to the deity. Waukeen are not above manipulating trade by means of rumors, buy-ups, hired border brigands; and the like, but strong public criticism of such unsavory tactics in the past has led the church to officially deny undertaking such things and to order its clerics to do such work only with the greatest subtlety, so that no one who suspects their hands at work will be able to prove anything. Personal enrichment is the sign of a wise cleric, but this must be done through arm's-length investments, not openly unlawful acts.

Temples of the Merchant's Friend are almost always located in cities where commerce is in its fullest flower. Temples of Waukeen are built in many architectural styles, but a preference for ornate decoration is prevalent no matter where the building is a soaring cathedral or a classical temple featuring a large portico and many columns. Such houses of worship are always constructed with the finest materials and with no expense spared. Decoration in Waukeen's temples covers the floors, walls, roof pillars, and ceiling if possible. The decorative elements are baroque, intricate, brightly colored, and feature as much precious metal and as many gemstones as can be fitted into the design. However, despite their lavish adornment, inside and out, typically underneath the gold leaf is an all but impregnable fortress more secure than a king's treasury. Such temples provide wealthy merchants who give generous tithes to the temples sumptuous cleric-guarded accommodations in town during their stays. Such temples can also be rented by the faithful for lavish feasts, useful for impressing potential trading partners and upstaging rivals.

Waukeen's clergy members are among the most lavishly dressed, rivaling those of Sune, Milil, and Lathander in their robes. Waukeen's ritual garb is gaudy and ornate, with white silk undergarments, slashed and fluted sleeves and boots, pince-nez and lorgnettes (if the clerics have any weakness of vision), various useful items dangling from silk ribbons, and tall gilded and gem-covered miters. Tunics, trousers, hose, or tabards may be worn as desired (or as the season makes practical), but these are always of the finest, most costly fabrics and furs, dyed and arranged for the most vibrant, most possible effect. The entire ensemble is covered by a gilded scarlet cloak heavy with the weight of thousands of wheels, plates, clasps, and florishes of various precious metals. The costume is finished off with white gloves and a gilded rod or staff, which is either magical or ornately carved and set with gems. High clergy usually wear coro-

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**Waukeen**

**Rogue 1/Cleric 12/Wizard 13**

**Medium-Sized Outsider**

**Divine Rank:** 7

**Hit Dice:** 2d8+14 (outider) plus 1d6+10x5 (Rog) plus 1d8+8 (Clr) plus 13d8+92 (Wis) (818 hp)

**Initiative:** +12 (+8 Dex, +4 Improved Initiative)

**Speed:** 60 ft.

**AC:** 7 (t+8 Dex, +7 divine, +20 natural, +12 deflection)

**Attacks:** +5 impact evil outsider bane cloud of coins +61/+56/+51/+46 melee or spell +54 melee touch or +55 ranged touch.

**Damage:** +5 impact evil outsider bane cloud of coins 1d6+12/19–20; or by spell.

**Face/Reach:** 5 ft. by 5 ft./5 ft.
Special Attacks: Domain powers, salient divine abilities, sneak attack +8, spell-like abilities, turn undead 15/day.

Special Qualities: Divine aura (700 ft., DC 29), divine immunities, DR 42/+4, evasion, familiar (cats), fire resistance 27, godly realm (1 mile Outer Plane, 700 ft. Material Plane), improved evasion, plane shift at will, remote communication 7 miles, slippery mind, spontaneous casting of divine spells, SR 39, teleport without error at will, traps, uncanny dodge (Dex bonus to AC can't be flanked, +2 against traps), understand, speak, and read all languages and speak directly to all beings within 7 miles.


Abilities: Str 24, Dex 26, Con 24, Int 40, Wis 29, Cha 34.

Skills: Appraise +91, Balance +17, Bluff +48, Concentration +77, Craft (locks smithing) +85, Decipher Script +40, Diplomacy +62, Disable Device +40, Disguise +37, Escape Artist +33, Forgery +40, Gather Information +48, Handle Animal +37, Heal +32, Hide +28, Innuendo +49, Intimidate +31, Intuit Direction +34, Jump +36, Knowledge (arcana) +54, Knowledge (geography) +54, Knowledge (history) +54, Knowledge (local) +54, Knowledge (nature) +54, Knowledge (nobility and royalty) +54, Knowledge (planes) +54, Knowledge (religion) +54, Listen +47, Move Silently +33, Open Lock +29, Pick Pocket +52, Profession (merchant) +79, Read Lips +40, Ride (horse) +40, Scream +70, Search +51, Sense Motive +47, Spellcraft +52, Spot +47, Swim +32, Tumble +33, Use Rope +33, Wilderness Lore +34.

Feats: Alertness, Brew Potion, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Create Construct, Deflect Arrows, Dodge, Exotic Weapon Proficiency (cloud of coins), Expertise, Improved Critical (cloud of coins), Improved Initiative, Improved Unarmed Strike, Mobility, Mounted Combat, Quicken Spell, Run, Scribe Scroll, Spell Penetration, Track, Weapon Finesse (cloud of coins), Weapon Focus (cloud of coins).

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

Salient Divine Abilities: Alter Size, Avatar (at will), Clear Vision 7 ft., Create Object (up to 350 lb total-weight or 50 cubic feet of volume), Divine Shield (10/day, stops 20 points of damage), Extra Domain (Knowledge), Know Secrets (Will DC 29), Power of Truth (up to 7 creatures/day, Will DC 29), Stride (up to 7 creatures/day).

Domain Powers: Cast divination spells at +1 caster level, 7/day protective ward (touched subject gains +12 resistance bonus on next saving throw, maximum duration 1 hour), 7 rounds/day Freedom of Movement, 7/day use detect thoughts for 12 minutes (one target per use).

Spell-Like Abilities: Waukeen uses them as abilities of a 17th-level caster, except for divination spells, which she uses as a 18th-level caster. The save DCs are 19 + spell level. Antimagic field, astral projection,clairaudience/clairvoyance, detect secret doors, detect thoughts, dimension door, disintegrate (target), divination, eagle's splendor, expedient retreat, fabricate, find the path, fly, foresight, greater polymorph, legend lore, locate object, message, mind blank, Mordenkainen's magnificient mansion, phase door, prismatic sphere, protection from elements, repulsion, sanctuary, sending, shield other, spell immunity, spell resistance, teleport without error, true seeing.

Cleric Spells/Day: 6/9/7/5/6/4, base DC = 19 + spell level.

Possessions: Waukeen uses a cloud of coins as a weapon. This function as a +1 mace with the impact and evil outsider bane special abilities.

Caster Level: 25th, Weight: 2 lb.

OTHER DIVINE POWERS

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

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

Portfolio Sense: Waukeen senses any contract or commercial transaction that affects at least five hundred people, as long as the event in question affects at least five hundred people. She is likewise aware of any destruction or theft of a merchant's property if the event is of similar scope.

Automatic Actions: Waukeen can use Appraise, Bluff, Diplomacy, Gather Information, Knowledge, Listen, or Sense Motive as a free action if the DC for the task is 20 or lower. She can perform up to five such free actions each round.

Create Magic Items: Waukeen can create any kind of magic item that aids in comfort, defense, the gathering of information, or the verifying of information, as long as the item's market price does not exceed 30,000 gp.

Avatars

Waukeen's typical avatar appears as a young, beautiful, slim woman whose hair is long, luxuriant, and the hue of spun gold. Her eyes are two golden orbs. She wears a gown made out of gleaming strips of precious metals studded with a wide variety of precious stones, a cloak of linked gold coins, a sash of cloth-of-gold, and gold-socketed boots of linked, laced pearls.

Avatar of Waukeen: As Waukeen except divine rank 3; AC 49 (touch 33, flat-footed 49); Atk +57/+52/+47/+42 melee (1d6+12 19–20, +7 impact evil outsider bane cloud of coins), or spell +50 melee touch or +51 ranged touch; SQ Divine aura (30 ft., DC 25), DR 38/+4, fire resistance 23, SR 35; SV Fort +42, Ref +43, Will +44; all skill modifiers reduced by 4.

Salient Divine Abilities: Alter Size, Divine Shield (10/day, stops 30 points of damage), Know Secrets (Will DC 25), Stride (up to 3 creatures/day).

Spell-Like Abilities: Caster level 13th; saving throw DC 25 + spell level. Without the Extra Domain salient ability, Waukeen's avatar loses access to the Knowledge domain and the spell-like abilities clairaudience/clairvoyance, detect secret doors, detect thoughts, divination, foresight, legend lore.

Impact Special Ability

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

Caster Level: 10th, Prerequisites: Craft Magic Arms and Armor, weapon of impact; Market Price: +1 bonus.
This chapter provides brief descriptions of the dozens of other deities in the FORGOTTEN REALMS campaign setting (aside from the major deities discussed in the previous chapter). The deities are arranged alphabetically within each pantheon, beginning with the remainder of the Faerûnian pantheon and following with the members of the drow pantheon, the dwarven pantheon, the elven pantheon, the gnome pantheon, the halfling pantheon, the Mulhorandi pantheon, and the orc pantheon.

**Complete Nature Deity List**

Following is the complete list of nature deities in the FORGOTTEN REALMS campaign setting. Druids and rangers must select one of these deities as a patron. Druids of a deity whose favored weapon is not on the druid weapon list in the Player's Handbook are able to wield that kind of weapon without violating their spiritual oaths, but they are not automatically proficient in that weapon's use. Deities noted as monster deities are detailed in the Monster Deities table in the appendix.

Aerdrie Faenya, Angharradh, Anhur, Aural, Baerwan Wildwanderer, Chuntae, Deep Sashelas, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Hiatae (monster deity), Isis, Larue, Malar, Miellik, Nabanion, Oaris, Rillfane Rallathil, Sebek, Seguojan Earthcaller, Sekolah (monster deity), Sheela Peryroyl, Shialla, Silvanus, Solomor Thelandra, Strommaus (monster deity), Talona, Talos, Thard Harr, Ubrto, Uluriu, Umberlee

Akadi

_Queen of Air, the Lady of Air, Lady of the Winds_  
_Greater Faerûnian Deity_  
_Symbol:_ White cloud on blue background  
_Home Plane:_ Elemental Plane of Air  
_Alignment:_ Neutral  
_Fortfolio:_ Elemental air, movement, speed, flying creatures  
_Worshipers:_ Animal breeders, elemental archons (air), rangers, rogues, sailors  
_Cleric Alignments:_ CN, LN, NE  
_Domains:_ Air, Illusion, Travel, Trickery  
_Favored Weapon:_ A whirlwind (heavy flail)

Akadi (ah-ka-dee) is the elemental embodiment of air. She is one of the four elemental deities worshiped in Faerûn, but, like all except Kosuth, has a very small following. She cares only slightly for her followers, and then only after she is propitiated (bribed) by burning precious incense that waft to her on the winds.

While appeals to Akadi may change or still the winds, provide good flying currents, or bring rains, she grants no prayers to raise or quell harsh storms, for such lies within the purview of Talos and Umberlee.

The church of Akadi is organized into small sects that follow a particularly charismatic Akadian. All sects follow the Whisper (working behind the scenes), or the Roar (working openly). Listening to the wind, traveling beneath the stars of Faerûn, pursuing personal interests of the moment, and speaking to others of the glories of Akadi dominate most clerics' lives. Some clerics become almost obsessively involved in "life experiments" of a practical or esoteric nature. For instance, some may become deeply involved in breeding faster and sleeker hawks or running hounds, others may decide to see how orcs adapt to fierce and freakish windstorms, and yet others may spend endless hours trying to develop artificial wings for cats.

Clerics of Akadi pray for their spells before dawn so as to whisper them on the morning breeze. The only official holy day of the church is Malsummer. All who are able gather in the Shaar at the ruins of Skullkingdom, which contains the site of the first known shrine to Akadi in Faerûn, now obliterated by the hand of time and seasons of wind and rain. Here the chant of the heroes of the faith is recited by all.
present and new names are added to the roll commemorating those who have passed on during the past year. Akadi's clerics often multiclass as elemental archons (see Chapter 4), rangers, or rogues.

History/Relationships: Akadi is one of the four elemental lords who seem to stand apart from history, unchanged by the passage of time. She has ties to other gods concerned with the element of air, including Aerdeie Faenya and Shaundakul, but no strong relationships. She opposes obstinate, unmoving Grumbar at every opportunity.

Dogma: Find your own enlightenment in your interests. As soon as your interest fails, all chance of finding further spiritual growth has left that activity or place. Move from activity to activity, from place to place, pursuing a personal dream or series of interests and growing through the changing experiences each new day brings. Worry not if others of the church do not adhere to this doctrine, for all obstacles wear down over time. Few matters are so important as to require a wholesale commitment. Do not ever let yourself be fettered or imprisoned, for constrained life is little better than death.

**Symbol of Akadi:**
- A white snowflake on a gray diamond (a heraldic lozenge) with a white border

**Home Plane:** Fury's Heart  
**Alignment:** Neutral evil  
**Portfolio:** Cold, winter  
**Worshippers:** Druids, elemental archons (air or water), frost giants, inhabitants of cold climates, rangers

**Cleric Alignments:** CN, LN, NE  
**Domains:** Air, Evil, Storm, Water  
**Favored Weapon:** "Icemaiden's Caress" [ice axe] (battle axe)

**Auril**  
**Frostmaiden, Icedawn, the Cold Goddess**  
**Lesser Faerûnian Deity**

Auril (aw-rill) is a fickle, vain, evil deity with a heart of ice who is venerated primarily out of fear. She remains untouched by any hint of true love, noble feeling, or honor. She enjoys toying with those who offend her, trapping them in snowstorms and then driving them insane with tantalizing visions of warmth and the comforts of home before freezing them to death. Her beauty is cold and deadly, the flower of wanhoo preserved forever in a slab of arctic ice—with sensibilities to match the ice.

The church of Auril is very loosely and informally organized, and clerics wander and are largely independent. They seek to make all folk fear their deity and her clerics (to cut down on the attacks they face) through the fury of the winter weather. They also generate personal wealth and influence by carrying out tasks that others cannot in the worst winter weather and by magically protecting those who pay or obey from the worst winter conditions. Clergy members make offerings to the deity of some of the wealth they amass by scattering it in falling snow during a storm or throwing it through cracks in river ice or glacial crevasses during the winter. In the cold months, Auril expects each of her clerics to force or persuade someone to pray to her in the approved manner by beseeching Auril for mercy and praising her for the "cold cleansing" she brings. This prayer must last for the length of time it takes a piece of ice larger than the "suppliant's" hand to melt against his or her bared flesh. It must be done out of doors and preferably at night. During the winter, Aurilian clergy are also expected to stay at least one creature with cold. This is often done so as to provide worshipers or potential worshipers of the deity with food or to slay a personal foe of the cleric or cleric.

Clerics and druids of Auril pray for their spells at midnight or whenever the temperature drops to its lowest point during the day, lying out in the snow or the coldest stream available all night if possible. Midwinter Night is the most holy time of the year to clergy of Auril. It is a nightlong festival of ice-dancing that is intended for both enjoyment and recruitment. The Cunning and the Last Storm are two enthusiastically celebrated rituals, howling ice storms called up by clergy working as a group to mark the onset or last gasp of Winter. Joining the clergy requires undergoing a ritual known as the Embracing, during which one runs through a blizzard all night long dressed only in boots, a thin shift, and body paint depicting the symbols of Auril, without the protective mantle of any magic. Auril accepts those who do not freeze to death. Many clerics and druids multiclass as divine disciples, elemental archons (see Chapter 4), or rangers.

History/Relationships: Auril is one of the Deities of Fury, along with Malar, Umberlee, and her superior, Talos. Lately, Talos eroded much of her power, in response, she makes winter an increasingly fierce season in the North. She can call on Umberlee with some degree of confidence. Malar and Auril despise each other. She has begun to siphon power from the slumbering Ulutiu slowly enough to keep him from waking, and in a few years when she has killed him she plans to continue granting spells in his name.

Dogma: Cover all the lands with ice. Quench fire wherever it is found. Let in the winds and the cold; cut down windbreaks and chop holes in walls and roofs that my breath may come in.

Work darkness to hide the cursed sun so that the chill the Auril brings may slay. Take the life of an arctic creature only in great need, but slay all others at will. Make all Faerûn fear the Frostmaiden. Revere the Cold Goddess and sing her praises into any chill breeze or winter wind. Do not raise your hand against any other cleric of Auril.

**Beshaba**

**The Maid of Misfortune, Lady Doom**

**Intermediate Faerûnian Deity**

- **Symbol:** Black antlers on a red field  
- **Home Plane:** The Barrens of Doom and Despair  
- **Alignment:** Chaotic evil  
- **Portfolio:** Random mischief, misfortune, bad luck, accidents

**Worshippers:** Assassins, auspians, capricious individuals, gamblers, rogues, sadists

**Cleric Alignments:** CE, CN, NE

**Domains:** Chaos, Evil, Fate, Luck, Trickery

**Favored Weapon:** "Ill Fortune" [harsh scourge] (scourge)
Beshaba (be-shab-ba) is a deity who is feared far more than she is venerated, for she is spiteful, petty, and malicious. The Maid of Misfortune is given to random behavior and bouts of extreme jealousy with regards to her sister, demanding equal veneration (or at least lip service) to that given to Tymora. Although the thought of Beshaba actually appearing is enough to make most folk tremble, she is always invited and welcomed formally in speeches or ceremonies of formal functions (such as marriages and coronations), contests of sport or martial prowess, or at the naming of children. If not invited, she may take offense and wreak endless misfortune upon those involved.

Beshaba is worshiped largely out of fear, and it is the task of her clergy to spread that fear by starting talk of Beshaba’s power and latest wickedness and by instructing all in how to make offerings to her or in how to join her clergy if they would prefer to be protected against all misfortune. Along the way, the members of her clergy take care to indulge their tastes for random cruelty and sadism. They enjoy acting mysteriously to manipulate simpler folk into serving them in matters both great and small, from providing them with food, luxurious shelter, and companionship to giving them weapons to wield against their rivals in the church of Beshaba and against the clergy of all other faiths.

Clerics of Beshaba pray for their spells at midnight. Immediately before doing so, if at all possible, they must make an offering to the Lady by setting fire to brandy, wine, or spirits while uttering the name of the goddess and dipping a black antler tine into the mixture. Burning one’s fingers slightly is doing so is looked upon favorably. Devotees of Beshaba observe both Midsummer and Shieldmeet with wild revels of destruction and rude

Too much good luck is a bad thing, and to even it out, the wise should plan to undermine the fortunate. Whatever happens, it can only get worse. Fear the Maid of Misfortune and revere her. Spread the message across Faerun to obey Beshaba and make offerings to appease her. If she is not appeased, all will taste firsthand the curse that is spreading throughout Faerun: “Beshaba provides!” (misery and misfortune). Make others worship Beshaba and then they will be spared the ill luck she can bring. Never falsely advise any being in how to worship Beshaba, or pay the price of being cast out and cursed with misfortune all their days.

Deneir

Lord of All Glyphs and Images, the Scribe of Oghma
Lesser Faerunian Deity
Symbol: Lit candle above purple eye with triangular pupil
Home Plane: House of Knowledge
Alignment: Neutral good
Portfolio: Glyphs, images, literature, scribes, cartography
Worshipers: Historians, loremasters, sages, scholars, scribes, keepers of enlightenment, students
Cleric Alignments: CG, LG, NG
Domains: Good, Knowledge, Protection, Rune
Favored Weapon: A whirling glyph (dagger)

In the realm of the ideal, a single work of writing when read, will unlock the secrets of the multiverse, catapulting its reader to the heights of godhood. The pursuit of this work, known as the Metatext, consumes the deity Deneir (de-neer) and his followers. It is said that Deneir, a servant of Oghma the Binder, first achieved his position among the deities by glimpsing the merest portion of this text, and that the need to read the entire work gives him purpose. Deneir believes that the Metatext is reflected in the Prime Plane through snippets of every written work ever committed to paper. A word here, a juxtaposition of letters there, and (rarely) even entire sentences of particularly enlightened writing echo the ideal work. As patron to artists, illuminators, cartographers, and scribes, the Lord of All Glyphs and Images oversees all written creation, desperately hunting his elusive charge.

Deneir’s church is concerned with the gathering and recording of information so that nothing written is lost. Most keep a journal of their activities, including poems, songs, and stories they hear on their journeys. Each cleric takes a vow of charity, agreeing to write or read letters and transcribe information (this is done for free for the poor, at the cost of materials plus a silver piece for those able to afford it, and at standard scribe’s rates for the well-off). They teach people how to read and most learn the Scribe Scroll feat in order to be able to make magical scrolls.

Glyphscribes, as clerics of Deneir are known, pray for spells in the morning. Glyphscribes retain a written copy of every missive they record, and on the 3rd of Chus each cleric turns over a bundle of the most interesting of such copies to their local temple. High clerics pore over these works, searching for a hint of the Metatext. The most promis-
ing morsels, often no more than one or two words, are sent to the Iron Dragon Mountain temple hidden in the Earthfast Mountains, there to be added to Liberian Supreme Haldurh Urspur's incomplete, living record of that elusive manuscript. Those glyphscribes who multiclass often do so as loremasters, capitalizing on the unusual knowledge gained while practicing their craft.

History/Relationships: Whereas Oglama represents the spark of creativity, his scribe concerns himself with recording the epiphanies of mankind. Thus the two share a symbiotic relationship, the Binder appreciates Deneir's dedication to truth and study. He knows little of the obscure Metatext, suspecting that his servant chases shadows of the mind, following the half-imagined ramblings of a thousand mad scholars. Deneir displays few of the characteristics associated with madness; his stoic, studious outlook on life (not to mention his interest in magical matters) makes him popular among the deities of magic such as Mysta, Azuth, and especially Savra. Lliara fancies she can see some fun into Deneir, and gains endless enjoyment from making him uncomfortable. Those who hide knowledge, such as Cyric, Shaiz, and Mask, or those who destroy it, such as the Deities of Fury, fill the usually calm Deneir with rage.

Dogma: Information that is not recorded and saved for later use is information that is lost. Punish those who deface or destroy a book in proportion to the value of the information lost. Literacy is an important gift from Deneir; spread it wherever you travel, that it might touch the hearts and minds of all in Faerûn. Fill idle hours with the copying of written work, for in such a manner do you propagate knowledge and aid the pursuit of the Metatext. Information should be free to all and all should be able to read it so that lying tongues cannot distort things out of proportion.

Eldath

Goddess of Singing Waters, Mother Guardian of Groves, the Green Goddess

Lesser Faerûnian Deity

Symbol: Waterfall plunging into a still pool
Home Plane: House of Nature
Alignment: Neutral good
Portfolio: Quiet places, springs, pools, peace, waterfalls
Worshippers: Druids, pacifists, rangers
Cleric Alignments: CG, CN, NG
Domains: Family, Good, Plant, Protection, Water
Favored Weapon: Net (net or net that does damage as unarmed strike)

Eldath (eldath) is the guardian of groves, and her presence is felt wherever there is calm. She is a pacifist who avoids hostile action, even if threatened. Although shy, quiet, and enigmatic, Eldath is possessed of unknown depths of character and unexpressed resolve that cannot be broken. She meets challenges by strategically withdrawing, a course of action that in time always leads opponents to overextend into an untenable position in which their reinforcements have been converted to her side. Recently she has been suffering many attacks from Malar and his followers, with the People of the Black Blood despoiling several of her sacred pools.

Eldathyn are organized in a simple hierarchy where a dozen or so clerics report to a senior cleric who in turn reports to a grand cleric responsible for a realm or larger region. Most dwell in forest communities with open-air sacred places of worship, spending their lives tending unspoiled places to ensure that they survive and even flourish in the face of human and other depredations. They rarely resort to any sort of open confrontation, instead working softly. Few Eldathyn live in large settlements, but many dwell in springside cottages within an easy ride of settlements. Clergy of Eldath are all taught to swim, and often teach this skill to nonbelievers in return for small offerings of food and coins. Many learn the Brew Potion feat.

Clerics and druids of Eldath pray for their spells once per day at a time selected after great personal reflection. The only calendar-related holy day of the church is the Greengrass, a gathering and festival celebrated at Greengrass. It is preceded by the Firstflow, a festival held at varying times when the waters break up and begin to flow at the conclusion of winter. The Chant of the Fastness is performed at the dedication of new open air temples or shrines of the goddess, where the water is blessed and empowered with healing magic for a few days. Many clerics and druids multiclass as rangers.

History/Relationships: Eldath is a quiet, enigmatic figure who is rarely remembered in the pages of Faerûnian history. She serves Silvanus alongside Mielikki, but finds the Oakfather's robustness intimidating. Mielikki and Eldath consider each other sisters. She also maintains close relations with Chauntea, Selune, and Lathander, for they share common interests. While Eldath opposes all that Tempus stands for, she does not consider him a personal foe. He in turn considers her naive, but respects her convictions and generally ignores her.

Dogma: Peace can only come from within and cannot be taught or imposed. Seek stillness and thereby find peace. Plant trees and green-leaved things and tend such things when they need it, wherever they may be. Nurture and aid, and do not to restrict or punish. Work violence only to defend, and slay no thing of the forest except to prevent it from slaying themselves or another under their protection. Swear to take no thinking life except in direst need. Share with all beings the beneficial things that grow in or come from running water that all may know of and praise Eldath.

Finder Wyvernspur

The Nameless Bard
Faerûnian Demigod

Symbol: White harp on gray circle
Home Plane: Gates of the Moon
Alignment: Chaotic neutral
Portfolio: Cycle of life, transformation of art, saurials
Worshippers: Artists, bards, saurials
Cleric Alignments: CE, CG, CN
Domains: Chaos, Charm, Renewal, Scalykind
Favored Weapon: "Sword of Songs" (broad sword)

Finder Wyvernspur (find-ex wyv-urn-spur) is both the deity of reinvention and the example most commonly cited of overweening pride. Finder's temperament is slowly shifting from that of a vain and selfish man to a deity dedicated toward responsible actions and good deeds. He works not only to spread his songs among bards of Faerûn, but to encourage all artists and prod them to grow by changing, transforming, and recreating the medium, a radical departure from his old
determinably fixed nature.

The church of Finder is small indeed, consisting primarily of struggling young bards and artists seeking to gain fame. Its existence is seen as somewhat of a threat by the clerics of Oghma, Millil, and Lathander, despite general support from those deities themselves. Among the saurials of the Lost Vale—a hidden valley near the Dalelands—Finder’s church has become well-established. As the deity is respected or venerated by most members of the race, clerics of Finder, few that there are, spend their days creating and recreating their own art and spreading Finder’s dogma across Faerûn. Many make their living by teaching music, a practice strongly encouraged by the deity.

Clerics of Finder pray for their spells at dawn, when the night is reborn into day. The only official holy day of the church is the 20th of Marpenoth, the day Finder destroyed Moander’s physical manifestation and then the deity’s true form in the Abyss. Saurials celebrate this day as a day of emancipation, while humans celebrate it as the day Finder realized even his own music could be improved by change. In both cases, this day is observed with music, dancing, plays, and the unveiling of static art creations. Many clerics multiclass as bards.

History/Relationships: A founding member of the Harpers, Finder was later judged to have betrayed the ideals when his overwhelming pride resulted in the death of one apprentice and the suicide of another. After a long period of banishment, he was freed by an adventurer and later became a god at the end of the Time of Troubles by slaying Moander and seizing his divine spark. In doing so, he freed the saurials of the Lost Vale, an act that gained him their worship. As a new deity, Finder is still finding his way, although he has formed strong relationships with Tymora and Selûne. In time, he is likely to ally himself with all the gods who have a hand in the founding of the Harpers. Many deities and their worshippers work against Finder. Cultists who seek the rebirth of Moander, including elven cultists who are secretly backed by Lolth, oppose Finder. Reptilian deities such as Sebek, Set, and Tiamat attack Finder since he serves as the patron of saurials. Deities such as Talona and Yurthos wish to usurp Moander’s original portfolio (rot) from him, and even Gargauth wants to steal rot as a form of corruption.

Dogma: Art that is forced to remain immutable is a sign of stagnation and spiritual rot. In order to thrive, people must be willing to change and transform their art so they can be renewed by it. Art has the power to influence people and politics. Although that should not be its sole use, if art can be used to keep people free and independent from social or political tyranny, it is most proper that it be used so. All art is pleasing to Finder. Artistic expression should also be encouraged in all—children and adult, amateur and professional. While those persons who have learned and mastered disciplines of expression are much to be admired, also recognize the importance of natural talents.

**Garagos**

The Reaver, Master of All Weapons, Lord of War

Faerûnian Demigod

**Symbol:** A pinwheel of five snaky arms clutching swords

**Home Plane:** Warrior’s Rest

**Alignment:** Chaotic neutral

**Portfolio:** War, skill-at-arms, destruction, plunder

**Worshippers:** Barbarians, fighters, rangers, soldiers, spies, warriors

**Cleric Alignments:** CE, CG, CN

**Domains:** Chaos, Destruction, Strength, War

**Pavored Weapon:** “The Tentaculus” [a pinwheel of five black, snaky arms, each ending in a sword] (longsword)
The goal of every worshiper of Garagos (gahr-gah-gohs) the Reaver is to be covered in their enemy’s blood at the heart of a conflict they initiated. Once Garagos was an honored deity of war, a being associated more with military victory through fury than perseverance through sound tactical decisions. He eventually came into conflict with the young demigod Tempus, who vied for his dominance over warcraft. *The Tone of Foethammer’s Triumph*, a collection of scriptures held holy by the church of Tempus, tells of a century-long battle in which the Lord of Battle finally defeated Garagos by turning the Reaver’s mindless fury against him. Long thought slain, Garagos reappeared in the recent past, either awakened from ageless slumber or resurrected by a devoted cult of worshipers. His newest incarnation seems utterly devoid of the craftiness he once possessed. Instead, Garagos is a being of idiot rage, a violent six-armed whirlwind of carnage that seems to exist only to destroy.

Clerics of Garagos, known as bloodreavers, spend their days fomenting strife throughout the continent, knowing that each conflict contributes to Garagos’s continuing rebirth. They believe that Garagos eventually will regain his divine strength, unseating the hated Lord of Battles and reclaiming the mantle of Deity of War. They continually create and expand networks of spies, faithful warriors, and other agents to increase the power of the cult, and the leadership of a cult cell is usually determined by the result of power plays between the agents of rival clerics.

Bloodreavers pray for spells in the morning. Ceremonies to the Lord of War typically involve bloodletting as well as anointing the faithful in the blood of their enemies. Though a few well-kept clerics prefer to sow discord through guile in the courts of cities across Faerûn, most of Garagos’s feral clerics eschew bathing, proudly wearing multiple coats of enemy blood. The blood obsession of the cult of the Master of All Weapons has led many to conclude that services to Garagos involve some degree of vampirism, but a direct link has never been proven. Indeed, most vampires would be more likely to treat a blood-soaked cleric of Garagos as a particularly hearty meal than consider him an ally. Bloodreavers usually multiclass as barbarians.

**History/Relationships:** Though chaotic neutral, the debased, insane Garagos stands on the brink of evil. A nearly elemental force of destruction, the Reaver has no allies in the pantheons of Abeir-Toril—the other gods deal with Garagos simply by staying the hell away from him. Despite his vacant mind, Garagos still harbors deep resentment against Tempus and his cat's paw, the Red Knight. Should these deities meet in the field of combat, there's little doubt that the Reaver would come out the worse for it. Eventually, however, Garagos's destructive capabilities might transcend his tactical weaknesses, and on such a day; the followers of Tempus are sure to know true despair.

**Dogma:** Peace is for weak fools. War makes all participants strong, and only in head-to-head conflict is honor satisfied. Only cowards avoid battle. Any who strike down a foe from ambush or from behind demonstrate cowardice. Retreat is never an option, even in the face of a greater foe, for if a warrior’s heart is focused on Garagos, the deity will provide strength enough to conquer any enemy.

**Gargauth**

**The Twelfth Lord of Nine, the Last Lord of the Pit, the Hidden Lord**

**Faerûnian Demigod**

**Symbol:** Broken animal horn

**Home Plane:** Material

**Alignment:** Lawful evil

**Portfolio:** Betrayal, cruelty, political corruption, powerbrokers

**Worshippers:** Corrupt leaders and politicians, sorcerers, traitors

**Cleric Alignments:** LE, LN, NE

**Domains:** Charm, Evil, Law, Trickery

**Favored Weapon:** "Corruptor" (dagger or throwing dagger)

Gargauth (gahr-goht) embodies the inevitable decay and corruption that accompanies all self-serving, greedy, and power-hungry leaders and groups. Gargauth’s malevolence and cruelty are made all the worse by the veneer of civility and compassion he wears when first encountered. Gargauth holds the letter of any agreement, not the spirit, and relishes betraying anyone with whom he forges a pact by twisting the contract to serve his own ends. Gargauth is a master strategist, and his sense of humor moderates his temper. He can be erudite, charming, and genial, but his true nature always reveals itself eventually. In truth, the Lord Who Watches is utterly depraved, the incarnation of evil most foul.

The church of Gargauth is a secretive faith, although there are some significant exceptions. Clerics work to increase their personal power, the power of the church, and, by extension, the power of Gargauth. Clerics are expected to be Gargauth’s eyes and ears throughout Faerûn. They are to entice and corrupt powerful individuals and leaders in communities throughout Faerûn and bind them into strict contracts favorable to Gargauth’s goals. They seek to seize positions of power whenever possible and integrate their positions into the secretive hierarchy of the faith. Gargauth has directed his followers to undermine other evil faiths and steal their worshipers rather than waste energy in conflicts with good deities.

Clerics of Gargauth pray for their spells at dusk, when night first begins to corrupt the day. The church of Gargauth celebrates two holy days. The Unveiling occurs
each Midwinter night. This horrific ceremony, believed to involve many gruesome sacrifices, heralds the imminent time when Gargauth seizes Faerûn as his unholy kingdom and transports it to Baator to form the Tenth Pit of Hell. The Binding is celebrated on the eve of the Feast of the Moon. It is a personal rite in which each cleric renew his eternal contract with Gargauth, trading absolute fealty for increased power. This unholy ritual is believed to involve personal sacrifices of money, magic, and hoarded knowledge and the casting of many horrific spells. Gargauth’s clergy mark all agreements with signed contracts consecrated in the name of the Lord Who Watches. Many clerics multiclass as divine disciples or sorcerers.

**History/Relationships:** Gargauth is a former arch-devil whose foul nature was too much even for others of his ilk. Exiled from the Nine Hells, Gargauth took to wandering the planes, returning time and again to Toril. His cult blossomed during the war between the Harpers and the malaugrims. In addition to the Dark Deities, Gargauth is also opposed to evil deities such as Cyric and Shar. He poses a particular threat to Siamorphe, given his interest in corrupting those who she holds up as shining paragons of virtue.

**Dogma:** Life is all about the accumulation of power. Civilization is a thin veneer over the base desires that make up the core of every living being. Those who wish to survive and prosper must recognize this truth and concentrate all their resources on the pursuit of power. To achieve power one should use one’s charms and honeyed words or a barbed and bloody dagger as appropriate for the situation. It is more important to rule than to sit on the throne. Keep to the letter of any agreement and the rules established by those more powerful, but be prepared to twist any contract or stricture so as to maximize the benefit you receive.

**Grumbar**

**Earthlord, King of the Land Below the Roots**

**Greater**

Paerûnian Deity

**Symbol:** Mountains on purple

**Home Plane:** Elemental Plane of Earth

**Alignment:** Neutral

**Portfolio:** Elemental earth, solidity, changelessness, oaths

**Worshipers:** Elemental archons (earth), fighters, monks, rangers

**Cleric Alignments:** CN, N, NE, NG, LN

**Domains:** Cavern, Earth, Metal, Time

**Favored Weapon:** A stony fist (warchammer)

Grumbar (grum-bar) is the elemental embodiment of earth. He is one of the four elemental deities worshiped in Faerûn but, like all except Kossuth, has a very small following. He cares only slightly for his followers, accepting offerings of sardonyx, jasper, and other stones without complaint or comment. Grumbar’s gifts are most often protective magics or knowledge of the underground secret places or rich lodes of ore, though he seems to mete them out without determinable reason.

The church of Grumbar is organized into small sects known as Holds, each comprising seven clerics, seven monks, and seven rangers and as many laity as can be supported. There is little division within Holds, and little interaction between Holds. Those who follow the Earthlord can often be found in public preaching against the evils of boarding ships and setting sail to uncharted lands, preferring exploration on the continent of Faerûn. Many of the clergy members preach that “more than enough problems exist to occupy our time here at home without looking for new troubles.” Grumbar’s clergy members also take stances against changes in the social code, changes in government, the building of new landmarks that change the face of the land (such as dams) and changes in their own religion.

Clerics of Grumbar pray for their spells at dawn while giving thanks that the earth remained stable while they slept. The only official holy day of the church is Midwinter, when a festival is held to celebrate the completion of another year and to plan the faith’s activities for the upcoming year. Once set, such plans never change. Grumbar, ryn faithful swear an Oath of Landwalking never to travel through air or across water unless their life depends upon it. Grumbar’s clerics often multiclass as elemental archons (see Chapter 4) or fighters.

**History/Relationships:** Grumbar is one of the four elemental lords who seem to stand apart from history, unchanged by the passage of time. He has ties to other gods concerned with the element of earth, including Geb, Garl Gittergold, Dumathoin, Laduguer, and Urogalan, but no strong relationships. He opposes flighty, inconsistent Akadi at every opportunity.

**Dogma:** The eternal Grumbar is perfect and unchanging. Strive to be more like the eternal one, not to change or allow change to happen. One’s given word is the bedrock upon which a stable society is built. To break an oath is to cause a crack in the foundation of civilization. Go forth and spread the word of Grumbar and show through your works the stability and safety he brings.

**Gwaeron Windstrom**

**Master of Tracking, the Tracker Who Never Goes Astray**

**Paerûnian Demigod**

**Symbol:** White star and brown pawprint

**Home Plane:** House of Nature

**Alignment:** Neutral good

**Portfolio:** Tracking, rangers of the North

**Worshipers:** Druids, rangers, troll hunters

**Cleric Alignments:** CG, LG, NG

**Domains:** Animal, Good, Knowledge, Plant, Travel

**Favored Weapon:** “Flameheart” (greatsword)

Gwaeron Windstrom (gwair-on wind-strahm) is the quiet, exclusive patron of rangers of the North who always appears as a tall and physically impressive human male stripped to the waist with flowing white hair and a long white beard. Taciturn and slow to anger, the Master of Tracking prefers to instruct through example, not words, and his rage, once ignited, is a terrible thing. He loves trolls, and is known to stalk them across the Evermoors. Although Gwaeron is highly respected by rangers active in the North, his faith is more one of emulation than veneration.

There is not an organized Gwaeronian church distinct from the church of Mielikki, and the existence of his faith is little known outside the ranks of northern rangers. Rather, most shrines of the Lady of the Forest in the North include a small
shrine or side altar to the Master of Tracking within their confines. Gwaeron’s followers, known as Stalkers of the Silent Path, work to keep the numbers of trolls, orcs, and other humanoids in check across the North and oppose the followers of Malar at every turn.

Clerics and druids of Gwaeron Windstrom pray for their spells at dusk, when many wild beasts emerge from their dens to forage and hunt. Gwaeron’s followers observe no holy days other than those celebrated by Mielikki. After a successful “stalk,” those who invoke Gwaeron’s name are expected to leave a circle of six footprints in the ground with their right foot, the heel of each print nearly touching and the toes facing outward. Almost all clerics and druids of Gwaeron Windstrom multiclass as rangers.

History/Relationships: Gwaeron roamed the North as a mortal ranger many centuries ago and is said to sleep in a stand of trees just to the west of the town of Triboar, known as Gwaeron’s Slumber. Along with Lurue and Shiallia, the Master of Tracking serves Mielikki by teaching her rangers the way to read forest signs. He reports indirectly to Silvanus. He has forged alliances with the deities of the elven, gnome, and halfling pantheons whose portfolios most closely match those of Mielikki, Silvanus, and his own. He opposes Malar the Beastlord. Given that his following is so small and so similar to that of Mielikki, he may be accidentally subsumed as an aspect of the Forest Queen or fall prey to Malar if he is not careful.

Dogma: Intelligent beings can live in harmony with the wild without requiring the destruction of one in the name of the other. Embrace the wild and fear it not, because the wild ways are the good ways. Keep the Balang and learn the hidden ways of life, but stress the positive and outreach the nature of the wild. Do not allow trees to be needlessly felled or the forest needlessly burned. Live as one with the woods, teach others to do so, and punish and curtail those that hunt for sport or practice cruelties on wild creatures.

HOAR

The Doombringer, Lord of Three Thunders
Paerunian Demigod
Symbol: Black-gloved hand holding a coin with a two-faced head
Home Plane: The Barrens of Doom and Despair
Alignment: Lawful neutral
Portfolio: Revenge, retribution, poetic justice
Worshippers: Assassins, fighters, rogues, seekers of retribution
Cleric Alignments: LE, LG, LN
Domains: Fate, Law, Retribution, Travel
Favored Weapon: “Retribution’s Sting” (javelin of lightning) (javelin)

Hoar (hore) is the vengeful deity of retribution invoked by those who seek to repay an eye for an eye. He is a moody deity, prone to violence and with a penchant toward bitter humor. Since the Time of Troubles, the Doombringer has been consumed with bringing about the downfall of Anshur, the Mulhorandi deity of war, and to a lesser extent the pantheon that spawned him. Aside from a handful of temples, the church of Hoar is composed primarily of itinerant wanderers who travel from town to town agreeing to pray for Hoar’s intercession on behalf of one who seeks or fears vengeance for some attack in exchange for a small fee. Charlatans receive a fitting punishment by Hoar’s hand. Hoar’s clergy also seek out victims of injustice, hear their stories, evaluate the veracity of their accounts, and track down the perpetrators in order to inflict a fitting form of punishment. No injustice is too large or too small for revenge to be sought and a fitting punishment meted out, earning the church of Hoar the ire of town watches and Tyris alike as well as the adulation of the downtrodden.
Clerics of Horr pray for their spells at midnight, when the bells toll for those deserving of fitting justice. Clerics of Horr are encouraged to celebrate the anniversary of the most fitting and sweetest act of revenge. Silent or thundershout praises (as appropriate) must be given to Horr each and every time some form of vengeance is exacted. In addition, the church of Horr observes two official holy days. On the 11th of Eleint, the Penultimate Thunder is celebrated with feasts of game, bread, fruits, and mead, marking the defeat of the Untheric war god Ramman. On the 11th of Marpeioth, the Impending Doom is observed with daylong ceremonies of rumbling drums, vigorous oaths, and exhausting acts of purification. It celebrates justices yet to be meted out, revenges yet to be carried through with, and good deeds that call to the celebrants to be remembered. Many clerics of Horr multiclass as assassins, fighters, or rogues.

**History/Relationships:** Horr is actually the ancient Untheric deity worshiped in the eastern Inner Sea lands as Assurak. Centuries ago, he was driven from Unther by Ramman, although his cult remained strong in Chesenta. He eventually slew his rival during the Time of Troubles, but Anhur stole Ramman's unclaimed portfolio before Horr could act, earning Horr's ire. Both Tyr and Shar contest for Horr's tormented soul, as the Dark Goddess seeks to turn him into a servant of blind vengeance and bitterness, while the Maemod God seeks to unlock Horr's bittersweet humor and shift his portfolio to favor irony and poetic justice. Meanwhile, Horr conspires with Beshaba in unleashing bad luck on the deserving.

**Dogma:** Uphold true and fitting justice and maintain the spirit of the law, not the letter of the law. Fitting recompense will always accrue for one's actions. Violence will meet violence and evil pay back evil, but good will also come to those who do good. Walk the line of the Doombrieger's teachings, seeking retribution, but do not fall into the trap of pursuing evil acts for evil's sake, for that way is seductive and leads only to one's downfall. Vengeance must be sought for all injustices, and all punishments must fit the crime. Revenge is sweetest when it is sharpened with irony. All attacks must be avenged. Those who do not respond to attacks against their person or that which they hold dear only invite future attacks.

**Istishia**

**The Water Lord, King of the Water Elementals**

**Greater Faerûnian Deity**

- **Symbol:** Cresting wave
- **Home Plane:** Elemental Plane of Water
- **Alignment:** Neutral
- **Portfolio:** Elemental water, purification
- **Worshippers:** Bards, elemental archons (water), sailors, travelers
- **Cleric Alignments:** CN, N, NE, NG, LN
- **Domains:** Destruction, Ocean, Storm, Travel, Water
- **Favored Weapon:** A wave (warhammer)

Istishia (is-tish-ee-ah) is the elemental embodiment of water. He is one of the four elemental deities worshiped in Faerûn but, like all but Kosuth, has a very small following. He cares only slightly for his followers and is almost predictable in his incomprehensible and alien unpredictability. He represents the essence of water itself, the nature of slow change over time, and the ability of water to exact change. Most mortals consider his actions incomprehensible and like the other elemental lords he is almost indifferent to his own worshippers.

Istishia's church is organized into several sects that work together in order to accomplish goals for the different aspects of Istishia's worship. New sects are constantly being created and later reabsorbed into other sects. The church uses a unified ranking system so even members of different sects know their relative positions. Most clerics remain attached to a particular temple or region, but since they believe that doing so for too long results in stagnation they change temples about every five years. The clergy work to keep sources of water from becoming polluted and intercede between land and sea races. Their temples are well-known for crafting excellent pottery.

Clerics of Istishia pray for their spells at dawn while giving thanks for a drink of water. Spring tide and neap tide are celebrated with festivals that involve the boisterous tossing of new converts into water and a great deal of diving. Visitations between surface-dwelling churches and aquatic branches of the faith are common at such festivals. Istishia's clerics often multiclass as bards or elemental archons (see Chapter 4).

**History/Relationships:** Istishia is one of the four elemental lords who seem to stand apart from history, unchanged by the passage of time. He has ties to other gods concerned with the element of water, including Deep Seshalas, Eldath, Valkur, and Umberlee, but no strong relationships. He opposes destructive Kossuth at every opportunity.

**Dogma:** Everything is interconnected and cyclical. Water always triumphs, for earth dissolves through water, fire is extinguished even by steam, and air becomes clouds and then rain, completing the eternal cycle. The Water Lord is the great equalizer and leveler of the elements, acknowledging change but holding to his essential nature. Do not try to be what you are not; rather, excel at what you are and carry this message of personal excellence to the world. Be flexible but not unreasonable. As the rains flow down to the ocean in the folds of earth and not up mountains, so do the truths of Istishia spread through the land through their natural routes, through rank force. The mysteries of life are to be enjoyed and puzzled over, but realize that some answers do not come in this world, but rather in the next. Realize that the cycles of life are mirrored by the cycles of fate; be prepared to pay the price or reap the reward for the actions of your past or your future.

**Jergal**

**Lord of the End of Everything, Scribe of the Doomed, the Pitiless One**

**Faerûnian Demogod**

- **Symbol:** Jawless skull and writing quill on scroll
- **Home Plane:** The Fugue Plane
- **Alignment:** Lawful neutral
- **Portfolio:** Fatality, proper burial, guardian of tombs
- **Worshippers:** Monks, necromancers, paladins
- **Cleric Alignments:** LE, LG, LN
- **Domains:** Fate, Law, Repose, Rune, Suffering
- **Favored Weapon:** A white glove (scythe)

Jergal (jer-gull) is the fatalistic seneschal of the Lord of the Dead who keeps records on the final disposition of all the souls of the dead. Both bland and excessively formal, he never anger and always speaks with a disemboiled, chilling voice that echoes with the dry whisper of a long forsaken crypt. The Lord of the End of Everything strives only for an orderly accounting of the fate of the world as it slowly sinks into death.
The church of Jergal is small and secretive, a rigidly organized, almost monastic order of scribes known as the Scrivener of Doom. Based largely in lifeless stone mausoleums and dry, dusty crypts, its members spend their days maintaining and extending vast archives of scrolls listing how sentient beings under their purview passed away and their destination in the afterlife. Only in Thay, where death is a daily fact of life, has Jergal's church undergone a small renaissance. A handful of Jergal's followers still follow the old ways of the Companions of the Pallid Mask, an order whose members specialized in combating or commanding the undead whose existence was not sanctioned by the church or who had proven to be troublesome.

Clerics of Jergal pray for their spells at dusk, a time of day representative of the end of life. On the last night of the year, Jergal's clergy cease their endless toil for a full night. On this holy night, known as the Night of Another Year, the clerics read every name whose death they have recorded from the scrolls they have carefully inscribed over the past year. With a cry of "One Year Closer!", all the scrolls are then filed, and work begins the next day. The only ritual Jergal's clerics are required to perform is called the Sealing. After recording each and every creature's demise, form of death, and destination in the afterlife, Scriveners of Doom are required to sprinkle a light dusting of ash and powdered bone over their inscribed words to blot the ink and mark another small step toward the world's end. Some seek church-sponsored undearth to allow them to continue their archiving careers. Some clerics multiclass as monks or necromancers.

History/Relationships: Bane, Bhaal, and Myrkul inherited most of the portfolios of Jergal when he weary stepped down from his position and then faded into near-obscurity. The death of those deities left Jergal in service to Cyric and then Keldorm. Although his nature is that he must be loyal to the office of death, he can subtly undermine the holder of that office if he or she is not true to the office's responsibilities. Jergal works well with Keldorm, but retains his scorn for Cyric and spends much of his efforts combating Velshadar's efforts to prolong life into undearth.

Dogma: Each being has an eternal resting place that is chosen for him or her at the moment of creation. Life is a process of seeking that place and eternal rest. Existence is but a brief aberration in an eternity of death. Power, success, and joy are as transitory as weakness, failure, and misery. Only death is absolute, and then only at its appointed hour. Seek to bring order to the chaos of life, for in death there is finality and a fixedness of state. Be ready for death for it is at hand and uncompromising. Life should be prolonged only when it serves the greater cause of the death of the world.

Lliira

Our Lady of Joy, Joybringer, Mistress of the Revels
Lesser Faerûnian Deity
Symbol: A triangle of three pointed stars (orange, yellow, red)
Home Plane: Brightwater
Alignment: Chaotic good
Portfolio: Joy, happiness, dance, festivals, freedom, liberty
Worshippers: Bard, dancers, entertainers, poets, revelers, singers
Cleric Alignments: CG, CN, NG
Domains: Chaos, Charm, Family, Good, Travel
Favored Weapon: "Sparkle" (shuriken)

Lliira (lee-rah) is the perpetually moving maiden of countless ballads, the archetypal dancing ingenue that has inspired poets, songwriters, and any who revel in the experience and wonderment of a life lived gayly and free. Somewhat detached from the everyday events of the mundane world, Lliira speaks to her most devoted adherents in dreams, showing by example that most slights are not worth worrying about, and that few troubles are important enough to draw one away from the Elysian Rigadoon, a philosophy that places joyful movement above all other concerns.

Lliira's clerics (known as joybringers) range from inattentive flirts to devilish hedonists. All are good-hearted, and value revelry above all else. Theirs is an acerbic devotion, and Lliirans are appreciated throughout Faerûn as some of the most physically toned individuals around. Their temples raise monies by hosting grand galas and then spend these monies in seemingly chaotic fashion, perhaps to beautify this or that public place, or to throw a surprise party for a dour lord. Among the easy going of civilized lands, joybringers of Lliira find patronage and encouragement, and are among the most popular clerics in Faerûn. In darker lands, or in harsh, uncivilized regions in which frivolity can lead to death from the elements or government, their religion is zealously suppressed. Curious to a fault, this only encourages the Lliirans to seek out such locales, hoping to provide happiness and joy with the step of a jolly jig or the lilting trill of a beautiful song.

Joybringers rejoice at the coming of dawn (among just about everything else) and pray to the Mistress of the Revels upon the birth of each morning. Nearly every single holiday not tied to the worship of some malign being is a cause for celebration. The most holy celebrations begin with Swords Cast Down, a ritual in which two or more weapons are cast to the ground and buried under a mound of fresh flowers. Lliirans frequently multiclass as bards.

History/Relationships: Lliira's greatest friend in the Faerûnian pantheon is the bard deity Milli, who shares her flare for performance. Once a great
friend of the commerce goddess Waukeen, Lilira even went as far as to absorb many of the disaffected clerics of the Merchants’ Friend when that goddess vanished during the Time of Troubles. Upon her return, however, Waukeen jealously coveted those clerics who had converted to Liliranism, and the resulting ill will has formed a rift between the former companions. The murder of Selgaut’s High Revenantmistress Chlanna Asjros (whom Lilira had taken as a lover while in mortal form during the Time of Troubles) by forces of a local cult of Loviatar has deeply affected the Joybringer. A militant order known as the scarlet mummers now tours Faerûn with her support, dispatching agents of the Maiden of Pain by means of an elaborate and deadly dance utilizing the mummers’ blade boots.

**Dogma:** Each day is another movement in the Elysian Rigadoon, the joyful dance of a life lived in rapture and without care or frustration. Seek joy always by working to bestow it upon others. Festivals are for all—gather into celebrations the lost, the lonely, the exiled and outlawed, the shunned, and even your foes. Let folk follow their own desires, and never fail to follow your own.

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**LOVIATAR**

*Maiden of Pain, the Willing Whip*

**Lesser Faerûnian Deity**

**Symbol:** Nine-tailed barbed scourge

**Home Plane:** The Barrens of Doom and Despair

**Alignment:** Lawful evil

**Portfolio:** Pain, hurt, agony, torment, suffering, torture

**Worshipers:** Beguilers, torturers, evil warriors, the deprived

**Cleric Alignments:** LE, LN, NE

**Domains:** Evil, Law, Retribution, Strength, Suffering

**Favored Weapon:** “Painbringer” (scourge)

Loviatar (loh-sar-uh-tar) is the aggressive, domineering and fearless patron of torturers, sadists, and bullies. She has a cold and calculatingly cruel nature and an icebound heart. The Maiden of Pain has an instinct for inflicting both physical and psychological pain, always striking at the biggest chink in her victim’s emotional armor. Unlike most bullies, she does not feel pain herself, but her plans often inherently rely on the innate selfishness of human nature.

The church of Loviatar, dominated by female humans and half-elves, is strongest in large, decadent cities, where newcomers are often recruited from the ranks of the bored and wealthy and the authorities are often tolerant of degenerate activity.

Clerics of the Maiden of Pain work tirelessly to cause suffering, both widespread and personal. This work may be as brutal as flogging an encountered band of orcs until they flee or as subtle as breaking hearts among young nobles by pretending to falling in love with the gallants’ (while disguising one’s Loviatar faith), working to break up existing amours and friendships, and engaging in scandalous dalliances before coldly spurning the victims and departing. Being a good actor and striking beauty (or experienced in using spells to appear so) are very useful traits for a Loviatar, but the most successful Loviatarans are those who understand the ways and natures of folk and so know just how to cause them the most pain and to manipulate them toward that end.

Clerics of Loviatar pray for their spells in the morning while kneeling after striking themselves with a whip. (The same ritual is performed in the evening, although without praying for new spells.) Loviatarans celebrate all four seasonal festivals with the Rite of Pain and Purity: a circle dance that chanting, singing clergy members perform upon barbed wire, thorns, or broken glass or crystal, where the whips of high-level clerics and the drumming of lay worshipers urge the participants to greater effort. Every twelfth night (unless such a night coincides with a Rite of Pain and Purity, which preempts it) the clergy members celebrate smaller Candle Rites wherein they sing, chant, and pray as they dance around lit candles, passing some parts of their bodies through or over their flames repeatedly until the rite ends with the highest-ranking cleric extinguishing her candle with consecrated wine. Many clerics multi-class as fighters, specializing in the use of the whip, as sorcerers, or as wizards, often specializing in enchantment or illusion.

**History/Relationships:** Loviatar is one of the Dark Deities, having served Bhaal alongside Talona, whom she loves to torment and tease. Since the death of Bhaal during the Time of Troubles, both Loviatar and Talona have slowly fallen under the sway of Bhtar. However, the return of Bane, who was Bhaal’s superior, prefaces a conflict for her loyalty. Loviatar gets along well with Malor, regarding his stalking of prey as a particularly delightful form of torment. The Maiden of Pain is consumed with hatred for Ilmater, who shields her victims from the tortures they deserve, and hates both Eldath and Lilira for the peace and joy they promise without the necessary suffering to achieve it.

**Dogma:** The world is filled with pain and torment, and the best that one can do is to suffer those blows that cannot be avoided and deal as much pain back to those who offend. Kindnesses are the best companions to hurts, and increase the intensity of suffering. Let mercy of sudden abstinence from causing pain and of providing unlooked-for healing come over you seldom, but at whim, so as to make folk hope and increase the Mystery of Loviatar’s Mercy. Unswerving cruelty will turn all folk against you. Act
alluring, and give pain and torment to those who enjoy it as well as to those who deserve it most or would be most hurt by it. The lash, fire, and cold are the three pains that never fail the devout. Spread Laviatar's teachings whenever punishment is meted out. Pain tests all, but gives strength of spirit and true pleasure to the hardy and the true. There is no true punishment if the punisher knows no discipline. Wherever a whip is, there is Laviatar. Fear her—and yet long for her.

LURUE

The Unicorn, the Unicorn Queen, the Queen of Talking Beasts:

Faerúñian Demigod
Symbol: Silver-horned unicorn head before a crescent moon
Home Plane: House of Nature
Alignment: Chaotic good
Portfolio: Talking beasts, intelligent nonhumanoid creatures
Worshippers: Druids, entertainers, outcasts, rangers, travelers, unicorn riders
Cleric Alignments: CG, CN, NG
Domains: Animal, Chaos, Good, Healing
Favored Weapon: A unicorn horn (shortspear)

The church of Lurue has no formal hierarchy, nor temples dedicated to her name. While some entire species, such as unicorns, pegasi, and talking owls, venerate her as Queen, most of her worshipers (such as those that were the targets of an awaken spell) are outcasts from their own kind due to their unique abilities. Clerics of Lurue spend their days providing aid and comfort to the needy, lending support to dreamers so that they can achieve their aspirations, and rescuing all who need aid from whatever assails them. Few stick to a single duty for any length of time (though they are very good about seeing a single particular task through to the end), and most are periodically struck with wanderlust. Many of Lurue's clergy are adventurers who travel about Faerúñ seeking wrongs to right and finding a good balance of merriment, new experiences, and self-improvement in such a profession.

Clerics and druids of Lurue pray for their spells at midnight, in a sylvan glen or moonlit glade if available. Lurue's twin holy days are Midsummer's Eve and the Feast of the Moon. The former holiday is celebrated in a night-long festival of revelry, wild antics, and much hullabaloo. Such events are marked by wild rides through the countryside and sky, numerous theatrical skits, humorous oratories, mock duels, grand songs in which everyone joins in, and romantic declarations. Many unicorns take a mate for life on this night. The Feast of the Moon is a quiet ceremony marking the onset of winter and serving as a time for remembering those who have passed away. Many great works of art and epic song are unveiled during the Feast of the Moon to quiet applause, particularly in the city of Silvermoon, which celebrates its founding on this day. Many clerics and druids multiclass as rangers.

History/Relationships: Said to be the daughter of Selune, Lurue serves Mielikki as ally, friend, and steed, and through her Silvanus. She works closely with Shailla and Gwaeron Windserpent, has a long-

Given to wanderlust, Lurue (luh-rue) can be whimsical, but she is infinitely loyal once she takes someone into her trust and never abandons her worshipers in times of need. When faced with no other option but combat, Lurue is a dedicated and intractable foe, but she prefers light banter, clever riddles, new discoveries, and the joyous exploration of life.
standing alliance with Nobanion, and considers Chauntae a friend. The Unicorn Queen is an ardent foe of Malar the Beastlord, whom she blames for helping the Red Wizards of Thay create black unicorns. Malar, in turn, would be more that happy to tear out her throat, considering her a prize creature to be hunted.

**Dogma:** The Unicorn is a symbol of hope, joy, salvation, and protection for the needy, forlorn, and forsaken. Life is to be relished and lived with laughter. Quests are to be undertaken on a dare and gifts are to be made on a whim. Impossible dreams are to be pursued for the sheer wonder of the possibility of their completion. Everyone, no matter how unique, is to be praised for their strengths and comforted in their weaknesses. Evil melts quickest in the face of a raiper wit and unshackled joy. Search for the unicorn and in the pursuit find happiness.

**Milil**

**Lord of Song, the One True Hand of All-Wise Ogima**

**Lesser Faerûnian Deity**

**Symbol:** Five-stringed harp made of silver leaves

**Home Plane:** House of Knowledge

**Alignment:** Neutral good

**Portfolio:** Poetry, song, eloquence

**Worshipers:** Adventurers, bards, entertainers

**Cleric Alignments:** CG, LG, NG

**Domains:** Charm, Good, Knowledge, Nobility

**Favored Weapon:** "Sharptongue" (rapier)

Milil (mil-il) is the ultimate performer: self-confident, inspired, possessed of total recall or anything he sets a mind to remember. He is able to improvise facely out of desire or necessity; well-educated in general theories of conduct and broad areas of knowledge; and masterful in all sorts of performance technique, especially within his sphere of knowledge—music, poetry, and elegant speech. However, he is also self-centric and egotistical and likes to be the center of attention. If not the center of attention, he bores easily, and his mind wanders or he leaves. He is also given to flirtation with both deities and mortals for his own enjoyment, to the deep annoyance of more sober deities.

The church of Milil is organized, with all churches paying heed (or at least lip service) to the Patriarch of Song in Waterdeep. Most clerics of Milil, known as Soblyn, spend their time learning lyrics, tunes, and how best to perform them on a slowly expanding repertoire of instruments both in their temples and on the road. They take care to write down both original compositions and those they have learned, using magic to record such works for those as yet unborn. Some Soblyn also work as tutors to all who profess faith in Milil or who pay for the training, as well as judging many bardic contests and adjudicating bardic disputes between individuals, companies, or colleges. More adventurously Clerics roam the roads of Faerûn, rescuing or protecting common mistrels and great bards alike when such individuals fall on hard times or into peril and accompanying adventurers of other faiths and deeds of heroism so that they can compose ballads about what befell. Some embark on adventures of their own to recover music, instruments, and the like from old ruins and tombs, or learn of music long gone by using *legend lore* spells and similar magics.

Clerics of Milil pray for their spells upon awakening at sunrise, calling out to their deity with the Song of Praise, which is also sung after every victory in battle or great thing that benefits them. Other rituals include the solemn, beautiful polyphonic chord-singing of the Song of Sorrowing, performed at the funeral of any faithful of Milil, and the Song of Welcoming, sung when someone is welcomed into the faith. The calendar-related festivals marked by rituals sacred to Milil are Greengrass, when the Call to the Flowers is sung by all faithful, and Midsummer, when the Grand Revel is held. The Revel involves a feast, dancing, and much roistering, and is marked by parodies and wicked satirical songs. All shared rituals of worship to Milil involve a song or played opening, a prayer and solo song while kneeling before the altar, a unison hymn followed by a sermon or supplication to the Lord of Song (and the proffering of any offerings), and then a closing song that rises to a thunderous, grand crescendo that typically makes devout listeners or participants weep with joy—and those of other faiths stop and listen in wonder. Most clerics are multiclass as bards.

**History/Relationships:** Milil and Deneir faithfully serve as the Hands of Ogima, although Milil’s relationship with Gond, who also serves the Binder, is somewhat strained. He is on excellent terms with Mystra, Sune, Lliara, and the Seldarim, and considers Finder Wyvernspur to have some promise, although the feeling is not reciprocated. He has earned the enmity of Cyric for his ridiculing ballad about the period of madness the Prince of Lies experienced.

**Dogma:** Life is a song, beginning at birth and only silenced with the final chord. Strive always to make the whole song, not just the lyrics and music, more beautiful. Destroy no music or instrument, nor stop a singer before the tune is done. Listen to the world around as well as filling it with your own sound. One singer’s music is another’s noise, so still no bad music if its making be joyful. Spread the teaching of song and musiciahanship always. Sing to Milil every day. Music is the most precious thing folk can create—so encourage its training, use, and preservation at all times and in all possible ways. Awaken a love of song in all folk you can, and offer its performance freely around campfire or on the trail. Give not in your own seeking for new tunes, new techniques, and new instruments to master.

**Nobanion**

**Lord Firemane, King of the Beasts**

**Faerûnian Demigod**

**Symbol:** Male lion’s head on a green shield

**Home Plane:** House of Nature

**Alignment:** Lawful good

**Portfolio:** Royalty, lions and feline beasts, good beasts

**Worshipers:** Druids, fighters, leaders, paladins, guards, soldiers, teachers, wenmes

**Cleric Alignments:** LG, LN, NG

**Domains:** Animal, Good, Law, Nobility

**Favored Weapon:** A lion’s head (heavy pick)

Nobanion (no-han-yun) radiates both power and gentleness. His roar is deafening, and when he chooses to exert the full force of his charisma, his regal majesty is overwhelming, yet the tiniest creature who approaches him in good faith finds itself comfortable in his presence. Lord Firemane tries to lead his pride to do what is noble and right, but does not force his faithful to pursue that path. He deeply wants those under his rule to willingly choose good over evil, action over inaction, and order over chaos. He does not demand from the rear and would never ask someone to do something he would not be willing to do himself, including laying down his life for another.

Worship of Nobanion is scattered throughout the Vilhon Reach, Dragon Coast, and Shining Plains regions, but Lord Firemane is venerated primarily within the confines of the Guthmere Forest, in
the city of Nathlekh, and among the wemics of the Shining Plains. Aside from his followers in Nathlekh, Nobanion’s followers are strictly ordered in rank but not otherwise organized. The Pride of Nobanion fill leadership roles in many communities where he is revered. Many serve as benevolent monarchs, judges, militiamen, constables, or as guardians against evil. The vanguard of armies loyal to Nobanion is typically filled with clerics and crusaders of the Lion King. Others teach their hunting or martial skills to the young, while passing along moral instruction and important traditions both by word and deed. Among the wemic tribes of the Shining Plains, Nobanion’s shamans are typically powerful leaders, second only to the chieftain or king. They are responsible for choosing which creatures to hunt, blessing the kill, and conferring the passage of young members of the pride into adulthood.

Clerics and druids of Nobanion pray for their spells at dusk, prior to the nighttime hunt. The Festival of the Pride normally takes place during the first tenday of Ches. This is a time for frolicking, dancing, courting a mate, lovemaking, and generally celebrating the bounty of life and its potential. Religious belief promises that a child (or cub) conceived this night will go on to become ruler of the church (or pride). The Newborn Celebration always takes place during the third tenday of Kythorn, marked by a great hunt or feast. This ceremony celebrates the birth (or rebirth—church teachings are vague) of Nobanion, the prominence of lions in the Vilhon Reach, and the importance of the hunt in the region. Newborns undergo the Rite of the First Bleeding where their right paw (or hand) is placed in the blood of the prey and blessed by a cleric or druid of Nobanion. Lord Firemane’s clerics often multiclass as divine champions, fighters, or paladins. His druids often multiclass as rangers.

History/Relationships: Nobanion is an interloper deity, having only established a presence in Faerûn a few centuries ago. He is responsible for driving most of Malar’s worshipers out of the Vilhon Reach, and the Black-Blooded Pard has sworn vengeance on Nobanion. The Lion King has long been allied with Larue, as well as Tyr, Torm, Mielikki, and the other benign nature deities.

Dogma: Hunt only when hungry and do not gorge without need. Waste nothing and all shall have plenty. The cycle of life links all living things into one being, and that being is life itself. The law of the jungle is that only the strong survive, but they survive best by being leaders, not tyrants, by protecting the weak, not bullying them. All creatures have their strengths in their assigned roles and should be encouraged to find their niche. From cooperation between beings of differing strengths comes the strength of teamwork and community, the strongest force of all. By demonstrating compassion and tolerance and living within the land, all living creatures may find harmony with nature and one another. By staying true to oneself and one’s pride and conducting oneself with dignity and honor, the respect of one’s peers may be earned.

Wemics reduce this to the following: Only the strong survive. Live and let live unless provoked. Protect the pride and all its members, but if injury or illness bring one of them down, allow him or her a swift and painless end to suffering.

Red Knight
Lady of Strategy, Grandmaster of the Lanceboard
Faerûnian Demigod
Symbol: Red knight chess piece with stars for eyes
Home Plane: Warrior’s Rest
Alignment: Lawful neutral
Portfolio: Strategy, planning, tactics
Worshipers: Fighters, gamemasters, monks, strategists, tacticians
Cleric Alignments: LE, LG, LN
Domains: Law, Nobility, Planning, War
Favored Weapon: “Checkmate” (longsword)
Calm and logical in demeanor, the Red Knight displays a great wealth of compassion, though she is unmoved to send her worshipers to their deaths when necessary to secure the objective of a plan. She rarely raises her voice and is said to love a good joke and have a throaty laugh. She dislikes flighty behavior, and looks unfavorably upon those who switch alliances often or capriciously.

The church of the Red Knight, known as the Red Fellowship, is an offshoot of a monastic order within the hierarchy of the church of Tempus that concentrated on planning and strategy and has only emerged from the shadow of the temple of Tempus since the Time of Troubles. Members of the Red Fellowship serve throughout Faerûn, often as high-ranking commanders of elite squads. Others are well-respected instructors in war colleges. A few are quartermasters skilled at obtaining and managing supplies or establishing and maintaining supply lines over hostile territory. Quite a few clerics of the Red Knight have authored tomes on military strategy. When not on duty, clerics of the Red Fellowship are known for their love of gaming. Although they avoid games of chance that require the smile of Lady Luck more than the brilliance of the Red Knight, clerics of the faith strive to constantly improve their skills in abstract games of all sorts to further challenge their development of parallel lines of thought and new strategies and to sharpen their ability to read an opponent’s intentions.

Clerics of the Red Knight pray for their spells at night before going to sleep, preparing for the day to come. In addition to observing the holy days and important ceremonies of the church of Tempus, the clergy of the Red Knight honor two important holy days. The Retreat is an annual event held every Midwinter’s day. During this solemn ceremony, the clergy of the Red Knight assemble for a day-long retrospective on the previous year’s campaigns. Strategies are discussed, battles are analyzed, and the accumulated lore is integrated into the church’s teachings. The Queen’s Gambit is celebrated on the first day of Tarsakh. During this festival, the clergy of the Red Knights unwind with a day of feasting and gamesmanship. Day-long tournaments of chess (also known as lanceboard) are held, with the tournament victors receiving recognition, titles of merit, promotions, and, sometimes, a precious gift from the temple armory. Many clerics multiclass as divine champions, fighters, or monks.

History/Relationships: The Red Knight was elevated to divine status by Tempus as a natural counterbalance to Garagos. She loyally serves her patron, whom she regards as a father figure, and seeks to undermine both Garagos and Cyric. She works closely with Torm, who holds a similar disposition, and serves Valkur the Mighty as her best ally in naval combat, even if he is somewhat unreliable. The Red Knight keeps her true name secret from all but the Lord of Battles, as she realizes that if any being, mortal or divine, were to gain any measure of control over her, they would be privy to all the plots and stratagems of rulers throughout Faerûn and the deities throughout the planes.

Dogma: War is won by those with the best planning, strategy, and tactics, regardless of the apparent odds. Any fool can snatch defeat from the jaws of victory with fortune’s aid. Only a master strategist can ensure lasting victory. War is a series of battles. Losing a battle does not necessarily indicate the war is lost. Seek out your opponent’s weaknesses and recognize your own; avoid an opponent’s strengths and play to your own. Only by focusing one’s own strengths on the opponent’s vulnerabilities can triumph be ensured. 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.

Savras
The All-Seeing, Lord of Divination, He of the Third Eye
Faerûnian Demigod
Symbol: Crystal ball containing many kinds of eyes
Home Plane: Dwemerheart
Alignment: Lawful neutral
Portfolio: Divination, fate, truth
Worshipers: Diviners, judges, monks, seekers of truth, spellcasters
Cleric Alignments: LE, LG, LN
Domains: Fate, Knowledge, Law, Magic, Spell
Pavéred Weapon: The eye of Savras (dagger)

Savras (Sav-ras) speaks in clear, precise statements and rarely says what the listener wants to hear. He always speaks the absolute truth, and, in cases where the truth is a matter of perspective, he reveals all sides of the truth. There is little compassion or emotion in Savras’ actions or demeanor, but sages speculate this seemingly emotionless facade is merely a front for a deity who cares deeply about the fate of Faerûn but finds himself relatively helpless to change its destiny. Savras almost never loses his temper, but when he does, his wrath is dreadful. Recently he has become frustrated by events that he did not anticipate, and cannot fathom the meaning of a void in his own divinations about the future.

The church of Savras is small but organized. Many clerics are involved with foretelling the future or studying the past and dealing with the consequences of what they learn. Of necessity, Savras’ clergy engages in extended strategy sessions to analyze the implications of future events and plan accordingly. Some followers of the All-Seeing wander Faerûn uttering prophecies, while other seek out remote locations to reside and become oracles. A few are employed as truth speakers and serve the legal system of various cities and kingdoms as expert witnesses, magistrates, or judges.

Clerics of Savras begin and end their days with extended sessions of peaceful meditation, praying for their spells at night in anticipating the coming day. The Feast of the Moon is celebrated by the followers of Savras as the Vision. This holy day is observed by every devout follower of Savras with 24 hours of continuous meditation. In some temples the meditation occurs in a sauna or steam bath, while in others it occurs amid a haze of incense. Each worshiper who participates in the day-long ceremony is rewarded with a vision from the All-Seeing. Beneficiaries of such visions are expected to act in accordance with this prescient knowledge or risk Savras’ wrath. Many clerics multiclass as diviners or monks.

History/Relationships: Savras was a long-ago god of arcane spellcasters in the South who shared much of the same portfolio as Azuth, magics in the service of Mysteria. The two contended before the Dawn Cataclysm, and Savras fell, although his church claims he did so deliberately after having foreseen the future. Azuth became the one deity of wizards, and the All-Seeing’s essence was imprisoned in an staff of Azuth’s construction. Recently Azuth freed Savras after extracting an oath of fealty, although Savras resents his position. He is largely indifferent to actions of Velsharoon, and spends the bulk of his efforts unmasking the lies of Cyric. The All-Seeing seems unsurprised by Shar’s actions of late and bitterly opposes her use of the Shadow Weave to disrupt the efficacy of his divinations.

Dogma: The blindness of mortals is the origin of all folly. Search for the truth in all things great and small and conceal nothing; speak only the truth, for lies and misdirection, even for benign motives, are the root of all sorrow. Be not paralyzed by indecision, but take no action without analyzing the implications. Hasty actions and decisions are rarely more beneficial than well thought out strategies that are
revised as necessary. Mortals who employ only their two common eyes are essentially blind. Savras provides the third blessed eye, allowing both foresight and hindsight, so that mortals can access the omniscience of the gods. It is not wrong to use the knowledge that Savras gives to help yourself and your church, but caution should be employed in furthering the goals of others as part of their agenda may be hidden. Seek for the hidden motive before you act, and damage not the whole of the realm in which you live out your mortal life.

shareess
The Dancing Lady, Mistress of Cats
Paerunian Demigod

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Feminine lips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home Plane</td>
<td>Brightwater</td>
</tr>
<tr>
<td>Alignment</td>
<td>Chthonic good</td>
</tr>
<tr>
<td>Portfolio</td>
<td>Helionism, sensual fulfillment, festhalls, cats</td>
</tr>
<tr>
<td>Worshippers</td>
<td>Bards, hedonists, sensualists</td>
</tr>
<tr>
<td>Alignments</td>
<td>CG, CN, NG</td>
</tr>
<tr>
<td>Domains</td>
<td>Chaos, Charm, Good, Travel, Trickery</td>
</tr>
<tr>
<td>Favored Weapon</td>
<td>A great cat’s paw (claw bracer)</td>
</tr>
</tbody>
</table>

Shareess (shah-reess) is a radiantly beautiful goddess, rivaled only by Sune. Her voice is said to be a throaty purr and to give the listener the feeling he or she is being brushed by the softest fur or velvet when she speaks. She is a fickle, flighty deity, who prevents anyone from getting too close to her true spirit. She has the willful independence and pleasure-seeking nature common to felines and is constantly preening and grooming to maintain her appearance. She is often depicted (especially in Mulhorand, where she is known as Bast) as a voluptuous human female with the head of a cat. Shareess enjoys toying with beautiful mortals and she cannot resist casually flirting with anyone she encounters. However, when her arid cools and her passion is sated, Shareess is easily distracted and quick to move on to new pleasures. She dislikes snakes intensely.

The church of Shareess is casually organized, although its members often work and play together. The clergy of Shareess often run festhalls in large cities or directly serve decadent rulers. These festhalls cater to all the senses and include fantastic feasts, heavenly baths and massages, and every other pleasure imaginable. Wealthy festhalls often employ one or two mid-level Shareassians, and some Shareassian wander the countryside with Shareess’s blessing seeking new pleasing sensations to add to their repertoire.

Clerics of Shareess pray for their spells at dusk, when the lure of the night first beckons. The church of Shareess celebrates more festivals than possibly any other faith in Faerûn. They are known collectively as the Endless Revel of Life. The daily rising and setting of the sun, the yearly passage of seasons, the appearance of a full moon, or nearly any other event is cause for a celebration and wild revel to which the general populace is always invited. Each such festival has several outlandish titles and new festivals are added all the time as old ones are forgotten. Without comparison, however, Midsummer’s Eve is the time of greatest rejoicing among Shareess’s faithful and an occasion for the most extreme pursuits of boundless pleasure. Many clerics multiclass as bards.

History/Relationships: Bast was a Mulhorandi deity who served as the patroness of cats and Anhur’s lieutenant in the eternal struggle against Set. At the height of Mulhorand’s second empire, when many beast cults were popular, Bast subdued the portfolio of Felidae, a beast cult deity of cats, felines, sensual pleasures, and nomads. Struck by wanderlust, Bast traveled across Faerûn, leaving numerous cults in her wake, many of which knew her as Shareess. Shareess eventually began to experiment with the darker side of pleasure and fell under the sway of Shar. She would have undoubtedly been wholly subsumed by the Dark Goddess if Sune had not freed her during the Time of Troubles. Since that time, Shareess has restored her ties of friendship with Anhur, Hanali Celanil, Lliara, Mili, Nolanien, Selûne, and Sune. She now works to oppose the evil of Set, Shar, and Lovatir, and Shar has never forgotten that Shareess escaped her clutches.

Dogma: Life is to be lived to its fullest, in decadent sensual fulfillment of yourselves and others. That which is good is pleasurable and that which is pleasurable is good. Pleasure is to be sought out at every opportunity and life is to be lived as one endless revel. Spread the bounty of Shareess so that all may join in the endless revel of life and bring joy to all those in pain. Infinite experiences await those who would explore, so try the new as well as savoring the old.

shiallia
Dancer in the Glades; Daughter of the High Forest, the Lady of the Woods
Paerunian Demigod

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Golden acorn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home Plane</td>
<td>House of Nature</td>
</tr>
<tr>
<td>Alignment</td>
<td>Neutral good</td>
</tr>
<tr>
<td>Portfolio</td>
<td>Woodland glades, woodland fertility, growth, the High Forest, Neverwinter Wood</td>
</tr>
<tr>
<td>Worshippers</td>
<td>Druids, farmers, foresters, gardeners, nuptial couples</td>
</tr>
<tr>
<td>Alignments</td>
<td>CG, LG, NG</td>
</tr>
<tr>
<td>Domains</td>
<td>Animal, Good, Plant, Renewal</td>
</tr>
<tr>
<td>Favored Weapon</td>
<td>“Forest’s Friend” (quarterstaff)</td>
</tr>
</tbody>
</table>

Shiallia (shie-al-lee-ah) is winsome and earthy, delighting in dancing and frolicking in the woods and playing with woodland creatures when she is not tending to their needs. She has a low, throaty voice, and enjoys retorting with clever (and often crudely suggestive) rejoinders when engaged in conversation. At times she seems to behave like a satyr, but she has more mysterious quality and unexpressed depths that a satyr would find incomprehensible. She is fiercely protective of her charges, but lets matters outside her purview go unchallenged, since they do not directly involve her, unless she is ordered to act by Mielikki or Silvanus.

The church of Shiallia is casually organized, with little in the way of a formal hierarchy. Shiallia’s followers are husbands of nature, spending their days planting and nurturing, calling upon the weather, and tending to the ill and injured. They are not purely oriented to forest creatures, though that is their focus, and they extend their philosophy and favors to nonvil humanoid who enter or live within the forest, as well. Shiallia’s clergy are sometimes known as the Silent Helpers, and tales tell how they watch over lost children and the foolish who wander through the reaches of the High Forest unaware of the dangers contained within.

Clerics and druids of Shiallia pray for their spells whenever the moon is highest in the sky, for the moon governs the reproductive cycle. Days that mark the passing of seasons are the most important of the year to followers of Shiallia. In particular, Greengrass and Highharvestide are celebrated as holidays of birth and fruition, respectively. On all holy days (including Midwinter, Midsummer, and the Feast of the Moon) the faithful invite all friendly creatures to revel with them in feasting, singing, and dancing. Weddings are welcomed and even solicited upon the change of seasons, and Shiallia’s followers always enliven such occasions with as much faerie
charm magic and romance as they can must, creating a
dreamlike atmosphere under the stars. Therefore, many
nonworshippers set their wedding dates on Shiallia's holy
days in hopes of receiving her blessings and hospitality.
Her clergy do not often multiclass.

History/Relationships: Shiallia is said to be the sister of
the Tree Ghost (the collective spirit of the High Forest and
one of the beast totems of Uthgar) and the daughter of Tapani
the Undying, Lord of the Korreds (satyrlike creatures). She serves
Mielikki, along with Lurue and Gwieron Windstrom, and
through her, Silvanus. Shiallia is also allied with Chauntea and
Eldath. She opposes those who seek to destroy the things
she protects: Auril, Maladar, Talona, and Talos.

Dooms: The only true goal of any living thing is to pro-
create. Nature dictates the shape of the world, for good or ill, so the
only concern of the creatures that inhabit it is survival. Death is not
to be feared, for it is part of the natural cycle of life, but life, par-
ticularly the birth of new life, is to be encouraged and nurtured
whenever and wherever possible.

siamorpe
The Divine Right
Faeruian Demigod
Symbol: Silver chalice with a golden sun on the side
Home Plane: House of the Triad
Alignment: Lawful neutral
Portfolio: Nobles, rightful rule of nobility, human
royalty, and magic
Worshipers: Leaders, loremasters, nobles, those with
inherited wealth or status
Cleric Alignments: LE, LG, LN
Domains: Knowledge, Law, Nobility, Planning
Favored Weapon: "Noble Might" (scepter) (light mace)

Siamorpe (sig-a-mor) is kind and quiet with individuals, but
firm and charismatic when dealing with large groups. Her
soft voice is tinged with great wisdom, but her words carry
weight when she gives an order. She likes to think of
her duty as one of building a sturdy skeleton of continuity
in government through a noble infrastructure so that the
body politic can grow and develop properly under the leader-
ship of a royal ruler.

The church of Siamorpe is strictly ordered but small, con-
strained primarily to the nobility of Waterdeep and Tethyr. Siamor-
pe's clerics are expected to serve as advisers and councilors to
noble rulers if not of noble birth and as rulers if of noble
birth. When confronted with a ruler of noble birth who
does not keep himself or herself fit for the task and respons-
ibilities of rule, a cleric of Siamorpe must either seek to rectify
that ruler's shortcomings through counseling and education or
engineer the ruler's succession by a more fit ruler of noble lineage.

In practice, many Scions of Siamorpe spend their days presiding
over various advisory councils, researching genealogies and histories
of noble families, coordinating ceremonies of investiture, and
determining who is next in line for various titles. Those Scions of Siamor-
pe who have truly taken Siamorpe's message of responsibility to
the common folk to heart spend their days serving the people, pro-
viding advice, arbitrating disputes, giving leaderless folk direction,
and preaching the rights and responsibilities of the nobility and the
duties and rights of commoners.

Clerics of Siamorpe pray for their spells at noon, when the
Chalice of Siamorpe (i.e. the sun) is directly overhead. The
church of Siamorpe has lost many of its ancient ceremonies and
traditions over time, and clerics of the faith are only slowly redis-
covering them, often by exploring ancient castles in which mortal
descendants or ancient clergy of Siamorpe or her predecessors
served various forgotten rulers. Religious services tend to be
simple convocations of nobles discussing the social order and cur-
rent difficulties in governing the masses. Siamor-
phe's name is invoked at the beginning and end of
such services with a short prayer. Siamorph's clergy
have crafted many unique ceremonies for the various
noble families of Waterdeep. All the rage among the
nobility, the ceremonial baptism of a newborn heir
presided over by a Scion of Siamorph can cost as much as
10,000 gp. In Waterdeep, Siamorph has a holy day in Sea
Ward and North Ward where the nobles take over Heroes'
Walk and Heroes' Garden and the road from Skulls Street and all
along the Street of Glances to the Street of the Singing
Dolphin and hold a huge festival. Known as the Divine
Pageantry, this fashionable revel is always held during
the summer, but the date varies according to the will of
Siamorph (and, some critics claim, the year's current social cal-
endar). Waterdeep's nobility dress in archaic costumes and wander
the area throwing coins (usually copper or silver) to commoners,
addressing each other with their full titles and speaking in a
highly stylized, stilted speech that has been abandoned for sev-
eral centuries. Some clerics multiclass as foremasters.

History/Relationships: The current incarnation of Siamorph
is one in a long line of deities, the last of which was male. Siamor-
phe has no allies among the gods, but opposes the tyranny and
plague and corruption of gods such as Bane, Crylic, and Gargaorth. This leaves
her in a vulnerable position and she must be careful about openly
supporting any act against them.

Dogma: Nobles are the rightful rulers of the bulk of
humankind provided that they keep fit for the
task and responsibilities of rule. Nobles have
the moral obligation to rule in the best
manner possible for the people who
serve under them even if their obli-
gations conflict with their personal
desires.

The descendants of noble bloodlines
inherit their charisma and potential for
wisdom from their noble ancestors.
Their family fortunes provide them
enough leisure time to be properly edu-
cated as rulers. The regular inheritance of noble titles by
strict inheritance rules reduces the potential for power struggles
between rival claimants to leadership. A
strong noble class that cares for the com-
moners of Faerûn and looks out for their
best interests is the most stable, fair form
of government.

Talona
Lady of Poison, Mistress of Disease, Mother
of All Plagues
Lesser Faerûnian Deity
Symbol: Three amber teardrops on
a purple triangle
Home Plane: The Barrens of Doom and
Despair
Alignment: Chaotic evil
Portfolio: Disease, poison
Worshipers: Assassins, druids, healers,
rogues, those suffering from
disease and illness
Cleric Alignments: CE, CN, NE
Domains: Chaos, Destruction, Evil, Suffering
Favored Weapon: A scabrous hand (unarmed strike)

Talona (tahl-own-nah) is often depicted as a with-
ered old crone with a scarred, tattooed face in
religious texts. Where she walks, misfortune and
death follow. She has the personality of a petulant,
greedy child trapped in the body of a once-beautiful
woman now scarred by horrific disease and ravaged by age.
She alternately desires attention at any cost like a small
child and becomes aloof like a wounded paramour who has
been discarded by her love.

The church of Talona is organized in a strict hierarchy,
but riven by factions and sects. Aside from selling pois-
ones, antidotes, and medicines, the Talonites travel Faerûn
as quietly as possible, constantly seeking out new dis-
eases and afflictions and spreading rumors so as to
augment the reputation of Talona. What seems to moti-
ivate Talonites in their day-to-day behavior is a quest for respect:
that is due Talona for her potentially devastating abili-
ties and due them as her representatives in Faerûn. Throughout
their careers, Talona's clerics work with magic and study to build
their personal immunities to various poisons and diseases. Thus
protected, they treat the diseased, take employment as food
hustlers for paranoid rulers, wealthy merchants, and nobles, and
bury those who have died from diseases. Whenever a realm or
city-state casts out or punishes any Talonites, for any reason,
clerics of Talona usually cause a plague in that place to exact
"Talona's price" for such insults. Rumors have circulated that
certain unscrupulous Talonites have occasionally chosen wealthy
folk as targets for disease so that wealth and properties can be
seized by the church upon the death of these wealthy
owners, with the threat of contracting disease keeping
rightful heirs and claimants at bay.

Clerics and druids of Talona pray for their spells in the
evening, although they observe thrice-daily
prayers to the goddess. Festivals are held every
12 days and are open to nondevotees, where
such visitors are encouraged to pray and
and give offerings to Talona to spare them-
sever or loved ones from death, disease,
and wasting illnesses, and the like. A long
symphony of rolling drums, deep-voiced
chanting, and glaur, shawn, and zulkoon
music proclaims the power and venera-
tion of Talona throughout the day.

Younger members of the church busily sell
poisons (for eliminating vermin, of course), anti-
dotes, and medicines during the festival, assisted by
senior clergy who diagnose conditions (usually with
great accuracy) and prescribe treatments in return
for stiff fees. Annually at the festival falling clo-
est to Highharvestide, initiates of the faith are
formally inducted into the clergy. Horrifying
private ceremonies involving ritual scarring and
sacred tattoos mark this ascension. Many clerics
druids multiclass as assassins, divine disci-
pies, or rogues.

History/Relationships: Talona is one of the
Dark Deities, having served Bhaal alongside
Loviatar, whom she hates for her cruel teasing.
Since the death of the Bhaal during the Time of
Troubles, both Loviatar and Talona have slowly fallen under the sway of Shar. However,
the return of Bane, who was Bhaal's superior,
presents a conflict for both lesser goddesses' loy-
ality. With more than a hint of jealousy and bit-
terness, Talona loathes such benevolent deities as
Chauntae, Mielikki, Silvanus, Sune, Lliara, Kelenvor, Tyr, and Shialla.

**Dogma:** Let pain be as pleasure, for life and death are in balance, but death is the more powerful and should be paid proper homage and respect. Death is the true power, the great equalizer, and the lesson that waits for all. If it falls to you to drive home the point with the tip of a dagger, so be it. The Mother of All Plagues works upon you from within, and weakness and wasting is her strength. Talona’s breath is forever and always with you, whomever you or the rest of the world believes in or serves. Let all living things learn respect from Talona and pay homage to her in goods and in fervent worship. If they do so, intercede for them so that Talona will not claim them—this time. Go and work in Talona’s name and let your doings be subtle or spectacular, but make them known as the will of the Mistress of Disease.

**Tiamat**

*The Dragon Queen, Nemesis of the Gods, the Dark Lady*

**Lesser Faerûnian Deity**

- **Symbol:** Five-headed dragon
- **Home Plane:** Helopolis
- **Alignment:** Lawful evil
- **Portfolio:** Evil dragons, evil reptiles, greed,
  Chissenta
- **Worshippers:** Chromatic dragons, Cult of the Dragon, evil
dragons, evil reptiles, fighters, sorcerers,
thieves, vandals
- **Cleric Alignments:** LE, LN, NE
- **Domains:** Evil, Law, Scalykind, Tyranny
- **Favored Weapon:** A dragon head (heavy pick)

Tiamat (tee-a-mah-t) is a greedy, vain, and arrogant goddess who embodies all the strengths of her chromatic progeny but few of their weaknesses. She is entirely focused on the acquisition of personal power and wealth and views mortals as hapless pawns in her struggles with other deities. She can be charming and fey when necessary, but her self-serving, evil, reptilian nature is readily apparent to those who look.

The church of Tiamat is regimented by a strict hierarchy of ranks and titles. Clerics of Tiamat are primarily occupied by the twin tasks of acquiring an ever-increasing hoard of wealth for the faith and sabotaging the faiths of other deities. As a result, they occupy most of their waking hours with an unending series of thefts, assassinations, acts of vandalism, and arson. In Uthurer and Chissenta they are primarily concerned with seizing as much power as possible, while in western Faerun, the cult’s agents are focused on infiltrating and subverting the Cult of the Dragon.

Clerics of Tiamat pray for their spells at dusk, in hopes she will return the sun the following morning, as part of a ritual known as the Tithing. The Tithing requires a small tithe, typically several gold coins or a small gem, which are hidden in the cleric’s cupped hands as the cleric’s prayers are offered, then buried. Tiamat’s clergy also performs numerous other daily ceremonies in homage to their mistress. The Rite of Respect is a complicated ritual of abasement and appeasement that must be performed while approaching any spawn of the Dragon Queen. This ceremony does not provide any ritualistic protection from the dragon’s fury, but failure to perform the ceremony with rigorous perfection is sure to draw the great reptile’s ire. In Uthurer, the Dark Scaly Onis have proclaimed the day of the first full moon after Midsummer a holy day dedicated to the Dark Lady. Known as the Festival of Vengeance, this day marks the defeat of Gilgearm by Tiamat, Nemesis of the Gods. In Unthuras the day is marked by general anarchy, rioting, and widespread mayhem incited by the clergy and the faithful and is punctuated by the consummation of long-simmering acts of revenge. During this time, the clerics of the Mulhorandi and Faerunian pantheons seek to contain the looting and destruction, but prominent officials must beware of the numerous assassination attempts executed by Tiamat’s worshippers. Many clerics multiclass as divine disciples, fighters, sorcerers, or (if associated with the Cult of the dragon) wearers of purple (see Chapter 4).

**History/Relationships:** Tiamat is an interloper deity, brought to Faerun along with the rest of the Utheric pantheon. Her battles with those deities are legendary in Uthurer, and the Nemesis of the Gods was blamed for every setback experience by Uthurer. As a result, her small cult survived as the surviving Utheric gods became increasingly tyrannical, and eventually she regained sufficient strength to destroy Gilgearm during the Time of Troubles. Her foes include Bane and Imlater, and she has no known allies.

**Dogma:** Rival deities of all creeds and from every pantheon are inherently tyrannical. They seek only power, at any cost, despite their honeyed words. The Dragon Queen is the only being powerful enough to defy the gods and overthrow their despotic rule, as demonstrated by her overthrow of the other Utheric deities. Work tirelessly toward the day when Tiamat will banish the gods from Faerun and unite the world under her rule. Toward this goal, follow her commands unquestioningly and be willing to sacrifice yourself in her service. To overthrow the gods requires power, and power is acquired through the accumulation of wealth and magic. Power demands respect. Chromatic dragons everywhere are to be venerated as the spawn of the Dragon Queen and paid homage. When Tiamat assumes her throne, her draconic children shall serve her as dukes, and her clergy as their mortal vassals.

**Ubtao**

*Creator of Chult, Founder of Mezro, Father of the Dinosaurs*

**Greater Faerunian Deity**

- **Symbol:** Maze
- **Home Plane:** House of Nature
- **Alignment:** Neutral
- **Portfolio:** Creation, jungles, Chult, the Chultans, dinosaurs
- **Worshippers:** Adepts, chulthans, druids, inhabitants of jungles, ranger
- **Cleric Alignments:** CN, N, NE, NG, LN
- **Domains:** Planning, Plant, Protection, Scalykind
- **Favored Weapon:** Tyrannosaur head (heavy pick)

Ubtao (oo-bay-oh) is the patron deity of Chult, endlessly patient and rarely emotional. The Father of the Dinosaurs maintains a palpable emotional distance from both mortals and other deities, and he seems to stand aloof from the daily doings of the world and his followers. Only since the Time of Troubles has he begun to evidence a renewed interest in the doings of followers. The many jungle spirits worshiped in Chult are all aspects of Ubtao.

The church of Ubtao is split among three wholly independent sects, all based in the Jungles of Chult among the various clans of the humans. Mazewalkers, found only among the inhabitants of the city of Mezro, see to the general spiritual welfare of the clan,
Othea is a powerful deity associated with the elements of nature and life. Her domains include Animal, Law, Ocean, Protection, and Strength. Her favored weapon is the "Harpoon of the Cold Sea," which represents her connection to the ocean's depths.

Othea is often invoked for protection against harm and to ensure a successful journey. She is particularly revered by those who live near bodies of water, such as fishermen and sailors. Her followers, the Otheans, are known for their strong connection to nature and their ability to communicate with natural spirits.

The church of Othea is widespread, with temples and shrines dedicated to her in various locations across Faerûn. Her festivals are celebrated with feasts and ceremonies that honor her and her contributions to the well-being of all living beings.

Like all the deities of Faerûn, Othea is a complex and multifaceted being whose influence reaches deep into the fabric of the world. She is a protector of the natural world and a symbol of the balance that must be maintained between the forces of nature and the needs of humanity.
Valkur

*The Mighty, Captain of the Waves*

**Faerûnian Demigod**

**Symbol:** Cloud with three lightning bolts on a shield

**Home Plane:** Warrior's Rest

**Alignment:** Chaotic good

**Portfolio:** Sailors, ships, favorable winds, naval combat

**Worshippers:** Fighters, rogues, sailors

**Cleric Alignments:** CG, CN, NG

**Domains:** Air, Chaos, Good, Ocean, Protection

**Favored Weapon:** "The Captain's Cutlass" (cutlass)

Valkur (val'kurr) can pilot any sailing craft in any conditions, and he never shies away from a challenge. His moods are as mercurial as the weather, but he is always incredibly loyal to his crew. He is usually jolly, always lucky, and a point on his nose. He is seen floating in the air, and has a great belly laugh. Valkur never holds a grudge, but when angered, his voice cracks like rolling thunder. Valkur epitomizes the daring sea captain who can sail his ship through anything the Deities of Fury can unleash.

The church of Valkur is only loosely organized, with clergy members coming together in worship only when serving on the same ship or in port at the same time. Some clerics of Valkur captain sailing ships that sail the length of the Sword Coast or across the Sea of Fallen Stars. Most serve as officers on some ship or other. Few clerics of Valkur serve on pirate ships, but many enjoy serving their homelands as privateers. While in port, Valkur's clerics provide care and small amounts of monetary support to sailors down on their luck and to families whose chief breadwinner has been lost at sea. Others clerics run shipyards or administer fleets of merchant ships. Valkur's clerics are also fond of contributing to (if not totally sponsoring) seaborne exploration and long-distance trading expeditions because of the challenges and opportunities they present.

Clerics of Valkur pray for their spells at around dawn, whenever the first hint of a breeze begins to stir. The church of Valkur celebrates only one holy day per year: The Shattering is always held in early spring, but the exact date varies from year to year. The festival is held to mark the end of winter and the beginning of the sailing season in the North and is celebrated even in the South where the winter ice does not block or trouble ocean travel. Valkur is said to communicate to his High Captains the exact date of the festival each year, and it often varies from city to city. The Shattering is marked by the unfurling of many new sails throughout the port districts of coastal cities and the christening of at least one new ship that then departs for its maiden voyage crewed by Valkur's clergy. Valkur's clergy regularly perform over a dozen separate ceremonies in the course of their duties. Most of these rituals are related to ships and voyages, including ceremonies at a ship's christening, before departing on a voyage, when arriving at a new port, and when returning to the home port, among others. Many clerics multi-class as divine champions, fighters, or rogues.

**History/Relationships:** Valkur is the sworn foe of the Deities of Fury and looks to Secline to guide him across the oceans and seas of Faerûn. He may have once been a sea captain from Mintarn who dared challenge Umbrellee and won. The Red Knight, and through her Tempus, is trying to persuade Valkur to take more of an interest in the disposition of naval conflicts, but he feels his primary responsibilities lie the protection of sailors.

**Dogma:** There is nothing more invigorating than challenging the elements. The feel of wind and spray on one's face and the deck pitching beneath one's feet is the greatest feeling in the world. If humankind to expand its reach, daring men and women must defy the odds and dare the impossible. The thrill of exploration is sweeter than wine or rum. There is always risk, but without risk life is empty. Life is to be lived and damn the consequences. One's loyalties are first to one's mates, then to one's ship, and then to Valkur, who protects all sailors. Rely not on Valkur's hand to always extract you from difficulties, for such is coddling and leads to a lack of challenge and the room to grow. Rather, Valkur helps those actively solving their own problems by helping their plans work.

Velsharoon

*The Vaunted, Archmage of Necromancy, Lord of the Forsaken Crypt*

**Faerûnian Demigod**

**Symbol:** A crowned laughing lich skull on a solid black hexagon

**Home Plane:** Dwemerveart

**Alignment:** Neutral evil

**Portfolio:** Necromancy, necromancers, evil liches, undead

**Worshippers:** Liches, necromancers, seekers of immortality through undead, Cult of the Dragon

**Cleric Alignments:** CN, LN, NE

**Domains:** Death, Evil, Magic, Undeath

**Favored Weapon:** "Skull Staff of the Necromancer" (quarterstaff)

Velsharoon (vel-sha-roon) is a vain, selfish, petty, but very canny deity consumed with vengeance, obsessed with experimenting on living and dead beings, and unconcerned with the fates of lesser creatures. In many ways he continues to act like the mortal he recently was, albeit with far greater power at his disposal than before.

The church of Velsharoon is a new one, and what hierarchy exists is found within individual temples. Many clerics of Velsharoon spend their days in necromantic research, seeking to understand and expand the faith's collective knowledge of life, death, and undeath. Most have created hundreds of undead servitors, some of them unique. When an undead creation has served its purpose, these self-involved researchers often brand the symbol of their deity on its chest and then order it to wander randomly across Faerûn. Other clerics of Velsharoon are involved in "support" activities for the faith—grave robbing, embalming, or teaching. A few of the more congenial low-level clerics sometimes serve as minor guides in the populace to bring in funding or worldly supplies for the church and to more easily gather information about its enemies.

Clerics of Velsharoon pray for their spells at midnight, when the secrets of the night are best unearthed. For a relatively young faith, the clergy of Velsharoon have quickly established a large number of holy days and rituals. The faith has yet to coalesce into a homogeneous creed, however, and widely varying rituals are found not only in different temples but within individual temples as well. Two rituals have become fairly widespread. The Binding of the Crypt and the Pact of the...
Drow Pantheon

Despite what Lolth’s priests might claim, evil drow deities other than the Spider Queen do exist. This section details the other major evil players for power in the drow pantheon.

Ghaunadaur

That Which Lurks, the Elder Eye
Lesser Drow Deity
Symbol: Purplish eye on purple, violet, and black circles
Home Plane: Demonweb Pits
Alignment: Chaotic evil
Portfolio: Oozes, slimes, jellies, outcasts, ropers, rebels
Worshippers: Aboleths, drow, fighters, ogres, outcasts, ropers
Cleric Alignments: CE, CN, NE
Domains: Gavner, Chaos, drow, Evil, Hatred, Slime
Favored Weapon: An amorphous tentacle (warhammer)

Ghaunadaur (goh-ah-dorr) is unpredictable by human standards. It may aid worshippers who merely pay lip service to its rituals—even expending great power to grant permanent magical boons—but may also devour or maim them without warning. Ghaunadaur enjoys watching the hunting and devouring activities of large horrible monsters, and the suffering they cause. Ghaunadaur is silent and terrible when outside the Inner Planes, but old records tell of gibbering, bestial language spoken in the deity’s great court of mingled mud and gelatin pools. Ghaunadaur only communicates telepathically with blunt and simple communications.

Outside a few drow and aboleth cities, the church of Ghaunadaur consists of a handful of scattered cults each dominated by a single individual. Clerics of Ghaunadaur are to do whatever pleases Ghaunadaur best and serve the Elder Eye absolutely. Clerics of Ghaunadaur have simple duties: they are to ensure, by force or threat, that a ready supply of sacrifices reaches Ghaunadaur’s altar. The god rewards them with spells and magic items for their success in this. Most of all, Ghaunadaur delights in creatures that offer themselves to him without resistance (regardless of whether these sacrifices have been charmed or otherwise coerced by their clergy). Clerics who can bring such offerings to the Elder Eye’s altar often are highly valued and favored by the deity. Clerics of Ghaunadaur are encouraged to become familiar with the use and manufacture of acids, poisons, and alchemist’s fire.

Clerics of Ghaunadaur pray for their spells once per day at a time of imagined significance to the local cult. Ghaunadaur expects such prayers of adulation and praise to be accompanied by a sacrifice. If live sacrifices cannot be procured that often, the Elder Eye accepts offerings of bones and food, burned in oil, as braziers of perfumed incense are also burned. If the worshiper is unable to procure such offerings, he must pray while holding one hand in an open flame (without magical protection). In any place of worship to Ghaunadaur, all cloth furnishings and garments worn by the faithful are to be of hues pleasing to Ghaunadaur’s eye, such as shades of purple, red, black, and metallic colors. Many clerics multiclass as enchanters or fighters.

History/Relationships: Ghaunadaur is an ancient deity, said to have emerged from the primordial ooze. Venerated by the largest slimes, oozes, slugs, and other crawling things, some of which are said to possess intelligence, albeit alien, Ghaunadaur struck most of them mad in a fit of fury for some transgression and stole their intellects. As a result, many of its worshippers, and most of its power, ceased to exist, Only in recent millennia have evil beings seeking an alternative to
established deities begun to worship That Which Lurks, and it is only the veneration of drow disaffected with Lolth that places him within the drow pantheon. Ghaunadur has no allies. He is opposed to nearly every deity with a presence in the Underdark as well as Malar and the various members of the Seldarine.

**Dogma:** All creatures have their place, and all are fit to wield power. Those who hunt weed out the weak and strengthen the stock of all. Those who rebel or who walk apart find new ways and try new things and do most to advance their races. Creatures of power best house the energy of life, which Ghaunadur reveres and represents. Make sacrifices to the Eye, persuade others to sacrifice themselves to Ghaunadur or in service of the Eye, further knowledge and fear of Ghaunadur, and in the end give yourself to Ghaunadur in unresisting self-sacrifice. Convert all beings to the worship of Ghaunadur. Slay all clergy of other faiths, plundering their temples and holdings for wealth to better your own lot and to further the worship of Ghaunadur.

**Kiaransalee**

*Lady of the Dead, the Revenancer, the Vengeful Banshee*

**Drow Demigod**

**Symbol:** Female drow hand wearing silver rings

**Home Plane:** Demonweb Pits

**Alignment:** Chaotic evil

**Portfolio:** Undead, vengeance

**Worshipers:** Drow, necromancers, undead

**Cleric Alignments:** CE, CN, NE

**Domains:** Chaos, Drow, Evil, Retribution, Undeath

**Favored Weapon:** “Cold Heart” (dagger)

Kiaransalee (ki-ar-an-sa-le) is cruel, twisted, and consumed by thoughts of vengeance. The Lady of the Dead descended into madness long ago, but she retains her twisted cunning and clear recollection of every slight or insult done to her—real or imagined. The Revenancer is powerful and swift to anger, and she schemes dark revenges against all who have wronged her. Kiaransalee prefers the mindless company of the undead (whom she can manipulate at will) to sentient beings capable of independent thought. She prefers to solve problems herself rather than trust someone else to do justice to her vision.

The church of Kiaransalee is organized into tightly regimented cells, but with little overall organization of the faith. Kiaransalee’s clerics are secretive and usually found in small drow communities or special enclaves. They are agents of vengeance, plotting revenge on those who have slain, harmed, or insulted the clergy in any way. They also undertake regular slaying missions to acquire corpses for animation, and take a prominent role in persecuting slaves.

Clerics of Kiaransalee pray for their spells at midnight, when the spirits are most restless in their graves. While each cleric performs a handful of minor devotions to Kiaransalee every month, they venerate her on a single annual holy day—the Graverending—celebrated each Midwinter Eve. The Graverending is celebrated individually, with each cleric animating as many undead creatures as she can. All such undead—known as the Vengeance Hunters—are consumed with thoughts of revenge against their killers and unerringly seek them out over the next 24 hours. If destroyed, a Vengeance Hunter does not rise again. Vengeance Hunters return to their graves, if possible, once 24 hours have passed since their animation or once they have exacted their revenge. Many clerics
multiclass as necromancers (and a few have joined the Cult of the Dragon and become war- ers of purple (see Chapter 4)) and most eventually transform themselves into undead.

**History/Relationships:** Kiarransae was once mortal, a powerful dark elven necromancer-queen from another plane. She has long been an unwilling vassal of Lolth, capable of only small acts of rebellion. In recent years, Kiarransae seized the realm of Orcus, a demon lord of the undead, and is now consumed with efforts to eliminate every last trace of Orcus in any form. Kiarransae is loosely allied with many deities in hopes of loosening Lolth's web, including Hoar, Velsharoon, Malar, and Vhaeraun. Her foes include Deep Duerra, Dumatthion, Elisirae, Kelemvor, Lathugur, and Jergal.

**Dogma:** Death comes to all and cruel vengeance will be exacted on those who slight its concerns. True power comes only from the unquestioning servitude of the once-dead. Hunt, slay, and animate those who scorn the Revenant's power, and answer any slight a thousandfold so that all may know the coming power of Kiarransae.

**Selvetarm**

**Champion of Lolth, the Spider That Waits**

**Drow Demigod**

**Symbol:** Spider on a crossed sword and mace

**Home Plane:** Demonweb Pits

**Alignment:** Chaotic evil

**Portfolio:** Drow warriors

**Worshipers:** Barbarians, drow, fighters, those who like to kill, warriors

**Cleric Alignments:** CE, CN, NE

**Domains:** Chaos, Drow, Evil, Spider, War

**Favored Weapon:** "Venommace" (heavy mace)

Selvetarm (self-vah-tarm), cruel and malicious by nature, cares only for battle and destruction. The Champion of Lolth harbors a deep hatred for all living things, including his dominating mistress, and the only beauty he can appreciate is a well-honed and deadly fighting style. Selvetarm can exhibit a great deal of patience while waiting for prey to fall into an ambush he has set, but he prefers the wild abandon of battle frenzy to a careful and deliberate attack.

The church of Selvetarm barely exists as such, largely serving as the military arm of the church of Lolth. Selvetarm's faithful spend most of their days guarding fortifications and honing their fighting skills. Many spend much of their time training other warriors in the art of war. While the Selvetaglini are rightly known for their skill in battle, the teachings of the faith place little emphasis on tactics or strategy and thus few members of Selvetarm's clergy achieve a high military rank.

Clerics of Selvetarm pray for spells immediately after the first battle of the day, or after military practice if there is no actual battle. Selvetarm's faithful are expected to observe the rituals of Lolth, as directed by her clerics. Selvetarm demands all who take up arms in his name to cry out his name in the bloodlust of battle as they deliver the killing blow to a foe. Since there is always the chance that any attack will be a fatal one, the Selvetaglini tend to constantly scream out their deity's name during a battle. Many clerics multiclass as fighters or barbarians.

**History/Relationships:** Selvetarm is the offspring of an ill-fated tryst between Vhaeraun and Zandilar (now an aspect of Shareas). He walked a solitary way for many centuries, and was nearly turned to good by Elisirae when Lolth convinced him to battle Zanassu, a demon lord with a fondness for spiders. When Selvetarm defeated and absorbed the demon, he was overwhelmed by Zanassu's evil and fell into Lolth's mental traps. He now serves her utterly. He is allied only with Lolth and Garagog and opposes almost every other deity.

**Dogma:** War is the ultimate expression of individual power, and only through battle and death can you realize the respect of your comrades. Hone your fighting skills constantly and teach those who will follow into the fray never give or receive quarter, and hope to die amid the bloodlust of battle against overwhelming odds.

**Vhaeraun**

The Masked Lord, the Masked God of Night

Lesser Drow Deity

**Symbol:** A pair of black glass lenses that form a mask

**Home Plane:** Demonweb Pits

**Alignment:** Chaotic evil

**Portfolio:** Thievry, drow males, evil activity on the surface

**Worshipers:** Assassins, male drow and half-drow, poisoners, shadowdancers, thieves

**Cleric Alignments:** CE, CN, NE

**Domains:** Chaos, Drow, Evil, Travel, Trickery

**Favored Weapon:** "Shadowflash" (short sword)

Vhaeraun (vay-ravn) is vain, proud, and sometimes haughty. He bears grudges of legendary length and never forgets slights or deceptions. Any underhanded means and treachery are acceptable to him if they further his aims or are done in his service—but if others so treat him or his people, it is a deep sin that cannot go unpunished. He actively involves himself in drow affairs and can be easily convinced to send a minion to assist the work of his clerics if the proper rituals are performed and the need is genuine.

The church of Vhaeraun is loosely organized, its adherents bound to largely autonomous cells. Vhaeraun's clergy is nearly exclusively male and practices passive opposition to Lolth's clerics. They are also active in the surface world, and some preach a heresy of the unity of drow races and their need to work together for dominion. They specialize in intrigue, trickery, and treachery and foment disobedience and rebellion among males. In drow communities, Vhaeraun's clerics often disguise their allegiance, for obvious reasons. Contact and marriage with other drow races is encouraged. Half-
Other Deities of Faerun

drow usually favor their drow parent, and Vhaeraun sees this inexorably raising drow numbers in surface lands. Every cleric works to establish some sort of permanent drow settlement on the surface, and either support that settlement’s needs personally, or (preferably) make it self-supporting. Poison use, manufacture, and experimentation is also common. Especially effective spells, poisons, and tactics devised by a cleric are to be shared with the Masked Lord and through him all clergy.

Clerics of Vhaeraun pray for their spells at dusk, before skulking into the shadows. The most important attacks, negotiations, and other activities of the clergy must occur at night. Clerics of Vhaeraun utter prayers to the Masked God of Night whenever they accomplish something to further his aims. Offerings of the wealth and weapons of those they vanquish (enemies of the drow, or regalia of female drow clerics) are to be melted in black, bowl-shaped altars. Offerings of magic and wealth are made regularly. The more valuable the more Vhaeraun is pleased, though he favors daily diligence more than rare, heavy hauls. Midwinter Night, known to Vhaeraun’s followers as the Masked Lord’s Embrace, is the most sacred time of the year to the followers of the Masked Lord. This annual holy day is celebrated by the Masked Lord’s followers with daylong introspective rituals of total sensory deprivation. Each worshiper is expected to cloak themselves in a region of magical darkness and sit or stand at the middle of the effect for a full 24 hours while contemplating Vhaeraun’s teachings and dreaming up schemes to advance the Masked Lord’s goals in the coming year. All followers of Vhaeraun who wish to perform this ritual are granted the ability to employ their darkness spell-like ability with the necessary extended duration. In the Night Above, nights of the new moon are considered sacred to his followers. Such occasions are observed with midnight stag hunts that range over miles of shadowy woodlands. Packs of Vhaeraun worshipers, mounted on riding lizards brought up from the Underdark, run down a stag and then sacrifice its rack of antlers and still-beating heart to the Masked Lord in dark rites that pervert the ancient ways of the surface elves. Many clerics multiclass as assassins, divine seekers, shadowdancers, or rogues.

History/Relationships: Vhaeraun is the son of Corellon and Arahshnee (who became Lolth), brother to Elistriel. Cast out when his and his mother’s treachery was discovered, he longed for the surface world he was once free to travel. Allied with Mask, Shar, and Talona, he opposes the other Underdark gods, including his sister. His feud with Lolth is subtle, as he lacks the power to oppose her directly.

Dogma: The shadows of the Masked Lord must cast off the tyranny of the Spider Queen and forcibly reclaim their birthright and rightful place in the Night Above. The existing drow matriarchies must be smashed, and the warring practices of twisted Lolth done away with, so that the drow are welded into a united people, not a squabbling gaggle of rival Houses, clans, and aims. Vhaeraun will lead his followers into society where the drow once again reign supreme over the other, lesser races, and there is equality between males and females.
Dwarven pantheon

Collectively, the dwarven pantheon is referred to as the Morndinsamman, which translates as either "shield brothers on high" or "high dwarves." The pantheon is led by Moradin, the creator of the dwarves.

Abbathor

Great Master of Greed, Trove Lord, Wyrm of Avarice

 Intermediate Dwarfven Deity
Symbol: Jeweled dagger
Home Plane: Dwarfhome
Alignment: Neutral evil
Portfolio: Greed
Worshippers: Dwarves, misers, rogues, shadowdancers
Cleric Alignments: CE, NE, LE
Domains: Dwarf, Evil, Luck, Trade, Trickery
Favored Weapon: "Heart of Avarice" [diamond-bladed dagger] (dagger)

Abbathor (ab-ah-thor) wasn’t always evil. The creature that would become known as the Wyrm of Avarice originally concerned himself with the natural beauty of gems and metals, but became estranged from his pantheon when Moradin named Dumathoin the patron of gold dwarves, a position Abbathor had coveted since birth. Thereafter he traded the tradition and honor of the dwarven race for trickery and stealth. He had been denied the thing he wanted most, and swore never to be in the same position again. Henceforth, if something appealed to Abbathor, he took it. Since dwarves are prone to greed without any help from their deities, many have fallen to Abbathor’s seductive call. The Trove Lord now seeks to pervert the whole of the dwarven race to his way of thinking, the greatest offense he can imagine to thrust his nose at his distant patriarch. Abbathor covets valuable and gems with intensity described as sensual, and goes to any length to get what he wants.

Abbathor’s secret, windowless sunterranean temples feature sacrificial altars of massive stone blocks blackened by countless fires. Commonly painted with gold leaf and filled with purloined valuables, strangers frequently confuse Abbathor’s temples for treasure chambers, a problem that has resulted in more than a few adventuring parties raiding for loot in the midst of some religious ceremony. Though he hates his plans in secret, Abbathor’s entire existence is dedicated to undermining the dwarven way of life. The bulk of the dwarven pantheon has not noticed, however, and most mortal dwarves remain completely oblivious to the Trove Lord’s true plans. He directs his church to acquire as much wealth as possible from nondwarves and hide it away or sacrifice it to him.

Clerics of Abbathor are known as aetharnor (a dwarven word meaning “those consumed by greed”); they pray for spells at night. Solar eclipses, volcanic eruptions, or any other natural phenomenon that blocks the light of the sun during the day are causes for great religious celebration among the aetharnor, who use the cover to hatch their larcenous schemes. Once annually, aetharnor sacrifice an enemy of the dwarves (ranging from elves to umber hulks), opening the unfortunate’s ribcage to create “Abbathor’s purse,” into which the penitent cast coins and gems. The entirety is then burnt in offering to the Trove Lord. Favorite sacrifices include orcs, trolls, and giants. Clerics of Abbathor frequently multiclass as divine seekers or rogues, occasionally going so far as to join the ranks of the shadowdancers.

History/Relationships Though Berronar hates Abbathor with a fierce intensity and Dumathoin is happy to return his disdain, the rest of the pantheon has no clue that Abbathor plots to modify the entire race of dwarves into his greed-obsessed followers. Most see him as a distasteful, obsessed, spiteful brother who nonetheless aids the pantheon in times of strife and who remains, at the end, a steadfast ally. Though Moradin himself is quicker to forgive than his paramour, the All-Father has taken a keen interest in Abbathor of late, sending his agents to spy on the clergy of the Wyrm of Avarice. As Moradin’s servants generally display a characteristic unsuitability, such investigations have thus far revealed no treachery. Abbathor shuns other nondwarven deities.

Dogma: Toril’s wealth was created for those dwarves crafty enough to capture it by any means necessary. Revel in the possession of all wealth that shines or sparkles, for its pleasing form was meant to bring you pleasure. Greed is good, as it motivates the possession and holding of all that is precious. Do not seize wealth from the children of the Morndinsamman, however, or conspire against the favored of Abbathor, for strife in the name of avarice weakens the clan.

Berronar Truesilver

The Revered Mother, Mother of Safety

Intermediate Dwarfven Deity
Symbol: Two silver rings
Home Plane: Dwarfhome
Alignment: Lawful good
Portfolio: Safety, honesty, home, healing, the dwarven family, records, marriage, faithfulness, loyalty, oaths
Worshippers: Children, dwarven defenders, dwarves, fighters, homesteaders, husbands, parents, scribes, wives
Cleric Alignments: LG, LN, NG
Domains: Dwarf, Family, Good, Healing, Law, Protection
Favored Weapon: “Wrath of Righteousness” (heavy mace)

Berronar Truesilver (bair-oh-nahr troo-sil-vur) is matriarch of the dwarven pantheon. As Moradin’s bride, Berronar sees it as her duty to act as an authority figure for the dwarven gods, using her keen negotiation skills and calm demeanor as a balm to keep the sometimes fractious pantheon unified. According to dwarven traditionalists, if not for this quality, the Morndinsamman (and perhaps the entire dwarven race) might never have survived the stresses of its long, gradual decline. With the coming of the Thunder Blessing within the last century, it appears as though that decline has been reversed; the Revered Mother now aids Moradin in charting the destiny of the dwarven people by giving wise counsel to Faerûn’s most trusted orthodox dwarven clerics. Despite the recent renaissance, however, a growing number of disconsolate dwarves resent Berronar and her husband for a philosophy they define as hidebound obduracy.

Berronar’s clerics, known as faenor (“those of the home”) are the
guardians and protectors of dwarven clans. They maintain records of lore, traditions, and family histories. They strive to further the good health and good character of all dwarves by acting as teachers and healers. As the moral compass of the dwarves, they can be very conservative, not tolerating foolishness among young dwarves or controversial or radical ideas. The number of twins from the Thunder Blessing has certainly taxed their patience. The church itself is very structured, with every cleric knowing his or her place, and each clan's church uses an identical setup, so members visiting from other clans know exactly where they fit in. In a sense, her church is like a house run by a strict but loving mother.

The faenor pray for spells at dawn. Among the many mundane secular services they provide to dwarven communities, they have a reputation for planning and officiating weddings that makes them sought out by even nondwarves wishing for a perfect bonding ceremony. Annual offerings of silver are made to Bereronar, usually accompanied by a small white flower as a token of appreciation for the motherly love Bereronar shows toward all dwarves. Midwinter Day and Midsummer Night hold religious significance to the faenor. In the former case, the day brings fantastic celebrations below ground. The latter sees a similar fête take place above ground, when travelers or members of neighboring communities (rarely including nondwarves) are invited to join in the festivities. Faenor rarely multiclass, but those who do typically become dwarven defenders or fighters.

History/Relationships: Bereronar has little time for alliances outside the dwarven pantheon, but is on friendly terms with the lead goddesses of the elves, gnomes, and halflings. She works hand-in-hand with Sharriladar in their shared responsibility of inspiring acts of love among the dwarves, with Sharriladar typically overseeing the courtship and the Mother of Safety ensuring a healthy, loving relationship following marriage. She herself is an ideal wife to Moradin, making her one of the Dwarffather's few completely trusted confidantes. She enjoys the company of Clangeddin and Gorm Gulthyn but is somewhat cool toward Marthammor, Dugmareln, and Haela, whom she believes have yet to set into the roles dictated to them by propriety. She has no time for the scheming Abbatathor, and advocates that her husband drum him from the pantheon as he has Laduguer and Deep Duerra. Her hatred of the orc, goblinoid, and giant deities rivals that of her husband.

Dogma: The children of Moradin are shaped on the Soul Forge and ever warmed by the embrace of the Revered Mother. Tend the hearth and home, drawing strength and safety from truth, tradition, and the rule of law. Join with friends, kin, and clan in common purpose. Do not succumb to the misery of greed or the evils of strife, but always bring hope, health, and cheer to those in need. Once an oath is made, Bereronar watches over its keeping—to break it is to grieve her sorely. Children must be cherished and guarded well from harm, for they are the future of all dwarvenkind.

Clangeddin Silverbeard

Father of Battle, Lord of the Twin Axes, the Rock of Battle
Intermediate Dwarven Deity

Symbol: Two crossed battleaxes

Home Plane: Dwarfhome
Alignment: Lawful good
Portfolio: Battle, war, valor, bravery, honor in battle
Worshipers: Barbarians, dwarf defenders, dwarves, fighters, monks, paladins, soldiers, strategists, tacticians, warriors

Cleric Alignments: LG, LN, NG
Domains: Dwarf, Good, Law, Strength, War
Favored Weapon: "Giantbane" (battleaxe)

When a dwarf marches off to battle, the hymn of Clangeddin Silverbeard (clangeddin sibbur-beard) echo in his warrior's heart. These dwarves who fight by profession or preference (which is most of them) honor the Lord of the Twin Axes in word and deed, pledging to honor in battle, mastery in training, and wisdom in war. Clangeddin never backs down from a challenge, never compromises, and never surrenders, even when all is lost. Clangeddin harbors a special kind of hatred toward giants, and it is said that the natural ability of dwarves to confound and defeat these enemies is a gift from him.

Popular in dwarven communities thanks to their martial skill (if not their belligerence), followers of Clangeddin have poor reputations among other races, who see them as bloodthirsty berserkers. While certain followers undoubtedly verify such an evaluation, the bulk of those who follow the Father of Battle know much of their movements, tactics, and military strategy, and make excellent wartime advisers. His clerics conduct military training every day and learn and teach methods of crafting armor and weapons. As they seek to make the dwarves ever stronger on the battlefield, they are always alert for new tactics, traps, and weapons.

Known as alaghur ("those who demonstrate valor in battle"), clerics of Clangeddin Silverbeard pray for spells in the morning. The anniversaries of past battles hold special significance for the alaghur. On such occasions, the clerics break old weapons anointed with their own blood and recount tales of fallen heroes that they might never be forgotten. More disturbing (at least from the perspective of their enemies) are the frenzied war chants in which the alaghur engage during the heat of battle. Known as elonbar ("songs giving fear to the hearts of the craven"), these low, droning songs bolster the spirits of nearby dwarves, assuring them that Clangeddin immediately enlists in his celestial army those who fall furthesting the destiny of the dwarves or protecting their holdings. Alaghur know they will die in combat; the rest is merely a matter of timing. Clerics of Clangeddin frequently multiclass as divine champions, dwarf defenders, or fighters. Some few gain levels in barbarian, or were barbarians prior to heeding the call of the Father of Battle.

History/Relationships: Clangeddin allies with all members of the Moradinian pantheon except Abbatathor, whom he shamed in the distant past and hence gained his eternal enmity (something Clangeddin doesn't mind overmuch, as he thinks little of the greedy, indirect Trove Lord). He has great kinship with the other dwarven deities and treats Haela as a daughter and protege. Among other pantheons, Clangeddin knows he can count on the aid of Gaerdal Ironhand, Arvoreen, the Red Knight, Torm, and Tyr. According to Clangeddin, the only good giant deity is a dead giant deity, a theory he has tried to prove repeatedly (thus far meeting with no success, but he's got an infinite amount of time, according to his clerics)

Dogma: The finest hours of dwarvenkind come in the thrums and feints of war. Seize the opportunity to defend your kin and ensure
their victory wherever conflicts erupt. Revel in the challenge of a
good fight, and never waver in the face of adversity, no matter how
ominous. Lives should never be thrown away foolishly, but the
greatest honor is to sacrifice oneself for the cause on the field of
battle in service to a righteous cause. When not fighting, prepare for
the next conflict physically, tactically, and by acquiring resources.
Attack hill giants whenever possible and other evil giants whenever
necessary.

Deep Duerra
Queen of the Invisible Art, Axe Princess of Conquest
Dwarven Demigod
Symbol: Broken ilithid skull
Home Plane: Hammergrim
Alignment: Lawful evil
Portfolio: Psionics, conquest, expansion
Worshippers: Dwarves, fighters, psionics, travelers in the Underdark
Cleric Alignments: LE, LN, NE.
Domains: Dwarf, Evil, Law, Mentalism, War
Favored Weapon: "Mindshatter" (ballateax)

Elderly gray dwarven mindwardsens speak of an ancient time, when
a great queen named Duerra (dwarvish: Duerra) ruled a dwarven empire of
immense subterranean territory and dark, expansionist ambitions.
The queen herself stood at the front of her armies, on one occasion
dominating a huge ilithid city. Duerra ordered her underlings to
shackle the mind players, who once had enslaved the entire duergar
race. Over the course of a century, Duerra and her surgeons wrested
the power of the mind from the captive ilithils, transferring it
to her brood and hence into her clan's bloodstream. Though mind players
tell the story somewhat differently, casting Duerra as the leader of
a slave rebellion and attributing the psionic powers of the gray
dwarves as their own invention in order to create a more efficient
slave stock, many duergar nonetheless honor their ancient queen as
the progenitor of the psychic abilities that established the gray
dwarves as a distinctive subrace and as a symbol of the dominance
through enslavement and expansion that shall establish the duergar
as the preeminent political force of the Underdark.

Few surface dwellers know of Deep Duerra or her clerics, known
below the surface as norather ("those who seize enemy
land"). Their recent efforts in the Underdark, however, have
made them the talk of underground waystations and trading communities.
The norother preach expansionism to such a strong
degree that they have become a nuisance to the older, more staid
duergar, who prefer to serve Laduguer. The norother nonetheless
serve an important role in society, training young gray dwarves
in the development of their natural psionic abilities, attending to
and controlling the slaves who form the underclass of duergar
society, and scouting and clearing out nearby tunnel systems that
the community might grow. Lastly, their focus on the mental disciplines makes them ideal ambassadors to psionic races such as the
ilithilds and aboleths, though the inherent harshness of the faith
means that many such missions end in utter disaster. Duerra's
temples are constructed in visually appealing symmetric patterns,
featuring an empty sea at the center of the cenotaph room.
Called the Daul's Throne, the chair serves to remind the norother
that as Queen of the Invisible Art, Deep Duerra is always present
and watching.

Norother pray for spells at night. On Midwinter eve, they cele-
brate a perversive festival known as the Rallying wherein clerics com-
memorate the triumphs of the past year and announce their expa-
sionist intentions for the next. To the sound of hammering and war
chants the norother pass around the freshly severed head of an
enemy whose territory will be taken before the next Rallying. On the
5th of Mirtul, Duerra's clerics gather in temples for the Melting,
a psionic ceremony in which the norother contact the Axe
Princess herself. The resulting communal mind grants all clerics
greater insight in their endless quest for power and territory.
Norother frequently multiclass as fighters or (if the Psionics Hand-
book is used) as psions.

History/Relationships: Moradin immediately exiled her upon her
apothecary; Deep Duerra has no friends among the Moradin-samn.
Certain myths suggest Laduguer was her father, but the two share remarkably little compas-
sion for one another. Normally allies, they
scheme against each other endlessly, with
Duerra chafing at Laduguer's bitter-
ness and resentment. After centuries
of only middling success under his
patronage, Duerra is a hair away from attempting to
depose him as the prime deity of the gray dwarves. The
ilithild god-brain Ilsensine hates Duerra for the many
thefts of psionic energy and information the Axe
Princess has stolen from it.

Dogma: The children of Laduguer shall conquer the earth and
stone from which they sprang and the void in which they dwell.
The seizing of new lands, new wealth, and new scryers is the man-
ifest destiny of those who mine the Night Below. Magic is weak,
unreliable, and unusable when compared to the powers of the mind
unless bequeathed and steated by the will of the gods. By means of
the Invisible Art, the duergar shall destroy or enslave all those
reliant upon petty magics to survive.

Dugmaren Brightmantle
The Glacier in the Eye, the Errant Explorer
Lesser Dwarven Deity
Symbol: Open book
Home Plane: Dwarfhome
Alignment: Chaotic good
Portfolio: Scholarship, invention, discovery
Worshippers: Artisans, dwarves, loremasters, runecasters,
scholars, tinkers, wizards
Cleric Alignments: CG, CN, NG
Domains: Chaos, Craft, Dwarf, Good, Knowledge, Rune
Favored Weapon: "Sharptack" (short sword)

Just as Marthammor Duin exemplifies the occasional dwarven urge
to explore the world beyond the mountain, Dugmaren Brightman-
tle (dug-mah-rien broo-men-ruhl) signifies the exploratory striving
to blaze the trails of creativity by applying accumulated knowledge
to create something new and good. Brightmantle represents the pro-
gressive elements of a naturally conservative race that nonetheless
prides itself on its infrequent innovations. His ceaseless quest for
knowledge and constant tinkering and exploring have a tendency to
give him into trouble, and though Moradin (his father) admires Dug-
maren's adventurous spirit, the Dwarf Father despairs at his ten-
dency to wander away from a pursuit to follow something else that
catches his notoriously fickle attentions.

Dugmaren's clerics, known as norather ("those who seek knowledge"),
draw from the most creative tinkerers and free-thinkers of dwarven
communities, on rare occasions even allowing gnomes to join their
orders. They follow a doctrine of knowledge for knowledge's sake,
seeing equal value in learning a once-lost recipe for toasted zygom
stall and discovering the crucial flaw in an enemy's defensive fortifications. In fact, since the xothor strongly favor creation over destruction, there's a good chance many of them would prefer the recipe. Temples of the Errant Explorer, usually sprawling edifices filled with the scattered detritus of a half-hundred abandoned experiments and twice as many open books, can be found above and below the surface.

Xothor prays for spells in the morning. They observe few official holidays, instead whispering a prayer of thanks to the Errant Explorer upon the discovery of some new bit of lore. On Greengrass and Highharvestide, xothor begin the day with several hours in private meditation, staring at the flame of a candle. Thereafter, neighboring xothor gather to discuss their discoveries and creations since the prior convocation. Xothor frequently multiclass as loremasters, runecasters, or wizards.

History/Relationships: Dugmaron's ambitions ensure that he's always at the center of some exploit, frequently in the company of his loose circle of deific associates. His circle includes Haela Brightaxe, Marathamar Duin, Brandolair, Erevan Illesere, Gond, and Shaundakul. Gargauth, who represents knowledge-hunting for illicit and perverse purposes, is among the Gleam in the Eye's most hated foes.

Dogma: The secrets of the world are waiting to be revealed. Travel widely, broaden your mind at every opportunity, and pursue the life of a scholar. Cultivate the spirit of inquiry among the young and be a teacher to all. Seek to recover lost and arcane knowledge of ages past and apply it in the world today. Try new methods of doing things just for the joy of experimenting. Learn a little of everything, for you never know what might be of use down the road.

Dumathoin
Keeper of Secrets under the Mountain, the Silent Keeper
Intermediate Dwarf Deity

Symbol: Faceted gem inside a mountain
Home Plane: Dwarfhome
Alignment: Neutral
Portfolio: Buried wealth, ores, gems, mining, exploration, shield dwarves, guardian of the dead
Worshippers: Dwarves, gemsmiths, metal-smiths, miners
Cleric Alignments: CN, N, NE, NG, LN
Domains: Cavern, Craft, Dwarf, Earth, Knowledge, Metal, Protection
Favored Weapon: "Magmamahmmer" [mattack] [maul]

In the Quiet Years (so called because the pounding of dwarven picks in the mines and hammers on the forgestone had yet to break the still silence of the earth) Dumathoin (du-muh-thoe-in) prepared the mountains for the coming of the shield dwarves. Named as their patron by Moradin himself, the mute deity set veins of precious metals where they might one day be intercepted and invented countless colors for countless gems to beautify his chosen earthly realm. When first his charges came they carved into his creation, marring its inherent beauty and sending Dumathoin into a fiendish state of wrath. In time, however, he saw how the dwarves forged his metal into artful weapons and crafts, and how they cut and set his gems into works of great refinement. These crafts pacified Dumathoin and filled him with pride. Now, the Keeper of Secrets under the Mountain ensures the safety of miners, hews precious mineral veins toward shield dwarf habitations, and safeguards the sanctity of his beautiful realm.

Not everyone respects the inherent beauty of Dumathoin's creations, however, seeing them instead as bounty to be drawn from the mountains in the most expedient manner possible, regardless of the destruction caused by such wanton pillage. These rapacious profiteers have much to fear from the talllund ("hidden gifts"). Dumathoin's vigilant clergy. In addition to protecting dwarven mines, the talllund seek out new mineral and gem deposits, supervise mining activities to ensure the proper respect is paid to the mountain, and develop strategies to defeat the strange Underdark creatures sometimes accidentally exhumed during excavations. Dumathoin's clergy builds underground temples in the deepest caverns, always near an impressive vein of precious metal or a bed of natural gems. Such beauty remains a part of the temple and free from harver as a testament to the local clan leader's reverence for the Silent Keeper.

Talllund pray for spells in the morning. They refer to the nights of the new moon as the Deepstone Triad, claiming that at this time the moon becomes a great gem hidden in the fastness of the earth. On such nights, talllund and lay followers of Dumathoin sacrifice gems and jewelry upon large stone blocks. Specially tasked talllund pulverize these offerings while the congregation gives thanks to the Keeper of Secrets under the Mountain. Dumathoin also serves as the dwarves' deity of the dead, and hence talllund are tasked with disposing of corpses and seeing that their souls pass successfully to the afterworld.

History/Relationships: Dumathoin favors the company of other gods interested in elemental earth or smithing. As a mute (one know if his silence is by nature or by preference), Dumathoin remains somewhat distant from the Moradin worship, which has the side-effect of placing him above their internal conflicts. He enjoys an obscure, non-hostile relationship with the illithid god Illusine, though the followers of both gods often clash.

Dogma: Walk the deep and silent ways of Dumathoin. Seek out the hidden gifts of the Keeper of Secrets under the Mountain. That which is hidden is precious, and that which is precious shall be hidden. Seek to enhance the natural beauty of Dumathoin's gifts and go with, not against, the contours of the deeps. Beauty is the discovery and the crafting, not the holding. Keep the places of our dead inviolate and well tended; the noble ancestors of our race will neither be robbed nor moved through the actions of thieves and disturbers. Aside not undead creatures' especially those that take the form of dwarves, thus mocking the creation of Moradin.

Gorm Gulthyn
Five Eyes, Lord of the Bronze Mask, the Eternally Vigilant
Lesser Dwarf Deity

Symbol: Shining bronze mask with eyeholes of flame
Home Plane: Dwarfhome
Alignment: Lawful good
Portfolio: Guardian of all dwarves, defense, watchfulness
Worshippers: Dwarf defenders, dwarves, fighters
Cleric Alignments: LG, LN, NG
Domains: Dwarf, Good, Law, Protection, War
Favored Weapon: "Axegard" [battleaxe]

Most dwarven slaves, set as they are in the lightless realm below the surface, stand in the path of aggressive, rapacious Underdark enemies.
Those who protect these realms from attack give blessings to Gorm Gultyn (gorm gulf-thin), patron of watchfulness and defense. Gorm, a humorless masked warrior, ensures the safety of dwarven clanhalls and seeks to defend these realms from their enemies, manifesting on the Prime far more often than his companions in the Moradinians. He keeps vigils on battlements, establishes traps and deadfalls in neighboring passages, and instructs his clerics on the art of planning a steady and reliable defense for the community. Those who have seen him fight on the walls of besieged communities relate his stunning battle prowess, but comment that his combat maneuvers increasingly belie not only millennia of dutiful practice, but a growing desperation, as if each battle might be the Lord of the Bronze Mask's last.

Clerics of Fire Eyes, known as barakor ("those who shield") organize the defense of dwarven communities, act as bodyguards, and instruct local dwarves about the value of alertness and vigilance. Upon entering the church, each barakor is assigned a charge to protect. More powerful clerics often choose to defend important clan personages, but the assignments of novices seem to be determined at random, and include children and elderly or infirm members of the clan. All are willing to sacrifice themselves ("paying Gorm's greatest price", in the vernacular of the church) to protect their charge. Temples to the Golden Guardian typically are plain stone constructions featuring a central altar containing the remains of a fallen barakor. Most contain a small armory and are well fortified against attack.

Barakor pray for spells in the morning, usually before taking a tour of the community to ensure that the night passed with little incident. Holy days are celebrated each festival, with tedious (to outsiders) procedures that involve formal salutes, rhythmic grounding of weapons, and didactic, chanted prayers.

Barakor frequently multiclass as dwarven defenders or fighters. Members of the former class are afforded the highest possible honor in the clergy of the Lord of the Bronze Mask.

History/Relationships: Gorm Gultyn is dying. Somehow, as he gave his essence to avatars battling for the preservation of dwarven kingdoms over the many centuries, his very existence became tied to the fate of those kingdoms. With each fall of a clanhold, something inside Gorm Gultyn died; the divine fire licking the echeoles of his mask grew dimmer by almost imperceptible increments. Proud nonetheless, Gorm has confided his condition only in Clangeddin, Marthommar, and Moradin, whom he considers his closest friends. All hope that the Thunder Blessing and the resurgence of ancient dwarven bloodlines will return strength to the Sentinel, but no reverse has yet been observed. With each manifestation, Gorm throws himself more carelessly into his defensive actions, perhaps seeking an end to his condition on the tip of an enemy sword.

Dogma: Never waver in your duty to Gorm’s sacred charges. Defend, protect, and keep safe the children of the Moradinians from the hostile forces of the outside world. Be always vigilant and ever alert so that you are never surprised. If need be, be prepared to pay the greatest price so that the clan and the community survive, and your name will be remembered for generations.

Haela Brightaxe
Lady of the Fray, Luckmaiden
Dwarven Demigod

Symbol: Unsheathed sword wrapped in two spirals of flame
Home Plane: Dwarfhome
Alignment: Chaotic good
Portfolio: Luck in battle, joy of battle, dwarven fighters

Worshippers: Barbarians, dwarves, fighters
Cleric Alignments: CG, CN, NG
Domains: Chaos, Dwarf, Good, Luck, War
Favored Weapon: "Flamebolte" (greatsword)

Whenever dwarves stand hip-deep in the corpses of monstrous enemies, their hearts singing in joy with the thrumming thrill of battle, Haela Brightaxe (bay-la brite-axe) shouts a triumphant huzzah of support. Her spirit is one with good-aligned dwarves who revel in battle, who seek out powerful monsters in an effort to purge the vile creatures from Toril. When one asks a Haelan cleric why she attacked an ancient dragon, she'll respond, "because it was there," adding with a devious smile "and because I have always wanted to cut my way out of something's stomach." As a luck goddess, she takes great risks in battle without batting an eye.

Haela's clergy are the kaxanar, a term loosely translated as "luckmaidsen." Female clerics vastly outnumber their male counterparts, who seem little bothered by their feminine title (it's difficult to make an emasculating joke about an angry warrior-cleric covered in a gallon of fresh blood). Clerics care little for typical dwarven tradition, constructing austere temples wherever seems most convenient to the nearest source of conflict. The cellars of human ruins, abandoned dwarf holds, or even empty gnome warrens make acceptable temples of the Lady of the Fray. Such places usually double as armories; all contain at least one bombastic trap (usually featuring the most violent results imaginable) meant to ensure that no temple ever falls into enemy hands.

Kaxanar pray for spells in the morning, a ritual accompanied by the tracing of elaborately ritual scarring carved into the cleric's forearms upon initiation into the order. Most scars follow accepted geomantic patterns, but a few iconoclasts (among an entire clergy of "free thinkers") take their initiation as an opportunity to carve profanity or lewd sayings into their flesh. Greengrass sees the somewhat depressing ritual known as the Time of Spawning, when (through chants and the shattering of captured enemy weapons) the kaxanar prepare for the next onslaught of monsters from occupied dwarf holds. On a high holy day known as Axe Held High, kaxanar and those allied with them gather under the light of day, claiming to see an image of Haela's greatsword outlined at the center of the sun.

Lastly, the Feast of the Moon sees the Commemoration of the Fallen, when the kaxanar remember those dwarves and nondwarves who fell in defense of the Stout Folk. Kaxanar frequently multiclass as barbarians, savoring the joyous destruction engendered by the rage ability of that class.

History/Relationships: Other members of the Moradinians respect Haela's convivial manner, her infectious laughter, and her cheerful nature. She recognizes no superior except Moradin, but honurs her brothers and sisters in the Dwarffather's blood by ensuring that she never acts against the wishes of any fully accepted member of the pantheon. Of all the pantheon, she prefers the company of Marthommar Duin, who shares her interest in the surface world, and Clangeddin Silverbeard, who shares her love for battle. As Haela concerns herself so closely with dwarven affairs on Toril, she has little time for nondwarven gods. She has spurned the interest of Ailithor (who is always interested in luck) and in response the Trove Lord has been sending greater and more terrible threats her way.

Dogma: Through battle, you find validation, liberation, and exultation. Trust in Haela to see you through the fray, and the monsters of the world shall fall to the sharp blades of your axes, regardless of their apparent strength and numbers. The Luckmaiden bestows those dwarves who believe in
her beneficence, and she, through her faithful, will always be there for the beleaguered and besieged. Rejoice in the power of your swing in battle, the sound of your weapon smiting a worthy foe, and the challenge of the fray. If asked, show mercy on a noble foe who abides by a code of honor, but hold not your hand against the treacherous, the liars, and the honorless.

**Laduguer**

*The Exile, the Gray Protector, Master of Crafts*

*Intermediate Dwarrow Deity*

**Symbol:** Broken crossbow bolt on a shield

**Home Plane:** Hammergrim

**Alignment:** Lawful evil

**Portfolio:** Magic weapon creation, artisans, magic, gray dwarves

**Worshippers:** Dwarves, fighters, loremasters, soldiers

**Cleric Alignments:** LF, LN, NE

**Domains:** Craft, Dwarf, Evil, Law, Magic, Metal, Protection

**Favored Weapon:** "Grimhammer" (warhammer)

Every since the duergar branched from their dwarven cousins, Laduguer (lau-duh-gwar) has harbored bitter resentment. The Gray Protector views his cousins in the Morrinsamman as indolent layabouts more concerned with maintaining outdated traditions than with progress and artifice. That's not to say Laduguer is a free thinker—he clings to his own brand of intolerant discipline, weaving a doctrine of obedience to one's leader, empowerment through the exploitation of slaves, enrichment through the creation of magical weapons, and protection through an unforgiving program of stern military preparedness. Strongly xenophobic, Laduguer urges his charges to avoid contact with other races except for limited trade and slave raids. The duergar recognizes no difference between religious and secular authority, making Laduguer's clerics (known as *thulord*, a dwarven term meaning "those who endure") the nominal rulers of gray dwarf society. The duergar see their existence as a constant struggle against other Underdark races, and the thulord form the single constant that has kept the race united and powerful ever since the days when Laduguer's clerics first led the gray dwarves away from their surface brethren. Many temples include sizable stables used in the care and breeding of steeders, large monstrous hunting spiders used as transport by many Underdark races. The duergar, under the guidance of the thulord, have cornered the market on these highly trainable, versatile beasts of burden, granting the race considerable financial clout if the Night Below. The clerics are expected to serve in the military.

Thulord pray for spells in the morning, usually before dedicating at least an hour to concepcting, creating or improving of a magical weapon. The duergar enjoy few religious ceremonies of note, as celebration offers a dangerous break to the toil upon which the duergar owe their protracted existence. Clerics of Laduguer seldom multiclass, occasionally becoming divine champions, fighters, or loremasters.

**History/Relationships:** No mortal knows the exact reasons behind Laduguer's exile from the Morrinsamman. The gold and shield dwarves claim that he committed unspeakable crimes against his brethren and was only saved from Moradin's great Southhammer by the temperance and forgiveness of Berronar. The gray dwarves explain the story somewhat differently, painting the Gray Protector as an advocate of a righteous, innovative philosophy that nonetheless so offended the Dwarffather that Laduguer was cast from the pantheon for evermore. Regardless, the Exile is at best tolerated by Dugamren and Shrinidlar; the rest of the Morrinsamman hold him in deep scorn. Deep Duerra, thought of by many as Laduguer's daughter, is his only true ally (and even she<hes multiple schemes against him). His race's dominance of the steeder market has gained him enmity from Loth, and an ancient dispute with the demon prince Orcus simmers healthily to this day.

**Dogma:** The children of Laduguer have rejected the feeble gods of their forefathers and withdrawn from their lazy once-kin so as not to be tainted by their weaknesses. Strict obedience to superiors, dedication to one's craft, and endless toil are necessary to achieve wealth, security, and power. Nothing is ever easy, nor should it be. Suffer pain stoically and remain aloof, for to show or even feel emotion is to demonstrate weakness. Those who are weak are undeserving and will suffer an appropriate fate. Adversity is Laduguer's forge, and the harsh trails through which the duergar must pass are his hammer blows—endure all and become stronger than adamantine.

**Morthammar Duin**

*Finder-of-Trails, Watcher over Wanderers, the Watchful Eye*

*Lesser Dwarrow Deity*

**Symbol:** Upright mace in front of a fur-trimmed leather boot

**Home Plane:** Dwarrowhome

**Alignment:** Neutral good

**Portfolio:** Guides, explorers, ex-patriates, travelers, lightning

**Worshippers:** Dwarves, fighters, rangers, travelers

**Cleric Alignments:** CG, LG, NG

**Domains:** Dwarf, Good, Protection, Travel

**Favored Weapon:** "Glowhammer" (heavy mace)

The most conservative of dwarves pledge that the Stout Folk belong underground, and that those who travel the Realm Above (known collectively among dwarven culture as Wanderers) have at worst betrayed ancient ideals and at best are somewhat disturbed fools. If the latter is the case, the young dwarven deity Morthammar Duin (Mar-thoam-mor doo-in) is the grand king of fools. The patron of those dwarves who have left the clansholds to explore the world under the sun, Morthammar approaches life with an almost gnomelike demeanor, always curious to see what's beyond the horizon and always willing to trade stories of travels past beside a crackling campfire. He is the rare spirit of dwarven exploration embodied in divine form, the spark of curiosity his followers equate with a quick burst of lightning from the open skies.

Morthammar's clergy, the *volamtar* ("blazers of fresh trails") represent one of the most widely recognized dwarven churches of the surface world, especially in the North, where their worshippers have grown abundant in recent decades. Volamtar mark wilderness trails near dwarven strongholds, that the path of those who decide to leave the clansholds is made much easier. They patrol the trade routes and game trails between human and dwarven enclaves, healing the injured and clearing such areas of dangerous predators. In urban areas, they establish temples with the aim of strengthening dwarven populations through healing services, religious ceremonies, and exchange of information. Less adven-
Moradin
The Soul Forger, Dwarffather, All-Father
Greater Dwarf Deity
Symbol: Hammer and anvil
Home Plane: Dwarfhome
Alignment: Lawful good
Portfolio: Dwarves, creation, smithing, protection, metalcraft, stonework
Worshipers: Dwarven defenders, dwarves, engineers, fighters, miners, smiths
Cleric Alignments: LG, LN, NG
Domains: Craft, Dwarf, Earth, Good, Law, Protection
Favored Weapon: "Soulhammer" (warhammer)

Moradin (mor-uh-din) is a stern paternal deity, gruff and uncompromising, and hard as stone when it comes to protecting his chosen race. A harsh but fair judge, he is strength and force of will embodied. He inspires dwarf inventions and constantly seeks to improve that race, encouraging their good nature, intelligence, and harmonious existence with other good races while battling their pride and isolationist tendencies. His warhammer is a weapon and a tool, called Soulhammer.

The church of Moradin has an active role in guiding the morals of dwarfen communities. They emphasize the Soul Forger's hand in everyday dwarfen activities such as mining, smithing, and engineering, and invoke his blessing when these tasks are begun. They lead the push to found new dwarfen kingdoms and increase the status of dwarven in surface communities. They take an active role in teaching the young of the communities and oversee most formal ceremonies. Of particular interest to the clerics of Moradin are the Thunder Children, and his clerics who were born of the Thunder Blessing are expected to do great things for the race.
Clerics of Moradin, known as *soulminders* ("those who work stoke") pray in the morning. Offerings are made to the Soul Forger on a monthly basis. The ranking cleric of a community can declare any day a holy day to celebrate a local event. Many communities celebrate Hammer 1st, for that date in the 1366 DR (the Year of Thunder) is held to be the start of the sudden increase in dwarven births, a blessing of the Dwarffather that has brought about a great turnaround in the dwarven race. His clerics commonly multiclass as dwarven defenders or fighters.

**History/Relationships:** Moradin is held in dwarven myths to have been incarnated from rock, stone, and metal, and that his soul is an ember of fire. He forged the bodies of the first dwarves from metals and gems and breathed souls into them when he blew on his creations to cool them. He is the leader of the dwarven pantheon and it was his decision that banished the evil gods of the derro and duergar from the surface. He has a strategic but cruel alliance with Gond, Kosuth, Helm, Torm, Tyr, and the heads of the elves, gnome, and halfling pantheons. He opposes the gods of the goblinoids, orcs, evil giants, and banished dwarves.

**Dogma:** Moradin is the father and creator of the dwarven race. Honor him by emulating his principles and workmanship in smithing, stoneworking, and other tasks. Wisdom is derived from life and tempered with experience. Advance the dwarven race in all areas of life. Innovate with new processes and skills. Found new kingdoms and clan lands, defending the existing ones from all threats. Lead the dwarves in the traditions laid down by the Soul Forger. Honor your clan leaders as you honor Moradin.

**sharindlar**

*Lady of Life and Mercy, the Shining Dancer*

**Intermediate Dwarven Deity**

**Symbol:** Flame ring rising from a steel needle

**Home Plane:** Dwarf/home

**Alignment:** Chaotic good

**Portfolio:** Healing, mercy, romantic love, fertility, dancing, courtship, the moon

**Worshipers:** Bards, dancers, dwarves, healers, lovers

**Cleric Alignments:** CG, CN, NG

**Domains:** Chaos, Charm, Dwarf, Good, Healing, Moon

**Favored Weapon:** "Felbithrite" (whip)

When a dwarf falls sick or is struck down in combat, he often utters prayers to Sharindlar (sha-rihndlar), the dwarven deity of healing and mercy. Dwarves make no secret of their veneration of this benevolent goddess who protects the dwarven people through the kindness and the restorative touches of her clergy. What most dwarves are loath to admit to their taller companions, however, is that Sharindlar represents a side of dwarven life rarely observed by outsiders. When dwarves abandon their taciturn moods for an evening of dance, or when a hardened warrior softens to accept the vows of marriage to his childhood love, Sharindlar is invoked as a deity of gaiety, romance, and dance.

Clerics of the Shining Dancer are known as *thalorans* ("those who are merciful"). They spend most of their time ministering to the needs of the sick or frail in dwarven communities, providing words of encouragement with a gentle bedside manner. When not engaged at the bedside, clerics of Sharindlar work to instruct youth on proper dwarven courting rituals, even going so far as to play matchmaker between two "compatible" youths. Of late Sharindlar's command of fertility has expanded the thalorans' influence over animal husbandry and developing new strains of crops. Convinced as they are with births, both from a medical and metaphorical perspective, most thalorans treat the Thunder Blessing with even more reverence than their brethren, often bending over backward to encourage thunder twins to join the clergy. Temples most often are large halls with ample space provided for dancing and celebration and plenty of intimate guest rooms for visiting revelers.

Clerics of Sharindlar pray for spells in the morning. Holy ceremonies, most often practiced when the moon begins to wax, at Greengrass, Midsummer Night, and whenever the moon is full, commonly involve secret congregations in hidden caverns. At such gatherings, supplicants dance around a natural pool, chanting to the Lady of Mercy while casting items of gold into a sanctified cauldron. Participants draw a small amount of blood from their forearms, allowing it to seep into the cauldron, the contents of which are heated until molten and cast into the central pool. Thalorans frequently multiclass as bards.

**History/Relationships:** Over the millennia, Sharindlar has worked to establish good relations with her entire pantheon, including strained friendships with even Laduguer, Deep Duerra, and Abbatathor. On many occasions, the Lady of Life and Mercy acts as intermediary between Moradin and those he has cast away when some calamity forces usually opposed dwarves to act in consort. In general, however, Sharindlar finds politics stuffy and boring, and prefers to speculate on the romantic futures of both mortals and the divine. She shares great kinship with Shialla, whom many believe to be her daughter through a dalliance with a Fey god.

**Dogma:** Be merciful in speech and deed. Temper anger and hostility with constructive and charitable endeavor. The children of Moradin must live in safety to propagate. Embrace the gift of life with brilliance and grace. Maintain and encourage the traditional rites of courtship and marriage. Sharindlar restores the fertile seed of dwarven life, while Bereron protects the fruit.

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**Thard Harr**

*Lord of the Jungle Deep*

**Lesser Dwarven Deity**

**Symbol:** Two crossed scaly clawed gauntlets of silvery-blue metal

**Home Plane:** Dwarf/home

**Alignment:** Chaotic good

**Portfolio:** Wild dwarves, jungle survival, hunting

**Worshipers:** Druids, inhabitants of jungles, rangers, wild dwarves

**Cleric Alignments:** CG, CN, NG

**Domains:** Animal, Chaos, Dwarf, Good, Plant

**Favored Weapon:** Clawed gauntlet (spiked gauntlet)

When faced with the tattooed, pot-bellied Thard Harr (thahr barr)—an obscure, feral creature wearing an ornate copper helm fashioned in the shape of a crocodile's head—few would suspect they look upon a member of the Moradinim. Though distanced from his kin both emotionally and geographically, Thard Harr nonetheless shares the blood of Moradin. Patron of the wild dwarves who inhabit the jungles of Faerûn (notably Chult), Thard Harr protects his charges from the marauding of wild beasts, the rampages of hungry dinosaurs, and the unwanted incursions of carpetbeaks.

Thard Harr's clerics and druids, known as *uddor* ("those of the jungle") enjoy a position of reverence in their sheltered homeland.
OTHER DEITIES OF FAERUN

The worship of Thard Harr is so deeply ingrained in wild dwarf society that few even consider the possibility of other religions. Though some gold dwarves of the south (especially those dwelling near the ruins of High Shanatar) remember ancestors' tales of Thard as a lost dwarven nature deity, most wild dwarves remain completely ignorant of the rest of the Morrendisman, a failing Thard does nothing to ameliorate. Vuddor lead their charges on prosperous hunts, act as generals for the loosely organized armies of the wild dwarves, and speak for the society as a whole. Thard sponsors no formal temples, instead instructing his followers to treat locations of great natural beauty (such as volcanic flats, natural gardens, or waterfalls) as his halls of worship.

Vuddor pray for spells in the morning. On the nights of full or new moons, the highest-ranking cleric of Thard Harr in the region formally calls together numerous hunting bands, and the resulting chanting, drumming, and screams are enough to frighten off even the most desperate interloper. At such gatherings, the dwarves offer up blood sacrifices of captured dinosaurs or intruders (some of the more isolated tribes occasionally sacrifice unfortunate good humans in this manner, and while Thard disapproves of this he has done nothing to communicate disfavor to his charges). Such sacrifices are nearly always performed by the participants in an effort to achieve closeness with their godly benefactor. Vuddor sometimes multiclass as rangers.

History/Relationships: Aside from infrequent visits by Sharindlar and Dauthoun, Thard Harr shares almost no relationship with the children of Moradin. On such rare occasions as the entire pantheon is drawn together, Thard Harr alienates more than he befriends, not least because he refuses to speak, instead communicating through a bizarre series of animal calls and physical gestures. He vastly prefers the company of other nature-minded deities such as Uthroc, Nebanion, and Uthgar. Thard is a sworn enemy of Shar, who acts in Chult under the name of Eshadow (a shadow deity she absorbed), and a dozen other jungle deities and demons seldom noticed by the civilized inhabitants of Faerun.

Dogma: Like the great tigers of the jungle, be strong and wary of beasts, whether they walk on two legs or four. Live in harmony with nature and give the protection of the spirit of the Jungle Deeps. Seek to understand what you do not, but be wary of bringing unknown gifts into your lair. Honor the ways of your people, but assume not that Thard's way is the only way—just the best way for his children.

Vergadain

Merchant King, the Short Father, the Laughing Dwarf

Intermediate Dwarven Deity

Symbol: Gold piece
Home Plane: Dwarfhome
Alignment: Neutral
Portfolio: Wealth, luck, chance, nonevil thieves, suspicion, trickery, negotiation, sly cleverness
Worshipers: Dwarves, merchants, rogues, wealthy individuals
Cleric Alignments: CN, N, NE, NG, LN
Domains: Dwarf, Luck, Trade, Trickery
Favored Weapon: "Goldseeker" (longsword)

Symbol of Vergadain

On the surface, Vergadain (ver-guh-dain) represents the dwarves' well-known dedication to the art of the merchant—the personification of a hard bargain struck after a hearty session of haggling. Those who pay attention, however, know that the Merchant King has an aspect that, if not darker, seldom fills more legal-minded dwarves with pride. As a patron of luck and trickery, Vergadain also oversees those dwarves who use illicit means to gain their wealth. He delights in the art of the deal, whether said deal is an intricate negotiation regarding the sale of a team of horses or whether it's an elaborate plan to break into the stable after the sale, steal the horses back, and sell them again at the next town.

In knowledgeable society, few admit to following Vergadain, as those who profess adherence to his doctrine are known as either skilled negotiators, shameless thieves, or both. Clerics of the Laughing Dwarf (as he is known by nondwarves) are called hurndor ("those who trade"). Dedicated to furthering the progress of dwarven commerce, hurndor travel the world more widely than the servants of any member of the Morrendisman except Marthammor Duin. The Merchant King expects all his clerics to be personally wealthy, and to ensure that a portion of their wealth goes to keeping the local temple, usually a windowless underground chamber filled with all manner of treasure and opulence.

Clerics of Vergadain pray for spells at night. Holy days of the faith are known as coin festivals, and mark a period of intense mercantile activity. Occurring on the days before and after a full moon, on Greengrass, and on any day declared favorable by the Merchant Prince (this changes from year to year), coin festivals are open to the general public, who sometimes jokingly refer to them as tramseests, as great bargains can be had in the closing hours of the convocation when Vergadain's faithful lower the prices of their goods in a last-ditch effort to generate enough sales so as to gain clout with his or her peers (not to mention with Vergadain himself). When hurndor multiclass, they typically do so as rogues. They turn rather than rebuke undetected.

History/Relationships: Vergadain enjoys strong popularity among the Morrendisman, and has a great personal friendship with Dugmarne Brightmantle, who shares his interest in mischief. The Merchant King occasionally partners with Ablathoth—auxiliaries both who condole describes as "business arrangements." His travels have gained him the typical allies among the merchant gods of Faerun.

Dogma: The truly blessed are those whose enterprise and zeal brings both wealth and good luck. Work hard, be clever, seek the best bargain, and the Merchant King will shower you with gold. Treat others with respect, but shirk not your responsibility to try to strike a deal better for you than for them.

Elven Pantheon

Known collectively as the Seldarine, which translates to “the fellowship of brothers and sisters of the wood,” the elven pantheon is led by Corellon Larethian. Many of the elven deities have close ties to other sylvan deities such as Mielikki.

Aerdrie Faenya

The Winged Mother, Queen of the Aavriels

Intermediate Elven Deity

Symbol: Cloud with bird silhouette
Home Plane: Arrandor
Alignment: Chaotic good
Portfolio: Air, weather, avians, rain, fertility, aavriels
Worshipers: Bards, druids, elves, rangers, sorcerers, travelers, winged beings
Cleric Alignments: CG, CN, NG
Domains: Air, Animal, Chaos, Elf, Good, Storm
Favored Weapon: "Thunderbolt" (quarterstaff)
Aerdrie Faenya (air-dree fahn-yuh) is the elven expression of freedom and impulse, and she dislikes staying in any one place for too long. She delights in the sound of wind instruments and in creating unpredictable atmospheric conditions, including fairly severe or violent thunderstorms on occasion, but her primary joy is simply feeling the air rush past her with the ground far below. The Winged Mother is a somewhat distant deity who rarely involves herself in elven culture, and she is far more chaotic than the rest of the Seldarine. Of all the elven races, Aerdrie takes a keen interest only in the avariel, and few of them remain in Faerûn. She is also known as an aspect of Angharradh, the Triune Goddess.

The church of Aerdrie Faenya is small, with little communication or organization between its scattered temples. Aerdrie's clergy is primarily concerned with exploration and maintaining good relations with sentient avian races (e.g., giant eagles and aarakocra). With the decline of the avariel (winged elves), few elven clerics of the Winged Mother can fly without magical aid. As a result, many Winged Siblings work to create new spells and items by which magical flight is possible, and a not a few of their more adventuresome brethren seek lost relics of yore that permit the same. Similarly, members of Aerdrie's clergy raise winged steeds employed by the aerial cavalries of elven realms and tend cotes of fanciful birds from far-off lands to dwell in formal elven gardens and to supply the molted plumage employed in elven fashions. As servants of the Bringer of Rain and Storms, Aerdrie's clerics work closely with the small groups of elves involved in agriculture and horticulture to ensure favorable weather for their crops. Winged Brothers and Sisters are also charged with destroying evil flying creatures.

Clerics and druids of Aerdrie Faenya pray for their spells at dawn, when the first hint of a breeze often drifts across the land. The Dance of Swirling Winds, held semiannually on the equinoxes, celebrates the changing seasons and honors the Winged Mother. The winds always blow strongly on such days, wherever Aerdrie's followers gather. Celebrants offer beautiful feathers and join in an aerial ballet danced to the music of wind instruments played by some of the participants. Those who lack wings or magical means of flight sometimes levitate as a gift of the deity herself. Many clerics and druids multiclass as sorcerers or rangers.

History/Relationships: Like most of the Seldarine, Aerdrie serves Corellon, works closely with her fellow elven deities, and opposes the activities of the drow pantheon (with the exception of Eilistraee). She also works against the Deities of Fury (Auril, Maladar, Talos, and Umberlee). Aerdrie is allied to like-minded deities of wind, flight, rain, and fertility, including Akadi, Cyrellalac, Isis, Lurue, Shaundakul, and Sheela Peryroyl.

Dogma: The ever-changing reaches of the sky are the great gift of the Winged Mother. Take flight into her windswept embrace, and gambol amid the clouds. Honor those who dwell with the Aerdrie and cherish the birds dancing on her tresses. Change is beautiful and chaos births new life. Ascend, soar, glide, dive, and ascend again and relish in the freedom that the Winged Mother bequeaths.
Other Deities of Faerûn

Angharradh
The Triune Goddess, Queen of Arvandor
Greater Elven Deity
Symbol: Three interconnecting rings on a downward pointing triangle
Home Plane: Arvandor
Alignment: Chaotic good
Portfolio: Spring, fertility, planting, birth, defense, wisdom
Worshippers: Community elders, druids, elves, farmers, fighters, midwives, mothers
Cleric Alignments: CG, CN, NG
Favored Weapon: “Duskshaft” (longspear or shortspear)

Angharradh (ahn-gahr-radh) is the unified face of the deity who is both three separate goddesses—Aerdric Faenya, Hanali Celani, and Sahanine Moombow—as well as a single goddess who subsumes their three separate aspects. As such, Angharradh’s nature reflects the personality traits of each of the Three, including the impulsive and whimsical nature of the Winged Mother, the romantic and affectionate nature of the Heart of Gold, and the serene and ephemeral nature of the Daughter of the Night Skies. The fusion of the Three was born of Araushnee’s (Lotlh’s) betrayal and the collective threat to Arvandor and the Seldarine. As such, the Triune Goddess exhibits the fierce protectiveness and unbinding resolve of the Queen of Arvandor. Despite her vigilance, the Elven Retreat, its reversal, and the return of drow to Cormanthor have weakened Angharradh’s spirit, and the three goddesses have been spending more and more time apart, preferring the ability to get more done as a group than as an individual.

The church of Angharradh is essentially the unified face of three separate, but closely allied, churches. Clerics of Angharradh serve the Triune Goddess much like the clerics of Aerdric Faenya, Hanali Celani, and Sahanine Moombow. Most clerics of the Triune Goddess are affiliated with one aspect of the Three, and their activities reflect their association with that particular aspect. Clerics of Angharradh are also considered wise women and sages and are often consulted on important issues. They can serve as clerics of Aerdric Faenya, Hanali Celani, and Sahanine Moombow, as well as their single embodiment, Angharradh. They attend births, bless young children, help with planting and harvesting, and bless warriors going into battle. Particularly successful totem sisters are sought out by other tribes and aspiring totemic practitioners for advice and counsel.

Clerics and druids of Angharradh pray for their spells at a time of their choosing, but it must be the time when one of the three goddesses is prayed to. Members of Angharradh’s clergy celebrate the holy days and important ceremonies of one of the Three; depending upon which aspect of the Triune Goddess they particularly venerate. The only holy day celebrated exclusively by those who pray to Angharradh is the Melding of the Three, held quadrannually on Ginnaeloscor (the Day of Corellon’s Peace), more commonly known as Shieldmeet. While this holy day is more generally observed by elves in honor of Corel- lon, the moon elves celebrate the tripartite aspects of Angharradh and the unification of the Three that have led to centuries of peace in Arvandor and elven realms in Faerûn. In addition to singing great hymns to the Triune Goddess, Angharradh’s faithful often assemble to invoke great feats of cooperative magic on this day. Many clerics and druids multiclass as fighters.

History/Relationships: Before the Fair Folk walked the forest of Faerûn, the Triune Goddess arose from the great battle between the Seldarine and those who followed Araushnee, later known as Lotlh. The Three drew together to heal Corellon after he was felled by Araushnee’s machinations, taking their place in the form of the One alongside Corellon as the Queen of Arvandor. Angharrad is second only to Corellon among the Seldarine and works closely with the other elven deities. Other allies include Berroon Truesilver, Chauntea, Cyrrrolaalee, Eilistrae, Larue, Mieliikki, Milil, Mystra, Selune, Sharindlar, Sheela, Peryroyl, Silvanus, Sune, and Yondalla. Her foes include the traditional opponents of the Seldarine: the dwarven pantheon (other than Eilistraee), the Deities of Fury (Auril, Malar, Talos, and Umberlee), and the goblinkind deities.

Dogma: Unity and diversity bring strength. Be ever vigilant against those who would be banished and work together in defending the lands of the Fair Folk from those who would work evil. Celebrate the One and the Three for their collective purpose and individual expressions of life. Through the melding of widely different skills and interests, creativity, life, and artistry are nurtured and new ideas are discovered.

Corellon Larethian
Creator of the Elves, First of the Seldarine, Coronal of Arvandor
Greater Elven Deity
Symbol: Crescent moon
Home Plane: Arvandor
Alignment: Chaotic good
Portfolio: Magic, music, arts, crafts, war, the elven race (especially sun-elves), poetry, bard, warriors
Worshippers: Arcane archers, artists, artists, bards, fighters, good leaders, rangers, poets, sorcerers, warriors, wizards
Cleric Alignments: CG, CN, NG
Domains: Chaos, Elf, Good, Magic, Protection, War
Favored Weapon: “Sahandrian” (longsword)

Corellon Larethian (kor-ell-ion lah-retb-ee-yen) is the leader of the elven pantheon, and the very race of elves is said to have sprung from his blood during his many battles with Guumshf of the orc pantheon. He embleishes the highest ideals of elvenkind, working as a powerful war deity when need be (his longsword Sahandrian is made from a star) and protecting his chosen people with the careful hands of an artisan.

Corellon’s church emphasizes his protective and artisan aspects over his role as ruler of the elves. They watch over the borders of elven land, guard elven communities, help shape the appearance of elven settlements, and create beautiful items for use within the community and trade without. It is rare to find one of his clerics in a position of leadership, although they often act as intermediaries in disputes among the sylvan races and assist elven governments to assure smooth functioning.

Prayer times for his clerics are at night, preferably when the moon is highest in the sky. They have many holy days, although most are tied to astronomical events and only occur every few years. One monthly ceremony is Latequnor, the Forest Communion of the Crescent Moon.
which takes place in the first quarter waxing and involves music, song, dance, and offerings of beautiful items. His clerics are most like multiclass as arcane archers, fighters, or wizards.

History/Relationships: Corellon created the elven race and is the lord of the nonevil elven deities, which are collectively known as the Seldarine ("Fellowship of brothers and sisters of the wood"). The Seldarine respect and honor him, and he has peaceful contact with the leaders of the dwarf, gnome, and halfling deities, as well as Faerûnian nature deities and good deities from other pantheons. Corellon counts Lolth (once his consort) and Vhaeraun as his enemies, for he had to banish them from the Seldarine when they led an attack against their kin. His other enemies include beings such as Bane, Cyric, Taldor, Malairs, and the deities of the orcs and goblins.

Dogma: The elves are sculptors and wardens of magic’s endless mysteries. Bring forth the beauty that envelops and let the spirit gambol unfettered. Seek out new experiences and new ways. Ward against those that would destroy what they cannot create. Commune with the natural and mystical world. Be ever vigilant against the return of the banished darkness, and be strong in heart against the corruption of the Spider Queen.

Deep Sashelas

Lord of the Undersea, the Dolphin Prince

Intermediate Elven Deity

- Symbol: Dolphin
- Home Plane: Arvandor
- Alignment: Chaotic good
- Portfolio: Oceans, sea elves, creation, knowledge
- Worshipers: Druids, elves, fisherfolk, rangers, sages, sailors
- Cleric Alignments: CG, CN, NG
- Domains: Chaos, Elf, Good, Knowledge, Ocean, Water
- Favored Weapon: "Trifork of the Deeps" (trident)

Deep Sashelas (deep sa-shels-a) is a charismatic leader and an inspired creator whose art is ever-changing. Unlike the other Seldarine, Deep Sashelas is rarely satisfied with what he’s done and always seeks to improve it. Deep Sashelas can be fickle and flighty, and there are many myths that involve his amorous exploits with such creatures as mermaids, mortal sea elves, human females, and even a demigoddess. His consort, Trishina, has some tolerance for such straying, but not too much. Sashelas’s fellow Seldarine derive great amusement from Trishina’s ability to spot Sashelas’s wandering attentions and stymie him, usually by warning off the object of his desire.

The church of Deep Sashelas is a broadly based church organized along regional lines with each region corre-
erevan ilesere

The Chameleon, the Green Changeling, the Fey Jester

Intermediate Elven Deity

Symbol: Starburst with asymmetrical rays
Home Plane: Arvandor
Alignment: Chaotic neutral
Portfolio: Mischief, change, rogues
Worshippers: Bard, elves, revelers, rogues, sorcerers, tricksters
Cleric Alignments: CE, CG, CN
Domains: Chaos, Elf, Luck, Trickery
Favored Weapon: "Quickstrike" (short sword)

Erevan Ilesere (air-ch-van ill-ch-seer) is a fickle, utterly unpredictable deity who can change his appearance at will. He is one of the most fun-loving deities in the multiverse, and he seems incapable of remaining still or concentrating on a single task for any extended period of time. Erevan enjoys causing trouble for his own sake, but his pranks are rarely either helpful or deadly. However, Erevan becomes very dangerous if sylvan races or weak elven groups are threatened, and he is always championing the underdog.

The church of Erevan lacks any sort of hierarchy, for worship is not permitted at the same location twice and no cleric can be bothered to coordinate the clergy. Clerics of Erevan are wild, mischievous, independent, and unpredictable, playing tricks on others for the sheer joy of it. They oppose settled interests of all sorts and delight in upsetting both the rule of law and powerful people and in generally creating mayhem. The have little in the way of formal duties, and minister to the faithful primarily through example and instruction in the skills required of mischievous rogues.

Clerics of Erevan pray for their spells at midnight, when darkness covers their mischief. Followers of Erevan gather monthly for a Midnight Gambol, which is held in a sylvan glade beneath the light of the full moon. The exact location of each Midnight Gambol is a secret that is passed among the faithful by word of mouth in the days leading up to the event. Anyone who manages to discover the festivities through their own ingenuity is welcome to participate. Erevan's followers are often joined in their revels by mischief-loving creatures such as sprites. Each Midnight Gambol includes the sacrifice of beautiful objects (most of which are borrowed), dancing, wine-drinking, tale-telling, and endless prank-playing. Many clerics multiclass as rogues or sorcerers. They turn rather than rebuke undead.

History/Relationships: Despite his fickle nature, Erevan is fiercely devoted to the Seldarine. He is part of an informal group of mischiefmakers (including Brandobair, Garl Glittergold, and Tymora) who often draw the ire of more serious deities, such as Helm. Erevan's boon companion is Aasterian, an aspect of the draconic deity Hiarl. Erevan and Aasterian are almost never separated and their legendary adventures inspire younger elves who dream of emulating the mythic duo's daring exploits. Other allies include Baravar Cloakshadow, Dagmaren Brightmantle, Milil, and Shaundakul. Erevan has long-standing rivalries with other rogue deities, including Beshaba and Mask, for their cruelty and greed offends his light-hearted nature. He opposes the drow pantheon (other than Elise Tracy). His pranks have provoked the anger of Bane, Loviatar, and similar evil humorless beings.

Dogma: Change and excitement are the spice of life. Live on the edge, unbound by the conventions of society in a spirit of constant self-reinvention.

Puncture the self-righteousness, sanctimony, and pretension that pervades orderly society with mischievous pranks that both amuse and enlighten.

fenmarel mestarine

The Lone Wolf

Lesser Elven Deity

Symbol: Pair of elven eyes in the darkness
Home Plane: Arvandor
Alignment: Chaotic neutral
Portfolio: Feral elves, outcasts, scarpgoats, isolation
Worshippers: Druids, elves, outcasts, rangers, rogues, spies, wild elves
Cleric Alignments: CE, CG, CN
Domains: Animal, Chaos, Elf, Plant, Travel
Favored Weapon: "Thornbithe" (dagger)

Fenmarel Mestarine (fem-muhl-reel mes-tuh-reen) is eternally sullen and serious, a perfect counterbalance to the fun-loving Erevan Ilesere. He has no interest in communicating with members of other pantheons or nonelves unless absolutely necessary, and when he does speak, he is usually bitter and cynical. Although he tries to avoid commitments of any sort, the Lone Wolf always abides by his word, no matter how reluctantly it is given. Fenmarel watches over the elven borders in disappearing woodlands, jungles, and similar environments, not unlike Corellon in more sizable homelands. Of all the elven races, Fenmarel takes a keen interest in the wild elves, hidden deep within the thickest forests of Faerun.

The church of Fenmarel consists primarily of outcasts and small tribes of wild elves, and, as such, has little in the way of formal hierarchy. Outcasts from elven society who make their way among other cultures are typically lay followers and not clerics. Members of Fenmarel's clergy instruct their fellows in the skills first taught by the deity, including how to survive on their own, engage in deceptions and guerrilla tactics, and use poisons to take down enemies with subtlety, but otherwise they have few formal responsibilities aside from ensuring their personal survival.

Clerics and druids of Fenmarel pray for their spells at dusk, when darkness begins to settle over the land. The church of Fenmarel does not celebrate widely recognized holy days. Instead, each individual or band venerates the Lone Wolf in personal worship services of their own devising. Many outcasts mark the day of their personal banishment with private contemplation, while tribes of feral elves mark anniversaries of important events in the group's oral history, many of which are correlated with astronomical events easily noted by the naked eye. Many members of his clergy multiclass as rangers or rogues. They turn rather than rebuke undead.

History/Relationships: The Lone Wolf is somewhat of an outcast among the Seldarine, his nominal allies, although supports them in their endless war against the evil drow deities. He gets along well only with Solonor Thelondir (said to be his brother), Shevarach, Gwaeron Windstorm, and Elistraee. Only the kind-heartedness of Schanime Moonbow can draw the Lone Wolf back to the other Seldarine on rare occasions.

Dogma: The world is a harsh and unforgiving place, with uncompromising demands on those who would forge their own path. Rely not on others for protection, for betrayal comes easily, but on the skills of camouflage, deception, and secrecy. Follow the way of the Lone Wolf, for his is the path of self-sufficiency.
Hanali Celanil
The Heart of Gold, Wistome Rose, Lady Goldheart
Intermediate Elven Deity
Symbol: Gold heart
Home Plane: Arvandor
Alignment: Chaotic good
Portfolio: Love, romance, beauty, enchantments, magic item artistry, fine art, artists
Worshipers: Aesthetes, artists, enchanters, lovers, sorcerers
Cleric Alignments: CG, CN, NG
Domains: Chaos, Charm, Elr, Good, Magic, Protection
Favored Weapon: A shining heart (dagger)

Hanali Celanil (han-uh-lee zel-ul-nil) is a being of timeless beauty and benign nature, who always forgives minor transgressions and delight in rewarding her followers with the bliss of unexpected love and affection. She embodies romance, beauty, love, and joy in elven spirits, her only flaw being her own mild vanity and flighty nature. Although she rarely appears to her faithful, Hanali delights in seeing the growth of love among elves, and she often acts in secret to protect young lovers. She is also known as an aspect of Angharad, the Triune Goddess.

Hanali's clerics are flighty and somewhat vain, given to dancing and wild celebrations. The hierarchy is loosely organized, and clerics are free to join or leave a temple's ranks as they wish. They preside over marriage and rites of passage ceremonies for young elves, although they are not required to marry, for Hanali's concern is love, not necessarily marriage. Members of Hanali's clergy spend their days cultivating beauty and love in all their myriad forms. Many of Lady Goldheart's clerics tend fine gardens, while others amass personal or temple-based collections of gems, crystal sculptures, and other fine works of art. While things of gold and crystal, particularly jewelry and statues, are favored, beautiful art in any form is admired, collected, and displayed. Hanali's clerics must always be finely dressed, and displaying one's personal beauty to its best advantage is a requirement of every cleric of the Heart of Gold.

Clerics of Hanali pray for spells each day whenever the moon is highest in the sky and romance is in the air. While Hanali's clerics are given to frequent impromptu revels, their greatest celebrations are held every month beneath the bright light of the full moon. Such holy days are known as the Secrets of the Heart, for romantically involved participants are said to experience the full bloom of their affections on such nights, allowing them to evaluate the strength of their feelings. Likewise, the inner beauty of celebrants visibly manifests as a rosy glow in their cheeks and eyes for days thereafter. Offerings of objects of great beauty are made to Lady Goldheart during such holy festivals, some of which are swept into Arvandor while others are returned to be shared among Hanali's followers. It is not uncommon for artists to unveil their latest work at such holy days, nor is it rare for young lovers to either pledge their troth secretly or proclaim it to all assembled, for doing so is said to invite Hanali's favor. Her clerics often multiclass as enchanters or sorcerers.

History/Relationships: Like others of the Seldarine, Hanali answers to Corellon and opposes the machinations of the evil drown deities and the Deities of Fury. She also opposes the cruel tyrannies of other deities, including Bane, Cryn, Shaz, and Talona. Her allies include Elistaer, Cyrralacee, Issi, Elara, Lura, Mill, Sharess, Shirindlar, Sheela Peeryrloy, Sune, and Ymora.

Dogma: Life is worth living because of the beauty found in the world and the love that draws twin hearts together. Nurture what is beautiful in life, and let beauty's rapturous glow enliven and brighten the lives of those around you. The greatest joy is the rapture of newfound love and the taste of romance that sweeps over those wrapped in its embrace. Find love wherever it takes root, and bring it to its fullest bloom so that all may share in the joy and beauty it creates. Always give shelter and succor to young lovers, for their hearts are the truest guides to life's proper course.

Labelas Enoreth
The Lifegiver, Lord of the Continuum, the Sage at Sunset
Intermediate Elven Deity
Symbol: Setting sun
Home Plane: Arvandor
Alignment: Chaotic good
Portfolio: Time, longevity, the moment of choice, history
Worshipers: Bards, divine disciples, elves, loremasters, scholars, teachers
Cleric Alignments: CG, CN, NG
Domains: Chaos, Elf, Good, Knowledge, Time
Favored Weapon: "The Timestave" (quarterstaff)

Labelas Enoreth (lab-hay-lahs eln-or-eth) is a philosopher-deity, a patient teacher and instructor. His demeanor is calm and meditative, and he is not given to sudden action or hasty speech. According to legend, he traded an eye for the ability to peer through time. Labelas concerns himself with transgenerational changes and the growth of learning and wisdom among elves, and thus rarely involves himself directly in the lives of individuals.

The church of Labelas is small, but highly organized, for records of its traditional practices and beliefs date back millennia. Clerics of Labelas are the keepers of elven history and lore, and they are charged with searching for hidden facts of the past. They compile and protect such sacred knowledge and record it for the instruction of future generations. Members of Labelas's clergy are also philosophers and teachers, responsible for educating the young and promoting and acquiring knowledge.

The faithful of Labelas do not celebrate individual holy days, for the passage of time is uniform, independent of the events that unfold in each regular interval. Instead, the Lifegiver's followers gather each day in small groves near his temple as the sun sets to mark the passage of another day, a daily ritual known as the Marking of Time. They utter prayers to Labelas, including prayers for their daily spells, and recite all that they have learned in the past day to be recorded by the lorekeepers of Arvandor who serve the Lifegiver. Many clerics multiclass as bards, divine disciples, or loremasters.

History/Relationships: Labelas maintains close relationships with most of the Seldarine, although Erevan Ilseren sorely tests his patience. Labelas has long had a close relationship with Mystra in all her incarnations. Other alliances include Deneir, Cyrralacee, Elistraee, Mill, Oghma, and Savras. Clangeddin Silverbeard still nurses a grudge against Labelas stemming back to a battle on the isle of Ruathym during the Time of Troubles. Labelas opposes the deities of entropy and death, particularly Yeengothe (the gnoll demon), Velsharoon, and the evil drown deities.

Dogma: The march of time is inexorable, but the blessings of the Lifegiver enable the children of Corellon to live long and fruitful lives, unmarked by the passage of years. Record and preserve the lessons of history and draw lessons from that which has unfolded. In the end, the sun always sets ere the next day dawns anew.
**Rillifane Ballathil**

*The Leastford, Intermediate Elven Deity*

**Symbol:** Oak tree  
**Home Plane:** Arvandor  
**Alignment:** Chaotic good  
**Portfolio:** Woodlands, nature, wild elves, druids  
**Warriors:** Druids, rangers, wild elves  
**Cleric Alignments:** CG, CN, NG  
**Domains:** Chaos, Elf, Good, Plant, Protection  
**Favored Weapon:** "The Oakstaff" (quarterstaff)

Rillifane Ballathil (ril-lif-fane ral-uuh-thilh) is quiet, reflective, and enduring over eons unchanged. He is the least of all the Seldarines, least likely to act on a whim, and often grave and self-absorbed. The Leastford is protector of the woodland and guardian of the harmony of nature. He is often likened to his clerics to a giant oak tree, so huge that its roots mingle with the roots of every other plant in the world, that stands at the heart of Arvandor. The great tree draws into itself all the ebb and flow of seasons and lives within the woodlands of the green elves. At the same time, its defense and sustains those lands against disease, predation, and assaults of all kinds. The Leastford is the patron of wood elves (and to a much lesser extent wild elves).

The church of the Leastford generally keeps to itself, extending itself only to help fellow elves and other sylvan beings. The church hierarchy is organized regionally and divided into branches, as each type of cleric serves a specific role. The druids who compose the bulk of Rillifane’s clergy tend to the health of the forests and those who dwell within, fiercely contesting any attempt to further reduce those forests that remain. Many clerics serve as ambassadors of the faith, working outside the communities of wood elves to educate other races and even other elves about nature. They are closer nature with nature. In times of war, however, the leaders of each region unite the branches of the faith to defend elf soldiers into a single force. Rillifane’s clerics are deadly enemies of those who hunt for sport or those who harm trees maliciously or unnecessarily. In particular, all clerics of Rillifane have a great hatred for the clerics of Malar, since the followers of the Beastlord often make elves the object of their hunts and their ethos is anathema to those who serve the Leastford. Rillifane’s clergy is charged with rooting out and destroying sentient plants whose nature has been twisted by external forces into a warped perversion of nature.

Clerics and druids of Rillifane pray for their spells at dawn, when the first rays of the life-giving sun spring over the horizon. Rillifane’s faithful gather twice yearly at the equinoxes to hold fey dances in large groves of oak trees deep in the heart of great forests. The Bodkin is a joyful celebration of new life celebrated through dance and song and preceded by an extended period of fasting. A ritual hunt of an ancient and noble hart is undertaken on this day, from which the venison serves to break the fast of the Leastford’s faithful. This ritual honors Rillifane’s bounty and reminds his followers of the natural cycle of life that plays out beneath the Leastford’s boughs. The Transformation marks the arrival of autumn and the vibrant hues that bedeck the canopies of the Leastford around this time. Wood elves and elves of other subfamilies who seek a form of spiritual rebirth or a major change in their lives gather to celebrate Rillifane’s eternal promise that the trees will bloom again and that life is a process of continual renewal. Many clerics and druids multicast as rangers.

**History/Relationship:** Rillifane is an old deity and is said by some to be older than even Labelas Enoreth, for the great tree would continue its life endlessly without the need for an eventual death. He is on good terms with all the Seldarines, as well as most sylvan and faerie deities. His foes include Malar, Talos, and the evil ash gods.

**Dogma:** The Great Oak draws energy from all the living creatures of the world and nourishes, sustains, and protects them from outside threats. Live in harmony with the natural world, allowing each living being the opportunity to serve its natural purpose in life. As the Leastford’s countless branches, his faithful are to serve as his mortal agents in the natural world. Defend the great forests from those who would ravage their riches, leaving only destruction in their path. Contest both the quick and the slow death of Rillifane’s bounty and hold strong like the great oak in the face of those who can see only their immediate needs.

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**Sehanine Moonbow**

*Daughter of the Night Skies, the Luminous Child of Dreams*

*Intermediate Elven Deity*

**Symbol:** Misty crescent above a full moon  
**Home Plane:** Arvandor  
**Alignment:** Chaotic good  
**Portfolio:** Mysticism, dreams, death, journeys, transcendence, the moon, the stars the heavens, moon elves  
**Warriors:** Diviners, elves, half-elves, illusionists, opponents of the undead  
**Cleric Alignments:** CG, CN, NG  
**Domains:** Chaos, Elf, Good, Illusion, Knowledge, Moon, Travel  
**Favored Weapon:** "Moonstaff" (quarterstaff)

Sehanine Moonbow (seh-ha-nee moo-nob) rarely concerns herself directly with events in Faerun aside from weaving illusions around secret elven retreats and guiding elves coming to those lands. Her power waxes and wanes with the phases of the moon, growing strongest when the moon is full. As befits the elven goddess of mysteries, Sehanine is cloaked in secrets and illusions and rarely speaks her mind directly, preferring to communicate through a process of dreams, visions, and other mystical experiences. Sehanine is a truly spiritual and ephemeral being who evades any attempt to define her and whose serenity surrounds her like a mantle of moonlight. She is also an aspect of Anhur, the Triune Goddes.

The church of Sehanine is cloaked in mystery, and little is known about its secretive hierarchy. Sehanine’s clerics are the seers and mystics of elven society. They serve as the spiritual counselors to elves and half-elves who seek to embark on journeys in search of enlightenment so as to transcend their current state of being. As shepherds and protectors of the dead, Sehanine’s clerics organize and administer funeral rites and guard the remains of the fallen. They seek out and destroy undead creatures, for Sehanine holds such creatures—with the notable exceptions of baalboards and other good-aligned undead beings who voluntarily prolong their existence in order to serve her kin—to be blasphemous. As defenders of elven homelands, Sehanine’s clergy are responsible for weaving and maintaining the illusions that guard those sanctuaries that remain and for divining potential threats to their continued existence. The prime task of adventuring clerics is the retrieval of lost arcane and
magical knowledge, especially if it pertains to illusions or divinations. Other seek out isolated elven enclaves, bringing them news of the world outside the forests.

Clerics of Schanime pray for their spells whenever the moon is fullest during the day. Schanime's faithful celebrate a wide variety of holy days, all tied to the position of various heavenly bodies, particularly the phase of the moon and various types of eclipses. Many of these celebrations occur once per decade, once per century, or even once per millennium. The most frequent celebrations of Schanime's faithful are held monthly beneath the light of the full moon. Lunar Hallowings, as such holy days are known, are marked with personal meditation and collective entrance into a communal trance. On occasion, Schanime manifests through her assembled worshipers, knitting together their spirits in a true sharing of minds. Such holy days are concluded with a joyous freeform dance beneath the most visible manifestation of the moon that lasts until the first rays of dawn. Once per year, Schanime's faithful gather on the night of the Feast of the Moon for the Mystical Rites of the Luminous Cloud. Similar in many ways to the monthly Lunar Hallowings, these rites are notable for the visible manifestation of the Schanimal whereby the assembled worshipers are transformed into shimmering, silvery light that lifts up and darts across the heavens. During such mystical flights across the sky, the sacred mysteries of Schanime are revealed to the participants, with each participant learning secrets appropriate to his current level of spiritual development. The ceremony concludes when the nimbus of light returns to the earth and the forms of Schanime's worshipers coalesce. Many clerics multiclass as diviners or illusionists.

History/Relationships: Schanime is the mightiest of the female deities of the Seldarine. Her tears are said to have mingled with Corello's blood to form the elven race. She is closely allied with all the Seldarine, particularly Corellon, Aerdee, and Hanali, and gets along well with other deities, including Baryar Cloakshadow, Cyrrollalee, Dumathoin, Ellistracee, Kelemvor, Lurue, Milli, Mystara, Sayras, Segojan Earthcaller, Shaundakul, Selune, and Urogalan. Her foes include Cyric, Grummlsh, Malar, the Shar, the Deities of Fury, Velsharoon, and the evil drow deities.

Dojma: Life is a series of mysteries whose secrets are veiled by the Luminous Cloud. As the spirit transcends its mortal bounds and new mysteries are uncovered, a higher form is achieved and the cycle of life continues. Through contemplation and meditation, communion with the Lady of Dreams is achieved.

Through dreams, visions, and omens revealed in sleep or the reverse, the Daughter of the Night Sky unveils the next step on the path and the next destination on the endless journey of mystic wonder that is life and death and life.

Shevarash

The Black Archer, the Night Hunter

Elven Demigod

Symbol: Broken arrow above a teardrop

Home Plane: Arvandor

Alignment: Chaotic neutral

Portfolio: Hatred of the drow, vengeance, crusades, loss

Worshippers: Arcane archers, archers, elves, fighters, hunters, rangers, soldiers, sorcerers

Cleric Alignments: CE, O, CN

Domains: Chaos, Elf, Retribution, War

Favored Weapon: "The Black Bow" (longbow)
solonor Thelandira

Keen-Eye, the Great Archer
Intermediate Elven Deity
Symbol: Silver arrow with green fletching
Home Plane: Arrvandor
Alignment: Chaotic good
Portfolio: Archery, hunting, wilderness survival
Worshipers: Arcane archers, archers, druids, elves, rangers
Cleric Alignments: CG, CN, NG
Domains: Chaos, Elf, Good, Plant, War
Favored Weapon: "Longshot" (longbow)

Solonor Thelandira (soe-loe-nor theh-lan-dih-ruh) is always in pursuit of quarry, and he rarely remains in one location for very long. Unlike many hunters, the Great Archer stalks prey only out of concern for the overall balance between the species and to destroy evil-doers, particularly the drow. His serious, sometimes grim, demeanor reflects the difficulty he faces in forging a workable compromise between the competing forces of civilization and wilderness, instinct and knowledge, and savagery and domesticity. Solonor's word is his bond, and his pledge is never given lightly. Solonor does not close to do battle with an enemy, but tracks and pursues instead, firing arrows from a never-empty quiver.

The church of Solonor is a disparate one, with little communication among groups of clerics except to exchange information. Solonor's clerics serve as scouts and archers in elven armies, as bowyers, fletchers, and archery instructors in elven settlements, and as hunters and providers for far-flung rural communities. Among those Fair Folk who largely eschew the trappings of civilization, members of Solonor's clergy preside over initiation ceremonies into adulthood. Hawkeyes serve the Great Archer by working to maintain the balance of nature. Solonor's clerics are deadly enemies of those who worship Malar or Talos, and they often join forces with those who serve Kildīfān Ballathil in order to exterminate followers of those evil gods whenever they make their presence known.

Clerics and druids of Solonor pray for their spells whenever the moon is highest in the sky during the day. Solonor's faithful generally eschew frivolous celebrations, considering them unnecessary distractions to the tasks at hand. Once per lunar month, under the soft light of the full moon, the Great Archer's faithful assemble to give thanks for the skills Solonor has taught and the bounty thus provided. Hunters sacrifice hunting trophies that cannot otherwise be employed, and unbroken arrows engraved with the symbol of Solonor are fired into the sky to poke holes in the firmament and allow the light of Solonor's teachings to shine forth on his people (these arrows are never fired in a direction that would cause them to fall where they might hurt someone, including straight up). Each Shieldmeet, known to the Fair Folk as the Day of Corellon's Peace, the followers of Solonor assemble to compete in great archery meets. The winner of such contests are said to receive Keen-Eye's blessing. Many clerics and druids multiclass as arcane archers or rangers.

History/Relationships: Like others of the elven pantheon, Solonor reports to Corellon and gets on well with the rest of the Seldarine. Other allies include benevolent nature deities and Silvanus. His greatest foes are Malar and Talos, followed closely by Loth.

Dogma: Walk in harmony with nature and oppose the efforts of
those who would disturb her delicate balance. Preserve the wild places from excessive encroachment, and work with those who would settle the land to preserve the beauty that first attracted them. Hunt only for sustenance, culling the old and the weak from the herd so that all species may prosper. Like an arrow in flight, it is difficult to arrest the consequences of an action. Choose your targets carefully, for an ill-considered action can have a long-reaching impact.

**Gnome Pantheon**

Referred to as the Lords of the Golden Hills, the gnome pantheon is led by Garl Glittergold.

### Baervan Wildwanderer

**The Masked Leaf**

**Intermediate Gnome Deity**

- **Symbol:** Raccoon's face
- **Home Plane:** The Golden Hills
- **Alignment:** Neutral good
- **Portfolio:** Travel, nature, forest gnomes
- **Worshippers:** Druids, forest gnomes, rangers, rock gnomes, tricksters

**Cleric Alignments:** CG, LG, NG

**Domains:** Animal, Gnome, Good, Plant, Travel

**Favored Weapon:** "Whisperleaf" (halfling)

Baervan Wildwanderer (海湾根 wild-wan-der-er) is gentle, good-natured, and mischievous, and his penchant for good-natured mischief rivals Garl Glittergold himself. Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. The Masked Leaf's tricks are much more pointed than typical of the Forgotten Folk, and if Baervan wants to send someone a message, he does so in the form of a joke. Baervan is the patron of the forest gnomes, rare and secretive kin of rock gnomes.

The church of Baervan is loosely organized and consists mostly of regional sects, each of which is fairly independent. Members of Baervan's clergy are found mostly in outdoor gnome communities in the great forests of Faerûn, particularly forest gnome villages. Individual clerics often wander far afield, typically accompanied by a raccoon (or dire raccoon) companion. All members of the Masked Leaf's clergy are concerned with the protection of nature (and the gnomes who dwell in harmony with it), and they are actively involved in driving off evil creatures.

Clerics and druids of Baervan pray for their spells each day whenever the moon is highest in the sky. Baervan's clergy gather monthly in sylvan glens under the light of the full moon to dance, hurl acorns at each other, and offer up magical trinkets or other treasures to the deity. If a follower has been unable to acquire a magical gift over the course of the last three tendays, a knickknack of some value temporarily given by magic by means of some cantrip or orison (often a light spell) is commonly offered. Many clerics and druids multiclass as rangers.

**History/Relationships:** Baervan tends to keep to himself, except for the company of Chiktokk Fastpaws, a sentient giant raccoon who is always getting him into trouble. He works closely with the nonevil gnome deities, particularly Segjan Earthcaller, for both gods are strongly concerned with the natural world. Traditionally, their portfolios are loosely divided between forest animals and plants on Baervan's part, and borrowing ani-
mals on Segojan’s part. He is friendly with other good animal and nature deities, as well as mischievous or exuberant ones such as Brandobbaris, Clangeddin Silverbeard, and Gawron. He has few foes aside from Urglen, although the Beastlord has earned the gnome deity’s ire for his hunting of forest gnomes.

**Dogma:** The great forests of the outdoors await those Forgotten Folk daring enough to venture forth from their burrows. Wander the great woodlands in search of excitement and sylvan sites of incredible beauty. Defend and protect the creatures of the forest and the woodlands in which they reside. Be ever curious, and follow life wherever it may lead.

**Baravar Cloakshadow**

*The Sly One, Master of Illusion, Lord in Disguise*  
*Lesser Gnome Deity*

**Symbol:** Cloak and dagger  
**Home Plane:** The Golden Hills  
**Alignment:** Neutral good  
**Portfolio:** Illusions, deception, traps, wards  
**Worshippers:** Adventurers, decivers, gnomes, illusionists, rogues, thieves  
**Cleric Alignments:** CG, LG, NG  
**Domains:** Gnome, Good, Illusion, Protection, Trickery  
**Favored Weapon:** “Nightmare” (dagger)

Baravar Cloakshadow (bar-uh-vahr clohk-shah-doh) is a crafty, vengeful deity who specializes in deceptions. He is unforgiving of any creature who threatens his charges, and he feels no compunction against acting against those who have earned his enmity. Although he shares Garl’s love of a good practical joke, Baravar’s jests and tricks may cause no little discomfort to the victims. He is also a thief and enjoys using illusions to confuse creatures before robbing them. Often, Baravar steals out of boredom as much as for any other reason. The Sly One sends celestial agents to harass goblins from a distance even before the gnomes are threatened: “Do unto them before they have a chance to do unto you!” is a philosophy he often acts upon. His level of vigilance and layers of illusion have led many to believe that he is verging on paranoia. Much of his time recently has been spent working on a master illusion spell that would prevent a gnome from ever being detected unless he or she wanted to.

The church of Baravar is only loosely organized, for the veil of secrecy that surrounds it also shields its members to some degree from one another. Baravar’s clergy is deeply involved in experimenting with and refining the art of creating illusions. A sizable fraction of the clergy are adventurers, charged with tracking down and acquiring new spells and magic items that allow the creation and control of effects from the school of illusion. Other clerics work as researchers, ever-refining their magical craft. Clerics of Baravar are generally sneaky, smart gnomes, and they serve their communities as spies and investigative agents and by teaching skills such as disguise, camouflage, and hiding.

Clerics of Baravar pray for their spells at dusk, as the cover of night begins to conceal their activities. The clergy of Baravar venerates the Sly One in a monthly ritual known as the Cloaking. Although these rituals are always observed on the night of the new moon, the exact location and nature of the ceremony varies every time. The Cloaking is often held in public places, and attendees consider it a point of honor that outsiders never detect such assemblies. This practice has led to a common joke among the Forgotten Folk that any unexplained gather-

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**Callarduran Smoothhands**

*Deep Brother, Master of Stone, Lord of Deepearth*  
*Intermediate Gnome Deity*

**Symbol:** Gold ring with star symbol  
**Home Plane:** The Golden Hills  
**Alignment:** Neutral  
**Portfolio:** Stone, the Underdark, mining, the svirfneblin  
**Worshippers:** Fighters, gemcutters, hermits, jewelers, illusionists, opponents of drow, svirfneblin  
**Cleric Alignments:** CN, N, NE, NG, LN  
**Domains:** Cavern, Craft, Earth, Gnome  
**Favored Weapon:** “Spiderbane” (battleaxe)

Callarduran Smoothhands (kai-ar-duh-uhn smooth-hands) is by nature solitary and thoughtful, and he rarely consorts even with other gnome gods. He is a benign but secretive deity, caring only for his own people and their defense against drow and the other dangers of the Underdark. He intercedes to defend his followers from such dangers, and his appearance is heralded by a loud humming which can be heard through solid rock. Largely ignored by the other gnome subraces, the Deep Brother is venerated primarily by the svirfneblin as their patron deity, with a strong emphasis on his protective aspect and his oversight of the all-encompassing earth and the treasures to be found within.

The church of Callarduran is tightly organized, sharing information between clans and cities alike and coordinating their people’s collective against the omnipresent dangers of their homeland, particularly the drow. Callarduran’s clergy is ever vigilant against the very real threat of drow incursions into the territories of the deep gnomes. Many lead small war bands against the drow in the hopes of...
hunting them down before they inevitably turn against nearby svirfneblin enclaves. The Deep Brother's clerics are teachers of magic, particularly that of the school of illusion, and work within their communities to spread such knowledge among all the deep gnomes.

Clerics and druids of Callarduran pray for their spells at twilight when the sun (figuratively) sinks into the earth. The followers of Callarduran assemble at twilight on Midsummer Day and at midnight on Midwinter Night to venerate the deity in twin ceremonies known as the Festivals of the Ruby and the Star, respectively. The Festival of the Star celebrates the continued protection the Deep Brother provides to the descendants of the svirfneblin who followed him into the Deep earth. The holy day is marked by deep gnomes who assemble on the shore of a subterranean lake or pool to observe an annual event when small patches of a specially bred species of phosphorescent fungi in the cavern roof light up like stars, creating an illusion of the night sky reflected in the waters below. For deep gnomes this event reaffirms their ancestral ties with the surface world and reassures them that they have not been abandoned in the hostile environment deep beneath the earth. Many clerics multiclass as fighters or illusionists. They turn rather than rebuke undead.

History/Relationships: Callarduran is allied with the other gnome gods except Urglen, although he rarely takes time to speak to any of them. He has a similar amiable but remote alliance with other nonevil Underdark deities such as Eilistraee, Shevarash, Dumathoin, and Geb, although his primary interest is the protection of the svirfneblin. He despises the dwarves and is always battling with the evil deities of that race and other foul Underdark deities.

Dogma: Callarduran led his chosen people into the deepest depths of the earth so that they might discover the joyous beauty of rubies and other gems. Beware the dangers of Deep earth, and guard against evil races such as the dwarven race who employ any means necessary to seize what is not rightfully theirs. Protect and serve your community. Celebrate the beauty of minerals and gems and understand their value in craft, art, and magic.

flandal steelskin

Master of Metal, the Great Steelsmith

Intermediate Gnome Deity

Symbol: Flaming hammer

Home Plane: The Golden Hills

Alignment: Neutral good

Portfolio: Mining, physical fitness, smithing, metalworking

Worshipers: Artisans, fighters, gnomes, miners, smiths

Cleric Alignments: CG, LG, NG

Domains: Craft, Gnome, Good, Metal

Favored Weapon: “Rhondang” (warhammer)

Flandal Steelskin (flan-dahl steel-skien) is a true master artisan. He is ever-demanding of his own work and strives tirelessly to increase his skill. He is also a patient tutor, and only lazy and indifferent crafters draw his ire. The Master of Metal is often found traveling with one or two of the other gnome deities in search of new ores and veins of metal to use in his forges. When Flandal is not traveling, he can be found in his workshop, planning or making a new magical weapon. He is no stranger to battle, trusting in the products of his forges to see him to victory.

Although Rhondang, his magical warhammer, is capable of conversing with all fire-using creatures, its language proficiency in no way means that Flandal is friendly toward those beings, though the deity is prone to talk first before attacking. On rare occasions, Flandal instructs gnomes in some very tricky smithing process or guides them to untapped metal ores. He may also mediate disputes between gnomes and fire-dwelling creatures.

Not unlike a guild of artisans, the church of Flandal allows its members a great deal of individual freedom, serving primarily as a forum for improving their skills and exchanging ideas. Members of Flandal’s clergy are peerless miners and smiths. They continuously hone their skills in underground environments, seeking an intuitive understanding of their natural environment. Many serve as teachers, instructing other gnomes in the art of detecting likely veins of ore, unsafe environments, and the presence of hostile creatures. Clerics of the Master of Metal oversee the safety of gnome miners and inspect the output of gnome smithies. Nearly all members of the clergy are considered master smiths when working with one or more types of metal, and they produce fantastic weapons and suits of armor whose quality rivals that of clerics of Moradin. Flandal’s clerics are expected to undergo regular strength and stamina training, a practice that keeps them physically fit for mining, smithing, or battle, as needed.

Clerics of Flandal pray for their spells at dawn, when the forge of the world is at its brightest and hottest. Members of Flandal’s clergy assemble annually on Midsummer’s Day in great gatherings to celebrate the holy day known as the High Forge. The faithful gather in the morning to make offerings of forged metal weapons to the deity and offer praises to him through rhythmic, percussive hammer hymns culminating at midday in a brief period of utter silence. In the afternoon and evening, the participants exchange ideas and new techniques and exhibit the finest of their wares, and by evening the gathering is overwhelmed by merchants seeking to acquire new trade goods. Many clerics multiclass as fighters.

History/Relationships: Flandal has excellent relations with the other gnome deities, with the notable exception of Urglen. In particular, Flandal gets on well with Segojan Earthcaller, for both are responsible for overseeing the safety of gnome miners. Flandal is also closely allied with Gond and many of the good-aligned deities of the dwarven pantheon, particularly Clangeddin Silverbeard, Dumathoin, and Vergadain, and he shares a particularly strong bond with Moradin. Other allies include Cyronia Gendar, Geb, Grumbar, Kosuth, and Urogalan. Like all the gnome deities, Flandal opposes the efforts of the various humanoid deities, particularly the kobold pantheon, but his role in combating them is more indirect, as he primary focuses on sharing secrets of forging armor and weapons with the Forgotten Folk so that they can defend themselves.

Dogma: The treasures of life are buried within Flandal’s embrace, and only hard labor, dedication, and great craftsmanship, as taught by the Master of Metals, can reveal that hidden beauty. Dig mines, extract ores, and forge suits of armor, weapons, and other items of metal. Strive to refine known techniques, invent new processes, and stay physically fit.
Gaerdal Ironhand
The Stern, Shield of the Golden Hills
Lesser Gnome Deity

Symbol: Iron Band
Home Plane: The Golden Hills
Alignment: Lawful good
Portfolio: Vigilance, combat, martial defense
Worshippers: Administrators, fighters, judges, monks, paladins, soldiers, warriors
Cleric Alignments: LG, LN, NG
Domains: Gnome, Good, Law, Protection, War
Favored Weapon: "Hammersong" (warhammer)

Gaerdal Ironhand (gair-dahl eye-urn-hand) is the most dwarflike deity of the gnome pantheon, rarely smiling and fiercely intense, and the only gnome deity who could be considered stern. Gaerdal takes his duties as protector of gnome burrows very seriously, at the cost of sacrificing a playful spirit. The Shield of the Golden Hills has no use for tricks, jokes, or deceptions, and he remains unsmiling at gnome tales and pranks. The other gnome deities say he chuckles in private, but this is deeply uncertain. Gaerdal often assists gnomes in preparation for battle.

The church of Gaerdal is organized in a strict military hierarchy. Gaerdal’s clerics are as close to being a warrior caste as one could find among gnomes, and their numbers are fairly small. They are rather martializing, much less given to levity than most gnomes, and may often be administrators, judges, and the like. Their role as protectors is of major importance to both their religious teachings and the safety of the communities in which they dwell. Although temples of the Shield of the Golden Hills are rare, Gaerdal’s clerics usually erect small statues of Gaerdal at the major entrances to gnome settlements to remind other gnomes of their daily duties. The closest most members of Gaerdal’s clergy get to actively seeking enjoyment is their perennial and self-assumed task of making life difficult for the followers of Baravar and, to a lesser extent, Baervan and Garl.

Clerics of Gaerdal pray for their spells at dawn, marking the beginning of a new day. The followers of Gaerdal refer to tendays as Tenhammers, a name referring to the marking of the passage of each day by striking a great hammer against a metal shield, for such is the typical length of service for guard duty for members of this faith. The tenth day of every ten Tenhammers is a holy day of the faith, known to gnomes everywhere as the Great Clang. On such days the cult of Gaerdal assembles to pay homage to the god through battle hymns and rhythm chants. Most clerics multiclass as divine champions or fighters.

History/Relationships: Gaerdal has generally good relations with the rest of the gnome pantheon, with the notable exception of Urdlen, but his stern nature keeps him somewhat aloof from the mischievous antics of the other gods of the Forgotten Folk. In particular, he is somewhat hostile to Baravar, disliking deceitfulness, and to a lesser extent Baervan, disliking foolish pranks and other jests, and may work to thwart their plans if he learns of them. In times of danger for the Forgotten Folk, however, Gaerdal works smoothly and easily with all the nonevil gnome gods. Among other pantheons, Gaerdal is closest in temperament with Helm, Torm, Gorm Gultyn, and Clangeddin Silverbeard. The Shield of the Golden Hills is ever vigilant against Urdlen’s insidious attacks, and he regularly battles with the gods of the kobold and goblin pantheons.

Domain: The best defense is unswerving vigilance. Serve Gaerdal with absolute dedication and devotion. Defend and protect gnome communities against all invaders both obvious and hidden. Never cease to hone the skills of war, and take the opportunity of relative peace to pass such talents on to gnomes at large.

Garl Glittergold
The Joker, the Watchful Protector, the Sparkling Wit
Greater Gnome Deity

Symbol: Gold nugget
Home Plane: The Golden Hills
Alignment: Lawful good
Portfolio: Protection, humor, trickery, gem cutting, gnomes
Worshippers: Adventurers, bards, defending soldiers, gemcutters, gnomes, illusionists, jewelers, miners, rogues, smiths
Cleric Alignments: LG, LN, NG
Domains: Craft, Gnome, Good, Law, Protection, Trickery
Favored Weapon: "Aruninda" (battleaxe)

Garl Glittergold (gair-glitch-ter-gold) is a gentle and approachable deity, one who values quick thinking and a clear head more than almost anything else and who rarely stays in one place for very long. Though physical prowess and spiritual might are important, nothing is more crucial than keeping it all in perspective. Garl watches over cooperation among gnomes at all times. He prefers trickery, illusion, and wiles to direct physical confrontation, although if forced to fight he is hardly weak. Garl often steals evil weapons and magic intended for malfeans ends and then disposits of them. He is also a mischievous trickster, said to have the largest collection of jokes in the multiverse. The Watchful Protector is ever alert to threats to the Forgotten Folk and watches directly over their affairs. If such threats cannot be forestalled, Garl vigorously defends against them as needed and appropriate.

Although his military prowess usually emphasizes defense, the deity shows himself as a grim and determined warleader when his people are physically threatened.

The church of Garl is quite prominent in gnome society, although fairly loosely organized for a lawfully inclined faith. Garl’s clerics serve their communities as artisans, educators, entertainers, mediators, and protectors. Even those who wander in search of adventure serve this function, for their exploits are incorporated into the oral tradition of the Forgotten Folk and related for generations thereafter. In their teaching of the young, members of the Joker’s clergy combine a very earthy practicality with a streak of humor that keeps their young charges entertained and their learning all the better for that. Many also work as smiths (particularly goldsmiths), miners, and gem cutters, and they are expected to contribute to the best of their ability, regardless of their seniority. The clergy maintains a careful vigilance toward hostile races, especially kobolds, and watches over the collective strength of the Forgotten Folk. Finally, the clergy must maintain a good archive of jokes, jests, and tales.

Clerics of Garl pray for their spells early in the morning, shortly after the sun rises. The Communion of Laughter is celebrated on the 13th of each month through a variety of activities that last the entire day.
Although the ordering varies from temple to temple and there are many variations thereof, the Joke's rituals include a period of prayer and quiet contemplation, dancing atop the central dais, the sharing of communal meals, storytelling to the accompaniment of visual displays of magic, and joketeering contests that last late into the night. Individuals offer a bit of gold (or other precious metals, if gold is not available) to the deity, even if it is just a handful of gold dust, and the money so collected is used by the temple in its entirety to the collective benefit of the community. Many clerics multiclass as rogues or illusionists.

**History/Relationships:** Garl is on excellent terms with the rest of the gnome pantheon, with the notable exception of Urden. Garl's boon companion is Aruminda the Justifier, a great intelligent two-headed battle-axe, commonly referred to as female, who serves him as both weapon and friend. The Joker is often found in the company of other deities of other pantheons of similar perspective. The various deities worshiped by humanoids and creatures of the Underdark are often the target of Garl's jests, and he usually leaves them helpless and humbled, a victim of self-inflicted folly. As a result, despite his ever-optimistic hope that they might learn a lesson about overweening pride and pomposity, the Joker has garnered many enemies from among their ranks, particularly among the kobold pantheon. Notable among the Joker's exploits is the story of how he pretended to be caught by Kurtulmak (the chief kobold deity) before escaping as he collapsed the kobold deity's cavern upon the scaly rat's head.

**Dogma:** While life may sometimes be hard, it is important to keep a sense of humor and always welcome opportunities for laughter and delight. Communities are forged through the cooperation and communal spirit of a group of individuals who work and play together. The strength of a community is the cooperation that binds individuals into more than the sum of their contributions. A great prank can lighten hard times and make good ones shine. Never take yourself too seriously, lest you lose touch with those you protect and care for. Do not fear change or the unorthodox—therein lies the future. Above all, do what works.

**Segojaan Earthcaller**

**Earthfriend, Lord of the Burrow**

**Intermediate Gnome Deity**

**Symbol:** Glowing gemstone

**Plane:** The Golden Hills

**Alignment:** Neutral Good

**Portfolio:** Earth, nature, the dead

**Worshippers:** Druids, elemental archons (earth), fighters, gnomes, illusionists, merchants, miners

**Cleric Alignments:** CG, LG, NG

**Domains:** Cavern, Earth, Gnome, Good

**Favored Weapon:** "Earthcaller" [crystalline rod]

(heavy mace)

Segojaan Earthcaller (seb-goe-jann urib-cahl-ur) is an earthy and pragmatic deity who always communicates in a direct and straightforward fashion. Although he attempts to defuse and avoid conflicts if possible, the Earthfriend is a fierce opponent if he or his followers are attacked, particularly when he or his followers are threatened in their den. The Lord of the Burrow only intercedes directly when gnomes who dwell within the earth are threatened, usually in situations when interactions between rock gnomes, deep gnomes, and other races who inhabit the Underdark are brought into conjunction. Segojaan is seen as the patron of rock gnomes.

The church of Segojaan is very prominent in rock gnome communities and acts in a quite organized fashion, working closely with the clerics of other gnome gods. In conjunction with the clergy of Baervan Wildwanderer, they work to preserve and protect the natural world, particularly the diverse ecology found beneath the surface. In conjunction with the clergy of Flandal Steelskin, Segojaan's faithful supervise mining operations and oversee the safety and protection of gnome miners. In conjunction with the followers of Callarduran Smoothhands, they work to forge ties between gnomes who dwell on or directly beneath the surface and the deep gnome communities of the Underdark. Segojaan's clerics go further than others in actively seeking to watch over boundaries with the territory of Underdark races and tunnels deeper underground than gnomes usually explore. Rock gnome clerics, who form the core of Segojaan's clergy, often serve as emissaries on behalf of surface communities of gnomes to their deep kinfolk, and many seek to establish and maintain trading routes between the two subraces. In accordance with their deity's supervision of the dead, whose mortal forms are interred in his domain, clerics of Segojaan preside over most funerary rituals for the Forgotten Folk in addition to their other duties.

Clerics and druids of Segojaan pray for spells at dawn in preparation for the day to come. Segojaan is venerated at quarterly holy days that mark the first day of each new season. His faithful gather in plainly adorned earthen dens and offer forth gemstones, both worked and unworked, in honor of the treasures of the earth that the Lord of Burrows provides. Such treasures are then placed in small holes dug previously by badgers before covering them with dirt. Segojaan is said to employ small burrowing animals to move the jewels elsewhere for gnomes to discover anew. Despite great amounts of excavation, none of the buried offerings have ever been found again in the immediate vicinity of where they were placed. Many clerics and druids multiclass as elemental archons (see Chapter 4), fighters, or illusionists.

**History/Relationships:** With the notable exception of Urden, Segojaan is closely allied with the rest of the gnome pantheon, for his areas of control overlap with them. He once held other portfolios but has passed them on to the rest of the gnome deities over time as they gained experience. Among other gods, Segojaan is most closely allied with other gods of nature and the earth, and, to a lesser extent, death. He is an ardent foe of the kobold gods, and often battles the various other humanoid deities as well. Other enemies include Abhathor and Gyrac. The ancient enmity between Urden and the gnome pantheon unfolds in large part in the endless battles between Earthfriend and the Crawler Below, for, of all the gnome gods, Segojaan's area of concern is most directly threatened by Urden's campaign of bloody terror and destruction. Much more than the other members of the gnome pantheon, Segojaan and Urden are engaged in an ongoing and brutal war of attrition.

**Dogma:** The earth is the heart and soul of the Forgotten Folk. From its nurturing embrace spring forth the children of Garl, on its surface and amid its tunnels and caves they dwell in life, and beneath its silent shroud they rest in death. Preserve and protect the natural world that lies beneath the roots of those who dwell on the surface. Dig burrows, tunnel, and explore, for the Badger welcomes all gnomes into his domain. Ware the evil that ensures those blinded by the avarice and destructive impulses of the Crawler Below, and the Lord of the Burrow shall protect those who dwell in his demesne and live in harmony with his teachings.
Urdlen

*The Crawler Below*

**Intermediate Gnome Deity**

**Symbol:** White mole

**Home Plane:** The Golden Hills

**Alignment:** Chaotic evil

**Portfolio:** Greed, bloodlust, evil, hatred, uncontrolled impulse, spriggans

**Worshippers:** Assassins, blackguards, gnomes, rogues, spriggans

**Cleric Alignments:** CE, CN, NE

**Domains:** Chaos, Earth, Evil, Gnome, Hatred

**Favored Weapon:** Great claw (claw bracer)

Urdlen (*urd-len*) crushes life without regard. There is nothing it does not want to spoil or destroy. The Crawler Below is a genderless, half-mad, blindly destructive impulse. No one can predict where it will strike next or what its plans are to further the cause of evil among the Forgotten Folk. The nature of its plans to bring evil into the hearts of gnomes are not understood even by the other gnome deities. It is said that Urdlen lusts for precious metals, jewels, and the blood of any humanoid.

The church of Urdlen is secretive in the extreme, a murderous cult within the communities it infiltrates or a lurking threat outside the margins of society. From their subterranean warrens, Urdlen’s clerics wage an unending war on communities of the Forgotten Folk, particularly the clergy of the other gnome deities. When not hunting other creatures, members of the clergy work to steal objects of value, particularly gems and works of art, and then destroy or deface them. They generally share their lord’s love for evil and deadly pranks directed against all creatures, including gnomes.

Clerics of Urdlen pray for their spells at midnight, when the world is buried in darkness. In a regular ritual known as the Feeding, Urdlen’s clerics appease their deity by pouring the blood of the creatures they kill into the ground and burying it. Jewels and valuable metal goods are also sacrificed to him by laying them (breaking, tarnishing, melting) and then burying them. On Midwinter Night, followers of the Crawler Below gather in subterranean caverns to offer blood sacrifices to the deity in an effort to appease its wrath. If Urdlen is displeased by the volume of blood or the value of the despoiled goods offered on the Night of Blood, it may appear and slay all the assembled worshipers in an orgy of unbridled destruction. Many clerics multiclass as assassins, blackguards, divine seekers, or rogues.

**History/Relationships:** Urdlen’s place in the gnome pantheon is unquestioned, though the deity is greatly feared and reviled by nearly all the Forgotten Folk. Urdlen hates all the other gods of the gnomes with a passion, and it has garnered the enmity of the dwarven and halfling deities as well. Other enemies include the kobold gods and Grumbar.

**Dogma:** Succumb to the bloodlust. Hate, covet, crush, deplore, and kill. Revile and curse in orgies of death and destruction. That which is living or created by life must be murdered or destroyed. The strong survive and the weak are their cattle. Propitiate the Crawler Below so it does not come for you.

Halfling pantheon

The deity Yondalla rules the pantheon of the halfling peoples, and the group takes its collective name from her. Yondalla’s Children.

Arvorean

*The Defender, the Wary Sword*

**Intermediate Halfling Deity**

**Symbol:** Two crossed short swords

**Home Plane:** Green Fields

**Alignment:** Lawful good

**Portfolio:** Defense, war, vigilance, halfling warriors, duty

**Worshippers:** Halflings, fighters, paladins, rangers, soldiers, warriors

**Cleric Alignments:** LG, LN, NG

**Domains:** Good, Halfling, Law, Protection, War

**Favored Weapon:** “Aegishjárt” (short sword)

When a general rides to the battlefront, rarely does he count halflings among his most valuable assets. The inherent wanderlust of the hin grants them little patience for the long marches and dull waiting between battles that characterizes most warfare. However, when invaders threaten a halfling community, residents send prayers to Arvorean (*ar-voor-ean*), whose worshipers follow a doctrine of guardianship, stern defense, and aggressive watchfulness. Arvorean remains ever aware of dangers facing halfling communities, but prefers a reactive rather than proactive agenda. When an enemy strikes, his halfling servants strike back with precision and decisiveness thanks to reconnoissance missions into enemy territory and a strict, almost unhalflinglike regimen of martial training. This philosophy makes him popular with like-minded strongheart halflings, and while lightfoot halflings appreciate his protection, few rush to enter his clergy.

Though their serious outlook and intolerance for jokes and frivolity makes them unpopular in times of peace, all turn with respect to Arvorean’s clergy when the community is threatened. They believe that most of the problems faced by the community are the result of courting enemies by mixing with other cultures (particularly humans), granting them allies among the few isolationist halflings. Clerics spend their days constructing fortifications, signaling systems, beacons and traps that further protect halfling enclaves. They patrol the community, sniffing out possible threats from within, as well as without. Many organize local militias and instruct young halflings in blade craft (particularly as related to the short sword). Arvorean’s temples usually resemble easily defensible keeps or redoubts, and serve as a final fall-back position if enemies breach the community’s outer defenses.

Clerics of the Wary Sword pray for spells at dawn, usually before patrolling the enclave’s perimeter in search of nighttime enemy incursions. If time permits, the faithful gather at a makeshift field altar prior to an important battle to ask for the blessings of Arvorean and intone the sacred melody of the Battle Hymn of the Keepers, a living oral record of halfling triumphs in recent centuries. The Festival of the Moon brings with it another ceremony important to Arvorean’s faith—the Ceremony of Remembrance. On this holy day, Arvorean’s followers gather to remember the names of fallen comrades who gave their lives to protect
the community. Most of Arvoreen's clerics multiclass as fighters, with those who protect rural communities commonly multiclassing as rangers. An elite order of Arvoreen's followers known as Trueswords travel from community to community spreading word on the movements of local enemies and passing on advancements in the defensive arts.

History/Relationships: Of the halfling gods, Arvoreen is most closely aligned with Yondalla, Cyrrollalee, and Urogalan. He disapproves of the more capricious members of the pantheon, such as Brandobaris. Evil deities, especially the patrons of goblins, incite Arvoreen to great wrath. He opposes Bane, Cyric, and the Deities of Fury.

Dogma: Vigilance against attack protects the community. Prepare an active defense, drill continuously, and leave nothing to chance. Set down danger before allowing it a chance to rear its head. Seek out allies, no matter how unorthodox. Stealing from other halflings or allies is never acceptable, but thieving is not dishonorable when employed against enemies to better the odds in later combat.

Brandobaris

Master of Stealth, the Irresistible Scamp
Lesser Halfling Deity
Symbol: Halfling's footprint
Home Plane: Green Fields
Alignment: Neutral
Portfolio: Stealth, thievery, adventuring, halfling rogues
Worshippers: Adventurers, bards, halflings, risk takers, rogues
Cleric Alignments: CN, N, NE, NG, LN
Domains: Halfling, Luck, Travel, Trickery
Favored Weapon: "Escape" (dagger)

Brandobaris (broad-bar-is) is the tall races' misapprehensions of the entire halfling race given divine form. A constantly scheming, meddlesome, curious, short-attention-spanned rapscallion as interested in the contents of a man's purse as he is in the contents of his character. Brandobaris nonetheless makes few enemies, as his wit, charm, good looks, and ability to work on the fly get him out of trouble in the few adventures that do go wrong. A rumored romantic dalliance with Tymora may be responsible for Brandobaris's legendary luck, which plays a central role in the countless tales of daring-do traded from halfling to halfling like currency at waystations across Faerûn. Such tales tell of Brandobaris tricking dragons, escaping from the clutches of devilish hordes with bags full of treasure, and even sneaking into Myrkul's Bone Citadel to rescue the souls of ten thousand slain innocents, leaving in return a vase of flowers and a box of erotically shaped chocolate candies. Predictably, lightfoot halflings adore him.

The Church of Misadventure, as Brandobaris's "organized" religion is known, teems with adventuresome troublemakers who usually emerge from some dangerous endeavor better off than when they entered it. Though most halflings (particularly children) love stories of their exploits, most prefer that such events occur as far away from their communities as possible. Many strongheart communities discourage his worship, and the reclusive ghostwise view Brandobaris and his cult as a perversion of the civilized world. Hands of Misadventure, as clerics of Brandobaris are known, engage in difficult, dangerous pursuits such as adventuring, always valuing the story of a given success far more than the physical treasure such a success might bring with it. Though Hands frequently engage in confidence schemes or larceny, they do so for the thrill, with monetary rewards simply garnishing the pleasure that comes from mastering one's (albeit occasionally illegal) craft. The Church of Misadventure has no temples—in essence, whenever a story is told of Brandobaris's courage, services are in session.
Hands of Misadventure pick one time of day or night to consistently pray for spells (those who prefer public displays of bravado usually choose to pray during the day, with the sneaker, more subtle Hands electing to pray under the light of the moon). The Hands have few formal ceremonies, but on the night of a new moon, followers are expected to hide one or more stolen items from the previous month's take in the best hiding place they can find, a ritual known as Brandobaris's Tithe. As might be expected, multiclassing as rogues is enormously popular among the clergy, and aspirants (see Chapter 4) are not uncommon. They turn rather than rebuke undead.

History/Relationships: Brandobaris gets on well with most of his pantheon. He especially enjoys the attention and ministrations of his paramour, Tymora, though the terms of their relationship are perhaps best described as casual. His sense of fun and obsession with putting himself in danger earns him respect and companionship from the likes of Garl Glittergold, Baerwan Wanderer, Erevan Ilesere, and Vergaladin. He respects Mask as a fellow miscreant of unsurpassed skill, but the Shadowlord's cruel streak keeps them from true friendship. Brandobaris's exploits have earned him the enmity of Beshaba and Urdlen. He has no love for Abbatlar, who views him as in it only for the money. For his part, Abbatlar thinks Brandobaris a base cad worthy of little consideration.

Dogma: Seek excitement and danger wherever your feet take you, for risk-taking leads to life's greatest rewards. Lust for the thrill, not for the treasure, for greed obscures the true prize of the experience. At the end of the day, the halfling with the wildest tale is the most honored in the eyes of the Irrepressible Scamp.

Cyrrollaee

The Hand of Fellowship, the Heartkeeper
Intermediate Halfling Deity

Symbol: Open door
Home Plane: Green Fields
Alignment: Lawful good
Portfolio: Artisans, cooks, guards, halflings, hosts, innkeepers
Worshippers: LG, LN, NG
Cleric Alignments: Family, Good, Halfling, Law
Favored Weapon: "Camaradestave" [quarterstaff] (club)

For more than a millennium, Cyrrollaee (ziir-oh-lab-lee) bade herself with overstepping the mundane minutia of the stewardship of halflings' homes. She encouraged camaraderie among her subjects, always with an eye toward ensuring the safety of each halfling's individual dwelling. Of late, however, she has expanded her view of home from the literal to the metaphorical. Scholars long have said that the hin are a race on the rise, a youthful species waiting for a cultural and political blossoming. Cyrrollaee agrees, believing that the time of the halfling is now, and that in order for the hin to ascend to their rightful place of honor and respect, the race needs new homelands beyond the borders of Luirien. Cyrrollaee, naturally, would ward such a homeland, and her clerics lead evangelical missions across Faerûn, searching for a suitable location for this homeland and urging all halflings to join the call. The open door of Cyrrollaee's holy symbol has transcended its original meaning as the entrance to a single halfling's comfortable home to represent the open door inviting him from across Faerûn to walk the path of their race's glorious future.

Cyrrollaee's change in perspective has swelled the ranks of her faithful and catapulted her from a docile deity whom all halflings nominally honored to a symbol of his pride, a rallying point for those halflings seeking a better place for themselves and their race. Her clerics, known as homefellows, lead halfling communities, set examples for good-hearted clean living by being exemplars of friendship and good will, and establish temples that serve both as places of introspection and as homes away from home, with ample guest rooms and fully stocked kitchens. Though the bulk of the modern clergy concerns itself with the search for suitable halfling homelands, homefellows advocate the cultivation of strong, respectful relationships with other goodly races. Because their searches so often send them to distant lands, light-foot halflings, with their pensive wanderlust, vastly outnumber other hin subraces in Cyrrollaee's clergy.

Homefellows pray for spells in the morning, as they welcome the sun of a new day. Within the last year, many clerics have left their homes to lead the search. Those who remain rooted in their communities (usually, but not always, older halflings for whom travel and exploration bring great physical danger) are known as heartthenders, and are universally respected as an integral part of halfling society. The church recognizes no official holidays, but Cyrrollaee herself has deemed the forthcoming Day of Discovery as a universal day of celebration for all hin. None know when the new land will be discovered, but nearly all believe it will happen in their lifetime. The hin homelands they seek is not a racial origin point (indeed, spotty archeological evidence supports several claims at such a place), but a location at which all branches of the hin race can come together in harmony and mutual advancement. The church has hence suffered some hits to its credibility in Luirien, whose residents believe they are living in just such a locale. Given that the search continues, however, Cyrrollaee must disagree. Her clerics rarely multiclass.

History/Relationships: Cyrrollaee enjoys cordial relationships with her entire pantheon, as well as with nearly every other kind-hearted deity of Toril. As such she sometimes acts as ambassador for Yondalla's Children when disagreements arise with other pantheons. She harbors slight disappointment toward Brandobaris, feeling that his frivolous pursuits and adventures distract the halfling people from achieving their full potential. Any god who would stand in the way of the destiny of the hin ranks among her sworn enemies. Happily for her, most of Toril's malevolent deities have either not noticed her recent epiphany or have chosen to ignore it altogether.

Dogma: Be generous in friendship, and welcome all friends into your home and trust. Never betray the trust of a host, break an oath, or violate the sanctity of another's home. The Day of Discovery approaches, when all hin rally around a new home based upon dignity, companionship, and love.

Sheela Perirol

Green Sister, Watchful Mother
Intermediate Halfling Deity

Symbol: Daisy
Home Plane: Green Fields
Alignment: Neutral
Portfolio: Nature, agriculture, weather, song, dance, beauty, romantic love
Worshippers: Bards, druids, farmers, gardeners, halflings, rangers
Cleric Alignments: CN, N, NE, NG, LN

For more than a millennium, Sheela Perirol (shee-luh-pair-rol) bade herself with overstepping the mundane minutia of the stewardship of halflings' homes. She encouraged camaraderie among her subjects, always with an eye toward ensuring the safety of each halfling's individual dwelling. Of late, however, she has expanded her view of home from the literal to the metaphorical. Scholars long have said that the hin are a race on the rise, a youthful species waiting for a cultural and political blossoming. Sheela Perirol agrees, believing that the time of the halfling is now, and that in order for the hin to ascend to their rightful place of honor and respect, the race needs new homelands beyond the borders of Luirien. Sheela Perirol, naturally, would ward such a homeland, and her clerics lead evangelical missions across Faerûn, searching for a suitable location for this homeland and urging all halflings to join the call. The open door of Sheela Perirol's holy symbol has transcended its original meaning as the entrance to a single halfling's comfortable home to represent the open door inviting him from across Faerûn to walk the path of their race's glorious future.
Domains: Air, Charm, Halfling, Plant
Favored Weapon: "Oakthorn" (sickle)

The distant, somewhat aloof Sheela Perroyl (she/laub pair-re-roll) plays an important role in the culture of ghostwise halflings, representing the balance between the tamed earth of agricultural civilization and the verdant growth of the wild. Sometimes worshiped by agrarian lightfoot halflings, the bulk of Sheela’s worshippers dwell under the leafy canopies of secluded forests such as the Chondalwood. Among civilized halflings, Sheela represents balance related to the harvest, for not only does she oversee the fruitful toil of the fields, but also the joyful celebration when work is finished. Patron of song, dance, and romance, halflings send prayers to Sheela Perroyl during courtship, galas, and weddings. Ghostwise halflings honor Sheela as providing the force of the natural world, making her a more important figure than even Yondalla in their obscure culture.

Constructed of stone and dirt, curtains of fine vines, and carefully balanced rocks and living plants, Sheela’s open-roofed temples appear to be woven from the earth itself. Animals roam freely among patches of wildflowers, gardens, and woods. Those used to the structured rooms of “civilized” regions often find the growth and life here chaotic and disconcerting, but Sheela’s clerics and druids, known collectively as Green Children, insist there are patterns in the wilderness, and that these patterns maintain a delicate balance. In the farmlands, Green Children mediate disputes between growers, sanctify marriages, free harvests from natural or unnatural blights, and protect the community from animals and beasts driven to violence by wounds or hunger. In return, they ensure that communities treat the wilderness with respect, that homesteads never encroach too far into natural habitats. The ghostwise consider Green Children the voice of Sheela Perroyl, and defer to them as the guardians of culture and protectors of the wild fastness.

Green Children pray for spells at dawn. Every month, several of Sheela’s faithful convene with their counterparts in neighboring communities to organize moonlight festivals known as Gatherings. All residents of the community are expected to attend and pitch in by bringing some bounty of the most recent harvest, either taken straight from the fields in the warm months or dug from the root cellar during winter. The sites of these Gatherings rotate monthly through local halfling communities, strengthening neighborly bonds. Many of Sheela’s clerics and druids multiclass as rangers. They turn rather than rebuke their allies.

History/Relationships: Sheela counts all her pantheon as allies, but is closest to the incercable Urogalan, appreciating his aspect as Lord of the Earth. All Toril’s nonevil nature deities value her as a cool mind and level-headed thinker capable of disarming tense diplomatic issues with forthright honesty and warming smiles. Such qualities make her the perfect “celestial mediator” when tensions flare between such worthies as Silvanus and Waukeen. This role has transcended to the mortal realm, where even some nonhalflings give honor to Sheela Perroyl before entering a pact or important negotiation.

Dogma: Living in harmony with nature requires a careful balance between the wild and the tame, the feral and the tamed. The need to preserve wild growth is equal to the need to take in the harvest. While nature can be adapted, it should be evolved, never forced, work within the framework of what already exists.

Urogalan
He Who Must Be, Lord of the Earth, the Black Hound
Halfling Demigod
Symbol: Silhouette of a dog’s head
Home Plane: Green Fields
Alignment: Lawful neutral
Portfolio: Earth, death, protection of the dead
Worshippers: Genealogists, grave diggers, halflings
Cleric Alignments: LE, LG, LN
Domains: Earth, Halfling, Law, Protection
Favored Weapon: “Deodthresher”, [double-headed flail] (any flail)

Urogalan (ur-roh-ga-lan) protects the souls of the halfling dead and acts as Yondalla’s advisor and divine judge. Sages claim that the Nurturing Matriarch values his word over that of all others. Urogalan limits his interest in the material world to the space below the surface, an environment foreign to most halflings. Thus, Urogalan remains detached from his people, uncharacteristically morose and pensive for a halfling deity. Despite his outlook, halflings appreciate his role, and know that He Who Must Be will watch over their souls when it comes time for them to make the transition from this world to the embrace of the Green Fields.

Urogalan’s clerics preside over the interment of the dead and tend to halfling graves. Aside from their grim duties, they keep records, archive genealogies, and note the important deeds of those that have died. They are called upon to bless new constructions and dig sites, and it is a tradition for a cleric of Urogalan to speak a prayer before the first meal eaten in a new building.

Urogalan’s clerics, known as grimwardens, pray for spells in the morning. Grimwardens celebrate nights of the full moon as “Earthsong,” a time when followers of the Lord of the Earth gather with the relatives of halflings who perished in the last month for a special ceremony within a natural earth basin. Participants give offerings to the deity, softly chanting funeral dirges and elegies to the percussive pounding of bare feet while making slow rotations around the central stone. Clerics of Urogalan share so many rituals and beliefs with the dwarven deity Dunamhoth that they often are welcomed as brothers in temples dedicated to the Keeper of Secrets under the Mountain. Grimwardens seldom multiclass. They turn rather than rebuke their allies.

History/Relationships: Urogalan finds little comfort in the company of his pantheon, keeping up cordial relations but maintaining a certain emotional distance. As his detached, somber mien is as off-putting to the other halfling gods as their frivolity and merry-making is to Urogalan, the arrangement works well for both parties. He finds some companionship with other earthlords such as Grumbar, Callarduran Smooththands, Dumathoin, and Flandal Steelskin, but is most at home when visiting the Crystal Spire and discussing the nature of death with the likes of Jergal and Kelemvor. The time requirements of stewardship over the dead tax even those worthies, however, and such visits are rare. Urogalan has no time for deities who include necromancy and undead among their portfolios, treating them as sworn enemies.

Dogma: Earth is the giver and receiver of life, providing shelter, food, and wealth to those whose toes embrace it. The sacred soil is to be revered as the mantle of Those Who Have Been and the shelter of Those Who Will Be. The thamathios of He Who Must Be reveals that death is to be embraced as a natural end, thus giving honor to the life that was.
Yondalla

The Protector and Provider, the Nurturing Matriarch, the Blessed One

Greater Halfing Deity
Symbol: Cornucopia on a shield
Home Plane: Green Fields
Alignment: Lawful good
Portfolio: Protection, bounty, halfings, children, security, leadership, wisdom, creation, family, tradition
Worshipers: Children, halfings, leaders, paladins, parents
Cleric Alignments: LG, LN, NG
Domains: Family, Good, Halfling, Law, Protection
Favored Weapon: "Hornblade" (short sword)

Yondalla (yond-ah-lah) created the halfing race in her own image, and it is due to her charming personality, friendly demeanor, curiosity, loyalty, and sense of mischief that halflings are among the best-tempered of the goodly races. As the matriarch of the halfing pantheon (and indeed the entire race), all halflings revere the Blessed One. Even those few who have rejected the traditional values of the hin respect Yondalla for her guidance of the race as a whole. Yondalla serves as an example to all her people, espousing harmony among halfings, good relations with other races, and strong defense when faced with the affronts of enemies. It is Yondalla's wish that all her children are safe and prosperous, treat each other well, and live interesting, full lives. Yondalla is forgiving, slow to anger, and kind, but when her charges become threatened she acts with bravery and ferocity that has gained the respect of even her most warlike godly contemporaries. Yondalla knows that her race represents a truly good creation, and does anything within the boundaries of honor to nurture and protect it.

Perhaps surprisingly, Yondalla's clerics build few temples. Worship of the Nurturing Matriarch is so ingrained into nearly every aspect of halfing society that the hin treat the idea of specific services to their goddess once a tenday with bemused dismissal. This isn't to suggest halflings have a theocratic culture, but rather that Yondalla (and by extension, her clergy) presents through her actions (as interpreted through stories taught to all halflings in their youth) the values a halfing should embrace to live life to its fullest and to benefit the community: namely: acceptance, community, love, gaiety, curiosity, loyalty, diplomacy, tradition, and a well-developed sense of mischief. The fact that many members of the clergy double as community leaders reinforces the influence of Yondalla's credo upon halfing society.

Clerics of the Protector and Provider pray for spells in the morning. Though organized rituals and celebrations are rare, most halfing communities hold periodic gatherings in which clerics of the Blessed One minister to the public. Even nonhalfings are invited to take part in the festivals that follow these congregations, which often involve a tour through the local enclave that gives village elders the opportunity to share locale lore with the youngfolk and visitors, strengthening the sense of community. Clerics offer even secular guidance to their communities, often acting in important governmental roles. Clerics of Yondalla rarely multiclass, though some few with a militant bent decide to become paladins.

History/Relationships: Over the millennia, Yondalla has cultivated strong relationships with Gari Glittergold, Corellon Larethian, and Moradin, and generally can count on their support for her positions. Though her love for her halfing subjects knows few limits, she holds even greater admiration for her fellow members of the halfing pantheon, sometimes known as Yondalla's Children. Though the Blessed One is content to ignore those evil deities who do not threaten her "families" (mortal or divine), she holds deep grudges against certain evil deities who have crossed her in the past. Such beings include Bane, Cyric, Talos, and the Deities of Fury.

Dogma: Those who seek to live in accordance with the way of the Provider will be blessed with a cornucopia of riches. Although violence should never be welcomed, the Provider's segis extends to those willing to fiercely defend their home and community. Lead through example, knowing the activities of those you lead so you can shoulder their burden if need be. Treasure your family, for your parents gave you life and your children are your future. Care for the aged and the weak, for you never know when you may be one of the strong laid low.

Mulhorandian Pantheon

When the Imaskari stole thousands of people from another world to be their slaves, the prisoners brought their faith, and their deities, the Mulhorandian pantheon, with them.

Anhur

General of the Gods, Champion of Physical Prowess, the Falcon of War

Lesser Mulhorandian Deity
Symbol: Hawk-headed falchion bound with a cord
Home Plane: Helipelos
Alignment: Chaotic good
Portfolio: War, conflict, physical prowess, thunder, rain
Worshipers: Druids, fighters, monks, rangers, soldiers, warriors
Cleric Alignments: CG, CN, NG
Domains: Chaos, Good, Strength, Storm, War
Favored Weapon: "Warhawk" (falchion)

Anhur (ahn-hur) embodies both the raw fury and the strategic generalship of war. He is a fierce deity, but one not quick to pass judgment on others. Unlike other war deities, Anhur is a force for good and fights only against evil. He is slow to anger, for his wisdom is legendary, but his wrath is inescapable once earned. Anhur never lets his guard down and is constantly on the alert. He never stops moving, and his eyes never stop scanning the horizon. Unlike much of the rest of the Mulhorandi pantheon, Anhur appreciates the humor of mortals and does not necessarily find their presence tiresome. He has a hearty laugh and an ever-present smile when not engaged in combat. A shadow of guilt haunts the eyes of the General of the Gods, as he never forgives himself for earlier failures to defend Mulhorand, particularly against the Red Wizards.

The church of Anhur is organized into a strict hierarchy and run with martial efficiency. Clerics of Anhur spend their morning hours practicing their martial skills. Afternoons are spent drilling Mulhorand's legions. Evenings are spent repairing weapons and armor or studying war strategies. Anhur expects his clergy to develop and execute unorthodox and daring plans to regain Mulhorand's former glory. Much of his clergy's time is spent pursuing fantastic plans and counteracting the machinations of the clerics of Horus-Ke.

Clerics and druids of Anhur pray for their spells at dawn, in anticipation of the day's battles. The month of Tarsakh is referred to in Mulhorand as the Time of Storms, and Anhur is said to walk the hor-
Geb (geb) was once a curious and quick-tempered deity, but he has mellowed since his birth and now takes a more even-tempered, safe, and cautious approach to life. He speaks with a deep, bass voice and emphasizes his words by striking the ground with the base of his staff, creating minor tremors with each stroke. He is jovial and appreciates humor, but his moods can be unpredictable. He rarely engages in emotional displays, although he can make one feel warmer when he discovers a precious gem or rich vein of ore when he is angry.

The church of Geb is loosely organized and politically weak compared to Mulhorand's other temples. The clergy of Geb spend their days side by side with miners digging tunnels, with prospectors panning for gold, and with blacksmiths forging weapons and armor. At least once per year, clerics must search out a new vein of ore or precious stones. Senior clerics often go to the cities and seek funding from the clergy of Nephthys to excavate new mines and quarries.

Clerics of Geb pray for their spells at midnight, when the sky is like the roof of a great cavern dotted with gems. Each evening, a cleric of Geb must locate one precious stone or mineral and bury it in the dirt while speaking evening prayers. The following morning, the cleric must excavate the gem and offer it up to Geb while repeating morning prayers. These twin ceremonies, known collectively as the Hidden Gift and the Bountiful Joy, celebrate Geb's request to the world and the discovery of the earth's precious secrets. The first of Mirtul is celebrated in a festival known as the Unwrapping. Mountains streams fill with the runoff of alpine snow around this time, often exposing new caves and veins to mine. The last day of Nightal, known as the Day of Drawing Down, is a solemn ceremony marking the death of those who died in the depths of the earth and mountains during the year. The entrance of at least one abandoned mine shaft is collapsed each year to commemorate the occasion. Many clerics multiclass as elemental archons (see Chapter 4) or fighters. They turn rather than rebuke undead.

History/Relationships: One of the oldest deities of Mulhorand, Geb is the father of Isia, Set, Oariz, and Nephthys. Geb has long since been overshadowed by his progeny, but he is allied still to all but Set. He has alliances outside the Mulhorand pantheon as well, including Flandal Steelskin, Grumbar, and Moradin. The conflict between Horus-Re and Anhur has saddened him, and many feel that Geb may transfer his power to another deity and return to his beloved wife Nut, whom he left behind thousands of years ago in order to come to Toril and save his people.

Dogma: Know the earth. Explore its beauty and reveal its hidden secrets, but do so in such a way as to highlight their fundamental mysteries, not merely to exploit their monetary value. Protect those who work in the earth with respect and punish those who ravish its treasures without regard. Become one with the earth, and you will know Geb, who abides in it. Geb will lead you to inner peace through steadfast knowledge and lend you the strength of the living rock to defend and protect in your time of need.

Hathor
The Nurturing Mother
Lesser Mulhorandi Deity
Symbol: Horned cow's head wearing a lunar disk
Home Plane: Heliopolis
Alignment: Neutral good
Portfolio: Motherhood, folk music, dance, the moon, fate
Worshippers: Bards, dancers, mothers
Cleric Alignments: GG, LG, NG
Domains: Family, Fate, Good, Moon
Favored Weapon: Leng cow horns (short sword)
Hathor (haa-thor) is known for her soft speech, which is like receiving comforting words following a raging argument, words that seem gentler because they dispel anger and sadness. Her laughter is like the joy of an infant, and all babies are precious to her. Hathor's very presence brightens her surroundings and brings peace and contentment to those in the shadow of her presence. Hathor never utters a harsh word, shows impatience, or loses her smile. She speaks earnestly and humbly except when performing one of her dances or a song, when she is wildly exuberant.

The church of Hathor is loosely organized, eschewing the trappings of theocratic power common to Mulhorand's other temples. Hathor has no interest in politics, and few of her clerics seek temporal power—a rarity in Mulhorand. Instead, her servants seek to nurse the sick, aid the poor, and protect all children. Clerics of Hathor wander Mulhorand dispensing aid to the poor and downtrodden. They donate much of their money directly to those who need it most and many live solely on the charity of those they aid. Almost all her clerics are female.

Clerics of Hathor pray for their spells at whatever the moon is highest in the sky during the day or night. Clerics of Hathor follow a lunar calendar of 30-day months that does not include the standard special days of the Calendar of Harptos. They have a cycle of prayers corresponding to each day in a month that repeats with each full moon. On the day of the first full moon after Greengrass, the clergy of Hathor celebrates a holy day known as the Birthing. Clerics try to time their pregnancies so they may give birth near this holy day. All clerics of Hathor are required to unveil a new song, dance, or poem at this time, if they are not in the final stages of pregnancy or the mother of a newborn. Midsummer's Eve is known as the Celebration of the Moon to clerics of the faith, who spend the day in joyous revelry and uplifting hymns. Her clerics sometimes multiclass as bards.

History/Relationships: Hathor's relationship with the other deities of the Mulhorand is a servile one, with the exception of Sekh, whom she dislikes. Many of the Mulhorandi deities look down on her, with the exception of Osiris, Isis, and Nephthys, who appreciate her kindness. Hathor's role overlaps that of Isis in some respects, but Hathor is seen as a mother and Isis as a wife. She misses the rest of her celestial family and, like lonely Geb, may abandon her power in Faerûn to return to them.

Dogma: Help all who turn to you for aid, be they slave or free, high born or low born, for all Mulhorand's children are equal in Hathor's eyes. Provide sustenance for the hungry, healing for the hurt, health for the diseased, and protection for the endangered. Act humbly, for pride and haughty words come not from the heart of the Nurturing Mother. Treat those in your care as royalty, for so shall you be cared for in the peaceful garden of the Quiet One in the afterlife. Be joyful and spread happiness with your words and deeds. Dance and let your heart be light, for goodness and mercy shall be yours in this life and the next.

Horus-Re

Lord of the Sun, Master of Vengeance, Pharaoh of the Gods

Greater Mulhorandi Deity

Symbol: Hawk's head in pharaoh's crown surrounded by a solar circle

Home Plane: Heliopolis

 Alignment: Lawful good

Portfolio: The sun, vengeance, rulership, kings, life

Worshippers: Administrators, judges, nobles, paladins

Cleric Alignments: LG, LN, NG

Domains: Good, Law, Nobility, Retribution, Sun

Favored Weapon: An ankh (khopesh)
Horus-Re (hor-ús ray) is a confident deity who believes strongly in the Mulhorand concept of maat (justice, honor, order, and righteousness). More than a code of chivalry, maat is the natural state of the universe and all things are expected to conform to it. Only by doing so can the citizens of Mulhorand be at peace with the gods and live a happy life. Horus-Re believes that Mulhorand is eternal, and to promote eternity, one must deny change, so Horus-Re tries to discourage change.

The church of Horus-Re is strictly organized, and the church hierarchy is tightly intertwined with Mulhorand's governing institutions. Clerics of Horus-Re are preceptors (provincial governors and rulers of cities) and administrators; they control vast tracts of land and thousands of slaves. Mulhorand's most powerful government position after the pharaoh is the vizier, a position traditionally held by the highest-ranking cleric of Horus-Re. Before the Time of Troubles, the clergy of Horus-Re was so busy governing and engaging in political infighting that they had very little time for actual religion. Since the Time of Troubles, the pharaoh of Mulhorand has tried to reorient this highly politicized culture toward greater religious fervor in order to spread the faith and increase the number of Horus-Re's worshipers in Faerûn. His efforts are meeting with some success, but are somewhat confusing to many Mulhorandic who are, after all, used to living with centuries of little change. These efforts are directed hand-in-hand with efforts to expand Mulhorand's sphere of influence into Uther and lands that have drifted away since the height of the last empire.

Clerics of Horus-Re pray for their spells at highsun; the most important ceremony of the day, when Horus-Re shines brightly over all Mulhorand. Immediately prior to noon, most of the inhabitants of Mulhorand gather in front of the numerous balconies protruding from the Sun Lord's temples. The clerics of Horus-Re then deliver a daily sermon known as the Zenith Aspirant. In addition, each sunrise they greet the return of their lord with a set of welcoming prayers known as the Greeting of the Lord. In the evening the clergy of Horus-Re pledge to guard Mulhorand through the nighttime hours in a private ceremony known as the Girding of the Guard involving the girding of ceremonial weapons. The most important annual holiday is Midsummer's Day when all the clerics of Horus-Re gather in his temples to sing his praises. Unlike most of the rest of the year, this is truly a day of religious devotion and to celebrate it almost the entire government of Mulhorand shuts down. Solar eclipses are considered a reaffirmation of Horus-Re's eternal rulership. Many clerics multiclass as divine champions, divine disciples, or paladins.

**History/Relationships:** Horus-Re was once Horus, a hot-headed deity who frequently clashed with Set. After the death of Ra during the Occgate Wars, Horus became Horus-Re, chief deity of the Mulhorand pantheon. In so doing, Horus-Re has become not unlike Ra in personality, and little remains of the original personality of Horus. Although all the Mulhorandic deities in principle answer to Horus-Re, only Isis, Osiris, and Thoth could be truly considered his allies. Ironically, Horus-Re is troubled by the actions of his cousin, Anhur, an aggressive advocate of change and conflict, and usually contradicts or opposes the positions Anhur takes, often ordering his clergy to take active countering measures. Horus-Re's greatest foe is Set. Lathander, another sun-related deity, has a sympathetic interest in Horus-Re, for he remembers Horus-Re's old personality, which was much like his own.

**Dogma:** Goodness, honor, and order are the natural state, and which leads to evil, treachery, and chaos is by rights unnatural and the enemy. Lead Mulhorand by example, and let your deeds speak your intentions. Goodness and harmony come from living within maat rather than fighting it. Laws exist to bring prosperity to those under them. The pharaoh and the church of Horus-Re rule with Horus-Re's guidance and set laws as guidelines for honorable action within Mulhorand's tradition. Make no hasty changes or decisions, as their consequences are always suspect and may undermine the steadfast rule of eternity. Protect the weak and avenge all wrongs. Smite traitors with righteous vengeance.

**ISIS**

**Beautiful Lady, Lady of Rivers, Mistress of Enchantment**

Intermediate Mulhorandi Deity

**Symbol:** Ankh and star on a lunar disk

**Home Plane:** Helipolis

**Alignment:** Neutral good

**Portfolio:** Weather, rivers, agriculture, love, marriage, good magic

**Worshippers:** Arcane spellcasters, druids, lovers, mothers

**Cleric Alignments:** CG, LG, NG

**Domains:** Family, Good, Magic, Storm, Water

**Favored Weapon:** An ank and star (punching dagger)

Isis (eye-sis) is a woman of even temper and great dedication. She is a regal and noble deity who is eager to share the knowledge of the gods with humanity and often goes to great lengths to introduce her worshipers to new concepts and ideas. In many cases, these new ideas take the form of magical spells. Isis often finds the antics of mortals amusing, but she is a kind, understanding goddess who cares greatly for her worshipers and the peoples of Uther and Mulhorand.

The church of Isis is hierarchically organized so as to ensure orderly planting and reaping of the harvest. Clerics of Isis spend their days overseeing the agricultural production of the nation's farms, particularly during planting time. Isis's high clerics use weather control spells to ensure a bountiful harvest. Members of her clergy also administer most marriage ceremonies in Mulhorand and Uther, work as matchmakers for those in search of a mate, serve as go-betweens for lovers, and counsel young mothers on raising their children. They often fashion small charms for those whose deeds have won the goddess's favor and magic items to serve good causes or lighten the burden of the common people.

Clerics and druids of Isis pray for their spells at just before the first morning meal. The two most sacred days for the clergy of Isis are Greengrass and Highharvestide. During the first festival, the clergy of Isis give thanks to the goddess for her aid in the planting, and during the second they give thanks to both Isis and Osiris for their help with the harvest. Both days are occasions for joyous celebration and wild revels, and all who participate in farming join in them along with the clergy. Clerics and druids of Isis have numerous daily rituals as well. They celebrate the Shift in the winds each time the weather changes for the better and utter quiet thanks to the goddess. Every time they cross a river, they must drink deeply and give thanks for the goddess's bounty. Finally, they must bless each meal given by the goddess's bounty before partaking of a single bite. Most clerics of Isis eventually multiclass as wizards, while her druids sometimes multiclass as sorcerers.

**History/Relationships:** Isis is the daughter of Geb, the wife of Osiris, the sister of Thoth, and the mother of Horus, making her one of the most influential deities of the Mulhorandi pantheon. She is allied with Shares, and the nonevil Mulhorandi deities. She is still saddened by the long-ago change in Horus that occurred thousands of years ago, and sometimes shares her grief with Chauntae, her agricultural counterpart in the Faerûnian pantheon.

**Dogma:** Encourage love, affection, and marriage in the citizens
of Mulhorand. Sow the seeds of happiness, family, and food wherever you go and provide wise counsel for those in need. Use your magic to benefit the people of Mulhorand and never to harm them, particularly by shaping the weather to serve the populace and creating magic items for the benefit of all. Protect the heroes of Mulhorand and those who are in love.

**Nephthys**

**Guardian of Wealth and Commerce, Protector of the Dead, the Avenging Mother**

*Intermediate Mulhorandi Deity*

**Symbol:** A golden offering bowl topped by an Ankh

**Home Plane:** Helopolis

**Alignment:** Chaotic good

**Portfolio:** Wealth, trade, protector of children and the dead

**Worshipers:** Merchants, money-changers, tax collectors, rogues

**Cleric Alignments:** CG, CN, NG

**Domains:** Chaos, Good, Protection, Trade

**Favored Weapon:** An ankh trailing a golden mist (whip)

Nephthys (*nef-thiss*) is a somewhat greedy deity who takes an interest in the accumulation of wealth by her followers. She tends to favor those of her followers who are well off. Her temperament is mercurial, and she is very haughty and somewhat vain. She focuses on wealth and status more than charity and good works, but the truly selfish among her worshipers often find the capricious hand of fate turning against them. Nephthys has little patience for the foibles of mortals and can often be quite impatient and unforgiving. However, she is also devoted and utterly loyal to those who hold her dearest in their hearts and those within her charge.

The church of Nephthys is run like a powerful, profitable, merchant consortium. Clerics of Nephthys spend their days managing the economy of Mulhorand. They are engaged in countless political squabbles with the clerics of Horus-Re, Anhur, and Isis over the financing of various projects, the distributions of the profits of others, and the management of human resources (slaves) so as to best serve the economic interests of Mulhorand. They serve in some instances as tax collectors and as money-changers. They provide advice to the noble class about investments and bless children brought to them (for which they expect a donation). Any child whom they bless is under the protection of the church until she reaches adulthood, and her injury is avenged by the church. The church of Nephthys is involved in the burial rites of every noble or member of the middle class. The clergy are primarily responsible for the safeguarding of goods the deceased wish to bring to the afterlife. They also serve as executors of the will and testament of the deceased, if any.

Clerics of Nephthys pray for their spells at noon when the golden orb of the sun is high in the sky. The clergy of Nephthys celebrate few holy days in their calendar. The Feast of the Moon is known as the Feast of the Silver Coin to the faithful of Nephthys. In a somber, but elaborate, day-long rite, they give thanks to Nephthys for her beneficence and tie her to the church. The greater the wealth they contribute to the church during this ceremony, the higher the personal status they accrue within the church. Nephthys’s clerics are also responsible for conveying the prepared body to the burial chamber, setting the defensive wards, and sealing the crypt to prevent tomb robbers from gaining entrance in a grand ceremony known as the Passage Onward. Clerics of Nephthys...
rarely multiclass, but those that do are usually rogues.

History/Relationships: Daughter of Geb and long-forgotten Nut. Nephthys was once married to Set. She left him over the murder of Osiris and helped her sister Isis to resurrect the dead deity. She has few friends even among her own pantheon. Waukeen guards against her encroachment upon the portfolio of wealth now that Mulhorand is expanding again, while Mask is interested in her riches.

Dogma: Accumulate great volumes of wealth, but do not hold money above your devotion to the goddess. Protect the tombs and the remains of the dead, and smite those who would rob those who have gone to the afterlife or desecrate their tombs. Avenge the deaths of those Mulhorandi killed by the Red Wizards of Thyat. Be faithful to your husband and encourage faithfulness in others. Protect worshippers of the goddess, and diligently root out and destroy evil, especially the actions of Set.

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**Osiris**
Lord of Nature, Judge of the Dead, Reaper of the Harvest
Intermediate Mulhorandi Deity

**Symbol:** White crown of Mulhorand over a crossed crook and flail
**Home Plane:** Helipolis
**Alignment:** Lawful good
**Portfolio:** Vegetation, death, the dead, justice, harvest
**Worshipers:** Attorneys, druids, embalmers, judges, paladins, rangers, seekers of rightful vengeance
**Cleric Alignments:** LG, LN, NG
**Domains:** Good, Law, Plant, Repose, Retribution
**Favored Weapon:** “Just Reward” (light flail or heavy flail)

Osiris (oh-sig-rihs) has a powerful and commanding presence, yet those whose hearts are pure and true are very comfortable in his company. His stern demeanor is cracked only by the antics of playful children, who have been known to make him smile and laugh amid jest and wit, and his wife, Isis, whom he loves passionately. However, when confronted by those who violate the principles of maat (holiness, honor, order, and righteousness), particularly by despoiling the resting places of the dead, his anger is terrible and his wrath unstoppable.

Clerics and druids of Osiris pray for their spells at dusk, when the day’s activities are judged. The two most important holy days in the church of Osiris are Highharvest and Midwinter. The former is a (relatively) joyous celebration of Osiris’s bounty in which all the citizens of Mulhorand are invited to join. The latter is a solemn, private day during which the sanctity of every burial crypt in Mulhorand is renewed or reinforced so that the dead may continue to rest easy. The Passing to Eternal Contentment and Justice is a sacred ceremony performed during the preparation and burial of the dead. There are three versions of the ceremony—High, Middle, and Low Passing—that are employed during funerals for the royal family, the nobles, and the commoners, respectively. Many clerics multiclass as paladins, and both clerics and druids sometimes multiclass as rangers.

**History/Relationships:** Osiris is the son of Geb and long-forgotten Nut. He was slain by Set during a power struggle to succeed Ra in the aftermath of the Oergate Wars. He was brought back to life by his wife Isis and Nephthys when they mummified his body, giving him eternal life and making him the deity of death. Osiris and Set are now bitter ene-

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**Sebek**
Lord of Crocodiles, the Smiling Death
Mulhorandi Demigod

**Symbol:** Crocodile head wearing a horned and plumed headdress
**Home Plane:** Helipolis
**Alignment:** Neutral evil
**Portfolio:** River hazards, crocodiles, werecrocodiles, wetlands
**Worshipers:** Druids, inhabitants of crocodile-infested areas, rangers, werecrocodiles
**Cleric Alignments:** CN, LN, NE
**Domains:** Animal, Evil, Scalykind, Water
**Favored Weapon:** “The Sorrowful Spear” (longspear, shortspear, or halfl spear)

Sebek (seb-beck) is second only to Set in evil in the pantheon of Mulhorand. He is strong, but also cruel and capricious. He enjoys eating people, but can be swayed by pitiful begging (if it is accompanied by the promise of bigger meals). He enjoys cruel humor and mean-spirited pranks. He laxly genuine displays of heartfelt emotion and is said to have a heart of ice. The Lord of Crocodiles has a strong streak of insecurity toward his status in the Mulhorandi pantheon, a fact that has been exploited by daring mortals in the past.

The church of Sebek is loosely organized, its hierarchy little more than a constantly changing pecking order. Werecrocodile clerics spend their days bullying their fellows, hunting, luring humans to their doom, and designing fantastic schemes to seize power in Mulhorand, Unther, and Cheshatra.

Clerics and druids of Sebek pray for their spells at dusk, when the hot sun fades and the time for hunting draws nigh. Villagers seeking to ward off the attack of crocodiles hope to appease Sebek by the monthly sacrifice of animals (and occasionally sentient creatures) outside shrines located deep in the swamp. The remains of the sacrifice are left within the shrine for the crocodiles. Many a worshiper has failed to leave quickly enough after making a sacrifice and fallen prey to the jaws of the crocodiles attracted to the site. Many clerics and druids multiclass as fighters, and most attempt to become werecrocodiles.

**History/Relationships:** Sebek is the poor relation of the Mulhorandi pantheon, effectively an outcast. Although he is not formally banished, he is simply
ignored. Most of the Mulhorandi deities view Sebek with condescending scorn, and the Lord of Crocodiles returns their antipathy. Sebek has worked with Set in the past, but the Brother of Serpents treats Sebek with contempt and uses him only as a temporary ally of convenience. Even Malar harasses Sebek, angry at this foreign deity holding even a tiny part of the portfolio of lycanthropes.

**Dogma:** Hunt or be hunted. Kill intruders in the swamps, weed out the weak, terrify human commoners and weaklings into propitiating Sebek, dominate your fellows, and eventually turn the world into one vast swamp. Seek recognition for your acts in the name of the deity, for he is a powerful deity to be feared. You will be amply rewarded with choice prey, wealth, and territory when Sebek finally assumes the role within the pantheon that he deserves.

**Set**

**Defiler of the Dead, Lord of Carriage, Father of Jackals:**

**Intermediate Mulhorandi Deity**

- **Symbol:** Coiled cobra
- **Home Plane:** Heliopolis
- **Alignment:** Lawful evil
- **Portfolio:** The desert, destruction, drought, night, rot, snakes, hate, betrayal, evil magic, ambition, poison, murder
- **Worshipers:** Assassins, blackguards, brigands, criminals, rogues, thieves, tomb robbers, wizards
- **Cleric Alignments:** LE, LN, NE
- **Domains:** Air, Darkness, Evil, Hatred, Law, Magic, Sclakindy
- **Favored Weapon:** "The Spear of Darkness" (longspear, half-spear, or shortspear)

**Set** (set) is the jealous personification of evil. A cold and calculating deity, he always acts against the interests of the Mulan and the Mulhorandi pantheon. The Father of Jackals is always looking for ways to recruit new followers and disrupt the churches of the other Mulhorandi deities. Despite his loathsome nature, Set takes good care of his followers and does not willingly betray or abandon his people, as he finds it practical to maintain their loyalty. Set can be quite gracious and charming when first encountered, but he reveals his true colors very quickly. He revels in his evildoer and makes no excuses for his cruelty or his evil actions. He never laughs except when relishing another creature's pain, and the sound of his laughter is said to be that of creature's final death scream. Mortals are simply useful tools that can be destroyed or cared for, as appropriate, in Set's view.

The church of Set is ordered by a strict hierarchy answering directly to the deity. Clerics of Set are charged to undermine and overthrow the theocracy of Mulhorand, and spend their days executing ruthless and subtle plans to achieve their goals. Only the eternal vigilance of the other deities and their faithful keeps the majority of these plans from succeeding. Clerics of Set often oversee the activities of thieves, assassins, and other evil beings, even if they venerate Mask. Many brigands and tomb robbers worship Set and use these activities to finance their plans as well as mock and denigrate the deities and beliefs of other faiths and deities. The clergy of Set heads several orders of assassins. Such clerics are not allowed to betray members of the order and must always work to promote the "brotherhood of evil."

Clerics of Sebek pray for their spells at night, whenever the land is darkest. They have no formal holy days. Rather, they perform their important ceremonies and sacrifices every time they achieve a major victory in the name of Sebek. When a supplicant seeks to join the brotherhood of evil as a full-fledged member, he must undergo the Test of Venom. This ceremony involves the supplicant walking through a pit of poisonous snakes or scorpions. Aspiring clerics who survive the ceremony are admitted into the clergy. Particularly infuriating to the clergy of Osiris and Nepthys is the reenactment ceremony performed by grave robbers who serve in Set's clergy. This ceremony involves the complete defilement of a burial chamber, the creation of an unholy altar to Set, the looting of the crypt's treasure, and the animation of the bodies as undead. Many clerics and druids multiclass as assassins, blackguards, divine disciples, divine seekers, rogues, or wizards.

**History/Relationships:** Set, brother of Osiris, is the most evil deity worshiped in Mulhorand. The son of Geb and long-forgotten Nut, his birth was horrific, for he tore himself free from his mother's womb and sprang upon the world as a foul and hideous thing. He challenged the authority of Osiris for the leadership of the gods upon the death of Ra during the Oregate Wars, slew Osiris (who was later brought back to life by Isis) through trickery, and was then defeated by Horus-Re and cast out. New Set schemes against all the Mulhorandi, with the exception of Sebek, whom he exploits. His only ally is Tiamat, for both gods have found common cause in undermining the power of the other deities of the Old Empires. His recent excursions outside Mulhorand have attracted the attention of Bane, Cricy, and Talos, all wanting to steal his power.

**Dogma:** The ends justify the means, and life is a struggle to be won by the powerful and the ruthless. Loyalty to one's comrades is admirable as long as it advances the cause of Set, and in the end, when Set accedes to his rightful throne, those that have served him well will be justly rewarded. Destroy the clerics of Horus-Re and Osiris, thus accelerating Set's establishment at his rightful place as god-king of Mulhorand, and spread the cult of Set throughout the world. Sacrifice both wealth and sentiments to Set.

**Thoth**

**Lord of Magic, Scribe of the Gods, the Keeper of Knowledge**

**Intermediate Mulhorandi Deity**

- **Symbol:** Ankh above an ibis head
- **Home Plane:** Heliopolis
- **Alignment:** Neutral
- **Portfolio:** Neutral magic, scribes, knowledge, invention, secrets
- **Worshipers:** Loremasters, scribes, those who craft magic items, wizards
- **Cleric Alignments:** CN, N, NE, NG, LN
- **Domains:** Crafts, Knowledge, Magic, Rune, Spell
- **Favored Weapon:** "Knowledge Keeper" (quarterstaff)

Thoth (thoth) is one of the oldest deities of the Mulhorandi pantheon, and he is also one of the most vigorous and creative. He is very intellectual and rarely displays great shows of emotion except when engaged in a heated academic debate. He speaks in clipped, efficient phrases, and is an elitist toward those he considers "uncultured barbarians" (a category that includes most foreigners). He has been given credit for the creation of many of Mulhorand's unique, magic items and its experiments with technology, which have caused significant, but gradual cultural changes over the centuries.

The church of Thoth is organized in a strict hierarchy, although individuals are free to pursue almost any course of inquiry. Thothians spend several hours each morning studying. They spend most
afternoons researching magic, serving as scribes, clerks, or librarians for the church or the state, or teaching the young. Particularly pious young clerics often spend their evenings assisting the poor and unschooled as scribes and tutors. Traditionally, the contents of any message written by a scribe of Thoth is held in strictest confidence as a religious trust between the scribe and the person who dictated the message. Scribes do not typically deliver messages; that is a job for messengers.

Clerics of Thoth pray for their spells at dawn, prior to a new day of invention and discovery. The clergy of Thoth inscribe their deity's symbol at the top of each page of papyrus before writing anything else on that page. Prior to undertaking any major task requiring engineering, writing, or magical skill, Thoth's faithful draw the symbol of Thoth on the backs of their hands and over their hearts. In general, the clergy of Thoth put less emphasis on excessive pageantry and ceremony than most other clergy of Mulhorand; they regard most of it as a waste of valuable time. During the winter and summer solstices, clerics of Thoth are required to fast for an entire day and then immerse in an icy bath. The Ceremony of Introspection, as this is known, symbolizes their desire for true understanding and their reemergence into the world with a clear head and invigorated heart. Many clerics multiclass as arcane devotees, loremasters, or wizards. They turn rather than rebuke undead.

History/Relationships: Thoth is one of the oldest deities of the Mulhorand pantheon, second only to Ra (now dead) and Geb. He is allied with Horus-Re, Isis, and Osiris, and works to oppose Set. In recent years, he has forged contacts with likeminded gods of the Faerúnian pantheon as well, including Azuth, Deneir, Gond, Oghma, Mystra, and Savras.

Dogsma: Learn all you can and help to spread wisdom throughout the world. Research magic, protect the secrets of Thoth, and spread magic throughout Mulhorand. Explore new invention and better ways of doing things, pushing the limits of engineering, architecture, and magic item construction. Protect Mulhorand from the traitorous Red Wizards of Thay and undermine their efforts at every possible turn. Use weaponry as little as possible, for magic is your weapon.

Orc Pantheon

Evil beings worship evil powers; witness the drow and their deities as an example. The orc pantheon represents another such group of deities, not as sophisticated perhaps, but powerful protectors and advocates for their people nonetheless.

Bahgtru

The Strong, the Leg Breaker, the Son of Gruumsh

Lesser Orc Deity

Symbol: Broken thighbone
Home Plane: Nishtrek
Alignment: Chaotic evil
Portfolio: Loyalty, stupidity, brute strength
Worshippers: Barbarians, followers, orcs, physically strong beings, warriors, wrestlers
Cleric Alignments: CE, CN, NE
Domains: Chaos, Evil, Orc, Strength
Favored Weapon: “Crunch” (spiked gauntlet)

Bahgtru (bahg-tru) is an awesomely stupid god of incredible might, who scorches all arms and armaments or workings of magic and values only physical strength. He is said to challenge and battle all manner of archetypal beasts and roam the planes tearing the landscape asunder.

The church of Bahgtru is largely subservient to the temple of Gruumsh, not unlike the relation between the son and the father. Bahgtru’s clergy are often the strongest members of the tribe, leading the elite males of the tribe who serve as bodyguards for the chieftain. The Son of Gruumsh insists his clerics remain unquestioningly loyal to the chieftain of the tribe until he is defeated in a challenge of physical prowess or slain. They engage in near constant physical training, and subject the young males of the tribe to endless training as well to improve their strength and thus the overall strength of the tribe. For Bahgtru’s faithful, loyalty extends only to the clan, and thus rivalries between clans are to be encouraged, for doing so strengthens the orc race as a whole.

Clerics and adepts of Bahgtru pray for their spells at dusk, when the Leg Breaker tears the sun from the sky. Each month, when the moon is full, Bahgtru’s followers gather for a Festival of Strength, during which many challenges demanding physical prowess are held. Some challenges are lethal, an inevitable winning of the weak. Many clerics multiclass as barbarians, even in fairly civilized tribes, although some multiclass as fighters or warriors.

History/Relationships: Bahgtru is the son of Gruumsh and Luthic. He is said to have killed the first behir, breaking each of its legs in the process and earning him his moniker. Bahgtru is feared by the other orcs for his incredible strength, yet they call on him for assistance when they have need. Heeval secretly resents Gruumsh’s stupid, but loyal, son, for he dares not challenge the One-Eyed God while Bahgtru remains loyal to him. Bahgtru is implacably opposed to the godling deities, although he attacks them only when Gruumsh permits. He also hates the Seldarine and other sylvan deities, whose physical weakness he scorns.

While Bahgtru respects the might of the dwarven gods, he still wishes to crush their skulls. Bahgtru also opposes the most obvious plots of deities of deception, including Baravar Looskashk, Cyric, and Mask.

Dogsma: The mighty shall crush the weak, thus strengthening the tribe. Scorn the shields of weakness and rely only on your physical prowess, for strength is enduring. Think not crafty thoughts, for they undermine the strength of the tribe. Loyalty to your leader is all that is required of you.

Gruumsh

He Who Never Sleeps, the One-Eyed God, He Who Watches

Greater Orc Deity

Symbol: Unwinking eye
Home Plane: Nishtrek
Alignment: Chaotic evil
Portfolio: Orcs, conquest, survival, strength, territory
Worshippers: Fighters, orcs
Cleric Alignments: CE, CN, NE
Domains: Cavern, Chaos, Evil, Hatred, Orc, Strength, War
Favored Weapon: “The Bloodspear” [longspear] (longspear or shortspear)

Gruumsh (grumsh) is the driven and aggressive leader of the orc pantheon. Constantly battling other deities for the things he feels were stolen from him at the dawn of creation, he drives the orcs of the world to follow his example and conquer and slay their enemies.
His great spear is covered in the blood of elves and his ever-burning torch is reflected in his one remaining eye. Gruumsh's church relates the legends of the orcs from generation to generation and spreads the worship of Gruumsh through fear, inspiration, and an iron hand. The church takes an active role in the clan leadership, undermining a secular leader that opposes its goals. They are also responsible for the elimination of the sick, weak, lame, or unfit members of the tribe, regardless of age or status. Like most of the orc pantheon, his church is extremely patriarchal. None to the young are never allowed to say the deity's name and may refer to him only by title.

Clerics and adepts of Gruumsh prepare their spells in the dark of night. Their holy days are the times of the new moon and anniversaries of great battles against elves, dwarves, or other orc tribes. Those in wild areas tend to multiclass as barbarians, while those living near or in civilization commonly multiclass as fighters. Particularly zealous clerics pluck out their left eye as a sign of devotion.

History/Relationships: Gruumsh is said to have lost an eye in a battle with Corellon Larethian, although the orc's version holds that he always had one eye. Orc myths tell that when the races of the world drew lots for the land, there were none left for Gruumsh, but he took his spear and smote the earth to create caves, blighted glades, and badlands for his people to dwell. He holds absolute authority over his pantheon and considers no non-orc his ally. He particularly hates the elves and dwarven deities.

Dogma: Seek unceasing war against your enemies, and kill or enslave those that oppose you. Acquire territory and living space. Destroy elves, their homes, and their lands. Crush the dwarves and take their deep caves for your own. Be strong, and be prepared to show your strength at any moment. Showing weakness is the key to an early death. Those that are too weak to fight for your tribe should be put to the spear. The greatest gift that He Who Watches gave to the orcs was the ability to survive where the weaker races would die. Build your strength in these lands and use them to overrun your enemies.

Ilneval
The Horde Leader, the War Maker, the Lieutenant of Gruumsh
Lesser Orc Deity
Symbol: Bloodied longsword
Home Plane: Nishek
Alignment: Neutral evil
Portfolio: War, combat, overwhelming numbers, strategy
Worshipers: Barbarians, fighters, orcs
Cleric Alignments: CN, LN, NE
Domains: Destruction, Evil, Orc, Planning, War
Favored Weapon: "Foe Smiter" (longsword)

Ilneval (ill-neval) is the daring war leader, always leading the charge into battle with nothing but victory and destruction on his mind. Before a battle commences, however, he carefully plans his strategy so as to maximize his chances of winning and inflicting terrible damage. Ilneval is more cunning than Bahgdu and nearly as strong. His bravery inspires great loyalty among his followers, yet he does not transfer that loyalty to his own superior. The War Maker brooks no challenge to his position, systematically destroying any potential rival. Ilneval is seen as the patron of powerful orc crossbreeds, particularly orc-ogres (orogs) and tanarukks.
The church of Ileneval occupies a prominent position in orc tribal life, second only to the church of Gruumsh, and they work in concert to oppress other faiths in order to ensure that position remains unchallenged. Many members of the clergy are officers in tribal armies, answering only to their chieftain. Although the church of Gruumsh is responsible for issuing the call to summon a horde, it falls to the temple of Ileneval to marshal the fractious tribes into a horde united against a common foe.

Clerics and adepts of Ileneval pray for their spells at dusk in preparation for the night's battles. The church of Ileneval observes few holidays, other than token obeisance to those honoring Gruumsh in a calculated display of loyalty to the One-Eyed God, for Ileneval is not interested in remembering past victories but plotting new ones to come. The most sacred celebration of the year is held annually at Greengrass, where Ileneval's clerics assemble hordes of orc warriors to swoop down on civilized lands in an orgy of destruction and violence. Many clerics multiclass as fighters. Only adepts of the most primitive tribes multiclass as barbarians.

History/Relationships: Ileneval serves Gruumsh as battle lieutenant, commanding the One-Eye God's armies when his master does not do so himself. The Crafty Warrior has destroyed one or two orc demigods before, and he secretly works to undermine Bahgrtu as well. Gruumsh does not trust his self-serving lieutenant for good reason, but Ileneval remains loyal enough while the One-Eye God and Bahgrtu remain on the same side. Ileneval loathes both Shargaas and Yurtrus, for their underhanded approach smells of cowardice. However, the War Maker is smart enough to use their talents effectively in battle with the gods of other pantheons. Despite his differences with the other orc gods, Ileneval loathes the goblinoid gods, the dwarven gods, the elven gods, and all the other traditional enemies of the orc pantheon and would never betray his race.

Dogma: Strength is as much a function of the mind as one's body. Train hard and think craftily in preparation for war, for all life is an endless battle. Unite your tribe into a raging storm, for there is great strength in numbers if all can work in concert. Once the time for combat is nigh, however, charge into the fray undaunted and let the blood fly where it may. Only through personal courage do you prove yourself fit for the mantle of leadership.

Luthic

The Cave Mother, the Blood Moon Witch

Lesser Orc Deity

Symbol: Orc rune for home
Home Plane: Nishrek
Alignment: Neutral evil
Portfolio: Caves, orc females, home, wisdom, fertility, healing, servitude
Worshippers: Monks, orc females, runecasters
Cleric Alignments: CN, LN, NE
Domains: Cavern, Earth, Evil, Family, Healing, Orc
Favored Weapon: A hand with long claws (claw bracer)

Luthic (loo-tick) has a strong affinity for the earth on which her enduring strength is built. Although hardly kind, she tends to the injured with brusque efficiency and is the quiet bedrock on which the orc pantheon rests. The Cave Mother does not take kindly to those who abuse her name, inflicting wasting diseases on those who do. She has a nasty temper that can erupt at any time. Although outwardly servile to the male orc gods, she is cunning enough to manipulate Gruumsh and Bahgrtu and through them often get her way.

The church of Luthic is prominent within most orc tribes, if only because it can claim the bulk of the female population as its worshipers, but outwardly weak in comparison to the other orc gods' clergies and is subservient to the clergy of Gruumsh. In truth, the church of Luthic forms the stable base of most tribes, ensuring that a steady stream of future orc warriors are born each year. Clerics of Luthic tend to the general health of the tribe, healing those injured in battle, ministering to the young and females in childbirth, and generally maintaining morale among the tribe. They also teach simple healing and herbalism to orcs, skills that enable orc warriors to survive many battles.

Clerics and adepts of Luthic pray for their spells each day whenever the moon is highest in the sky. Luthic's holy days are tied to the new moon, the symbol of her fertility. The Feast of the Moon is celebrated by the Cave Mother's followers as the Coming of the Winter Cave, for most tribes must retreat to Luthic's domain during the winter months. Many young are conceived during this festival, ensuring another generation of warriors. A few clerics multiclass as runecasters, a form of magic learned from the giants that sometimes dwell alongside orc tribes. Rumors exist of a secret group of Luthic priests existing within some tribes, attacking unarmored since they are denied the use of weapons by males.

History/Relationships: Luthic is the wife of Gruumsh and the mother of Bahgrtu, although only the latter pays her heed. The Son of Gruumsh honors his mother's commands, even above Gruumsh, a small rebellion on the part of his otherwise loyal son that the One-Eye God tolerates only grudgingly. The other orc gods pay her only a modicum of respect and then only because she is the wife of Gruumsh, treating her grudgingly as her lot even if she detests it. Luthic harbors a deep enmity for the traditional enemies of the orc pantheon, including the goblinoid gods, the dwarven gods, and the elven gods.

Dogma: Life is sheltered within the earth from which it springs. Honor the wisdom of the Cave Mother, whose strength is the backbone of the horde and the root of valor in battle. Understand your position within the tribe and do your part to strengthen the tribe against all rivals. The cave is the sheltering embrace of the Mother of Bahgrtu and the bastion of orc strength.

Endure all hardships.

Shargaas

The Night Lord, the Blade in the Darkness, the Stalker Below

Lesser Orc Deity

Symbol: Skull on a red crescent moon
Home Plane: Nishrek
Alignment: Chaotic evil
Portfolio: Night, thieves, stealth, darkness, the Underdark
Worshippers: Assassins, blackguards, orcs, shadowdancers, thieves
Cleric Alignments: CE, CN, NE
Domains: Chaos, Darkness, Evil, Orc, Trickery
Favored Weapon: "Nightblade" (short sword)

Shargaas (sher-gas) is a dark and brooding deity of terrifying cruelty and evil. More cunning than even Ileneval, his scheming is cold and
calculated. His hatred of non-orcs is rooted in a basic hatred of life itself, and he views even orcs as little more than killing tools to be eventually discarded. He is thought to lurk in the depths of the earth, deep beneath the caves of most surface-dwelling orcs, and is considered the patron of orc tribes that dwell in the Underdark.

The church of Shargaa is secretive in nature, its adherents usually hiding their affiliation from the rest of their tribe. The temple is a powerful hidden force with most tribes, regularly culling the weak in order to strengthen tribe as a whole. Clerics of Shargaa can strike fear into even the most powerful orc chieftain, for they regularly eliminate leaders they perceive as cowardly or ineffectual with a sharp blade in the back in the darkness. The church of Shargaa also works on the margins of enemy battle groups, eliminating those who might raise the alarm or muster an effective defense against a burgeoning horde.

Clerics of Shargaa pray for their spells at midnight, when the world is shrouded in darkness. The Night Lord's clergy gather under the darkness of each new moon to honor the Stalker Below in a grim ceremony known as the Chant in the Abiding Darkness. Supernatural beings are required to bring an object of great value to its prior owner to sacrifice to Shargaa, preferably the heart of some foe. The assembled faithful then begin chanting a series of ritualistic prayers to the Night Lord, pleading to serve him as his silent, deadly weapons. Many clerics multiclass as assassins, blackguards, divine thinkers, rogues, or shadowdancers.

History/Relationships: The Night Lord's hatred of all life extends to a hatred of other deities as well. Nevertheless, he has found it prudent to ally himself with the other orc deities and manipulate them to serve his ends. Shargaa maintains a cold alliance with Yurtrus, in particular, countering the more militaristic Gruumsh, Bahamut, and Ileneal. He also secretly reveals Ileneal's treacheries to Gruumsh as a way of cementing his own position within the pantheon and undermining the One-Eyed God's overly ambitious lieutenant. Shargaa has no allies outside the orc pantheon, but reserves his greatest hatred for the dwarf, gnome, and goblin deities.

Dogma: The darkness is endless and everlasting, but it provides a dark mantle for the blade in the night. With silent stride and hidden hand, his will is the weapon of the tribe and eliminate all other races. Go down into the deep tunnels and wage war with those who dare abide in the demesne of Shargaa. Be alert for weakness in the eyes of the chieftain, for you mistakes may spell your own doom.

**Yurtrus**

_White Hands, the Lord of Maggots, the Rotting One_

_Lesser Orc Deity_

**Symbol:** White hands on a dark background

**Home Plane:** Nishtrek

**Alignment:** Neutral evil

**Portfolio:** Death, disease

**Worshipers:** Assassins, monks, orcs

**Cleric Alignments:** CN, LN, NE

**Domains:** Death, Destruction, Evil, Orc, Suffering

**Favored Weapon:** Pale white hands (unarmed strike)

Yurtrus (yur-trus) is the embodiment of life-destructive principles, an ever-present terror to be feared and propitiated and dreaded by most orcs. Whereas Shargaa embodies the fear of what lurks below in the darkness, Yurtrus represents the ever-present threat of death and disease that orcs must live with on an ongoing basis. The Lord of Maggots does not speak or communicate in any fashion, although he sometimes seems receptive to properly respectful entreaties and sacrifices to spare a particular individual or tribe from the ravages of disease. He is depicted as an orc with rotting, sore-covered flesh everywhere except his pale clawed hands.

Aside from the certain orders of monks, the church of Yurtrus is loosely organized, its clergy scattered across countless clans and tribes. Clerics of the Rotting One are rarely tribal leaders, but the terror in which their deity is held allows them a great deal of independence. Members of the clergy act as intermediaries between their tribe and Yurtrus, interceding with him whenever the tribe is ravaged by disease or plague. In addition, clerics of Yurtrus dispose of the bodies of the dead, whether they died of disease, in battle, or of old age (a rare event indeed). The church of Yurtrus is also accorded authority over tribal foodstores, determining whether meat is too rotted to eat or water is too tainted to drink. In this respect, some tribes have begun to venerate the Lord of Maggots as a deity of sustenance and health or rather the reverse of such and thus to be propitiated.

Clerics and adepts of Yurtrus pray for their spells at dusk in the dying of the day. The church of Yurtrus recognizes two major holy days. The first, known as the Ceremony of Contagion, is celebrated on Midsummer Night. On this day the deity's contagion is said to take root, sapping the world of life in a relentless spiral that leads inexorably to the winter and the death of the year. After a bloody ritual of sacrifice to spare the orcs from the ravages of plague; the clerics of Yurtrus venture forth, spreading disease and death across the world, particularly among other races. The second holy day, known as the Putrescent Death, is celebrated on Midwinter Eve. On this night, the clergy of Yurtrus recognize the death of the world, symbolized through the sacrifice of sentient beings of other races. Sacrifices are typically made to the Rotting Lord through the deliberate infection of a victim with a particularly horrible disease. Many clerics multiclass as assassins, divine disciples, or monks.

History/Relationships: By his very nature, Yurtrus is not prone to forming relationships. He gives his silent backing to Shargaa in the latter's efforts to subtly counterbalance the influence of the three orc war gods. The Rotting One is also thought to maintain some sort of relationship with other gods of death and disease, such as Talona, although it may be more of a rivalry than an alliance. Like the rest of the orc pantheon, Yurtrus loathes the gods of the dwarves, elves, and goblins, and opposes them at every opportunity.

Dogma: Death is inexorable and eventually claims all life. The ravages of plague are simply death claiming victims who have yet to fall in battle, leaving all creatures to simply choose the manner in which death will most likely strike. The touch of White Hands can be forestalled only by bowing down to the Rotting Lord and begging his mercy, but, in time, plague strikes all living things. Fear him, for death lurks in the shadowed corners of Luthic's cavern and it will inexorably come again.
This chapter presents three detailed temples ready for use in your campaign. Each has a full set of maps, area descriptions, and statistics for important NPCs. The first of these temples, the Abbey of the Sword, is dedicated to Tempus the Foehammer. The second, the Wyvernstones of Hullack, is an outdoor area once sacred to Eldath, but now usurped and corrupted by the worshipers of Malar. The third temple, the Darkhouse of Saerloon, is a temple to Shar hidden within a lighthouse.

The Abbey of the Sword

The grim stone towers of the Abbey of the Sword rise among the trees of Cormanthor, just over five miles southwest of the town of Essembra and within the lands claimed by the folk of Battledale. Built from the shell of a shattered, ancient castle, the abbey is a squat, featureless stone fortress dedicated to Tempus, deity of war, and inhabited by equally grim followers of the Foehammer. The abbey houses a small army of Tempus-worshippers who actively defend Battledale, clashing with the drow of Cormanthor and other monsters on a regular basis.

In the immediate wake of the Time of Troubles, during a battle in Swords Creek, Eldan Ambrose, an Amnian cleric of Tempus, saw the Foehammer. Eldan tracked the first definitive sighting of the Foehammer in the Realms back to the hold of Belarus, a long-dead worshiper of Tempus. While standing within what was once the castle's great hall, Eldan received a vision from the Foehammer confirming the site as sacred to the Lord of Battles.

Eldan and his followers established the Abbey of the Sword and set about rebuilding the castle. As part of their renovations, they sank deep wells to reach a lake of cool, sweet water in the Underdark.

Over the next decade, the abbey's growing army of clerics and warriors established a strong alliance with Lord Ilmeth, War Chancellor of Battledale, and their neighboring Battledarrans. The alliance worked in concert to cleanse the surrounding Ghost Holds and the labyrinthine tunnels connecting them of their monstrous inhabitants.

During this period, the abbey's inhabitants discovered numerous portals beneath the abbey and set about guarding them. In the Year of the Unstrung Harp (1371 DR), a strong force of Vhaeraunian drow, the vanguard of the nomadic Auzkovyn clan, came through a previously unknown and unwatched portal and smashed past the abbey's defenders. Eldan Ambrose perished in the assault, devoured by a glabrezu after destroying the portal. Although Battledale was saved for the moment, the drow vanguard slipped away and later opened another portal somewhere in the forests north of Battledale, bringing the rest of their clan into Cormanthor.

The defenders of the Abbey of the Sword no longer have enough warriors to guard all the portals below, and no cleric of the faith has been found that can cast true resurrection to bring Ambrose back to life. Worse yet, members of House Jacle, drow exiles from distant Menzoberranzan, have entered Cormanthor and have been attacking the Dales in an effort to distract people from their true agenda.

In addition to supplementing the strength of the local militia, the Abbey of the Sword serves Battledale and its neighbors in two important ways. First, the abbey produces well-made weapons and armor and sells them at reasonable prices to individual Dalesmen and the various militias of the region. Second, the abbey provides invaluable training to local militias, both by providing training at the abbey's facilities and by dispatching drilling instructors to communities in the region.

More than a dozen people visit each day; perhaps half follow Tempus. Warriors of all stripes make their way to the Abbey of the Sword, whether to honor the Lord of Battles or seek healing from his clerics. The gift of a battered shield or a dull blade is the most common form of offering, although coins to support the war effort are much appreciated. Locally, many Battledarrans venerate Tempus, although many honor him at small community shrines such as the one in Essembra rather than making their way out to the abbey. Low-ranking clerics from the abbey usually lead worship services at all the nearby shrines. The abbey's residents, organized in a strict military hierarchy under the command of the Priest-General, are primarily Dalesmen, although Sembians, Cormyrians, and those native to the Moonsea region or the Vast are not uncommon. Likewise, the residents are primarily human, although other races—
particularly dwarves and half-elves—are not unknown. Most of the inhabitants are fighters, clerics, or fighter/clerics of chaotic good or chaotic neutral alignment.

Tunnels beneath the Abbey lead into the Underdark, and the followers of the Lord of Battles are sorely pressed by the relentless tide of creatures coming up from the depths. Moreover, numerous portals lie scattered throughout the subterranean region beneath the abbey, and, as things currently stand, many remain unguarded. The current Priest-General is well aware that if the abbey falls to Underdark attacks, then Essembra and Battledale may fall in quick succession shortly thereafter. As such, he has sent out a desperate plea for adventurers to supplement the fighting strength of the Sword-Sworn.

## Ceremonies

The most important fixed date of the Tempuran calendar is the Feast of the Moon, at which time the dead are honored by a recounting of their greatest deeds. The eves and anniversaries of great battles are also holy days of the church of Tempus, and as such vary from place to place.

At the Abbey of the Sword, two such battles are held above all others. One, of course, is the Battle of Ambrose's Fall, to be celebrated for the first time on the 7th day of Uktar, a few months hence. The valiant self-sacrifice of the abbey's founder is to be remembered with a recounting of his life and a reenactment of the battle in which he fell on the abbey's training field. Gorym hopes that a series of visions recounted by a prophetically inclined member of the Devout in which the Sword of Tempus shatters one of the portals beneath the abbey does indeed occur. (The vision will indeed occur. A manifestation similar in appearance to a *Mordekainen's sword* will appear within the abbey hereafter on the anniversary of Ambrose's death and, if directed by the Priest-General of the abbey, attempt to shatter one of the portals as a *Mordekainen's disjunction* spell. Only one such attempt is allowed each year.)

The other great battle celebrated at the Abbey of the Sword dates back to the 17th day of Flamerule in the Year of Shadows. At the Battle of Swords Creek, a few score Riders of Mistedale and allied Harpers defeated the thousands-strong Zhentarim army known as the Sword of the South thanks in large part to the sacrifice of Baergil, an old Rider of Mistedale and cleric of Tempus. Baergil found death in the summoning of a *ring of skulls* that spat rays of death from their eyes at the gathered horde of Zhentis. The old Rider's valiant sacrifice prompted the appearance of the avatar of Tempus on the field of battle, and it was from this appearance that Eldan Ambrose later traced Tempus's trail back to the site of Belarus's ancient castle. At the Abbey of the Sword, Baergil's death is honored by placing a circle of skulls of fallen opponents around the altar of Tempus and by reciting the tale of that glorious victory.

Each day, the Song of Swords is sung at dawn in Tempus's honor in honor of the fallen. Then, during weapons practice, a cleric intones the names of the Valorous Fallen. The Priest-General then addresses the troops, setting them to their daily tasks. At sunset, a clear-voiced clergy member sings another battle hymn, a sermon is given, and then the faithful retire or take their place on the Night Vigil, murmuring quiet prayers to Tempus to keep themselves awake and alert.

## Services

Many of the abbey's inhabitants are skilled weapon smiths and armorers, capable of creating weapons and suits of armor made from steel of excellent quality. Moreover, the abbey also produces a fair number of such arms and armaments of masterwork quality.

Visitors to the abbey may purchase any type of simple or martial melee weapon made of steel or a masterwork quality longsword or battleaxe. Masterwork versions of other simple and martial melee weapons can be made upon request. Likewise, some exotic weapons are available on a case-by-case base, but rarely of masterwork quality. The abbey does not produce other types of weapons and hence does not sell those it has purchased.

Visitors may also purchase chain shirts, scale mail, chainmail, breastplates, splint mail, banded mail, half-plate, or full plate armor. Bucklers, small steel shields, large steel shields, and tower shields are also available. Extras, such as armor spikes, locked gauntlets, and shield spikes are available upon request. Masterwork versions of any of the above-listed armor types are also available upon request. The abbey does not produce other types of armor and hence does not sell those it has purchased.

Ingredients are grown in the abbey gardens for the brewing of potions of *cure light wounds*, *cure moderate wounds*, and *cure serious wounds*, and such are brewed regularly within the abbey walls. Although those in need are given healing promptly regardless of whether or not they can pay, adventurers seeking to prepare for inevitable battles in the days ahead are required to purchase such potions. Moreover, at most two such potions will be sold to any individual within a tenday period, as the abbey's inhabitants cannot afford to deplete their own stocks overmuch.

In all cases, prices are as given in the *Player's Handbook* and the *Dungeon Master's Guide*.

## Hierarchy

As instituted by its Amnian founder, the Abbey of the Sword is run in strict military fashion under a clearly delineated hierarchy. The supreme commander of the Abbey of the Sword is the Priest-General, a position held for the past year in an acting capacity by Gorym Harndrekker.

Two companies report to the Priest-General: the warriors, known as the Sword-Sworn (War1), and the clerics, known as the Devout (Clr1). The First Sword is the commander of the Sword-Sworn and the anointed champion of the abbey. This position has been held for over seven years by Jarath Burlisk the Mantled, a holy warrior of the Lord of Battles and bearer of a famous name in the local region.

Each company is roughly fifty in number, but their numbers con-
continue to slowly shrink in the face of unending battle in the depths and insufficient recruitment to cover their losses. Within each company, members are organized into five-person squads composed of two of the Sword-Sworn, two of the Devout, and a sergeant from one of the two groups. Both the Sword-Sworn and the Devout are dedicated followers of Tempus, willingly giving their lives in service to the Fochammer.

**Acting Priest-General Gorym “Brightshield” Harndrekker:**

Male human Ftr2/Cler9/Dis1 of Tempus; CR 12; Medium-size humanoid; HD 2d10 plus 10d8; hp 96; Init +0; Spd 20 ft.; AC 20 (touch 10, flat-footed 22); Atk +11/+6 melee (1d8+2/×3, +1 undead bane battleaxe); SA Turn undead 1/day; SQ Divine emissary; AL CG; SV Fort +11, Ref +5, Will +12; Str 12, Dex 10, Con 10, Int 13, Wis 18, Cha 18.

**Skills and Feats:** Concentration +7, Craft (armsmashing) +6, Craft (weaponmaking) +6, Diplomacy +9, Heal +9, Knowledge (history) +8, Knowledge (religion) +9, Spellcraft +9; Blind-Fight, Combat Casting, Craft Magic Arms and Armor, Divine Vigor, Expertise, Extra Turning, Lightning Reflexes, Sacred Spell, Weapon Focus (battleaxe).

**Divine Emissary:** Gorym can telepathically communicate with any outsider within 60 ft. who serves Tempus or is of chaotic good alignment.

**Cleric Spells Prepared** (6/6/6/5/5/3; base DC = 14 + spell level):

0—create water, cure minor wounds, guidance, purge food and drink, resistance (2); 1st—command, detect evil, divine favor, endure elements, remove fear, shield of faith; 2nd—bull’s strength (2), consecrate, endure, shield other*, zone of truth; 3rd—daylight, dispel magic, prayer, protection from elements*, earing light; 4th—dismissal, freedom of movement, greater magic weapon, restoration, spell immunity*, 5th—flame strike*, mark of justice, righteous might.

*Domain spell. Deity: Tempus. Domains: Protection (protective ward 1/day), Strength (feat of strength 1/day), War (Martial Weapon Proficiency and Weapon Focus with battleaxe).

**Possessions:** +2 half-plate, +1 daylight large steel shield, “Spiritscourage” (+1 undead bane battleaxe).

A skilled fighter and master tactician in his youth, the twin effects of middle age and a nearly fatal encounter with a pack of wraiths have robbed Gorym of much of his physical prowess. Nevertheless, the Acting Priest-General is still eminently capable of wielding his favorite axe in combat and, in times of need, reclaiming his youthful vigor. Moreover, Gorym’s mastery of tactics and battle strategy have only increased with the passage of years, leaving him well suited to direct the abbey’s endless war in the depths and skirmishing in the surrounding forest.

Despite his rearguard role as military strategist, Gorym is always prepared for melee combat, and makes careful use of his spells and magic items to maximize his tactical advantage in any situation. When combat does ensue, however, the weight of his years has made him increasingly reliant on divine bursts of vigor and strength. In recent months, he has often lent the shield from which his moniker is derived, a +1 command full plate, mailed gauntlets of Aencar, “Shadowsunder” (+2 greatsword), +1 battleaxe, winged mask. The senior Sword-Sworn of the Abbey of the Sword claims to be a direct descendent of Aencar Burlisk, who reigned briefly from Essembra several centuries ago as the Mantled King of the Dales.

Few doubt that Jarath’s bravery or passion matches that of his legendary ancestor, but many wish that the impulsive First Sword’s courage was balanced by equal amounts of patience and wisdom. In battle, to honor of his fallen ancestor, Jarath always wears his winged mask and a crimson red mantle over his helm, completely covering his bald pate and battle-scarred features.

When fighting, Jarath prefers to wield Shadowsunder, but in tight spaces he hauls out his trusty battleaxe, claimed from the body of a Talassan holy warrior he slew many years ago, and grabs a large steel shield, if one is handy. After countless battles in the tunnels beneath the abbey, the First Sword has become well versed in using the powers of his winged mask to exploit drow sensitivity to light and to prevent them from escaping the reach of his blade via levitation. Jarath wields more magic than might normally be expected for an NPC of his level. This is due in large part to Jarath’s status as First Sword, for both Shadowsunder and the suit

**Daylight special ability**

**Daylight:** A suit of armor or a shield with this special ability glows with the brilliant light of a daylight spell for up to 30 minutes a day. A command word activates and deactivates the enchantment, and is usually inscribed on the inside of the armor or the back of the shield. Except when glowing, the armor or shield appears completely normal.

**Caster Level:** 3rd; **Prerequisites:** Craft Magic Arms and Armor, daylight; **Market Price:** +2,200 gp.
**command special ability**

**Command:** This armor or shield always appears brilliant and gleaming, no matter the conditions and despite all attempts to paint over or obscure it. Coveted by military leaders of all sorts, this armor or shield carries a powerful aura that gives a +4 enhancement bonus to Charisma and a +2 morale bonus on Will saves to all allies within 30 feet.

**Caster Level:** 9th; **Prerequisites:** Craft Magic Arms and Armor, prayer; **Market Price:** +60,000 gp.

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of armor he wears were enchanted for the temple's champion by Priest-General Eldan Ambrose ere his death, and neither is Jarath's personal property.

Jarath takes his responsibilities as First Sword very seriously, to the point of trying to win every battle single-handedly, if need be. When not drilling his fellow Sword-Sworn and regional militia in battle techniques, he can usually be found praying to Tempus or battling invaders in the tunnels beneath the abbey. With good cause and great regret, the other leaders of the temple fully expect Jarath to die in battle some day when calling for a strategic retreat would have been a far better tactical decision.

**Sergeant of the Devout (♂):** Male and female human Ftr1/Cleric3 of Tempus; CR 4; Medium-size humanoid; HD 1d10+1 plus 3d8+3; hp 22; Init +2; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +7 melee (1d8+2/×3, masterwork battleaxe) or +3 ranged (1d8/19–20, light crossbow); SA Turn undead 5/day; War (Martial Weapon Proficiency and Weapon Focus (battleaxe)).

**Skills and Feats:** Concentration +3, Craft (armorsmithing) or Craft (weaponmaking) +4, Heal +6, Knowledge (religion) +2, Spellcraft +2, Spot +8; Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus (longsword or battleaxe), Weapon Specialization (longsword or battleaxe).

**Possessions:** Masterwork full plate, masterwork large steel shield, +1 longsword or +1 battleaxe, light crossbow, 20 bolts, potion of cure moderate wounds or potion of endurance, 144 gp.

**The Sword-Sworn (♂):** Male and female human War1.

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**places of worship**

**Sergeant of the Sword-Sworn (♂):** Male and female human Ftr4/Cleric4; Medium-size humanoid; HD 4d10+8; hp 30; Init +2; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +9 melee (1d8+6/19–20, +1 longsword or 1d8+6/×3, +1 battleaxe) or +6 ranged (1d8/19–20, light crossbow); AL CG or CN; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

**Skills and Feats:** Climb +2, Craft (armorsmithing) or Craft (weaponmaking) +4, Jump +3, Knowledge (religion) +1, Swim +7, Blind-Fight, Cleave, Iron Will, Power Attack, Weapon Focus (longsword or battleaxe), Weapon Specialization (longsword or battleaxe).

**Possessions:** Masterwork full plate, masterwork large steel shield, +1 longsword or +1 battleaxe, light crossbow, 20 bolts, potion of cure moderate wounds or potion of endurance, 144 gp.

**Allies and enemies**

The Abbey of the Sword is beset by enemies on all sides, yet its vital role in the continued survival of Battledale garners it support from some unexpected quarters. The drow that now inhabit the surrounding forest and the tunnels beneath the abbey. Assuming the character demonstrates sufficient martial prowess, as determined by the sergeant leading the squad during the evaluation phase, initiation is as simple as swearing an oath to the Lord of Battles to serve loyally and die valiantly. Resigning from the ranks of the abbey faithful is also permitted, but those in possession of particularly sensitive tactical details might be held in a Tempuran safehouse (voluntarily or involuntarily), until such information they possess is no longer of value.

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**Mailed Gauntlets of Aencar**

Thought to have been crafted for the Mantled King during his days as a mercenary in Sembian employ, this pair of burnished steel gloves has been worn by various descendants of Aencar since the death of the King of the Dales. The mailed gauntlets of Aencar are equivalent to gauntlets of +4 armor. Once per day, each gauntlet also has the power to make a magic melee weapon held act as if it were a +1 weapon. Each use of this ability lasts 1 hour and only works as long as the weapon is held in hand (if it is dropped, thrown, handed to another creature, or removed from the character's hand, the effect ends). Both gauntlets must be worn to have any effect.

**Caster Level:** 8th; **Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item, bull's strength, shield or shield of faith; **Market Price:** 26,302 gp, Weight: 2 lb.
House Jaelre pose a much more immediate danger to the Abbey of the Sword, given their attacks on Battledale while they pursue their secret goals.

The Cult of the Dragon also works in opposition to the followers of Tempus, although open skirmishing between the two groups is rare. The Cult maintains a secret stronghold in the cellars of Aencar's Manor, the most famous of the Ghost Holds that line Rauthauvyr's Road. Given that the followers of Tempus have worked in concert for over a decade with the Lord's Men of Essembra to cleanse the Ghost Holds of their monstrous inhabitants, the leaders of the local Dragon Cult cell fear the inevitable discovery of the lair of Antharikkan, an albino young adult black dracolich, in caverns deep beneath the manor. (Antharikkan's presence is unknown to the folk of Battledale because he confines his depredations to the surrounding Underdark, spurning the burning rays of the sun that he hated in life.) As such, the Cult has been breeding monsters and releasing them into the surrounding forest and tunnels in hopes of sapping the strength of the abbey's defenders.

The Zhentarim also wish to undermine the Abbey of the Sword, as the Black Network has long sought to control the major trade routes in the region at the expense of their trading rivals. Battledale lies astride Rauthauvyr's Road, the major trading link between Sembia and Hillsfar, and leaders of the Black Network believe that the dale would be far more susceptible to manipulation if its War-Chancellor was not so vigorously backed by the Foehammer's followers. Of late, Zhentarim activities intended to undermine the abbey include sponsoring bandit gangs based in the nearby Ghost Holds, attacking caravans bringing raw materials to the abbey, and producing cheap copies of the abbey's legendary swords and armor in hopes of undermining their reputation and thus interfering with the main source of income for the abbey's inhabitants.

Despite their many foes, the followers of Tempus are backed by powerful allies as well. In addition to their alliance with the Lord's Men of Essembra, the Abbey of the Sword is strongly allied to the Abbey of the Golden Sheaf in neighboring Mistledale. Tempuran arms and armaments are regularly exchanged for food stores harvested by Chauntea's clerics, and both abbeys supply the other with missives concerning the latest activities of the drow. Likewise, the Harpers supply the abbey's leaders with reports of troop movements in the region in exchange for healing and shelter for Those Who Harp, as needed.

**Map Key**

As befits a former castle, the Abbey of the Sword is dominated by the Grand Tower, which was later expanded with the addition of the North Range and the wall and towers encircling the central courtyard. The Grand Tower and the North Range are off by half a flight of stairs, allowing them to use the same central staircase.

**A1. Walls**

The abbey's outer walls rise some 30 feet above the ground, wrapping around the inner courtyard. The walls are made of thick granite and surmounted by a parapet. The outer walls are adorned with lurking *glyphs of warding* and arrow traps. Guards patrol the walls constantly, day and night.
A2. Forge Tower

The southeast tower rises three floors above the ground. The interior floors are missing and have never been repaired, although the roof can still be reached by ladders from the southern and western parapets. A ballista sits atop the tower, manned by four guards, day and night. Within the tower lies the abbey forge, where inhabitants of the temple work on crafting and repairing arms and armor all day and night. The heat from this tower is intense, making guard duty atop it most unpleasant. Guard patrols visit this room infrequently.

A3. Garden Tower

The southwest tower also rises three floors above the ground. Trap-doors lead up between the floors, and doors enter the second floor from the south and east parapets. The first floor of this tower holds various gardening supplies and tools. The second floor is used for alchemical endeavors, including the preparation of an endless supply of potions of cure light wounds, cure moderate wounds, and cure serious wounds. Once completed, such potions are stored within the abbey and not kept here. The third floor serves as a greenhouse, where rare plants used in potion-making are grown. The roof of the Garden Tower has been partially replaced by a permanent wall of force, allowing nonnative plants to grow in the greenhouse below in these cooler climes. Despite the disquieting feeling of standing on air, guard duty at the ballista atop this tower is quite pleasant. Guard patrols visit the inner rooms infrequently.

A4. Inner Court

The Inner Court is overshadowed by the looming bulk of the Grand Tower and the North Range. Wooden stables with a pitched roof lie along the northern half of the east wall, capable of holding 14 heavy warhorses, and a small orchard lines the southern half of that wall. The base of the Garden Tower is encircled by gardens grown by the temple’s inhabitants. The rest of the inner court serves as a training field. Normally, archery and marching drills are held along the western wall of the Inner Court, while combat instruction occurs between the stables and the Grand Tower.

A5. Great Well

The larger of the abbey’s two wells open up into the center of the Inner Court. A 5-foot wall surrounds the well, and stone stairs circle down into the depths. At least a dozen guards keep watch over this portal to the Underdark at all times, for more than one monster has emerged from the depths in anger into the heart of the Abbey of the Sword.

T1. Kitchen

The abbey’s kitchen is dominated by a great fireplace on the west wall flanked by a pair of bread ovens. Several wooden rooms along the eastern wall store the abbey’s food supplies, and two large preparation tables stand in the middle of the room. A low, wide set of double duskwood doors used for bringing in supplies lead out of the southwest wall into the abbey courtyard. These are barred at night. A second well leads down to the subterranean lake below, although stairs line its walls. This well is guarded night and day against the possibility of a monster coming up from the depths by at least eight guards. During the day, prior to each meal, the kitchen is a bustle of activity as those on kitchen detail prepare to feed a small army.

T2. Central Staircase

This spiral staircase runs up the center of the abbey, connecting the kitchen to the armory to the corner entrance. From there it winds past the lower hall, the first aboveground floor of the north range, the Hall of Battles (once the castle’s great hall), the second floor of the north range, the battle pulpit, the third floor of the north range, the Priest-General’s apartments, and on to the parapet of the north range. The central staircase is in almost constant use, morning, noon, and night, between guard patrols and various inhabitants making their way about the abbey. The door leading into the courtyard is made of stout duskwood and barred at night. Two guards are stationed here at all times.

T3. Dumbwaiter

This shaft leads up the northwestern wall of the Grand Tower, rebuilt to open into the North Range as well as the original structure. Just as the North Range is half a flight up from the Grand Tower, the dumbwaiter opens into the North Range several feet above where it opens into the Grand Tower on each floor. The dumbwaiter is used to ferry goods and armaments throughout the abbey. Guard patrols are well aware that it is a tempting avenue for interlopers to reach the upper floors.

T4. Armory

The armory lies in the basement of the north range, half a flight up from the kitchen. The roof of the armory is curved and supported by great stone arches. The followers of Tempus store all manner of weapons and armor here, wrapped in leather and carefully oiled. At
the far end of the armory, the East Stair leads up to the first above-ground floor of the North Range. Four guards are stationed in the armory at all times.

**T5. East Stair**

The East Stair is actually a series of stairs leading up the eastern wall of the North Range. Each set of steps leads up from north to south, ending in a small hallway that leads back north to the beginning of the next stair. This stair is less heavily trafficked than the central stair, but is busy most times of the day and night all the same.

**T6. Lower Hall**

The Lower Hall of the Grand Tower now serves as the dining area for the abbey’s inhabitants. Six great tables and a seventh head table fill the room, along with a great fireplace along the west wall and a service table along the north wall. Servers bring food up from the kitchens via a dumbwaiter in the northeastern wall. At the south end of the Lower Hall, twin duskwood doors lead down stone steps into the abbey courtyard. These doors are usually barred by a stout duskwood bar.

**T7. Storerooms**

Storerooms on the 1st and 3rd floors of the North Range contain miscellaneous tools used to maintain and clean the abbey, as well as stocks of healing potions brewed in the Garden Tower. A clear path leads from the door to the dumbwaiter. These rooms are usually locked, although passing guard patrols always have a key and check on goings-on within from time to time.

**T8. Barracks**

Three floors of bedchambers serving as barracks dominate the North Range. Each room holds at least four bunks and a small fireplace, as well as the gear of the Sword-Sworn or Devout stationed within when not in use. These rooms are largely empty during the day, except for those on the Night Vigil catching up on their sleep. At night, each room is filled with warriors and clerics dreaming of a chance for battle. Small groups of guards monitor the North Range at all hours.

**T9. Hall of Battle**

Once the great hall of the Grand Tower, this two-story chamber now serves as the Hall of Battles, the central shrine of Tempus at the abbey. A great stone fireplace dominates the western wall. At the northern end of the east wall, the battle pulpit looks out over the temple below. The walls are lined with nonmagical shields and weapons of the fallen. Although no name adorns any of the hanging armaments, every inhabitant of the abbey can recount their stories and name their last bearers.

At the center of the room rises a low shield-shaped dais, which serves as the altar of Tempus. Above the center of the dais floats the **Shield of Baergil** (+2 large steel shield), recovered from the Battle of Swords Creek. Levitating upside down through the divine will of the Foehammer, the shield holds a sword-shaped pattern of 20 red tears, teardrop-shaped, glossy crystals of blood-crimson hue also known as Tempus’s Weepings. Unbeknownst to most outsiders, Eldan Ambrose did not follow the trail of the Lord of Battles back to the shattered castle of Belarus simply by following the avatar’s footsteps. The former Priest-General actually relied on a trail of bejeweled tears shed by Tempus as he walked toward the Battle of Swords where Baergil was preparing to sacrifice himself in order to defeat the Zhentarim Sword of the South army. Although consid-
ered sacred priceless relics by the Fochhammer’s followers, each red tear is worth 1,000 gp on the open market. The will of Tempus has attuned each gem to hold a single divine spell. If a person who holds Tempus as his patron smashes a gem during battle, the attuned spell is cast upon the bearer.

At least four clerics of the Lord of Battles are present in this room at all times.

Creatures (EL 14, plus clerics): Four suits of full plate armor stand at attention in this room, one in each of the four corners. Each is actually a helmed horror, instructed to defend the chamber from those who would profane the altar of Tempus.

**Helmed Horror**

CR 10; Medium-size construct; HD 13d10+0; hp 71; Int +1; Spd 30 ft., air walk 30 ft.; AC 19 (touch 11, flat-footed 18); Atk +12/+7 melee (2d6+4/19–20, greatsword) or +10 ranged (1d10/19–20, heavy crossbow); SA Weapon power; SQ Air walk, construct traits, feather fall, see invisibility, spell immunities; AL N; SV Fort +4, Ref +5, Will +7; Str 16, Dex 13, Con —, Int —, Wis 16, Cha 12.

**Weapon Power (Su):** A helmed horror can give its edged weapon a magical power as a free action. The weapon’s magical power operates only as long as it is in the helmed horror’s grasp. The magical effect comes from the creature, not from the weapon itself. Weapon abilities function as the magic weapon special abilities of the same name as described in the *Dungeon Master’s Guide*. Clockwise, beginning in the northwest corner, the powers of their swords are flaming burst, frost, shocking burst, and thunderring.

**Air Walk (Ex):** As the spell of the same name, usable only by the helmed horror itself.

**Construct Traits:** Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

**See Invisibility (Su):** Helmed horrors see invisible objects and beings naturally, as if they always benefited from the *see invisibility* spell.

**Spell Immunities (Ex):** These helmed horrors are immune to *fireball, ice storm, lightning bolt*, and *magic missile*.

**T10. Vestry**

This is the robing room for the temple’s clerics and contains only nonmagical clerical vestments and service objects. It is usually unoccupied and locked, except immediately before and after services.

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**Creatures from Monsters of Faerûn**

Some of the organizations presented in this book use monsters from *Monstrous Compendium: Monsters of Faerûn* as allies, slaves, or servants. If you do not have that book, you might want to substitute those monsters with an alternate creature from the *Monster Manual*. The following is a list of these creatures, a general description, and a creature from the *Monster Manual* that can be used as a substitute.

- **Aballin**: Transparent ooze that resembles water and kills by enveloping and drowning opponents. Replacement: gray ooze.
- **Baelnorn**: A good elven lich created to defend a sacred elven site. Replacement: good elf lich wizard with no fear ability, plus the ability to turn undead as a cleric of its character level.
- **Banedead**: Intelligent undead with hideous claws and damage reduction, formed from worshipers of evil deities. Replacement: ghast.
- **Baneguard**: Semi-intelligent skeletal undead that can cast *blink* and *magic missile*. Replacement: allip or ghast.
- **Banelar**: Strong, poisonous, intelligent spellcasting humanoid-headed snake-like creature that can manipulate wands or rings with its facial tentacles. Replacement: dark naga.
- **Beholderkin, death kiss**: A mutant beholder with blood-draining tentacles instead of eye rays. Replacement: rast advanced to 12 HD.
- **Beholderkin**: Large beholder variant bred to kill normal beholders. Replacement: beholder.
- **Hairy Spider**: Fine poisonous spider sometimes used by drow wizards as a familiar. Replacement: tiny monstrous spider.
- **Helmed Horror**: Animated suit of full plate that can give its weapon a -1- or +2-equivalent magical property such as *flaming* or *shock*. Replacement: shield guardian.
- **Myrochar**: Outsider spiderlike creature that serves Lolth. Replacement: fiendish large monstrous spider.
- **Yochlol**: Tentacled ooze-outside that serves Lolth and can take the form of a humanoid, spider, or gas cloud. Replacement: fiendish gray ooze or fiendish doppelganger.
although most passing guard patrols have a key and poke their heads in time and again.

**T11. Battle Pulpit**

Once a minstrel's gallery, the Battle Pulpit extends out over the floor of the Hall of Battles. It now serves as a pulpit for the Cleric General when his is delivering a sermon or other address to the assembled troops below. When services are not being held, the Battle Pulpit doubles as a guard post for a pair of guards armed with crossbows and a ready store of bolts.

**T12. Anteroom**

This chamber once served as the anteroom leading to the quarters of Belarus and his family. It now serves as a teaching room, where the Devout retire to study the teachings of the deity. Faded tapestries of battles forgotten decorate the walls, and several small tables, surrounded by chairs, are scattered about the room. This room is rarely unoccupied during the day or evening hours. At night, it is usually occupied only by passing guard patrols.

**T13. Chapel of Belarus**

This small chamber once served as the private chapel of the Grand Tower's lord. It retains that original purpose, but also serves as a War Room in which the abbey's leaders meet in private to plot military strategy. The walls are lined with shields and melee weapons, many bearing the insignia of long-dead warriors. Prominently placed above on the south wall is the Shield of Belarus (+2 moderate fortification large steel shield), restored to a place of honor within the abbey after laying forgotten for many years in the shrine of Tempus in Saerloon. Two honor guards are posted within this chamber at all times.

**T14. Briefing Room**

Once the day chamber of the lord and lady of the castle, this chamber now serves as the Priest-General in much the same fashion. Gorym and his lieutenants receive a constant flow of briefings in this chamber, and guards are permanently stationed in the corners of this room. The room itself is hung with shields and weapons of fallen high-ranking clerics of Tempus. A large round table surrounded by chairs lies in the center of the room, covered with maps and various reports.

**T15. Priest-General's Quarters**

Once the private living quarters of Belarus, these rooms now serve the abbey's military commander and spiritual leader in much the same fashion. The walls are decorated with tapestries depicting battles now forgotten. A plain bed lies along the north wall, and a desk sits in the center of the room.

**T16. War Library**

Once the private living quarters of the lady of the castle, this chamber has been converted into a library. A great table lies at the center of the room, covered with furled maps. The walls are lined with books of military strategy and military history, one of the finest collections to be found within the Dalelands. Characters using it as a reference receive a +10 bonus on Knowledge (history) checks relating to warfare.

**T17. North Range Roof**

A narrow parapet runs along the northern edge of the North Range roof. A duskwood door (which can be barred) at the west end leads down into the central staircase, while another duskwood door (which can also be barred) at the east end leads into the Chapel of the Valorous Fallen. A small stone stair leads up to the roof of the Grand Tower. At least two guards are stationed here day and night.

The roof of the Grand Tower (not shown) is flat and ringed by parapet walls. At least four guards are stationed here day and night.

**T18. Chapel of the Valorous Fallen**

This quiet chamber is reached by the East Stair and by a door leading in from the North Range Roof. Inhabitants of the abbey come here when they wish to remember fallen comrades from battles past. The room itself holds only a simple stone block at the center of the room on which the faithful drip a single drop of blood before praying. No weapons are permitted here except in times of battle or when a patrol must pass through during its tour of duty. A wooden ladder on the south wall leads up to the roof of the East Tower, where 2 more guards are usually stationed. This chamber is often occupied by a single cleric or member of the Sword-Sworn at odd hours of the day.

**U1. Lake of Tears**

This small subterranean lake serves as the abbey's primary supply of fresh water. Over 90 feet deep in spots, the lake is fed by a deep freshwater spring and is filled with cool sweet water. The abbey's troops tell one another tales of treasure in its depths, but no real hint of such a treasure has ever been discovered.

**Creature (EL 4)**: Unbeknownst to the inhabitants of the abbey, an aballin dwells in the depths of the lake, emerging from time to time to prey on a solitary passerby. As troops from the abbey
always travel in large groups, none have been attacked yet. However, solitary users of the portal nexus are rarely so lucky.

**Aballin**: CR 4; Large ooze; HD 3d10+6; hp 22; Init +1; Spd AC 10 (touch 10, flat-footed 9); Atk +6 melee (1d8+7, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA Drown; SQ Blindsight, immunities, ooze traits, passive state, vulnerability to water-affecting spells; AL N; SV Fort +3, Ref +2, Will +0; Str 21, Dex 13, Con 14, Int –, Wis 9, Cha 6.

**Drown**: The first victim hit by the aballin’s pseudopods must make an opposed grapple check with the aballin (the monster’s bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. The victim is at risk of drowning (see bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. The victim is at risk of drowning (see bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. The victim is at risk of drowning (see bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. The victim is at risk of drowning (see bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. The victim is at risk of drowning (see bonus on this check is +11). If the aballin wins this check, it draws the victim into its fluid body. 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**Immunities** (Ex): Aballins suffer no damage from energy attacks involving fire, cold, or electricity. Slashing or piercing weapon attacks have a 25% chance of striking a character trapped within the aballin, but they do no harm to the aballin itself. Only bludgeoning weapons can harm the creature.

**Ooze Traits**: Immune to poison, sleep, paralysis, stunning, polymorphing, and mind-influencing effects; not subject to critical hits or flanking; blind.

**Passive State**: In its passive state, an aballin cannot be harmed by any attacks that would not affect a normal pool of water.

**Vulnerability to Water-Affecting Spells (Ex)**: A transmute water to dust spell forces an aballin to make a Fortitude save (standard DC for the spell) or perish. A lower water spell forces an aballin to release a trapped character if it fails a Fortitude save.

**U2. GREAT STAIR**

The Great Stair winding down the Great Well ends here. This area serves as the base encampment for patrols into the surrounding tunnels. Two small boats rest on the shore of the Lake of Tears, primarily for use when rescuing someone or something that has fallen down the well shaft of the kitchen.

**U3. KITCHEN WELL SHAFT**

The well shaft in the abbey’s kitchen opens over the Lake of Tears at this location.

**P1. MAGIC PORTAL**

This two-way portal leads to a cavern on the flanks of Mount Helmbar, north of the city of Waterdeep. A band of human adventurers calling themselves the Company of the Swift Scroll use it to ferry messages, treaties, and small items of value halfway across Faerûn in a trice. After several bloody clashes with the faithful of Tempus, the two groups reached an accommodation. The Company of the Swift Scroll limits its trips to twice monthly and donates one-third of its earnings to the abbey; in exchange, the followers of Tempus do not permit any other group to use the portal.

**P2. MAGIC PORTAL**

This two-way portal leads to a glade in the heart of the High Forest near the Star Mountains. A beholder and a pair of illithids infrequently and irregularly employed it. The eye tyrant does not appear to be working in concert with the mind flayers, yet the arrival of one always seems to occur just as the other departs. Despite repeated attempts to slay both the illithids and the beholder, the faithful of Tempus have been forced to concede the field of battle and let them pass into the depths of the Underdark.

**P3. MAGIC PORTAL**

This one-way portal leads from a dark alley in a cosmopolitan city known as Sigil on another plane. Details of its operation are unknown, but thought to involve some sort of key.

**P4. MAGIC PORTAL**

This two-way portal leads to a room with invisible walls and floor that hangs some 70 feet above the back streets of Irieabor. Part of the floor is missing and the chamber has one window, making it easy to exit by tumbling. The inhabitants of Irieabor, terrified by such arrivals, have taken to paying wizards handsomely for swiftly hurling fireballs up at anybody suddenly arriving above their heads.
Breaking In

Breaking in to the Abbey of the Sword is not an easy matter, for the vigilance of its defenders is unceasing. Numerous patrols stalk the surrounding woodlands, challenging all they meet, and the tunnels beneath the abbey are well guarded at strategic junctures, even if the total number of troops available are not sufficient to guard every portal. The Devout have enmeshed the entire fortification in a balaw spell that provides aid to all who venerate Tempus. Given the predilection of the drow for attacking after the sun's light has ebbed, nighttime defenses are even stronger than those mounted during the day. Although visitors are welcomed at the abbey, and allowed to stay for up to nine days at a time, they are watched continuously and not allowed to get near the abbey wells, armory, or kitchens, nor accompany the abbey's patrols.

If the abbey has a weakness, it is the desperate shortage of warriors. As such, infiltrators willing to join the ranks of the Sword-Sworn stand a reasonable chance of penetrating the abbey's defenses. A particularly cunning approach might be to first join the Lord's Men of Battledale, who are frequent visitors to the abbey, well regarded by the followers of Tempus, and yet are not subject to nearly as much scrutiny before admittance.

Adapting the Temple

Small abbeys such as the Abbey of the Sword lie scattered across Faerûn and are built by a variety of faiths. The followers of Tempus typically build their fortress-style abbeys in lightly defended regions lacking a powerful central authority where a church-sponsored army might be the only succor for the local inhabitants. The North, the western Heartlands, the Dalelands, the Moonsea region, the Vast, Thesk, rural Chondath, and even the Shaar are all likely locations for an abbey of Tempus worshipers. Simply replace the drow with some other local threat, such as orcs for an abbey based at the foot of the Rauvin Mountains, and assume the abbey is simply the next such fortress along the Trail of Tempus's Weepings (see the Trail of Tears adventure hook below).

The Abbey of the Sword easily adapts to other faiths as well, particularly those of martial aspect. All the comments about other locales above apply to abbeys of other faiths as well. Simply update alignments, favored weapons, and dogma, and recast magic targeted specifically at the dwat at whoever is the greatest regional threat. Then replace Tempus's Weeping with appropriate relics of the faith.

Adventures: Although abbeys dedicated to the Patron of Mages are rare outside Halruaa, they are occasionally founded in regions where the Art is wielded without restraint, engulfing the land in frequent magical battles. Other times they are placed atop portals from other worlds to guard against magical interlopers. Dedicated to the High One, the Abbey of the Wand becomes a place of battle magic, where fireballs and lightning bolts are regularly hurled. Replace the red tear relics with Larast's tears, and the ranks of the Sword-Sworn with the lawfully aligned wizards and sorcerers of the Scroll-Sworn. Some of their commanders should be arcane devotees.

Bane: Servants of the Black Lord seek to extend the iron-fisted rule of their deity, and abbeys dedicated to the Lord of Darkness play a crucial role in expanding the tyranny of Bane. Dedicated to Black Lord, the Abbey of the Rod becomes an even grimmer locale, as the abbey's army is directed at enforcing the dictates of their dark prelate. The state of perpetual war that enmeshes the abbey's troops is the valiant cause of outlawed freedom fighters seeking to liberate their homeland. Replace Tempus's Weepings with ravenous, and include several blackguards among the commanders of the Sword-Sworn.

Tyr, Helm: Despite their differences in philosophy, abbeys of these gods serve much the same role as those founded by follow-

getting the players involved

The Abbey of the Sword can serve a variety of functions in a campaign based in the Dalelands. As a bastion of strength in a region of rapidly increasing danger, the abbey can initially serve as a place to

in the stacks

A sampling of titles found within the War Library:

- A Warrior's View by Galgarr Thorpspur, Marshal of Maligh
- An Old Warrior's Way by Dathalance of Selgaunt
- Ballads and Lore of One Dusty Road by Sharanralee
- Battered Bones and Scattered Skulls by Rauthglur Ormyndake
- The Deepwalker Chronicles by Halgar “Deepwalker
- Ankarkyn of Tethyr
- Fallen Legends by Khelben “Blackstaff” Arunsun
- Folio of Brass by Tellar Moendath of Luskan
- The Golden Age of Goblins by Artur Shurtmin, Loremaster of Berdusk
- I Am Reminded: Memoirs of a Dragonlayer by Aernstag Oblym of Starmanle
- Imaskari Book of War by unknown; only exists in Common and dwarven translations, not original text.
- None but the Undying: My Days by Alabaer Dree, Scourge of Undead
- Of the Clans and Clashes of Shanatar by Bryth Tolar of Clan Ironhelm in Mirabar
- One Warrior’s Life by Azlundar, Lion of Neverwinter
- Praise for the Fallen by Delder Morgablaide, Sage of Telflamm
- Raging Blades: A Tale of the North by Halividon Macraed, Bard of Elturen
- The Red Book of a Thayvian Mage by Thaelrthyn of Thay
- The Steel Princess’s Field Guide by Her Royal Highness Princess Alusair
- Tactics of the Purple Dragon by Nacacia Obarskyr of Cormyr
- Treatise Against Blood-Metal by Fairin Icemantle
- Twenty Winters a War Wizard by Estyrmara of High Horn
- Valorous and Vanquished by Glimmerdath Gulprin, “The Gnome Sage”
- Wanderings with Quill and Sword by Mirt the Moneylender
- The Way of the God by Thaldech Pacrodsar
- The Wizard’s Army: A Compendium by Khelben “Blackstaff” Arunsun
- Yellow Stars Above My Grave by Indrikh Darsiir, “the Deathless Gnome”
- Zelhor’s Blade and How I Broke It by Haldegon March, Lord of Hardcastle

"Temple"
heal and regroup while the characters explore the nearby Ghost Holds or the surrounding forest. Later, the problems besetting the abbey may draw the characters into the political and mercantile intrigues of the region, set against the backdrop of ever-escalating warfare in the depths. And finally, the abbey’s proximity to a nexus of hitherto unexplored portals enables powerful characters to range across much of Faerûn in search of adventure yet return time and again to their familiar stomping grounds.

A TRAITOR IN THE MIDST

The departure of the Elven Court from Cormanthor has made Rauthauvyr’s Road more dangerous rather than less. Attacks by opportunistic bandits, monsters, and drow have replaced elven watchfulness. Sembian authorities believe they can solve these problems by secretly establishing friendly trading relations with the new drow communities in Cormanthor.

Countess Mirabeta Selkirk, cousin of the current Overmaster of Sembia, recently acquired a leading interest in the Six Coffers Market trading house, which makes extensive use of Rauthauvyr’s Road. In hopes of furthering her personal fortunes, she has gone one step further than the Council of Sembia and placed a spy within the ranks of the Abbey of the Sword. That spy has been reporting on military preparations and troop movements within the abbey and passing them on through a series of discrete intermediaries to the drow of House Jaelre, who continue to use attacks on Battledale to disguise their true intent (taking over the old elven mythal). In exchange for this information, House Jaelre has been discreetly ensuring the safe passage of Six Coffers Market caravans along Rauthauvyr’s Road.

Word of this betrayal has reached Miklos Selkirk, son of the Sembian Overmaster and frequent ambassador to the drow on behalf of the Council of Sembia. Miklos finds himself in a delicate position, as he does not wish to annoy the drow or publicly expose the extent of the Overmaster’s dealings with the drow, yet he does not view the fall of Battledale (and thus the expansion of drow-held territory) as being in Sembia’s long-term interest. Moreover, if Mirabeta’s latest treachery is ever publicly unveiled, her actions will undermine Sembia’s already shaky diplomatic and trade relations with its fellow drow and bring disgrace on the entire Selkirk family. As such, Miklos is in need of adventurers to discreetly dispose of the spy without alerting the drow to his involvement and without alerting the followers of Tempus that there ever was a spy in their midst.

DEMON IN THE DEPTHS

Reverend Brother Derim Whiteshield of the Abbey of the Golden Sheaf in Mistledale has sent a secret missive to the Acting Prelate-General of the Abbey of the Sword passing along unverified reports of a four-armed, dog-headed demon stalking the tunnels of the Underdark north of Battledale. As this demon matches the description of the one who killed and ate his predecessor, Gorym would like nothing better than to destroy the fiend so that Eldan Ambrose can be resurrected if that is what his spirit truly seeks as the war remains unwon. However, Eldan is concerned that such rumors might have been planted indirectly by the drow who have been raiding Battledale to draw out the abbey’s forces on a wild goose chase. Moreover, he knows Jarath well enough to realize that the First Sword will probably charge into the depths accompanied by most of the abbey’s troopers as soon as he gets wind of this report, leaving those troops and the abbey as a whole dangerously exposed. As such, Eldan needs a small company of adventurers to come to the abbey in the guise of a would-be adjutant military unit. Eldan then plans to send the band into the tunnels beneath the abbey to “prove themselves,” while secretly sending them out to hunt down the demon.

TRAIL OF TEARS

Gorym receives a vision revealing that Eldan only retraced one section of the Foehammer’s trail after Tempus appeared in the Realms during the Time of Troubles. Apparently, the Lord of Battles actually manifested elsewhere in the Realms, and the Trail of Tempus’s Weepings continues through one of the portals beneath the Abbey of the Sword. Unwilling to further deplete the abbey’s already reduced ranks until he knows through which portal the Foehammer arrived, Gorym recruits the characters to explore beyond the portals known and unknown beneath the abbey in search of the next red tear. This hook could lead to the establishment of a series of abbeys dedicated to Tempus, each set along the Trail of Tears. One of those abbeys might be founded by a character who venerates Tempus.

The darkhouse of saerloon

Those who ply the seas off Sembia’s southern coast know the treacherous approach to Saerloon as Umbrelle’s Gullet, an unforgiving bay filled with dozens of tiny islands and countless rocky outcroppings. Some historians claim that Saerloon (then called Chondathan) became Sembia’s preeminent harbor only after a series of lighted buoys and a great island lighthouse were established during the reign of the merchant master Saer. These lights steered sea captains away from hidden shallows and guided navigators traveling at night. In times of war, the lights could be extinguished, allowing the bay’s natural dangers to enhance the city’s defensive strategies. The granite lighthouse, known as Hezemdell’s Beacon, illuminated the harbor for more than a thousand years until a freak hurricane destroyed it during the Time of Troubles. With no lights to guide nocturnal voyagers, cash-pressed local merchants began referring to the following year as Shar’s Reign. Even the most skilled diviners of Mystra’s Tower of Mysteries could not have guessed how accurate a statement that was.

Lady Merelith of the Guard, merchant princess of Saerloon, established a new lighthouse in the Year of the Serpent (1359), ensuring safe passage merchants and travelers traveling between the City of Sculpted Devils and the Sea of Fallen Stars. Merelith appointed Zembrath Klun, a distant cousin from Westgate, keeper of the lighthouse. Few had heard of him before the announcement. Klun and a team of architects soon set to work returning lights to Saerloon’s bay.

Built near the ruins of Hezemdell’s Beacon on the rocky Metzeketh Isle, the new lighthouse more accurately functions as a light station, as several outbuildings support the lighted tower. Typical to the architectural style of Saerloon, the stone buildings feature remarkable statuary, with leering gargoyles and grinning fiends at every arch and corner. One of the few city officials who visited the island after the station’s construction commented on these stone goblins in her report, noting that the curious, conspicuous carved smirks of the gargoyles suggested that the inanimate creatures held some secret about the place and its keeper. If that bureaucrat’s casual observation had led to an investigation, the merchant lords of Saerloon might have put an end to what would become the most important edifice dedicated to the dark goddess Shar throughout Sembia. Now, more than a decade later, Zembrath Klun’s lighthouse acts as a congregation point for worshipers of the Lady of Loss and an important foundation of an international transplanar initiative that could grant Shar’s clergy an edge in the spiritual warfare raging across Faerûn.

The evil activities of the Darkhouse, as it is jokingly known by Klun and his compatriots, have managed to go unnoticed for more
than ten years. This is thanks in large part to the fact that Klun and his family serve the city ably in their capacity as lightwardens, communicating with their municipal superiors in Saerloon through an intermediary and keeping largely to themselves. A hired man tends to the sheep that seem to have free run of the island, and on the rare occasion that some emergency brings a boat to the beach on the island's west coast, visitors are treated warmly with offers of fresh food and warm beds in the keeper's station attached to the lighthouse.

Only those who traffic in Saerloon's darker industries of slave trade, drug trafficking, and paid murder hear tales that Klun is more than he appears and Mezeketh Isle holds a magical escape from the city for those who would swear allegiance to the Mistress of the Night over the slain corpse of an innocent sacrifice. To such villains, the Darkhouse provides shelter, healing, and ultimately escape through an unusual portal leading to a nexus hidden in the mysterious folds of the Plane of Shadow. This nexus, the Adumbbral Calyx, is the home of the shade Volumvax, an ageless being who tires of maintaining his role as a shadow player in the political landscape of Faerûn and has hence opened portals to several cities throughout the continent. From this planar base Volumvax schemes against his enemies (just about everyone) and plots intrigues that benefit himself and Shar (in roughly that order).

But mistakes have been made. After a decade of flawless and undetected service to the church of Shar, Zembrath Klun has become careless. In an attempt to please Volumvax with new recruits to the Sharran cause, Klun has allowed into his confidence men he would have killed outright five years ago, and upon their return to Saerloon, these men speak drunken tales of a realm of indistinct patterns beyond the lighthouse tower. Finally, Volumvax's own arrogance has seduced Klun's, and together the two have crossed enemies such as the Zhentarim and the Red Wizards of Thay. While Volumvax, the self-proclaimed "Lord Sciagraph," wishes to be a power player in Faerûn, the Zhents and Thayans are power players, and they didn't get that way by playing nice. The status quo is at an end. Either Volumvax will succeed in his bid for dominance, or he will fail. Perhaps the investigation of a band of adventurers will make the crucial difference.

Ceremonies

Zembrath Klun maintains the secrecy necessary to his position; therefore, Mezeketh Isle sees few open celebrations to the Lady of Loss. The night of the Feast of the Moon, a Sharran high holy day known as the Rising of the Dark, probably represents the most significant threat to the secrecy of Klun's operation. On that night, nearly three dozen of Shar's faithful make their way from Saerloon to Mezeketh to engage in ceremonies held in the Adumbbral Calyx.

In earlier years, supplicants sailed their own small boats to the island on this night, but after one such boat brought the criminal Meridian Gan to the isle in 1364 DR, Klun changed his policy. Earlier in the day, Gan attracted a band of bounty hunters in the pay of Saerloon's Guard, who followed him to the island. The pursuers had to be delayed by Klun's wife and children while the lightwarden traveled to the Calyx, killed Gan, brought him back to the island, and dumped him in the old cistern. Though he altered the body to look like a suicide and helped the bounty hunters search the island until the grisly discovery was made, the entire affair brought him to the attention of Klun, who does a good job of bluffing his way out of compromising situations.

Any stranger showing up on the island's beach asking when the unholy ritual to Shar will be practiced will be asked politely to leave. Saerloon's underworld knows that all contact must first be made with Rimrus. Those who do not arrive with his blessing (and, on their first visit, with a sentient sacrifice) are turned away by Klun, who does a good job of bluffing his way out of compromising situations.

Services

Aside from the crucial maintenance of the continual flame light-house and regular touring of the several dozen floating continual flame buoys that dot the approach to Saerloon, Zembrath Klun provides few services to the community and interacts rarely with the general public. Klun handles all contact with prospective supplicants. The underbelly of Saerloon society knows that Rimrus is a man with connections, and that he can be turned to for any number of illicit services.

Those who seek vengeance against an enemy often come to Rimrus, who spends most of his time at a dive called Peskum's in Saerloon's reeking, tenement-filled Dockside District (between the open Dolphin Market, the eastern wall, and the city docks). Vengeance seekers often ask the boatman to provide services from general humiliation to murder, and while he makes a big show of being offended when faced with the latter request, an offer of more than 2,000 gp (half paid in advance) usually suffices to catch his interest. Rimrus pockets a quarter of this fee, giving the rest to Klun. The lightwarden in turn takes 250 gp, bringing the rest of the money to the Calyx where it is donated to Volumvax's coffers. Thereafter, Lord Sciagraph designates one of his many agents (usually from one of the other cities attached to his realm) as the agent of vengeance. Such assassins rarely see any money for their services—being assigned a contract killing is a test of a supplicant's faith in Volumvax. Those who fail are in turn killed by another agent—the shade lord seldom runs short of novitiates in need of testing.

Temple Credo of the Darkhouse

When the moon's light is stricken from the night sky, Lord Volumvax will stand triumphant with the blood of Selûne on his hands. His is the foresight needed to plunge Toril into the Eternal Dark, when the bitterness and resentment of the world will manifest in shadowed darkness to swallow the benevolent and weak. Seek the refuge of the Adumbbral Calyx and gather there with your brothers and sisters to spread the unholy influence of Shar throughout Faerûn. Tread quietly in the outside world, always wearing your "light face," the false identity that engenders trust in the foolish. Stand ever ready to slash the throat of even your most trusted ally if such is the order of Lord Sciagraph, for Volumvax is darkness incarnate, and speaks with the voice of the Mistress of the Night.
Most desperate folk who come to Rimrus don't seek vengeance. They're looking for escape—from the City Guard, from powerful adventurers, from Harpers, or from any of the other half-dozen secret societies that infest the City of Sculpted Devils. Over the years, word has spread that Rimrus knows a secret way out of the city, but on this point he claims ignorance, offering to buy his desperate visitor a drink to ease their troubled mind. During the talk that follows, the boatman probes his drinking partner for hints about their religion, sometimes dropping phrases about loss and vengeance straight from the litany of Shar. Those few who respond with recognition and acceptance of the ways of the Lady of Loss are taken into Rimrus's confidence. He tells them that he can provide an escape, but that they must provide a living sacrifice. He never mentions Mezeketh Isle in these transactions, instead instructing his charges to meet him at the following dusk aboard the Chondathan Bride.

On rare occasion, Rimrus sneaks Zembrath Klun's teenage daughter, Selice, to the city aboard the Bride. Selice allows the crude boatman to have his way with her in exchange for these trips, but the arrangement (at least for her) is totally devoid of passion. Once in the city, she abandons Rimrus for the company of a dark cadre of friends, most of whom are drawn from the ranks of the Night Knives, a disreputable association of thieves and cutthroats. Word has spread throughout this organization that Selice has mastered the manipulation of the Shadow Weave, and she occasionally invites a young friend to the island for an afternoon of play. What no one else on the island knows is that she spends most of this time hidden away in the barn's hayloft, teaching her friends how to pull the strings of the Shadow Weave. She charges nothing for such instruction, offering it only to those she has befriended while on the town. If she were to suspect that one of her friends was using her to get closer to her father, she wouldn't think twice about destroying the interloper.

Hierarchy

While Zembrath Klun nominally controls Mezeketh Isle, he and his family follow the orders of Volumvax, who rarely leaves the Adumbral Calyx. On the island, Klun is master of all things. On the Plane of Shadow, however, he is but one of many caretakers who ensure that Shar's cult maintains their secret means of traveling about Faerûn. Klun appreciates the importance of his position, and manages the affairs of the light station with aplomb and a great deal of pride. His family follows his orders without question, for they have seen the grisly aftermath of his arguments and respect his power and ruthless-ness. He treats his wife and two children with an equal amount of affection, which is to say he regards them as somewhat more useful than the tongueless, slow-witted shepherd, Flint. Though he openly regards Rimrus as his inferior, Klun appreciates his dedication to Shar and his willingness to get his hands dirty to protect the island's secrets.

Zembrath Klun: Male human Rog6/Cdr3/Nightcloak8 of Shar; CR 17; Medium humanoid, HD 6d8+6 plus 11d8+11; hp 87; Init +5; Spd 30 ft.; AC 20 (touch 15, flat-footed 20); Atk +15/+10/+5 melee (1d6+4/18-20, +1 rapier); or +20/+15/+10 ranged (1d4+4 plus 1d6 cold) x3 plus 2d10 cold, +2 returning icy burst chakram; SA Rebuke undead 1/day, sneak attack +3d6; SQ Darkness spells, disk of night, evocation, eyes of Shar, mind of Shar, shadow talk, Shar's caress, traps, true lies, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +14, Ref +15, Will +16; Str 14, Dex 21, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Bluff +14, Climb +11, Concentration +9, Diplomacy +13, Escape Artist +14, Forgery +11, Gather Information +11, Heal +9, Hide +14, Innuendo +12, Intimidate +6, Knowledge (arcana) +5, Knowledge (religion) +8, Move Silently +14, Perform +6, Profession (light warden) +7, Read Lips +11, Search +11, Sense Motive +8, Spellcraft +8, Spot +10, Blind-Fight, Exotic Weapon Pro-iciency (chakram), Insidious Magic, Iron Will, Pernicious Magic, Quick Draw, Shadow Weave Magic, Spell Focus (Enchantment), Weapon Focus (chakram).

Darkness Spells: Zembrath can pray for and receive any Darkness domain spell as if it were on his divine spell list. The spell uses a spell slot of a level equal to its level on the Darkness domain list.

Disk of Night (Su): Any chakram that Zembrath uses is treated as if it were a +2 returning chakram. If it remains out of his possession for more than 1 round, it reverts to its original abilities. If the chakram has additional abilities (such as frost), these remain in force. If the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

Eyes of Shar (Ex): Zembrath's eyes are totally black. He has darkvision to a range of 60 feet and can see through magical darkness to a range of 10 feet in the same black-and-white sight that darkvision provides.

Mind of Shar (Ex): Zembrath adds his Intelligence bonus to all his saving throws (included in the above stats).

Shadow Talk (Su): As a free action, Zembrath can communicate mystically through the shadows of the mind by whispering short messages to other worshipers of the Dark Goddess within 500 feet. All Sharrans or undead creatures in service to Shar hear the message as a whisper in their minds. An observer can attempt a Listen check (DC 15) to hear Zembrath's actual whispers if within 15 feet of him, with the difficulty class increasing by +5 for every additional 5 feet of distance.

Shar's Caress (Su): Zembrath can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily imbuing it with the unholy property. This ability lasts for 1 round each time it is used and can be invoked as a free action twice per tenday. Zembrath must decide to use this ability before the attack is made. If the attack misses, that use of the ability is wasted.

True Lies (Sp): Zembrath can reach into a creature's mind and instantly modify his or her memories as though through a modify memory spell cast by a 17th-level bard. He can use this ability twice per tenday.


“Base save DC = 12 + spell level. +Caster level 10th.

Possessions: +2 studded leather armor, +2 returning icy burst chakram, +1 rapier, major cloak of displacement, 4 chakrams.

Zembrath Klun has served Shar since his childhood in the poorer districts of Westgate. After gaining some training in one of that city's ubiquitous thieves guilds, he joined passage on the caravel Teaalva's Pride. There, he fell in with an influential cleric of the Lady of Loss who exploited the boy's casual interest in Shar to instill in him a deeper and deeper sense of loyalty toward the goddess.

Now 44 years old with a wife and two children, Klun represents the rewards of a life spent in service to Shar. He's immensely proud of his position, and takes extra precautions to assure that his affairs on Mezeketh Isle remain undiscovered. He became greatly annoyed recently upon discovering that his son, Medar, had managed to access the Adumbral Calyx in secret, and has since banned the entire family from "fiddling with" the equipment in the lantern chamber.

A short, stocky man of a somewhat swarthy complexion, Klun far from resembles his alleged cousin, Saelroon's nominal leader Merelith (in fact the two are not related—Klun gained his lightwarden
status through bribes and magical coercion). His demeanor most resembles that of a nasty accountant—he often allows an obsession with details to block his view of larger issues. Once prone to extremely violent outbursts, he’s improved his temper recently after a stern warning from Lord Sciaigraph.

If faced with a threat to the security of his island, Klun prefers to rely upon his outstanding bluffing skills and, as a last resort, the true lie ability granted him by his status as a nightcloak of Shar.

Thalis Klun: Female human Rog7/Shd3; CR 10; Medium-size humanoid; HD 7d6+7 plus 3d6+3; hp 45; Init +7; Spd 30 ft.; AC 18 (touch 13, flat-footed 18); Atk +10/+5 melee (1d6+3/18–20, +2 rapier); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, hide in plain sight, shadow illusion, summon shadow, traps, uncanny dodge (Dex bonus to AC, can’t be flanked); AL CN; SV Fort +4, Ref +11, Will +7; Str 13, Dex 15, Con 12, Int 14, Wis 15, Cha 16.


Darkvision (Su): Selice can see in the dark as though permanently affected by a darkvision spell.

Low-Light Vision: Selice can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

Shadow Defense: Add this value to Selice’s saving throws against spells from the Enchantment, Illusion, and Necromancy schools, and spells with the darkness descriptor.

Shadow Walk (Sp): Selice can cast the shadow walk spell once per day.

Shield of Shadows (Su): Selice can create a mobile disk of purple-black force as a standard action. The shield of shadows has the effects of a shield spell and provides three-quarters concealment (30% miss chance) against attacks from the other side of the shield. As with the shield spell, Selice can change the defensive direction of the shield of shadows as a free action once per round on her turn. She can see and react through the shield, so it does not provide cover or concealment to opponents. It lasts 7 rounds and need not be used all at once.


‘Base save DC = 17 + spell level.

**Effective caster level 11.

Possessions: Bracers of armor +4, dagger of venom.

Eighteen years old and every bit as calculating and manipulative as Zembrath Klun, Selice is very much her father’s daughter. A cold-hearted, bored teenager, she’s taken to idolizing her father, whom she views as powerful (despite the fact that he regards her with no more interest than he regards one of Flint’s sheep). She knows about the portal to the Calyx in the lantern chamber, and has convinced Rimrus to explain its workings to her (she prides herself on the fact that she can pretty much get the easily manipulated boatman to do
whatever she wants, whenever she wants it). Selice studied magic at Saerloon’s Tower of Mysteries until expelled four years ago after a shameful accident in which a partner was killed in a botched summoning experiment.

**Medar Klun (Gelugon Baatezu):** hp 114, see *Monster Manual.*

Medar Klun was a bright, curious young nine-year-old boy with a mop of light brown hair and a ready smile. Savagely beaten by Zembrath as a young child, the cunning Medar learned to survive through craftiness and guile, and looked set to emerge the better for his unfortunate upbringing. Unfortunately, Medar Klun is dead.

About six months ago, while exploring the lighthouse’s lantern chamber, Medar accidentally triggered the portal to the Adumbral Calyx, where he came to the attention of Volumvax. Enraged by the breach of security that allowed a child into his lair, Lord Scigaphraf murdered the boy and sent a polymorphed gelugon named Areeziel in his stead to act as a spy on Mezeketh Isle. Should Klun allow another serious threat to the security of the Calyx, Areeziel has been ordered to kill him and take his place (as well as his form).

**Rimrus:** Male human Rog11; CR 11; Medium-size humanoid; HD 11d6; hp 38; Init +9; Spd 30 ft.; AC 24 (touch 16, flat-footed 24); Atk +15/+10 melee (1d6+1/19–20, +1 rapier); or +14/+9 ranged (1d4+2/19–20, +1 throwing returning dagger); SA Sneak attack +6d6; SQ Evasion, improved evasion, traps, uncanny dodge (Dex bonus to AC, can’t be flanked, +1 against traps); AL NE; SV Fort +3, Ref +12, Will +5; Str 13, Dex 20, Con 11, Int 14, Wis 15, Cha 12.


Possessions: +1 studded leather, +2 buckler, amulet of natural armor +1, ring of protection +1, +1 rapier, +1 throwing and returning dagger, cloak of arachnida, gloves of Dexterity +2, rope of entanglement, vest of escape, potion of alter self, potion of darkvision, potion of haste.

Rimrus serves as Klun’s eyes and ears in Saerloon, recruiting agents for the Adumbral Calyx and keeping alert to any potential trouble. Rimrus doesn’t particularly care about Shar, but he appreciates the opportunity to get paid to do someone’s dirty work, and rests in the knowledge that, should he get into too much trouble, he can always skip town to the Plane of Shadow. He is the only one among Mezeketh’s inhabitants allowed to enter the Calyx, and has on a few occasions even met Volumvax himself.

**Flent (N male human Com3, Int 6, Handle Animal +6).**

A slow, often confused handyman, the tongueless Flent is responsible for caring for the island’s sheep population, shearing the animals and selling their wool, and generally doing whatever odd jobs require a strong back. He has an inkling that things are not as they should be on Mezeketh, but has yet to realize the island is a stronghold of evil. He fears the northern beach, and does what he can to ensure that his animals go nowhere near it.

Flent’s inability to speak forces him to keep largely to himself (which is precisely why Zembrath Klun hired him in the first place). Several months ago, Thalis Klun initiated an affair with him, a secret he carefully (if somewhat clumsily) hides from his master. He doesn’t trust Selice, and is downright afraid of Medar, sensing something truly evil beneath the surface of the boy.

**Initiation**

Those wishing to access the Adumbral Calyx must first contact Rimrus, who instructs them to bring a live captive to his ship. Once they have arrived on the isle, prisoners and supplicants are taken to the lighthouse and the main access point to the Plane of Shadow, found in the tower’s lantern chamber. Upon a person’s first visit to the Calyx, he or she is expected to take their prisoner to the Black Aljibar, a pool at the center of the shadow pocket. There, the petitioner slits the prisoner’s throat, draining the blood into the dark well. When the prisoner has expired, the body is tossed into the Aljibar, where it is consumed by swirling shadowstuff.

Anyone unwilling to take the ceremony to its final conclusion is sacrificed, as well.

**Allies and Enemies**

The Darkhouse of Saerloon has little interaction with other temples in the region, and has only passing relations with the other Sharran institutions linked to the Adumbral Calyx. Zembrath Klun considers Azenath Zeshalla, the ranking Nightbringer in the Damaran city of Hellogabalus, as his greatest enemy within the Adumbral Calyx. (The Sharran cult there is connected to the Calyx, too, and both Klun and Zeshalla maneuver desperately for the position of Volumvax’s “most favored.”)

**Map Key (Mezeketh Isle)**

Situated about two miles southwest of Saerloon’s harbor, the jagged rock of Mezeketh Isle breaks the surface of Umberlee’s Gullet near the center of the channel, affording a good view of the entire harbor approach. The largest of several similar rocky outcroppings in the vicinity, Mezeketh stands out thanks to the knotty, green brush that dominates most of the island. The southern and western shores jut abruptly from the water, their cliffs reaching 30–40 feet high in some places. The rough north shore features the ruins of an ancient lighthouse as well as remnants of smashed hulls and debris, reminders of the lethality of the region. A rocky beach on Mezeketh’s east shore marks the only safe approach. A large white-washed wood and stone structure stands near the island’s northwest corner—Zembrath Klun’s home and lighthouse.

At its widest, the island runs about 1,500 feet from north to south, and 400 feet from east to west.

**1. Beach**

Depending upon the tides, Mezeketh’s rocky eastern beach offers between 10–20 feet of shallow water before a deep dropoff. Rimrus’s Chondathan Bride features a flat bottom, making it easy to row the boat to within a handful of feet from shore. The boat sets up to seven Medium-size humanoids.

Tangled, uninviting bushes form a natural wall between the beach and the inhabited section of the island, though a clear path near the center of the brush offers easy passage to the light station. Klun...
rarely posts guards here unless expecting visitors (such as on the
night of the Rising of the Dark ceremony).

2. Boathouse
This simple hut serves as a crude cover for the Chondathan Bride.
When Rimrus takes the boat to the city, the structure is inhabited
by little more than a handful of harmless spiders.

3. Gate
An iron gate about 4 feet tall blocks the path from the beach to the
island proper. West of the gate, the crude path becomes a well-man-
aged dirt road. The dense foliage rises about 3 feet high on either side
of the gate—those wishing to avoid the gate by climbing through
the bushes may do so, though anyone attempting this suffers a –10
circumstance penalty on Move Silently checks.
Opening the gate triggers an audible alarm in the master bed-
room of the keeper’s house (area 10). Though the noise cannot be
heard from outside the house, it is loud enough to wake a sleeper.
Tired of waking up in the middle of the night thanks to some wan-
dering sheep, Klun recently instructed Flent to build a special
latch near the top of the gate, making it impossible for animals to
open it. Rimrus frequently comes and goes from the beach at
night, but has taken to simply climbing over the gate so as not to
annoy his patron.

4. New Cistern
Before Klun convinced a wizard associate to employ powerful exca-
vating magic to dig him a well, the family used this cistern to gather
rainwater for drinking and cooking. Ostensibly constructed to provide
water to power the steam fog signal, the cistern sees little use for this
purpose. Flent still makes use of the cistern, as his master will not
allow him to use the family well to nurture common animals. The
cistern runs about 25 feet deep, and usually remains about half full.

5. Oil House
After the confusion and catastrophe of the Time of Troubles, when
magic became capricious and seemed to flaunt the rules that ordi-
narily governed it, the rulers of Saerloon mandated that the light
station maintain a backup to its primary continual flame beacon.
The light well in the lighthouse tower can be replaced with a pow-
eful oil lantern, the fuel for which is kept in this small outbuilding.
The door to this structure generally remains unlocked, as the build-
ing contains nothing more exciting than several shelves holding
about eighty 5-gallon jugs of oil.

6. Privy
This small structure serves as the only sanitary privy on Mezeketh.
Flent keeps it well cleaned, though the foul smell of the sheep pen
nearby certainly does a lot to mask any man-made odors here.

7. Barn
A large, thatch-roofed structure primarily used in the maintenance
of Mezeketh’s sheep population, the barn contains feeding stalls, a
shearing station, and numerous tools for random repair tasks and
the like. The barn houses roughly 35 sheep, who spend most of their
days wandering freely about the isle.
Flent sleeps here in a small room near the back of the barn, which
he has tried (somewhat unsuccessfully) to enliven with crude wall
hangings fashioned from leftover wool. A broken loom dominates his quarters, which he sometimes uses in his lustful encounters with Thalis Klun.

Selice occasionally uses the barn's hayloft as a studio in which to practice and teach the manipulation of the Shadow Weave. Accordingly, anyone making a Spot check (DC 10) in the hayloft discovers a cracked 4-foot-tall obelisk looks much like any of the countless such structures found throughout Faerûn, except that it bears a curious inscription written in an ancient Jhaamdathan script. Klun discovered the stone pillar while planning for the light station in 1359, but as he had little interest in historical artifacts and didn't recognize the angular, scratchy words, he paid it scant attention.

Should a PC cast comprehend languages upon the inscription or attempt to use Decipher Script (DC 30), they discover the following text:

In those days, we three sought power, prestige, and eternal persistence.
The planes had opened to us, revealing their terrible secrets.
On the fields of fetid Rezamark, in the Lake of Boiling Mud, we took a step away from mortality.
Borem, patron of anger, breathes no more.
His indestructible heart is buried on this forlorn rock, where it must rest for eternity.
We shall keep watch over it forever.

PCs making successful Knowledge (religion) or bardic knowledge checks (DC 30) recognize the name Borem ("of the Lake of Boiling Mud") as one of a host of mysterious ancient deities often referred to as the "Lost Gods." According to certain occult traditions, at least one of these seven gods was slain by Bane, Bhaal, and Myrkul, as the planes had opened to us, revealing their terrible secrets. Scholars who know of such things generally agree that the lake no longer exists, but most believe it was found somewhere in the pre-Dale Reckoning kingdom of Jhaamdath (which could put it in Sembia's vicinity).

Digging 35 feet straight down from the menhir (through solid rock) reveals a small, perfectly spherical chamber. The warm, damp enclosure measures about 3 feet in diameter, and contains two important artifacts, the Jathiman Dagger and Borem's Quag-heat.

The iron dagger transfixed the heart, which beats with an aching slowness.

9. WELL

This simple well provides drinking water for the island's human inhabitants.

10. KEEPER'S HOUSE/LIGHTHOUSE

The most imposing structure on Mezeketh Isle serves as both the main light tower and as the comfortable home of Zembrath Klun. Constructed of stone with wooden roofing, the house features numerous gargoyles in the Saerloon style. The light tower stands five stories tall, and the light within blazes from just before dusk to just after dawn (though on occasion the light mysteriously winks out briefly, a cause of much grumbling among the captains who frequent the city's harbor). The rounded roof of the lighthouse resembles a small religious pagoda or pillared shrine.

Interior details can be found below.

11. FOG SIGNAL BUILDING

Darkness alone poses considerable difficulty to pilots seeking Saerloon's harbor, but the winter months often bring an extremely thick fog that makes a grave challenge out of even noticing the lighthouse's powerful beacon. For centuries, fog-shrouded nights accounted for the most confounding nautical losses. Seven years ago, however, Zembrath Klun entertained a disillusioned but brilliant young gnome from Lantan who had converted to Sharranism and who came to the island via the Adumbral Calyx.

Together, the two designed an elaborate fog signal, an achievement that brings warmth to the heart of the small part of Zembrath Klun that considers himself an honest light station keeper. The signal operates through gnome steam technology, using water gathered from the new cistern. The resulting din can be heard up to five miles away.

The signal, which resembles a jumble of tubes and gears connected to a large horn, is situated near small stone rollers, and can be pulled away from the wall on a successful Strength check (DC 18). The signal covers a man-sized trapdoor, which leads down into a short tunnel that opens upon a secret chamber 15 feet below the surface of the island. The chamber holds a dozen small beds and footlockers, and is used whenever cultists must remain on the island for a prolonged period of time.

12. OLD CISTERN

This cistern, situated near the ruins of Hezmell's Beacon, would hold little interest if not for the fact that Zembrath Klun used it as the dumping ground for the body of the criminal Meridian Gan several years ago. Though bounty hunters removed Gan's corpse from the spot shortly after its discovery, the criminal's spirit remains bound to the location, terrorizing any who approach the old cistern or the ruins of Hezmell's Beacon.

**JATHIMAN DAGGER**

**Jathiman Dagger (minor artifact):** This simple iron blade, crafted from the literal self-sacrifice of thirty-nine members of the Netherese Cult of Jathiman, grants the wielder special power over the fate of divine beings. Virulent haters of all things divine, the Jathimites believed that mortals could overthrow the gods through brute force, weaving powerful arcane magic into physical form through violent self-destruction.

After the creation of the Jathiman Dagger, Jergal himself saw to the destruction of the entire sect, trapping one hundred forty-nine members within a great coliseum and slowly imploding and then animating them as ghouls—forcing them to watch the fates of their friends with a mixture of horror and obscene hunger. After the grim feast, Jergal seized the weapon, eventually allowing it to fall into the hands of Bane long before he became a deity.

The Jathiman Dagger is a +5 unholy dagger that completely ignores any divine bonus to the Armor Class of a being attacked by it.

*caster level: 20th; weight: 1 lb.*
Gan has gathered a fair amount of treasure in his years on the beach, including a shiny bar of silver (300 gp) that he places at the bottom of the 30-ft.-deep cistern to lure divers to the dark bottom. Alternately, he uses his malevolence ability to cause an investigator to "accidentally" fall into the cistern. He then uses the possessed character as a puppet, urging others to dive to his rescue. Rescuers become targets of Gan's telekinesis ability, which he may use as a free action. He pushes them farther underwater, hoping to drown them while continuing to play victim with the possessed character.

The only way to truly destroy Meridian Gan is to show him proof that Zembrath Klun has been killed.

**Meridian Gan**: Male Human ghost Prt11; CR 13; Medium-size undead (Incorporeal); HD 11d12; hp 71; Init +5; Spd fly 30 ft. (perfect); AC 24 (touch 14, flat-footed 23); Atk +17/+12/+7 melee (1d10+8/17–20, +2 ghost touch bastard sword); SA Horrific appearance, malevolence, SQ Incorporeal, manifestation, rejuvenation, telekinesis, turn resistance +4, undead traits; AL NE; SV Fort +7, Ref +4, Will +4; Str 17, Dex 13, Con —, Int 10, Wis 12, Cha 16.

**Skills and Feats**: Climb +12, Handle Animal +17, Hide +4, Listen +9, Ride (horse) +17, Search +8, Spot +9, Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Great Cleave, Improved Critical (bastard sword), Improved Initiative, Mobility, Point Blank Shot, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Horrific Appearance (Su)**: Any living creature within 60 feet that views Meridian must succeed at a Fort save (DC 23) or immediate-
does not require a receptacle. If the attack succeeds, Meridian's body
vanishes into the opponent's body. The target can resist the attack
with a successful Will save (DC 18). A creature that successfully
saves is immune to Meridian's malevolence for one day.

**Incorporeal**: Meridian can be harmed only by other incorporeal
creatures, +1 or better magic weapons; spells, spell-like abilities, or
supernatural abilities. He is immune to all nonmagical attack forms
and has a 70% chance to ignore any damage from a corporeal source
(except for force effects, such as magic missile, and attacks made
with ghost touch weapons). He can pass through solid objects (but not
force effects) at will, and his attacks ignore natural armor, armor,
and shields (though deflection bonuses and force effects work
normally). Meridian also moves silently (cannot be heard with Listen
checks unless desired).

**Manifestation (Su)**: When manifested, Meridian can strike with his
bastard sword to affect creatures on both the Material and the Ethereal
Planes. He can likewise be attacked by opponents on both planes.

**Rejuvenation (Su)**: If destroyed, Meridian can return to his old
haunts with a successful level check (1d20+11) against DC 16.

**Telekinesis (Su)**: Meridian can use telekinesis once per round as a
free action, as cast by a 12th-level sorcerer.

**Turn Resistance (Ex)**: Meridian is less easily affected by clerics or
paladins. When resolving a turn, rebuke, command, or bolster
attempt, he receives a bonus of +4.

**Undead Traits**: Meridian is immune to poison, sleep, paralysis,
stunning, disease, death effects, necromantic effects, mind-influenc-
ing effects, and any effect requiring a Fort save unless it also works
on objects. He is not subject to critical hits, subdual damage, ability
damage, ability drain, or energy drain. Negative energy heals him,
and he is not at risk of death from massive damage, but is destroyed
at 0 hit points or less. He has darkvision 60 ft. Meridian cannot
be raised, and resurrection works only if he is willing.

**Possessions**: +2 full plate, +2 ghost touch bastard sword.

13. Ruined Lighthouse

Despite the rumors of treasure buried beneath the old lighthouse cir-
culating Saerloon's taverns and inns, all that's left of the once-
imposing Hezem dell's Beacon is a crumbling foundation about 3
feet tall at its highest point. Large piles of rubble here house a small
family of four dire rats.

**Dire Rats (4)**: 5 hp; see Monster Manual.

Маp кеу
(darkhouse of saerloon)

1. Hallway

The main door opens to a fairly nondescript hallway. The southern
wall holds a fireplace, and doors open on either side of the hall into
the various rooms of the first floor. Stairs along the west wall lead
up to the second floor.

2. Chamber of the Lightwardens

This room contains eight statues commemorating famous lightwar-
dens who watched over the old (now ruined) lighthouse on the
northern shore. Each holds a tallow-candle lantern. The tile floor is
decorated with a mosaic pattern featuring a black circle with a
purple band around it (the symbol of Shar, thought it's very stylized
and difficult to see clearly unless one knows to look for it). Klun and
his compatriots in the cult of Shar use this chamber for a variety of
dark ceremonies, usually basking the room in *deeper darkness* before doing so. A significant amount of dried blood is caked between the slim mosaic tiles, which can be discovered on a successful Search check (DC 20).

3. Storage Closet
This tiny closet contains dozens of candles for use in the lanterns of the statues in area 2. General carelessness has allowed seven black candles imprinted with the holy symbol of Shar to fall in with the regular tallow candles here.

4. Storage Room
This small room contains numerous disused items, from trunks of old clothes to gardening tools purchased by Thalis several years ago in an aborted attempt to pick up a new hobby. A false floor in the northwest corner hides a cache of religious items used in Sharran ceremonies—decanters, black robes, and ritualistic knives. A Search check (DC 15) reveals the trigger to open the false floor.

5. Washroom
This room is used by Thalis to clean clothes and take care of non-cooking chores. The woman of the house occasionally enlists Selice in these duties, a task that seems to become more and more difficult as the strong-willed teenager gets older and less interested in domestic affairs.

6. Dining Room
This fairly ostentatiously decorated chamber features a long table with several chairs as well as cabinets along the walls for holding silverware and plates.

7. Kitchen
Because the family spends so much time on the secluded island, they tend to store a great deal of food in this well-appointed kitchen. Both Thalis and Selice enjoy cooking, and the family menu strongly favors salted meats and dried vegetables. Flent does not dine with the family, and Rimrus generally takes his meals in the city.

8. Tower Entryway
Spiral stairs leading up fill the cramped ground floor of the main lighthouse tower structure. The metal stairs give the appearance of fragility, but are actually quite stable.

9. Hallway
The plain upstairs hallway boasts a selection of tacky naval-theme paintings Rimrus picked up on a trip to one of the city’s art markets. To speak plainly, Rimrus has terrible taste.

10. Master Bedroom
This large, comfortable room takes up most of the structure’s second floor. Since Klun rarely leaves Mezeketh isle, he’s invested
most of his cut of the cult's profits into improving his quarters. Imported drapes from Calimshan cover the southern windows, and the chamber's furniture bears the imprint of elfen master woodcrafters. An impressive stone fireplace stands between the windows on the southern wall. Thalis prefers to keep the fire stoked whenever she's in the room, which is most of the time.

The Kluns have slept in separate beds since the birth of Medar nine years ago.

A fully stocked shelf teeming with well-read books along the west wall attests to the intense boredom of Goodwife Klun. Amid dozens of lewd romances and collections of salacious woodcuts can be found (Search check, DC 15) three works of interest to worshipers of Shar: *Flight of Sister Night* resembles the trashy fiction found elsewhere on the shelf. Unlike in other fantasies, however, its protagonist, a priestess of Shar called Black Bethian, kills with impunity and routinely murders clerics of Sûlûne after a quick, steamy seduction. Nearby on the middle of the book, someone has absent-mindedly doodled a black mask, very much like the holy symbol of the Master of All Thieves, in a feminine script.

Shar's disjointed clergy incorporates several dark librams in its litany, but one of the most infamous is the Shadowstruck Passages, a copy of which lies tucked in the bookcase's bottom shelf. The book contains several quatrains of verse instructing the rudiments of Sharran doctrine, and has been banned in most kingdoms (including Sembia). It's worth 100 gp on the black market and a tenday in jail for anyone caught possessing it.

The most damning book in the Klun collection is undoubtedly an oversized tome entitled *Rudiments of the Shadow Weave*, a collection of instructional essays by the nefarious archmage Vontallion Rose. A successful Knowledge (Arcana) check (DC 20) signifies that characters have heard of the book, knowing it as a highly controversial tome related to the Shadow Weave. Ownership of the book is enough to get one blackballed from churches of Azuth and Mystra, and banned from many mage organizations throughout Faërun.

An oversized tome bound in supple black leather with faux-gold filigree, the book proudly bears its title on an elaborate leather cover. The libram's interior, however, has been carefully cut away from the cover, replaced with pages from a similarly sized romance entitled *Vegeilda, and the Seven Salacious Centaurs*. Selice Klun stole the book several years ago, and has been using it to teach herself magic. She still has the book's insides, and her parents know nothing of the theft.

The bedroom's north wall boasts an attractive bas-relief statue of Medar's small room is crowded by a comfortable bed, a small desk, and a large mariner's globe, which Zembrath discovered washed up on the north beach and restored for his son seven years ago. The room is oddly clean for that of a 9-year-old boy—a number of toys have been carefully placed in perfect rows upon the surface of the desk. A Spot check (DC 25) made by anyone observing the desk reveals that the toys have been sorted in strict alphabetical order, from left to right (belying the gelugon's intensely ordered lawful mindset). The arrangement begins with a small abacus, working up through a variety of balls and bears, a wooden dog, a stuffed dragon, and a toy lute. A window at the center of the sloping roof offers a good view of the island's east coast.

11. MEDAR'S ROOM

Medar's small room is crowded by a comfortable bed, a small desk, and a large mariner's globe, which Zembrath discovered washed up on the north beach and restored for his son seven years ago. The room is oddly clean for that of a 9-year-old boy—a number of toys have been carefully placed in perfect rows upon the surface of the desk. A Spot check (DC 25) made by anyone observing the desk reveals that the toys have been sorted in strict alphabetical order, from left to right (belying the gelugon's intensely ordered lawful mindset). The arrangement begins with a small abacus, working up through a variety of balls and bears, a wooden dog, a stuffed dragon, and a toy lute. A window at the center of the sloping roof offers a good view of the island's east coast.

12. SELICE'S ROOM

Selice's room appears much like her younger brother's, though it's a bit messier and possesses a decidedly more feminine ambiance. Hidden in a false bottom of the bottom drawer of the room's desk is the aforementioned *Rudiments of the Shadow Weave*. Among general advice on how to tap the Shadow Weave and three chapters of rambling prose on the glories of Shar are extensive formulations for the arcane spell called *claws of darkness*, greater shadow conjuration, shades, shadow conjuration, shadow evocation, shadow mask, and shadow spray.

Selice knows about the secret door in her closet, but thus far only uses it to sneak out of the house for her many trips to the city with Rimrus, and hasn't dared sneak up to the lantern chamber, for fear of her father's wrath.

A window at the center of the sloping roof affords a good view of the island's west coast.

13. CLOSET

The closets adjoining the children's rooms contain clothes, disused toys, and other items too precious to throw away but too seldom used to keep anywhere but in a half-forgotten box. A secret door (Search DC 10) on the east wall of Selice's closet leads to the second floor stairway of the lighthouse tower.

14. STAIRWAY

Crammed and somewhat musty, the metal stairway leads five stories up from the ground to the lantern chamber high above. A secret door on the west wall of the second floor adjoins Selice's closet.

15. LANTERN CHAMBER

The tower stairs lead to an open-armed chamber topped with a rounded dome, giving the appearance of an impressive pagoda. The ubiquitous gargoyles here sport wide, conspiratorial grins and outstretched tongues, looking even more demonic than their compatriots elsewhere on the island. A large parabolic lamp walled with multifaceted mirrors and set upon a rotating base fills the center of the room. Large glass lenses, normally held in compartments set into the floor, can be slid into the lamp, tightening or widening the focus of the light as desired by the station's lightwarden. A blazing coin set with *continual flame* serves as the current focus of the lamp. Klun allows the fire to burn day and night, but usually removes the projection lenses during clear days.

The rotating lamp base itself holds a secret compartment (Search DC 15) that houses a large lens made of jet black, glassy material. If this lens is placed within the lamp, light reflected through it becomes magical *darkness*, which utterly blots out the entire lantern chamber. The darkness serves as a trigger for a portal built into the magical lantern, and anyone standing in the room not touching the lantern itself is immediately transported to a ground-level (but otherwise identical) pagoda on the edges of the shadow pocket known as the Adumbral Calyx.

Any attempt by a visible character who is not a member of the Klun family to meddle with the lantern in any way results in the animation of four 12-HD gargoyles, who detach themselves from the tower proper and move to attack.

**Advanced Gargoyles (4)** CR 12; Large magical beast (Earth); HD 12d10+72; hp 338; Init +1; Spd 47 ft., fly 75 ft. (average); AC 16 (touch 10, flat-footed 15); Atk +12 melee (1d6+2, 2 claws) and +10 melee (1d6+2, bite); SQ Damage reduction 15/+1, darkvision 60 ft., freeze, low-light vision; AL CE; SV Fort +14, Ref +9, Will +4; Str
in starlight, moonlight, torchlight, and similar low-light conditions.

daylight.

The Darkhouse of Saerloon works best as a temple of Shar, the Plane

Adapting the Temple

each compass point along the island’s coast.

summons twelve 9-HD shadows from the Calyx, positioning three at

Rimrus, Klun posts no guards. If given reason to fear, however, he

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Zembrath Klun knows this, and has become himself somewhat arro-

offer the Darkhouse protection enviable by most military forts.

Mezeketh Isle’s location and the hostility of the surrounding waters

Breaking In

Mezeketh Isle’s location and the hostility of the surrounding waters offer the Darkhouse protection enviable by most military forts. Zembrath Klun knows this, and has become himself somewhat arrogant as a result. Unless his suspicions have been raised due to a prior assault or mumblings in the city's underworld intercepted by Rimrus, Klun posts no guards. If given reason to fear, however, he summons twelve 9-HD shadows from the Calyx, positioning three at each compass point along the island's coast.

Adapting the temple

The Darkhouse of Saerloon works best as a temple of Shar, the Plane of Shadow appeals to more than just the worshipers of the Night Mistress. Many deities of Toril could benefit from a planar nexus connected to cities throughout Faerûn, and a cannon Dungeon Master can retain the bulk of the support material related to the temple while changing only the godly allegiance of Zembrath Klun and his demented brood. Consider the following possibilities:

Maik: A Darkhouse dedicated to the Lord of Shadows likely would have a more mercantile bent—in this case, Volumvax might be less interested in raising an army of shadows than in amassing a fortune that he could later use to some diabolical end. Rather than providing a blood sacrifice upon their first visit to the Calyx, Maskan hopefuls might instead be required to tithe at least 1,000 gp worth of stolen coins or goods. In this case, substitute the devil posing as Medar Klun with a doppelganger with the requisite class levels in rogue and perhaps shadowdancer.

Loviatar: The most debased worshipers of the Maiden of Pain derive deviant satisfaction from their pain-play—satisfaction that's difficult to achieve in the light of day or even from the bulk of rundown establishments in Saerloon's decrepit Dock District. Those seeking pleasure on the edge of pain know to contact Rimrus for an excursion to Mezeketh, where no one asks questions, and the crack of whips and snap of chains rings out from dusk to dawn. If the setting focuses on Loviatar, Rimrus’s violence toward streetwalkers should change completely to friendly patronage, and the floor of Chamber of the Lightwardens should substitute dozens of blood-caked cushions for the mosaics in the above area key. Volumvax's plans alter from political domination to pushing the limits of human suffering, with Zembrath Klun serving as a scout for both willing and unwilling participants in Lord Scagriaph’s perverted experiments.

Volumvax and the adumbral calyx

Volumvax (NE half-fiend human shade Clr7/Sha8/Dis5 of Shar) has served the Lady of Loss for millennia, eventually achieving a sliver of divinity (Divine Rank 0) in exchange for faithful service. Unable to cope with the widened perspective of a divine being, he soon tumbled into a vortex of insanity. To keep him from doing too much damage to her affairs on Toril, Shar cast him into a dark nook of the Plane of Shadow and promptly put him out of her mind.

Though tinged with insanity, Volumvax still possessed the zeal and craftsmanship that had made him such a valuable agent. He subjugated the nearby residents of the Shadow Plane and forced them to build him a great tower at the center of a concave depression on one of the plane's many mountains. He dubbed the depression the Adumbral Calyx, and opened hidden portals to Sharran enclaves in the following locales (portal locations listed in parentheses):

Saerloon (the Darkhouse)
Heliogabalus (a gazebo in the extensive gardens of the Zeshalla merchant house)
Skuld (an abandoned temple of Geb, now destroyed)
Murann (a chamber in the basement of the abandoned thieves guild)
Ijjak (a disused wing of a decadent bathhouse)
Calimport (the uppermost landing of the Bloodspire, in the Temple of Old Night)
Zazesspur (the hollow head of a copper statue known as the Vigilant Colossus)
Lurthcheq (a gilded coach belonging to the effete Calishite merchant prince Izziz bin-Hradah)

Volumvax's tower stands at the center of the Calyx, and the eight portals form a rough circle around it at a distance of about 300 feet, describing the edge of the planar depression. The portals look like small pagodas, very much like that toppling Saerloon's darkhouse. Beneath the tower, which itself is built somewhat like a hollowed-out cylinder, is the Black Aljibar, a seemingly bottomless pit of roiling shadowstuff into which the corpses of sacrificed innocents are dumped to create shadow souls for Volumvax's army. A swirling column of darkness flows from the Aljibar through the tower and into the sky above, apparently fueling Volumvax’s power.

Lord Scagriaph himself appears as a tall, imposing human with jet black skin, wearing stained ivory bracers decorated with the symbol of Shar. He bears leathery wings, horns like a ram, and is very, very handsome. As part of his insane delusions, Volumvax fancies himself one of the shadevari, primordial creatures of shadow whose existence predated the creation of Shar and Toril itself—and has the arrogance to fit such an audacious origin. He carries no weapon, preferring to rely upon his wits and magical abilities, not to mention an army of shadow creatures and a cadre of hand-picked, deadly assistants. The latter group includes his second, a scheming elven woman named Velissandrin (LE female sun elf Wiz9/Sha7) and the villainous Gobitran "Jolly" Filiminous (NE female rock gnome Rog10/Asn7), a murderer who keeps a collection of dried eyeballs and who cut out her own tongue to ensure her master she'll never betray him. In addition to numerous evil NPCs of note, at least thirty-five "ordinary" cultists (NE human Clr7 of Shar) and one hundred commoners in service to the Mistress of the Night inhabit the Calyx at any one time.
**Getting the players involved**

The Darkhouse of Saerloon offers a multitude of opportunities for Dungeon Masters running a Sembia campaign. Its links to the transplanar Adumbral Calyx provide connections to hotspots throughout Faerûn. Most criminals in the City of Sculpted Devils view the Darkhouse as a means of escape, but there's no reason why it can't play an opposite role. Similar miscreants from other cities attached to the Calyx no doubt view Saerloon as a refuge, a place to lay low from pursuers and set up shop in a new city, making the Darkhouse an ideal means of introducing new villains to the campaign.

Perhaps player characters wipe out an enclave of Shar early in their careers, only to uncover yet another new Sharran cult mere tendays after the destruction of the first. Clues such as accents from distant lands might eventually lead players to determine that reinforcements come from some unknown portal long before they have ever heard of Mezeketh Isle, or had any reason to distrust it.

If your campaign doesn't take place in Sembia, it's relatively easy to adapt the Darkhouse's background to any coastal city anywhere in Faerûn. The following adventure hooks provide tailor-made methods of introducing the Darkhouse into your campaign:

**Dark Tidings**

On approach to the city via the dangers of Umbrelee's Gulley, the PCs catch a glimpse of the lighthouse tower suddenly going pitch black for a very brief period. A member of the ship's crew informs them that such happens fairly regularly, and that the lightwarden should watch himself, or the blood of entire crews will be on his hands.

While probably not enough to get the PCs to investigate the island, it should plant a seed of suspicion in their minds that will make luring them into a Darkhouse-related adventure all the easier when the time comes.

**HezemdeII's Fortune**

Tavern rumors throughout the City of Sculpted Devils tell that the Time of Troubles ruined HezemdeII's Beacon because its magical lantern, said to be superior to the modern version, placed an enormous strain on the Weave. According to urban legend, the light had to be maintained by the most powerful of sorcerers, the last of which (Vastican or Vhoruust, depending upon the teller) allegedly buried a great treasure in the Beacon's basement.

There's nothing to this tale besides wishful thinking, but it should be enough to entice a greedy party to at the very least start asking questions.

**Yours Truly, Jack Strumpet**

At their wits' end regarding the continued mutilation and murder of pleasure women in the Dock District, a group of streetwalkers (perhaps familiar to less savory player characters) approaches the party and asks them to investigate. The "unfortunates" can't offer much in the way of payment beyond certain unspecified "services," but their desperate plight should arouse sympathy in altruistic souls. Investigations lead to Rimrus, which eventually leads to the Darkhouse.

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**The Cruel Fate of Jeharod Toth, Wizard**

Dungeon Masters wishing to involve the Adumbral Calyx in high-level adventuring might choose a more direct approach. In this case, PCs are contacted by Adoken Thule, a Red Wizard of Thay currently selling wares in Saerloon's marketplace. Thule explains that Jeharod, a powerful mage from the influential Toth family of Bezantur, recently disappeared from Saerloon after attempting to infiltrate the Night Knives, a disreputable band of cutthroats and street thugs. Investigation of the Knives implicates Selice Klun, who apparently seduced the wizard and brought him to her island home.

Thoth currently resides in a cell in one of the highest levels of Volumvax's tower. Unknown to Adoken Thule, agents of Lord Scigraph in Telมอบ is currently attempting to ransom the wizard to the enclave in that city. Thule, hoping for the prestige returning the veteran Red Wizard will gain him in Bezantur, offers the PCs 10,000 gp to return Jeharod Toth to him, alive.

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**The Wyvernstones of Hullack**

The twelve Wyvernstones of Hullack lie hidden within the western reaches of the Hullack Forest, north of the eastern arm of the Wyvernwater, in the northeastern reaches of the Forest Kingdom of Cormyr. These ancient granite standing stones, nearly 12 feet in height above the ground and 6 feet in diameter, collectively form a circle some 60 feet in diameter. Table stones form massive arches across the northernmost, westernmost, and easternmost pair of standing stones, and a fourth cracked and shattered table stone lies near the southernmost pair of menhirs. A small, spring-fed pool of water some 30 feet in diameter lies at the heart of the Wyvernstones. No algae or plants grow within this pool, leaving the stonelined bottom clearly visible 4 feet below the surface. On the inward-facing side of each Wyvernstone, beneath a thick layer of moss and lichen, lie ancient druidic runes carved into the stone. No moss or lichen adorns the outer face of any stone, leaving carved depictions of ancient wyvrens clearly visible to those who find the circle of standing stones.

Although the Wyvernstones once served as the focus of the Wyvern Circle, a group comprised predominantly of druids dedicated to Eldath, followers of the Green Goddess have not actively worshiped among them for over two centuries. The Wyvernstones now serve as the focus of a much more vile band of lycanthropes who venerate the Malar the Beastlord and count themselves among the People of the Black Blood. The Bloodmoon Circle was created in 1363 DR during the Feast of the Moon celebration, and it has grown rapidly in strength. The twelve current members of this Circe actively hunt those who would farm, log, settle; or otherwise tame this primeval woodlands.

Although the Wyvernstones of Hullack are oft spoken of by Cormyrians in fireside tales, few know of their exact location, and fewer still dare seek out the ring of ancient menhirs. A few hunters based in Thunderstone visit from time to time, but never without a freshly slain stag to offer up to Malar (and to appease any of his followers who might be inconveniently hungry). Services to the Beastlord consist of hunting intelligent prey through the forest as the droning chant of the Bloodsong grows steadily in volume. Sometimes a captive is released into the surrounding forest, only to be stalked by members of the Circle. Once the prey has been herded into the center of the ring, members of Bloodmoon Circle attack in

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*Places of Worship*

**YOURS TRULY, JACK STRUMPET**

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a savage frenzy until Eldath’s Pool runs red with blood and the victim has been entirely consumed.

The ruling triumvirate of the Bloodmoon Circle includes Talgaerth Volspaan, a natural werewolf, Djalia Amaratharr, a half-elf afflicted werewolf, and Groshlar Twintusk, a half-orc afflicted wereboar. All members of the Circle, in addition to adopting a level or two of the divine champion prestige class, are lycanthropes of some form or another. Werewolves and werebears are the most commonly encountered forms, although other types of carnivorous lycanthropes (e.g. werepanthers) are not unknown. Most members of the Circle are druids, rangers, or barbarians, although a sprinkling of other classes are represented as well. All are human or part-human, although humans predominate.

Unbeknownst to anyone alive today, the Wyvernstones are far larger than they appear, for each is rooted some 60 feet into the earth. A subterranean grotto opens around the base of the Wyvernstones, its arched roof held 30 feet aloft by the stones, which serve as pillars. The Elfhold, as the cavern is known in legend, once served as a burial vault for the elves of House Amaratharr, and their remains are interred in small crypts dug into the walls of the grotto. The base of each stone is inscribed with tales of the fallen Tel’Ques-sir written in the ancient Hamarfae script. The legendary Hullack, the human druid of Eldath whose name now graces the surrounding forest, lies interred within these crypts as well. It is said that his ghost manifests to all who come in peace to the Elfhold, seeking only lore long lost.

ceremonies

The Bloodmoon Circle celebrates the Feast of the Stag far differently than most packs of Malarites. Although still celebrated at Highharvestide, on this day the Bloodmoon Circle parades through the Hullack Forest bearing the heads of humanoid interlopers they have slain during the previous tenday, in what amounts to a frenzied orgy of killing. Many carnivorous and omnivorous denizens of the forest pick up the scent of fresh meat and are drawn by this parade to the Circle’s ring of standing stones to feed on the corpses of those slain. The humanoid hunted down by the Bloodmoon Circle are the main offering at this two-day-long revel of glutony. The Malarites employ spells to keep the beasts from attacking each other during the feast, but otherwise simply revel in the savagery.

The High Hunts are celebrated four times each year, on the Feast of the Moon, Midwinter, Greengrass, and Midsummer festival days. Every member of the Bloodmoon Circle appears in beast form, forming a ring approximately one mile in diameter around the Circle’s ring of standing stones. Their quarry—always a sentient humanoid, usually a human male—is then set free at the center of the Wyvernstones, armed and armored with all the nonmagic items he or she desires that can reasonably be obtained, and then hunted to death for the glory of Malar. If the prey survives until the sun has cleared the horizon on the morning after the hunt begins, he or she is considered deserving of joining the Bloodmoon Circle and given his or her choice of a strain of lycanthropy, assuming one of the members of the Circle has that “gift.” (Those who refuse the gift of lycanthropy are gutted and slain as unworthy cowards.) The Circle does not grant freedom or any other boon to such survivors, unlike Malarites elsewhere.

chant of the bloodmoon

Hail the rise of the bloodstained moon! The time for hunting draws nigh. The Beastlord teaches that the strong and bold shall prey on the weak, and, in so doing, purge the land of sickness and disease.

Beneath these ancient boughs, the way of the beast still reigns unchecked, and those who bear axes and ploughs dare death if they enter Malar’s demesne.

Now join me in the shape of the beast as we stalk the sacrificial stag. Remain alert for interlopers who we only trees to be felled and fields to be plowed; for they are a burgeoning plague that afflicts the natural cycle. Hunt, howl, and chant the Blood-song, for the forest shall soon run wet with blood.

services

The Bloodmoon Circle does not offer any divine services to visitors, other than a quick death to those whose scent they catch. However, from time to time a wizard acting on behalf of a wealthy merchant or powerful noble contacts members of the Circle from afar (typically via a sendin spell) and informs them of ongoing activities in the Hullack Forest or along its periphery. Usually such information is given in hopes of anonymously dispatching a rival or undermining a rival mercantile concern, an undertaking that members of the Circle are usually happy to indulge if coincident with their own plans.

The Wyvernstones are also very powerful in their own right and contain many secrets of the Eldathyn left untouched from the days when the Wyvern Circle ruled these woods. In particular, the Wyvernstones are inscribed with runes corresponding to spells developed by Hullack and his compatriots, but now lost. Even the runes that have already been cast could be used to rediscover lost prayers to the Green Goddess (see below for suggestions). Moreover, several ancient Eldathyn druids (although not Hullack, who died before he could undergo the ritual) merged their essences with these ancient menhirs. They survive, untouched by the passing of centuries, and can be contacted by means of a stone tell spell or spell-like ability. If persuaded, these ancient druids might provide the key to a long-forgotten divine spell by means of a newly appearing rune or they may release a lost relic of the Eldathyn faith to a worthy bearer. Many died battling beholders served by bugbears, gargoyles, and evil fey, and still possess powerful magic items useable against such.

All spells cast within the ring of Wyvernstones by a druid who venerates either Eldath or Malar take effect at +3 caster levels.

hierarchy

The Bloodmoon Circle is organized along the lines of a pack, with a strict pecking order determined by ritual combat that occurs within the ring of standing stones after a challenge is formally issued. At present, the pack leader is Talgaerth Volspaan. His mate, Djalia Amaratharr, holds the second position in the pack. Third in the pack hierarchy is Groshlar Twintusk, who refrains from challenging Djalia solely out of fear of how Talgaerth would respond.

All members of the Circle are fiercely loyal to one another when confronted by outsiders. However, within the pack there is a constant battle for supremacy among the individual members. Although all members support the general goal of keeping the Hullack Forest wild and untamed, there is internal debate over the best approach. Talgaerth favors keeping the pack limited to members of the Circle, so as not to draw undue attention to their activities. Groshlar is the leading member of a minority faction that favors creating as many infected lycanthropes in the region as possible, in hopes that their overwhelming numbers stymie the tide of settlement coming from western and southern Cormyr.
**Talgaerth Volspaan:** Male human werebear Drd12 of Malar; CR 14; Medium-size shapechanger; HD 12d8+12; hp 72; Init +2, Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +3/+8 melee (ld6+3, +2 wounding claw bracer); SQ Alternate form, animal companion (4 brown bears), lycanthropic empathy (bears), nature sense, resist nature’s lure, trackless step, venom immunity; wild shape 4/day, woodland stride; AL NE; SV Fort +15, Ref +6, Will +13; Str 30, Dex 12, Con 14, Int 14, Wis 16, Cha 17.

**Skills and Feats:** Animal Empathy +13; Concentration +19; Diplomacy +8; Handle Animal +10; Heal +8; Intuit Direction +8; Knowledge (Cormyn nature) +9; Knowledge (religion) +4; Listen +10; Ride (horse) +2; Search +8; Spot +10; Swim +5; Wilderness Lore +15; Blindsight, Exotic Weapon Proficiency (claw bracer), Improved Control Shape, Improved Initiative, Lycanthropic Spell, Weapon Focus (claw), Weapon Focus (claw bracer).

**Alternate Form (Su):** Talgaerth can shift into the form of a brown bear as though using the polymorph self spell, though his gear does not change. Changing to or from bear form is a standard action. Upon assuming either form, he regains hit points as if he had rested for a day. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form.

**Animal Companions:** Talgaerth has four brown bears as animal companions.

**Lycanthropic Empathy (Ex):** Talgaerth can communicate and empathize with normal bears of all kinds and with dire bears. This gives him a +4 racial bonus on checks to influence the animals’ attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as “friend,” “flee,” “attack.”

**Nature Sense:** Talgaerth can identify plants and animals (their species and special traits) with perfect accuracy. He can also determine whether water is safe to drink.

**Resist Nature’s Lure:** Talgaerth gains a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

**Trackless Step:** Talgaerth leaves no trail in natural surroundings and cannot be tracked.

**Venom Immunity:** Talgaerth is immune to all organic poisons, including monster poisons but not mineral poisons or poison gas.

**Wild Shape (Sp):** Talgaerth can change into a Tiny, Small, Medium-size, Large, or dire animal and back again 4 times per day. He may adopt only one form per use of the ability. Talgaerth regains hit points with each use as if he had rested for a day.

**Woodland Stride:** Talgaerth may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

**Druid Spells Prepared (6/5/4/3/3/2; base DC = 13 + spell level):**

- 0—create water, cure minor wounds, detect magic, know direction, light, mend, sanction; 1st—animal friendship, cure light wounds, faerie fire, invisibility to animals, magic fang, pass without trace; 2nd—charm metal, hold animal, lesser restoration, resist elements, speak with animals; 3rd—cure moderate wounds, greater magic fang, protection from elements, snare, water breathing; 4th—cure serious wounds, dispel magic, freedom of movement; 5th—awaken, cure critical wounds, summon nature’s ally V; 6th—find the path, healing circle.

**Possessions:** +2 hide armor, +1 wounding claw bracer, ring of feather falling, scroll of summon nature’s ally V1.

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**Djalia Amatarhr:** Female half-elf werewolf Sorc/Drd6 of Malar; CR 12; Medium-size shapechanger; HD f4d4 plus f4d8; hp 44; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (ld6+1, +2 sweeping quarterstaff); SQ Alternate form, animal companion (5 wolves), half-elf traits, lycanthropic empathy (wolves), nature sense, resist nature’s lure, trackless step, wild shape 1/day, woodland stride; AL NE; SV Fort +10, Ref +6, Will +14; Str 11, Dex 14, Con 11, Int 16, Wis 17, Cha 16.

**Skills and Feats:** Animal Empathy +11; Concentration +13; Control Shape +15; Hide +15; Knowledge (arcana) +11; Knowledge (Cormyn nature) +9; Listen +8; Move Silently +16; Search +8; Spellcraft +11; Spot +8; Wilderness Lore +9; Great Fortitude, Luck of Heroes, Lycanthropic Spell, Weapon Focus (quarterstaff).

**Alternate Form (Su):** Djalia can shift into the form of a wolf as though using the polymorph self spell, though her gear does not change. Changing to or from wolf form is a standard action. Upon assuming either form, she regains hit points as if she had rested for a day. If slain, she reverts to her humanoid form, although she remains dead. Separated body parts retain their animal form.

**Animal Companions:** Djalia has a pack of five wolves as animal companions.

**Half-Elf Traits:** Immune to magic sleep spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

**Lycanthropic Empathy (Ex):** Djalia can communicate and empathize with normal wolves as well as dire wolves. This gives her a +4 racial bonus on checks to influence the animals’ attitude and
allows the communication of simple concepts and (if the animal is friendly) commands, such as “friend,” “ foe,” “ flee,” and “attack.”

**Nature Sense**: Djalia can identify plants and animals (their species and special traits) with perfect accuracy. She can determine whether water is safe to drink or dangerous.

**Resist Nature’s Lure**: Djalia gains a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nympha, and sprites).

**Trackless Step**: Djalia leaves no trail in natural surroundings and cannot be tracked.

**Wild Shape (Sp)**: Djalia can change into a small or Medium-size animal and back again once per day. She may adopt only one form per use of the ability. Djalia regains hit points with each use as if she had rested for a day.

**Woodland Stride**: Djalia may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

**Druid Spells Prepared (5/4/3/2; base DC = 13 + spell level):**
- 0—create water, detect magic, detect poison, know direction, purify food and drink; 1st—detect animals or plants, endure elements, magic fang (2); 2nd—charm person or animal, delay poison, resist elements; 3rd—greater magic fang, poison.

**Sorcerer Spells Known (6/7/5; base DC = 13 + spell level):**
- 0—daze, detect magic, detect poison, prestidigitation, read magic, resistance; 1st—cause fear, expedite retreat, mage armor, magic missile; 2nd—bull’s strength, mirror image.

**Possessions:** Bracers of armor +2, +1 sweeping quarterstaff, claw bracer, boots of elvenkind, brooch of shielding, cloak of elvenkind, ring of animal friendship.

### Djalia Amaratharr (Wolf or Hybrid form)

**Female half-elf werewolf Sor5/Drd5 of Malar; CR 12; Medium-size shapechanger; HD 5d4+10, 5d8+10; hp 64; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk (as hybrid) +8 melee (1d6+2, +1 sweeping quarterstaff) and +4 melee (1d6, bite) or +9 melee (1d6+1, bite) or Atk (as wolf) +9 melee (1d6+1, bite); SA Trip; SQ Alternate Form, animal companion (5 wolves), damage reduction 15/ silver, half-elf traits, lycanthropic empathy (wolves), nature sense, resist nature’s lure, scent, trackless step, wild shape 1/day, woodland stride; AL NE; SV Fort +12, Ref +8, Will +14; Str 13, Dex 18, Con 15, Int 16, Wis 17, Cha 16.

**Skills and Feats:** Animal Empathy +11, Concentration +15, Control Shape+15, Hide +17, Knowledge (arcana) +11, Knowledge (Cormyr nature) +9, Listen +12, Move Silently +18, Search +12, Spellcraft +11, Spot +12, Wilderness Lore +9 (+4 bonus when tracking by scent); Blindsight, Great Fortitude, Improved Initiative, Luck of Heroes, Lycanthropic Spell, Weapon Finesse (bite), Weapon Focus (quarterstaff).

**Trip (Ex):** If Djalia hits with a bite attack, she can attempt to trip her opponent as a free action without making a touch attack or provoking an attack of opportunity. If her attempt fails, her opponent cannot react to trip her.

Although Djalia is a descendant of House Amaratharr, she is unaware that her ancestors lie interred deep beneath her favored hunting grounds. Djalia was born in Deepingdale to a pair of married half-elven sorcerers. She ran away as a child after her parents were killed in an apparent wolf attack (actually led by a werewolf) and soon thereafter discovered that she had become a werewolf thanks to her own injuries. Something drew Djalia westward to the vicinity of the Wyvernstones, although she never recognized it as the call of her ancestors who sought to free her of her curse. Djalia first encountered Talgaerth in the Hullack Forest as he searched for the Wyvernstones, and she quickly found herself drawn to him. In the years since their first encounter, she has grown into a powerful druid in her own right and an active participant in the founding of the Bloodmoon Circle.

Djalia prefers to avoid melee combat, choosing instead to have her personal pack of worgs fight for her. She commonly casts mirror image, takes wolf form, and then uses the Silent Spell and Still Spell feats to cast anonymously within her pack, relying on the inability of most opponents to tell one wolf from another.

In person, Djalia still retains much of her girlish innocence, albeit a girl with a strong affinity for canines of all sorts. In hybrid or wolf form, however, her nature changes, and there are few members of the pack more bloodthirsty than she. At Talgaerth’s direction, she is not above using her looks to draw some lonely logger or farmer into the woods for a tryst, whereupon he is set upon by a pack of ravenous lycanthropes.

### Grolshar Twintusk

**Male half-orc werebear Rgr9; CR 11; Medium-size shapechanger; HD 9d10+36; hp 98; Init +8; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +14/+9 melee (1d6+6/17–20, +1 human-bane claw bracer) and +14/+9 melee (1d6+3/17–20, +2 human-bane claw bracer); SQ Alternate Form, animal companions (4 boars), darkvision 60 ft., favored enemy (humans +2, animals +1), lycanthropic empathy (boars); AL CN; SV Fort +12, Ref +3, Will +8; Str 20, Dex 11, Con 18, Int 10, Wis 16, Cha 12.

**Skills and Feats:** Animal Empathy +6, Control Shape+13, Hide +9, Knowledge (Cormyr nature) +7, Listen +7, Move Silently +9, Search +4, Spot +7, Wilderness Lore +13; Exotic Weapon Proficiency (claw bracers), Improved Critical (claw bracer), Improved Two-Weapon Fighting, Track, Weapon Focus (claw bracer).

**Alternate Form (Su):** Grolshar can shift into the form of a boar as though using the polymorph self spell, though his gear does not change. Changing to or from boar form is a standard action. Upon assuming either form, he regains hit points as if he had rested for a day. If slain, he reverts to his humanoid form, although he remains unaware that his ancestors lie interred deep beneath his favored hunting grounds. Djalia was born in Deepingdale to a pair of married half-elven sorcerers. She ran away as a child after her parents were killed in an apparent wolf attack (actually led by a werewolf) and soon thereafter discovered that she had become a werewolf thanks to her own injuries. Something drew Djalia westward to the vicinity of the Wyvernstones, although she never recognized it as the call of her ancestors who sought to free her of her curse. Djalia first encountered Talgaerth in the Hullack Forest as he searched for the Wyvernstones, and she quickly found herself drawn to him. In the years since their first encounter, she has grown into a powerful druid in her own right and an active participant in the founding of the Bloodmoon Circle.

Djalia prefers to avoid melee combat, choosing instead to have her personal pack of worgs fight for her. She commonly casts mirror image, takes wolf form, and then uses the Silent Spell and Still Spell feats to cast anonymously within her pack, relying on the inability of most opponents to tell one wolf from another.

In person, Djalia still retains much of her girlish innocence, albeit a girl with a strong affinity for canines of all sorts. In hybrid or wolf form, however, her nature changes, and there are few members of the pack more bloodthirsty than she. At Talgaerth’s direction, she is not above using her looks to draw some lonely logger or farmer into the woods for a tryst, whereupon he is set upon by a pack of ravenous lycanthropes.
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of the monarchy. Moreover, the Bloodmoon Circle is also opposed of Cormyr, the Bloodmoon Circle is opposed by all who act on behalf within the woods and similarly hunt intruders in their territory. As the taming of the Hullack Forest is one of the goals of the crown, the Bloodmoon Circle is opposed by the members of the Circle in beast form and participate in the stalking and killing of prey as much as the inevitable frenzy of bloodlust that follows. The rest of the pack in the hunt.

Grolshar Twintusk (Boar Form): Male half-orc wereboar Rgr9; CR 11; Medium-size shapeshchanger, HD 9d10+63; hp 127; Init +4; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +16 melee (1d8+10, gore); SQ Alternate form, animal companions (4 boars), curse of lycanthropy, damage reduction 11/silver, darkvision 60 ft., favored enemy (humans +2, animals +1), ferocity, lycanthropic empathy (boars), AL CN; SV Fort +15, Ref +3, Will +8; Str 24, Dex 11, Con 24, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +6, Control Shape+13, Hide +9, Knowledge (Cormyr nature) +5, Listen +11, Move Silently +9, Search +8, Spot +11, Wilderness Lore +13; Blind-Fight, Exotic Weapon Proficiency (claw bracers), Improved Critical (claw bracers), Improved Initiative, Improved Two-Weapon Fighting, Track, Weapon Focus (claw bracer).

Curse of Lycanthropy (Su): Any humanoid hit by Grolshar’s gore attack when he is in boar form must succeed at a Fort save (DC 15) or contract lycanthropy.

Ferocity (Ex): Grolshar continues to fight without penalty even while disabled or dying.

Raised among the orcs of the southern Stonelands, Grolshar was the product of a forced union between an orc warrior and a captive seized from a caravan on its way to Tilvertion. Grolshar contracted lycanthropy during a hunting expedition into the Hullack Forest and chose to remain in the primeval woodland after sinking into a frenzy of bloodlust and killing his fellow hunters.

Unlike most other members of the Circle, Grolshar is more comfortable attacking in humanoid form than beast form. He enjoys wading into combat with his claw bracers, and slashing his foes to bits, particularly if they are human. Grolshar commonly leads the rest of the pack in the hunt.

Grolshar truly revels in the hunt, delighting in the stalking of prey as much as the inevitable frenzy of bloodlust that follows. The half-orc views his curse as simply unlocking the bestial aspect inherent in all creatures and relishes the idea of establishing a forest kingdom in which the inner beast in every creature rules and all humanoids howl at the full moon.

Initiation

Only lycanthropes who venerate Malar can be admitted to the Bloodmoon Circle. Prior to joining the Circle, an applicant must hunt with the Circle in beast form and participate in the stalking and killing of at least three humanoids in the interval between any two full moons. Once approved for consideration, the applicant must lead the ritual of joining while standing amid the ring of wyvernstones at midnight on the night of a full moon. The applicant must undergo a blood oath (involving a sharing of blood of the applicant and at least three other members of the Circle) to the Circle and to Malar, after which they are admitted as a full member of the Circle.

Allies and enemies

The Bloodmoon Circle has few allies in its efforts to keep the western Hullack Forest primeval, other than the monsters that dwell within the woods and similarly hunt intruders in their territory. As the taming of the Hullack Forest is one of the goals of the crown of Cormyr, the Bloodmoon Circle is opposed by all who act on behalf of the monarchy. Moreover, the Bloodmoon Circle is also opposed by those few elves who remain beneath the boughs of the Hullack Forest and disagree with the Circle’s methods, if not their goals. However, the Circle’s most committed opponents are undoubtedly the followers of Eldath active in the region and the human and half-elfen followers of Mielikki who dwell at the Falls of the Tumbling Stars. (This hidden mountain valley lies where the Immerflow springs out of the Thunder Peaks and falls down the mountainsides to feed the river leading to the Wyvernwater.)

Map key

1. Ring of Wyvernstones

Twelve Wyvernstones, carved with runes and overgrown on their inward facing sides, form a circle some 60 feet in diameter. The surrounding canopy of trees completely overhangs the hard packed dirt at the center of the circle of standing stones. Much of the ground is stained with the dark taint of dried blood.

As noted previously, all the Wyvernstones are engraved with magical runes corresponding to spells once used by the Eldathyn members of the Wyvern Circle. Many of these runes correspond to divine spells unknown today. (Suggestions include spells by the name of wailing wind, touchsickle, flame shield, and mold touch, all thought to have been recorded in the long lost Tome of the Wyvernwater Circle.) A few inscribed runes remain uncast, although determining which runes would take extensive investigation. In addition, seven of the twelve standing stones contain the merged essences of long-vanished Eldathyn druids. The essences within these menhirs may be contacted by means of a stone tell spell. The Ring of Wyvernstones is under the effects of an unhallow spell cast by druid followers of Malar. Resist elements (Fire) is the spell tied to the unhallow spell, affecting worshipers of Malar within the spell’s area.

Finally, the Ring of Wyvernstones includes three active two-way portals and one malfunctioning portal, between the stones that now or once were surmounted by table stones. The three active portals lead to centers of Eldathyn worship elsewhere in the Realms, and all open underwater. The western portal leads to Duskwood Dell in Ann, east of Eshpurta, where the waters of the River Rimril plunge down the western cliffs of Eldath’s Mount in the Troll Mountains via the Green Goddess Falls in a descent over 400 feet and then through a series of pools and lesser falls (called the Steps) out into the Snakewood. The northern portal leads to Elah’zad (House of the Moon), an ancient Eldathyn holy site in the northwest portion of the Scimmir Spires in Anauroch. The portal opens into the midst of a lake set in a sacred grove surrounded by over a hundred small springs. A circular palatial temple formed of chalky, translucent desert rock lies in the center of the lake. The eastern portal opens underwater into a temple in the Shalarin city of Us’daan beneath the waters of the Sea of Fallen Stars. The destination of the fourth, now malfunctioning portal has been lost, although it is believed to have been far to the south on the edge of the Great Sea. The portals can only be activated by creatures of good alignment who bear the holy symbol of Eldath and assume the form of a fish (usually with wild shape, although other forms of magical transformation suffice) before they pass through the portal.

2. Pool of Eldath

The Pool of Eldath is a spring-fed pool of crystalline water some 30 feet in diameter and 4 feet deep, with a stone-limed bottom. No algae, plants, or animals of any sort live within the pool. Although frequently tainted red with blood by the gory services held to honor the Beastlord, the Pool of Eldath always reverts to its pure state.
when bathed in the light of dawn. The Pool of Eldath also acts as a two-way portal to the Elfhold. It can only be triggered by those of elven blood who bear a white dove in one hand and a stone carved with the symbol of House Amaratharr in the other. Once triggered, however, any creature who touches the activated portal in the same round as the creature who activated it can also use the portal.

3. THE ELFHOLD

The Elfhold is a vast natural grotto over 100 feet in diameter resembling a slightly squished sphere in shape. In the center of the cavern, twelve granite pillars (the bases of the Wyvernstones, each 15 feet in diameter at the base) arranged in a 60-foot-diameter ring extend from the floor up through the ceiling. Each pillar is inscribed with ancient Seldrinn writings in the script of the Hamarfae alphabet detailing the exploits of those interred within the Elfhold. One pillar (3A) speaks of the exploits of the legendary Hullack of the Wyvern Circle, a human druid who was a true friend to the elves. Carved into the walls of the grotto are ancient sealed crypts of House Amaratharr. Each vault is sealed with large, 20-foot-square capstone carved with a diorama of elven life during the days when Cormyr was ruled by Iliphar Nelnueve, the Lord of Scepters.

At the center of the grotto, some 20 feet above the Pool of Eldath, a single tiny diamond floats, its cool radiance illuminating the entire grotto as if lit by the light of the stars. The gem is an elven greater kiira, also known as a tel'kiira or lore gem, a semisen-tient depository of knowledge dating back to the days before the mythal was raised over Myth Drannor. It can only be used safely by a descendant of House Amaratharr with an Intelligence 15 or higher. Others’ risk madness and insanity, although they might be able to extract some nugget of elven lore if they are lucky enough to break contact with the kiira before being driven mad.

4. THE CRYPT OF HULLACK

The Crypt of Hullack lies along the western edge of the Elfhold grotto. Its capstone is unique in that it depicts a human druid standing alongside elven warriors in battle with eye tyrants, dark faeries, and hairy goblinoids. Anyone who touches Hullack’s capstone or the pillar that recounts his deeds causes the ghost of Hullack to manifest. Likewise, anyone who attempts to despoil the tomb or remove the tel’kiira without first explaining the need for doing so summons Hullack’s spirit, although in a far more angry state of mind.

Hullack: Male human ghost Drd18/Hie2 of Eldath; CR 22; Medium-size undead; HD 20d12; hp 130; Init +2; Spd fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 15); Atk +15 melee touch (1d4, incorporeal touch) or +17 ranged touch (0, +1 net); or +17/+12/+7 melee (1d6+3, staff of the woodlands); SA Corrupting touch, malevolence; SQ A thousand faces, animal companion, divine reach, incorporeal subtype, manifestation, nature sense, power of nature, rejuvenation, resist nature’s lure, timeless body, trackless step, turn resistance 4, undead traits, venom immunity, wild shape (6/day, elemental 3/day, +1 additional use per day of either type), woodland stride; AL N; SV Fort +16, Ref +8, Will +20; Str 12, Dex 14, Con –, Int 16, Wis 23, Cha 21.


Corrupting Touch (Su): If Hullack hits a living target with his incorporeal touch attack, he deals 1d4 points of damage.
Malevolence (Su): Once per round, Hullack can merge his body with a creature on the Material Plane. This ability is similar to magic jar as cast by a 20th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, Hullack’s body vanishes into the opponent’s body. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to Hullack’s malevolence for one day.

A Thousand Faces (Su): Hullack can change his appearance at will, as if using the spell alter self.

Animal Companion: None at this time.

Divine Reach: Hullack can use spells with a range of touch on targets up to 30 feet away. If a spell requires a touch attack, he must make a ranged touch attack instead. This ability allows him to use any touch spells in his manifested form to affect material creatures.

Incorporeal Subtype: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities; immune to all nonmagical attack forms; 50% chance to ignore any damage from a corporeal source (except for force effects, such as magic missile, and attacks made with ghost touch weapons); can pass through solid objects (but not force effects) at will; attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally); moves silently (cannot be heard with Listen checks unless desired).

Manifestation (Su): When he manifests, Hullack becomes visible but remains incorporeal. He remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes. When manifested, Hullack can strike creatures in the Material Plane with his incorporeal touch attack, a ghost touch weapon, or any weapon with an enhancement bonus of at least +1. His spells affect creatures on both the Ethereal and the Material Planes normally, except that he uses his divine reach ability with all spells that have a range of touch, since these would not otherwise work on material targets.

Nature Sense: Hullack can identify plants and animals (their species and special traits) with perfect accuracy. He can also determine whether water is safe to drink.

Power of Nature: Hullack can temporarily transfer one or more of his special druidic powers to a willing creature. The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, Hullack cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions. The wild shape ability can be partial or complete. For example, he may transfer the ability to wild shape once per day to the recipient and retain the rest of his uses for himself. The recipient can assume any form that Hullack can.

If Hullack is destroyed, he returns to his old haunts in 2d4 days.

Resist Nature’s Lure: Hullack has a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Turn Resistance (Ex): The creature is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, the creature receives a bonus of +4. Thus attempts to turn him function as though he had 24 HD.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-affecting effects, and any effect requiring a Fort save unless it also works on objects, not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; resurrection works only if Hullack is willing.

Wild Shape (Sp): Hullack can change into a Tiny, Small, Medium-size, Large, Huge, or dire animal and back again 6 times per day as per the polymorph self spell. In addition, he can use wild shape to assume the form of a Small, Medium-size, or Large air, earth, fire, or water elemental 3 times per day. Unlike the standard use of the spell, he may adopt only one form per use of the ability. He regains hit points as if he had rested for a day. Hullack’s druid’s vestment allows him one extra use per day of wild shape (his choice of type).

Druid Spells Prepared (6th): 7th/6th/5th/4th/3rd/2nd (base DC = 16 + spell level): 0—create water, cure minor wounds, detect poison, mending, resistance, virtue; 1st—animal friendship, calm animals, cure light wounds, detect animals or plants, entangle, goodberry, invisibility to animals; 2nd—animal messenger, animal trance, charm person or animal, delay poison, hold animal, lesser restoration, speak with animals; 3rd—cure moderate wounds, dominate animal, neutralize poison, protection from elements, remove disease, snare; 4th—cure serious wounds, dispel magic, freedom of movement, rusting grapple, sleet storm, summon nature’s ally IV; 5th—commune with nature, cure critical wounds, death ward, summon nature’s ally V, wall of thorns; 6th—greater dispelling, healing circle, stone tell, summon nature’s ally VI, transport via plants; 7th—greater scrying, heal, summon nature’s ally VII; 8th—summon nature’s ally VIII, sunburst, word of recall; 9th—mass heal, summon nature’s ally IX.

Possessions: Druid’s vestment, +1 net, vest, staff of the woodlands (50 charges), ring of mind shielding, ring of shooting stars, torc of animal speech.

Torc of Animal Speech

This beaten steel necklace is unadorned by pendant or ornament. Its wearer can use a speak with animals effect at will.

Caster Level: 6th; Prerequisites: Craft Wondrous Item, speak with animals; Market Price: 12,000 gp, Weight: 1 lb.

Before his death, Hullack was one of the most powerful druids in the Inner Sea region. He led the Wyvern Circle in northeastern Cormyr, watching over the primeval forest that now bears his name. Hullack was a true and firm friend of the elves, often speaking on their behalf in the face of the inexorable pressure generated by wave upon wave of settlement.

In life, the great druid knew closely to the teachings of the Green Goddess, seeking peace wherever possible, and that philosophy has extended into the afterlife. Hullack does not permit the looting or desecration of the Elfhold, but he also does not turn quickly to violence and ceases immediately if he feels a diplomatic solution has become possible. If informed of the activities of the Bloodmoon Circle in the woods above his crypt, Hullack is saddened, but still unwilling to resort to unnecessary violence. Instead, he prevails upon the characters to cast break enchantment or remove curse on as many lycanthropes as they can on the night of the next full moon, in hopes of weakening them from the worship of Malar after they are cured. As a ghost, he has the corrupting touch ability but refuses to use it, preferring to subdue opponents with spells, his net, or with kindness.

Hullack has a great store of druidic knowledge coupled with a deep understanding of elven culture, and he is happy to speak at length on both subjects. He was once very familiar with goings-on and lore related to northeastern Cormyr, but his information is now more than two centuries out of date.
breaking in

Unlike the temples found in more civilized regions, entering the Wyvernstones of Hullack is as simple as walking between any two standing stones. However, this ancient ring of standing stones does present challenges of its own. Most importantly, the exact location of the Wyvernstones is unknown to anyone except members of the Circle, their allies, and a handful of hunters based in Thunderstone. Those hunters know it would be a death sentence to reveal the location of the Wyvernstones to anyone, so convincing them to lead a party of adventurers to the ancient ring of standing stones is a task in and of itself.

The members of the Bloodmoon Circle pose a significant challenge themselves. They are intimately familiar with the western Hullack Forest and do not tolerate interlopers in their midst, particularly ones seeking the focus of their Circle. Anyone attempting to reach the Wyvernstones is likely to draw the attention of the Circle or its numerous allies in the forest.

Assuming one actually reaches the Circle and has enough time to do anything about it, the second challenge presents itself. Employing one of the portals, contacting a member of the Wyvern Circle, or entering the Elfhold requires a great deal of prior research. The exact means of activating each portal has been lost for decades.

Adapting the temple

The Wyvernstones of Hullack can be easily adapted for use elsewhere in the Realms. They need not lie within the Hullack Forest, as any ancient, primeval forest once roamed by elves and later by human druids would suffice. Likely locations include the northeastern reaches of the High Forest amid the ruins of Eerlann, the edges of Cormanthor near the Elven Court, or the northern edge of the Chondalwood where the forest has grown back.

Abandoned: No circle holds sway at the present time, but the lingering magical effects of past circles dedicated to Eldath, Malar, Silvanus, or others remain. A nearby tribe of humanoids or pack of werewolves has adopted the Wyvernstones as totems of their deities.

Silvanus: This ring of standing stones is the focus of the Daughters of the Oak, a group composed exclusively of fey female druids of the Oakfather who believe themselves descended from dryads. The Daughters of the Oak are extremely xenophobic, attacking most outsiders on sight. Those wishing to employ the powers of the circle need to negotiate in the face of relentless provocative attacks.

Talas: Followers of the Storm Lord have formed the Circle of Thunder after a massive thundercloud hovered for nearly a month over the ring of Wyvernstones, blasting the ancient menhirs with earthshattering bolts of lightning. The Talassans ride wyvern mounts high above the forest floor, hunting game with hurled bolts of lightning.

getting the players involved

The Wyvernstones of Hullack can serve a variety of functions in a Cormyr-based campaign. The greatest need for adventurers in the Forest Kingdom lies along the periphery of the Hullack Forest, as the monarchy seeks to expand its titular authority over those who live beneath the boughs. As such, characters based in the region should hear rumors of the ever-increasing danger of living within sight of the forest. First commoners and later key NPCs should go missing, having been abducted and then hunted by members of the Circle. Later the characters might encounter one or more Eldathyn pilgrims seeking the lost Wyvernstones of Hullack in hopes of recovering a sacred relic of the Green Goddess. And finally, the characters might hear rumors of the legendary Elfhold, where Hullack was laid to rest, and seek out his crypt in hopes of learning the ancient lore of the Forest Kingdom.

HUNTING SEASON

The Cormyrian authorities in Thunderstone have taken note of the increasing number of disappearances in the region. Many of the abductees are farmers and loggers who go missing in the tenday before each major festival. The characters are hired to explore the Hullack Forest and determine if any organized force or cult is behind the disappearances.

SHATTERED PEACE

A large wing of kir-lanan gargoyles led by one or more eye tyrants has been attacking farms along the northern edge of the Hullack Forest. Seeing similarities between these attacks and similar monsters battled two centuries ago by the Wyvern Circle, elders in the Eldathyn church hope to recover lore on how to deal with this threat by contacting the ancient druids whose essences reside in the Wyvernstones. The characters are hired by the church of Eldath to locate the Wyvernstones and then safely escort several Eldathyn priests to and from the site.

DESERT PORTAL

Alusair Obarskyr, the Steel Regent of Cormyr, has ordered the War Wizards to prepare for further warfare with the archwizards of Shade, fearing they may one day attempt to seize the Forest Kingdom for themselves. In the process of preparing numerous contingencies, including a sneak attack into the heart of the Empire of Shade, the War Wizards have learned that there may exist a portal from the depths of the Hullack Forest to an oasis near the Shool of Thirst. The characters are hired by agents of the monarchy to find the portal if it exists, secure it, and determine how to operate it.

spawn of the purple dragon

Centuries ago, the Forest Kingdom of Cormyr was the grand hunting preserve of a dragon known as Thauglorimorgorus the Black Doom and the other lesser dragons he permitted to live within his territory. The first to successfully challenge the writh of the black great wyrm were the elves of House Amaratharr, a noble house of Cormanthor given hegemony over the wooded land of Cormyr by Alusair Obarskyr, the Steel Regent of Cormyr. In time, House Amaratharr gave way to humans ruled by House Obarskyr, and much of the draconic lore accumulated by the elves was lost. Now, centuries later, worrisome portents suggest that the great wyrm may return in the Year of Rogue Dragons.

The characters are hired by agents of the monarchy to track down the legendary Elfhold and to see if any lore might be gleaned from the crypt of the long-dead elves who once ruled the Forest Kingdom. Assuming the characters recover the tekkira of House Amaratharr, they are then dispatched to find a descendant of the elven house capable of tapping into its secrets. Of course, the fact that the only known descendant of House Amaratharr happens to be a werewolf with no interest in assisting the monarchy of Cormyr might prove to be a complication.
Naturally, the followers of the various deities in the FORGOTTEN REALMS setting are as varied as the deities themselves. This chapter presents twenty new prestige classes, each one centered on a particular deity or a type of religion. At the end of the chapter is a new template, setting forth the abilities and characteristics of a Chosen of Bane.

Prestige Classes

Arachne

The Demon Queen of Spiders is a cruel, capricious deity who delights in pitting her worshipers against one another. Arachnes are priestesses of Lolth who have risen to the pinnacle of drow society, worshiping Lolth only for the power she grants.

Clerics or cleric/fighters are the mostly likely characters to adopt the arachne prestige class, although other class combinations, par-

The Test of Lolth

Lolth is a fickle and cruel goddess, believing that the drow race is best served by constantly struggling against each other. To this end, she tests some of her more exceptional followers to determine if they are worthy of her patronage—and worthy of their lives. This test, known as the Test of Lolth, is given to any Lolth-worshiping drow upon reaching 6th level, although sometimes she waits until the subject is 7th or even 8th level.

Part of the test is about loyalty. Usually Lolth plants thoughts in the mind of a friend, family member, or ally of the subject, leading him to believe he has been chosen for a special favor from the Spider Queen. (If the subject of the Test has no suitable friend, family member, or ally, Lolth chooses a cleric that has showed insufficient zeal.) In return, he must destroy one of “Lolth’s enemies” (the drow actually being tested). Lolth instructs the dupe to ambush the target, slaying the enemy of the Spider Queen. When the target is attacked, she hears whispers from the Lolth that she is being tested and that the outcome of the battle determines whether she succeeds or fails. It is a test of loyalty whether or not the subject is willing to kill an ally if the Spider Queen tells her to do so.

The rest of the test is about power and resourcefulness—whether or not the subject is strong and clever enough to defeat a powerful foe. For NPCs, the dupe in the test is always a creature with the same CR as the subject of the test. For PCs (because they are stronger than an NPC of the same level), the dupe is always a creature with a CR three higher than the test subject’s character level (so a drow PC of 6th level would face an 8th-level drow NPC, since drow have an CR of “class level -1”). The fight is usually difficult and the test subject often has to expend all her resources to survive and vanquish her foe (who must be slain in order to satisfy Lolth).

If the subject passes the test, she gains a +2 morale bonus on attacks, saves, and checks for one month. She may claim any items she wants from her fallen enemy. If she is killed, Lolth sucks her soul dry. If she fails to defeat her opponent, refuses to fight, or is defeated but left alive, she is turned into a drider and usually departs her home in shame. Other drow are used to these disappearances and those that fail are rarely spoken of again. If the dupe of the test wins, Lolth may reward him (with the morale bonus for passing the test), wipe his mind of the events, or even expose him for his attack on another drow (while drow society is used to these interpersonal conflicts, the rule is to not get caught, so someone discovered in this manner is usually executed for incompetence).
ticularly those including sorcerer, ranger, and wizard, are not unknown. Arachnes are only very rarely nondrow.

Arachnes are commonly found in drow cities of the Underdark in which priestesses of Lolth reign supreme, such as Menzoberranzan or Ched Nasad. Many arachnes are matriarchs of drow noble houses or the daughters of such matron mothers. Arachnes encountered outside drow cities are often young and less powerful, seeking to make a name for themselves in hopes of establishing or seizing control of their own noble houses some day.

**Hit Die:** d8.

**Requirements**

To qualify to become an arachne, a character must fulfill the following criteria.

**Race:** Aranea, choldrith, deep dragon, drow, half-drow, or half-fiend draegloth.

**Gender:** Female.

**Alignment:** Chaotic evil.

**Skills:** Handle Animal 3 ranks, Knowledge (arcana) 4 ranks, Speak Language (Abyssal), Spellcraft 4 ranks.

**Feats:** Great Fortitude, Still Spell, Survivor, plus either Exotic Weapon Proficiency (hand crossbow) or Weapon Finesse (dagger).

**Spells:** Ability to cast 3rd-level divine spells.

**Domain:** Spider.

**Patron:** Lolth.

**Special:** Must have passed the Test of Lolth (given to above-average followers of Lolth upon reaching 6th level).

**Class Skills**

The class skills of an arachne (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Sccy (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

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

**Class Features**

The following are class features of the arachne prestige class.

**Weapon and Armor Proficiency:** An arachne gains no weapon or armor proficiencies.

**Spells per Day:** At each arachne level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming an arachne, the player must decide to which class to add each arachne level for the purpose of determining spells per day.

The caster level of spell-like abilities is equal to the arachne's divine spellcaster level.

**Familiar (Su):** All arachnes can obtain a hairy spider familiar. For purposes of this ability, an arachne's caster level is considered to be her highest divine caster level.

**Spider Affinity (Ex):** All arachnes are immune to the venom of spiders and spiderlike creatures. Moreover, arachnes can communicate with arachnids and spiderlike creatures of all kinds as long as the creature has an Intelligence score of at least one. Normal spiders never attack or harm arachnes unless magically controlled.

**Spidereyes (Su):** At 2nd level, an arachne can see through the eyes of her familiar as long as it is within 400 feet + 40 feet per divine caster level. As long as the arachne and her familiar remain on the same plane, she can see and hear as if she were standing where it is, and during her turn she can switch her perception from its location to her own or back again as a free action.

**Webspinner (Sp):** At 3rd level, an arachne can ignore web spells and spider webbing as if affected by a freedom of movement spell. She can walk along webs as if on solid ground (no Balance check required). The web spell becomes part of her spell list as a 2nd level cleric spell.

**Spider Mount (Sp):** At 5th-level, an arachne can call an unusual-intelligent, strong, and loyal spider to serve her as a steed. Such mounts are always monstrous spiders, with medium-size (for a Small arachne) or large (for a Medium-size arachne) being most common. In all other respects, such spider mounts are identical to a paladin's mount, as discussed in Chapter 5 in the Player's Handbook.

Should the arachne's spider mount die, she may call for another one after a year and a day. The new mount has all the accumulated abilities due a mount of the prestige class level of the arachne.

**Dominate Male Drow (Sp):** At 7th level, an arachne can cast dominate person once per day, affecting only male drow.
The zin-carla ritual requires 8 hours and the intact corpse of the creature to be animated. The arachne must expend 70 XP per Hit Die of the creature to be animated.

**Transcendence:** At 10th level, an arachne becomes a creature blessed of Lolth, transcending her mortal body and becoming a divine creature (a native outsider). Her type changes to "outsider (chaotic, evil)," which means she is forevermore treated as an outsider rather than a humanoid. For instance, charm person does not affect her, but she can be affected by spells such as banishment.

**Yochlol Form (Su):** Once per day the arachne may take the form of a yochlol, a Large black monstrous spider, or a cloud of noxious gas (as a yochlol does), as if using a shapechange spell. She may change form among these shapes or her own shape for a period of 1 minute per caster level.

**Auspician**

Some believe that the gods determine the success or failure of events in Faerûn. More capricious philosophers tout the elusive

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**zin-carla template**

**Transcribed from Undercommon, zin-carla means "spirit-wraith."**

Lloth only grants the zin-carla ritual for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings the disfavor of Lolth. The soul of a spirit-wraith is forcibly returned to its body by the will of the arachne who summons it, and it resents this act. If the zin-carla’s creator loses control of it for any reason, it becomes a free-willed undead, seeking only vengeance against its creator. It gains the supernatural ability to know the direction and distance to the being that animated it. If it manages to slay the arachne, the zin-carla crumbles to dust.

**Creating a Zin-carla**

The zin-carla template can be applied to the body of any formerly living creature with Intelligence 3 or higher. The base creature’s type changes to "undead." It uses all the base creature’s statistics and special abilities except as noted here.

**Special Qualities:** A zin-carla retains all the special qualities of the base creature and those listed below, and also gains the undead type.

**Spells per Day:**

- +1 level of divine spellcasting class
- +1 level of divine spellcasting class
- +1 level of divine spellcasting class
- +1 level of divine spellcasting class
- +1 level of divine spellcasting class
- +1 level of divine spellcasting class

**Damage Reduction (Su):** A zin-carla’s undead body is tough, giving the creature damage reduction 10/+1.

**Turn Resistance (Ex):** A zin-carla has +2 turn resistance.

**Abilities:** As an undead creature, a zin-carla has no Constitution score.

**Skills:** Same as base creature.

**Climate/Terrain:** Any land and underground.

**Organization:** Solitary

**Challenge Rating:** Same as the base creature +1.

**Treasure:** Same as the base creature.

**Alignment:** Always neutral.

**Advancement:** ---

Although it acts as an extension of the arachne’s will, a zin-carla is an independent monster. Unlike summoned monsters, which are considered part of an enemy’s CR (see Experience Awards in Chapter 7: Rewards in the *Dungeon Master’s Guide*), a zin-carla counts as a separate creature and player characters that defeat one earn experience points for that encounter. A zin-carla has a CR equal to that of the original creature +1.
force known as luck as the deciding factor of the multiverse. The clerics of Tymora and Beshaba, however, prefer a synthesis of these beliefs, claiming that their divine patrons guide the ministries of luck. Further, they profess that mortals can learn to bend luck to their own benefit or to the detriment of their enemies. Auspicians, who manipulate luck as if it were the strings of a worn mandolin, give credence to their claims. Though the holy scriptures of Beshaba and Tymora discuss them extensively, few outside those religions know auspicians exist.

Most auspicians are followers of a deity that recognizes the role of luck, having at least some training in one of those faiths. Many have talents as rogues, bards, or sorcerers as well. A few rare fighters are willing to admit that luck often plays a greater role than skill in combat, and most barbarians pride strength over luck.

Auspicians occasionally sign on with adventuring bands if a member of the party is said to be particularly lucky. For the most part, however, auspicians keep a low profile. Auspicians recognize that they have a special kinship, even if they serve different deities, and they rarely choose to confront each other directly. It's said that more than a few of Faerûn's villains view being able to kill an auspician as a sign of divine favor, and even the most fortunate auspician knows the value of making one's own luck by avoiding danger altogether.

**Hit Die:** d8.

### REQUIREMENTS

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

**Alignment:** Any chaotic.

**Base Save Bonuses:** Fort +5, Ref +2.

**Feats:** Dodge, Great Fortitude, Iron Will, Lightning Reflexes.

**Domain:** Luck.

### Spells per Day/Spells Known:

At each auspician level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one class feature that granted spells per day, the character must decide which feature to use at each level. In addition, if the character had more than one domain that granted spells known, the character must use the same domain each time a spell is selected.

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
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<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>Fate domain, Lucky blow (+20)</td>
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<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Tyche's curse 1/day</td>
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<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+3</td>
<td>+4</td>
<td>Fickle finger of fate</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+3</td>
<td>+4</td>
<td>Luck infusion</td>
</tr>
<tr>
<td>5th</td>
<td>+4</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>Lucky blow (+25)</td>
</tr>
<tr>
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<td>+3</td>
<td>+2</td>
<td>+5</td>
<td>Tyche's curse 2/day</td>
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<td>+6</td>
<td>+3</td>
<td>+2</td>
<td>+5</td>
<td>Mark of fortune</td>
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<td>8th</td>
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<td>+2</td>
<td>+6</td>
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<td>9th</td>
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<td>+3</td>
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<td>10th</td>
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<tr>
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<td>+3</td>
<td>+9</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>13th</td>
<td>+10</td>
<td>+3</td>
<td>+3</td>
<td>+10</td>
<td>+1 level of existing class</td>
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**Spells per Day:**

At each auspician level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one class feature that granted spells per day, the character must use the same class feature each time a spell is selected.
spellcasting class before becoming an auspician, the player must decide to which class to add each auspician level for the purpose of determining spells per day.

Every morning, an auspician prays to the force of luck, aimed at no particular deity (although they still pray to their patron as well).

**Fate Domain (Su):** Apsicians gain access to the Fate domain, including the granted power. If the character already has the domain, the effects do not stack.

**Lucky Blow (Ex):** Once per day as a free action, an auspician may call upon her connection to the forces of luck to grant herself one extraordinarily lucky attack roll. The decision must be made before the die is rolled. The attack gains a +20 luck bonus. At 9th level, the bonus increases to +25. At 9th level, the auspician receives a +30 bonus on her daily lucky blow.

Tyche’s Curse (Sp): Once per day, an auspician of 2nd level or higher may bestow Tyche’s curse upon a single target within close range (25 ft. + 5 ft./2 levels). The target receives a Will save (DC 10 + 1/2 class level + Wisdom bonus) to negate the effects.

**Fickle Finger of Fate (Ex):** On reaching 3rd level, the auspician gains the extraordinary ability to affect the luck of others. Once per day, she may reroll one roll that another creature—friend or enemy—has just made. That creature must take the reroll, even if it is worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order, but the auspician cannot use it if she is caught flat-footed. She must be able to see the recipient to use this ability.

Note: The auspician must decide whether to reroll before the results of the roll in question are applied; otherwise she must wait for another opportunity. She is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The auspician player should notify the DM prior to a foe’s roll, stating her intention to use this ability immediately if the outcome appears undesirable.

**Luck Infusion (Ex):** By the time she reaches 4th level, an auspician’s understanding of the intricacies of fate becomes so strong that she can twist luck and fate to give her certain abilities. Each morning while preparing spells, the auspician chooses one of the following abilities, which lasts 24 hours, or until the auspician next prepares spells.

- +1 luck bonus on melee attack rolls
- +1 luck bonus on ranged attack rolls
- +4 luck bonus on initiative
- +2 luck bonus on Fortitude saves
- +2 luck bonus on Reflex saves
- +2 luck bonus on Will saves
- +2 luck bonus on save DCs of auspician’s spells
- +2 luck bonus to AC
- +2 luck bonus on skill checks

**Mark of Fortune (Su):** Once per day, an auspician of 7th level or higher can “lend” some of her luck to an ally by tracing a sigil upon the back of the companion’s right hand or appendage. By doing so, she gives her ally one of the abilities of her luck infusion power. She may not give her ally the same ability that she has chosen for the day, nor may she give her ally the same ability as her permanent infusion power (see below).

Immediately after tracing the mark, a mirror image of the sigil appears on the auspician’s left hand or appendage, granting her a penalty that exactly mirrors the ally’s bonus. For instance, if Melcyan lent her companion a +4 luck bonus on initiative, she would take a −4 penalty on initiative. If one of the two marks of fortune is dispelled or suppressed (such as by an antimagic field), the other is disrupted in the same way. No creature may benefit from more than one mark of fortune at any one time.

**Permanent Infusion (Ex):** Upon attaining 8th level, an auspician may select one of the luck infusion effects as a permanent extraordinary aspect of her character.

**Luck of the Gods (Ex):** At 10th level, the auspician gains the nigh-godly power to automatically succeed at one saving throw per day, regardless of the associated difficulty class. The automatic success must be declared before the given save is rolled, obviating the need to roll any save at all.

**Doomguide**

In a world filled with wise outsiders and magical divination, there’s little question about what happens to a being’s soul after death. Perhaps surprisingly, this knowledge has done little to assuage the fears of the people of Faerûn, who remain frightened that some demon might carry off their spirits while in transit to the Fugue Plane. Worse, many fear that their bodies will be unearthed and animated by the kind of debased death-obsessed spellcasters who seem common since the fall of Myrkul during the Time of Troubles.

Those who worry about life after death turn to the doomguides of Kelemvor, an elite order of spellcasting warriors in service to the Judge of the Damned, to answer their fears with promises of a painless transition and a fair judgment in the afterlife. When not administering to the needs of those about to die, doomguides halt the spread of necromancy by cleansing Faerûn of the taint of unlife through careful application of faith, spells, and bladecraft. As both compassionate undertakers and vigorous foes of undead, doomguides represent the inherent dualism that defines death in the Realms. Doomguides come exclusively from the ranks of Kelemvor’s clergy.

The church teems with clerics who adhere to one side of the death equation over the other. On one side are those who prefer to usher the sick and dying into the next world through peaceful application of kind words and soothing spells. The contrasting philosophy is practiced by those who zealously thrust their maces into the ribcages of animate skeletons and view bedside ministry as a necessary but occasionally boring interlude between great battles against undead adversaries. A doomguide must balance between these two extremes. Further, doomguides serve the church in a less obvious way, often acting as couriers from one temple to another. Seldom attached to a particular temple, doomguides are expected to travel the world, spreading the word of Kelemvor and the lessons of a peaceful, beautiful afterlife across all Faerûn.

While all doomguides are clerics of Kelemvor to some extent, some train as fighters to better destroy undead, some are wizards or sorcerers trying to undermine necromancy from the arcane side of the problem. Few rogues or monks become doomguides, and religion and alignment prevent barbarians, bards, druids, paladins, or rangers from becoming doomguides.

Doomguides often lead bands of adventurkers to clear out enclaves of undead or punish a particularly powerful or vile necromancer. Occasionally, they officiate at important funerals or provide life-restoring magic to those who have served the church in the past and still have important work to conduct in this world. Their requirement for travel makes encountering a doomguide in the wilderness nearly as likely as encountering one in more urban surroundings.

**Hit Die:** d6.
TABLE 4—3: THE DOOMGUIDE

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save Bonus</th>
<th>Ref Save Bonus</th>
<th>Will Save Bonus</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Kelemvor's boon, rite of the passing</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Converse with dead</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Bonus feat</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Save bonus</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Bond of Fatal Touch (ghost touch)</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Bonus feat</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>+7</td>
<td>Bond of Fatal Touch (undead bane)</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Save bonus, ethereal purge</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Bond of Fatal Touch (disruption)</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Bonus feat, Kelemvor's grace</td>
<td>+1 level of divine spellcasting class</td>
</tr>
</tbody>
</table>

REQUIREMENTS

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

Alignment: Lawful neutral.

Base Save Bonus: Will +4.

Skills: Diplomacy 5 ranks, Knowledge (the planes) 5 ranks.

Feats: Extra Turning, Great Fortitude.

Spells: Ability to cast speak with dead as a divine spell.

Patron: Kelemvor.

Special: The character must have destroyed an undead of at least 5 HD, whether by using weapons, spells, or positive energy. He does not need to have done this alone.

The character must be proficient with the bastard sword.

CLASS SKILLS

The doomguide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the doomguide prestige class.

Weapon and Armor Proficiency: A doomguide gains no weapon or armor proficiencies.

Spells per Day: At each doomguide level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead—however, see the Kelemvor's Boon ability below). If the character had more than one divine spellcasting class before becoming a doomguide, the player must decide to which class to add each doomguide level for the purpose of determining spells per day and spells known.

Kelemvor's Boon: By grace of the Lord of the Dead, doomguides add their doomguide class levels to their cleric levels for purposes of turning or destroying undead, both for the initial turning check and the turning damage roll.

Rite of the Passing (Su): As a standard action, a doomguide may touch a corpse to protect it from those who would seek to animate it. A dead creature for whom the ritual has been performed may not be animated in any way except the direct intervention of a deity. A doomguide may perform the rite of the passing upon one creature per doomguide level per day. Corpses of creatures with four or more Hit Dice more than the doomguide are immune to the ritual.

Converse with Dead (Ex): Beginning at 2nd level, the doomguide's study of the process of death has granted him the guile and understanding to coax additional information from corpses when using the speak with dead spell. Instead of the usual one question per two caster levels, doomguides may ask one question per caster level.

Bonus Feat: At 3rd, 6th, and 10th level, a doomguide may select a bonus feat from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, and Quicken Turning.
Dreadmasters are the ultimate tyrants. They seek to rule absolutely (next to, of course, Bane himself), preferably through terror and domination. They instill the fear of Bane in all, but especially in those who do not give at least lip service to his supremacy as a deity.

Dreadmasters tend to accumulate followers and build organizations—like churches or societies, or political bodies such as kingdoms, nations, or city-states—over which they can rule with an iron fist. They want to know everything that is going on, overseeing all the details. They love to accumulate items that enhance their personal presence to better cow others, their physical strength to better beat the weak into submission, or their wisdom or mental faculties to better plot the doom of their enemies. Dreadmasters always have many enemies (whether real or imagined).

Clerics most often become dreadmasters, although wizards, sorcerers, monks with a passionate devotion to Bane or to dictatorship sometimes choose this path as well. Rogues, fighters, and rangers become dreadmasters less frequently, though they are often part of a dreadmaster’s retinue.

Hit Die: d8
higher than would be those made by a nondreadmaster crafter of comparable level. They especially love to make rods of rulership, enemy detection, and lordly might.

**Enhanced Leadership (Ex):** Beginning at 6th level, the dreadmaster receives a +2 bonus to his Leadership score. This increases to +4 at 8th level and +6 at 10th level. (He still cannot attract a cohort of greater than his character level.) At 6th through 10th level, a dreadmaster does not suffer the –2 cumulative Leadership penalty for causing the death of a cohort for each dreadmaster level above 5th (up to a total of five cohorts at 10th level). Dreadmasters of 10th level do not suffer the normal general –2 Leadership penalty for cruelty.

**Fanatical Loyalty (Su):** Followers and cohorts of the dreadmaster become fanatically loyal to the dreadmaster, with only Bane himself inspiring greater loyalty in them. They do not balk at life-threatening actions or actions that would normally lie outside their moral comportments or normal behavior if the dreadmaster asks them to perform such actions. Spells that the dreadmaster has cast upon his cohorts that normally grant a saving throw or saving throw bonus if the subject is asked to take life-threatening actions or actions contrary to her nature do not do so when the subject is fanatically loyal to the dreadmaster. The dreadmaster gains this ability at 8th level.

**Special Cohort:** The dreadmaster attracts a special cohort (see Chapter 2 of the *Dungeon Master's Guide*) in addition to any cohort already gained. If a leader loses this special cohort, he can generally replace it, according to his current Leadership score. It takes time (1d4 months) to recruit a replacement. At 10th level, the dreadmaster attracts a second special cohort in addition to any cohort or special cohorts already gained. Because of the lawful nature of Bane, special cohorts who are mutually inimical by type, alignment, or nature are not drawn to the same dreadmaster. Use the "Example Dreadmaster Special Cohorts" table to select special cohorts gained through this ability.

**Table 4-5: The Dreadmaster**

<table>
<thead>
<tr>
<th>Levels</th>
<th>Base Attack Bonus</th>
<th>Save Fort</th>
<th>Save Ref</th>
<th>Save Will</th>
<th>Special Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Dominating aura 20 feet</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Insidious insight</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Dominating aura 30 feet</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Rodcraft</td>
</tr>
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<td>5th</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>6th</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

**Dweomerkeeper**

The Lady of Mysteries is the Weave, the conduit that allows mortal spellcasters to employ the raw force that is magic, and she encourages all creatures to explore its mysteries. Dweomerkeepers are Mystra's shepherds, safeguarding the Weave against threats to its integrity. They are also skilled practitioners of the Art, who seek to explore magical theory and create new spells and magic items.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations, particularly those including specialist wizard, bard, and ranger, are not unknown.

Dweomerkeepers are found throughout Faerûn. Some dwell in lonely, isolated towers, wholly consumed with their magical studies.
The following are class features of the dweomerkeeper prestige class.

**Weapon and Armor Proficiency:** A dweomerkeeper gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each dweomerkeeper level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dweomerkeeper, the player must decide to which class to add each spell per day and spells known.

**Bonus Feats:** At the indicated levels, dweomerkeepers can take a bonus feat, drawn from the following list: any item creation feat, any metamagic feat, Combat Casting, Innate Spell, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Magical Artisan, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus, Spell Mastery, Spell Penetration, or Weapon Focus (ray, energy missile, or touch spell). The dweomerkeeper must meet all prerequisites for the chosen feat.

**Weave Focus:** Upon adopting this prestige class, dweomerkeepers are forever barred from ever taking the Shadow Weave Magic feat. If the character chooses to renounce the Lady of Mysteries in favor of her dark rival, Shar, he is so attuned to the Weave that he can never fully renounce its ties.

In addition, dweomerkeepers gain a +5 bonus on caster level checks to cast their spells normally within a wild magic zone.

**Darkvision (Ex):** At 2nd level, a dweomerkeeper gains darkvision (60 ft. range) if he doesn’t already have it, so as to better perceive the treacheries of Shar and the lies embodied by the Shadow Weave.

**Nystul’s Magic Aura (Sp):** At 2nd level, a dweomerkeeper can cast Nystul’s magic aura (often referred to as Mystra’s lingering touch) once per day.

**Mantle of Spells (Su):** At 4th level, a dweomerkeeper begins creating a personal mantle of arcane and/or divine spells. He chooses one arcane or divine spell he can cast, and thereafter can convert prepared spells of that spell’s type (arcane or divine) of that spell’s level or higher into that spell just as a good cleric spontaneously casts prepared spells as cure spells. This ability is similar to the Signature Spell feat except that the dweomerkeeper is not required to have mastered the spell with Spell Mastery. Each time this ability is gained, the dweomerkeeper chooses another spell to become a part of his mantle.

**Cloak of Mysteries (Su):** At 10th level, a dweomerkeeper becomes wrapped in a mantle of ever-lingowing magic. All metamagic feats it currently knows or learns in the future are easier to use, reducing the level increase defined in the feat by –1 level. A metamagic feat’s spell slot modifier cannot be reduced below +1 spell level unless its level modifier is already +0. For example, quickened fireball only uses a 6th-level slot (+3 levels) instead of a 7th-level slot (+4 levels), but a silent fireball still uses a 4th-level slot (+1 level). Heighen Spell is unaffected.

**Elemental Archon**

Ask a follower of Kosuth which is the dominant of the four elements, and she’ll tell you that fire burns away all in its path. Akadins scoff at such pretension, stating that fire requires wind to spread and air to burn at all. Devotees to Istishia dismiss both claims, pointing out that water extinguishes fire and when mixed with wind becomes a powerful force of destruction. With quaking, rough laughter, priests of Grumbar boast that the earth can open at any moment, swallowing all into an airless chasm from which none can escape. There is no solution to this age-old argument, nor has there been since the dawn of time. The conflict of element against ele-
ment has, however, engaged some individuals so deeply that they believe they are manifestations of their chosen element—the servants of powerful, seemingly uncaring elemental forces who want to once and for all tip the balance in favor of their chosen element.

Upon attaining this class, each elemental archon chooses one of the four elements (air, earth, fire, or water), and henceforth dedicates her life to proving that this element is the most important in the multiverse, and that all others are subservient to it (once an element is chosen, it cannot be changed). Such elemental champions often are considered insufferably arrogant, and there can be little argument that their single-mindedness brooks few challenges. The meeting of two elemental archons usually leads to bombastic displays of spell-casting, elemental summoning, and out-and-out destruction, with the “winner” of the combat seeing her victory as a moral win in an ageless philosophical contest. When not combating each other, elemental archons aid churches dedicated to their element, such as those of Akadi, Grumbar, Istishia, and Kossuth.

Elemental archons generally are not a part of the hierarchies of these churches, but nearly all such clergies view them as important prophets worthy of respect and admiration. Traveling archons preach to the people about the dominance of their chosen element, and are generally seen as somewhat insane by the general populace.

Most elemental archons come from the ranks of the cleric class, usually worshiping one of the elemental lords. Some druids with a skewed view of the balance of nature become elemental archons, for most druids believe that existence itself is based upon an equal balance of all four elements, making elemental archons outcasts within most druidic circles. Occasionally, rangers become elemental archons, but this more often is the result of an encounter with a powerful elemental or the survival of some near-death ordeal related to one of the elements. Genasi, whose blood thums with the stuff of the elements, frequently become elemental archons, and are seen by their fellows as the most blessed among an already ideal congregation.

Elemental archons never associate with archons of a different element. They are willing to work with their own kind and those that do not profess supremacy of another element, but often an elemental archon is a loner, never fully understood by others. Often they set up refuges in places thrumming with the power of their chosen element, such as an active volcano, an underwater grotto, a rocky desert, or a windswept cliff.

Hit Die: d8.

**Requirements**

To qualify to become an elemental archon, a character must fulfill all the following criteria.

**Alignment:** Any neutral.

**Skills:** Knowledge (nature) 8 ranks, Speak Language (see Special).

**Spells:** Ability to cast protection from elements as a divine spell.

**Patron:** Akadi, Grumbar, Istishia, or Kossuth.

**Special:** Must speak the language associated with her chosen element (air—Auran, earth—Terran, fire—Ignan, water—Aquan).

**Class Skills**

The elemental archon class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (the planes) (Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

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

**Class Features**

The following are class features of the elemental archon prestige class.

**Weapon and Armor Proficiency:** An elemental archon gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each indicated elemental archon level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, how-
ever, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagical or item creation feats, and so on). If the character had more than one spellcasting class before becoming an elemental archon, the player must decide to which class to add each elemental archon level for the purpose of determining spells per day and spells known.

**Power of Arrogance:** So strong is the elemental archon’s belief in the supremacy of her chosen element that her attacks do greater damage against the servants of her enemies. At 2nd level elemental archon gets a +2 competence bonus on any attack rolls against creatures with a subtype opposite her chosen element (air—earth; earth—air; fire—water; water—fire). On a successful attack, she deals +2d6 points of damage due to her expertise in combating these creatures.

**Elemental Resilience (Su):** At 3rd level, an elemental archon gains resistance 10 against a type of energy, based on her chosen element. Archons dedicated to air gain resistance to electricity attacks. Those dedicated to earth gain resistance to acid attacks. Fire archons gain resistance to fire attacks, and water archons gain resistance to cold. At 6th level, the resistance rises to 20. At 9th level, the archon gains resistance 30 against her associated energy type.

**Elemental Affinity (Ex):** An elemental archon gains a +1 caster level bonus to all spells with the designator of his chosen element. If she already has a caster level bonus from having the appropriate elemental domain, these abilities stack.

**Elemental Expertise (Ex):** Elemental archons of 7th level or higher have achieved a sort of equilibrium with their element that gives them the edge in certain combat situations. Consult the list below to determine the specific effect based upon the character’s chosen element.

- **Air Expertise:** Air archons gain a +1 circumstance bonus on attack and damage rolls against airborne creatures when the archon herself is airborne.
- **Earth Expertise:** Earth archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe touch the ground.
- **Fire Expertise:** Fire archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe are within 20 feet of an open flame (torch-sized or larger).
- **Water Expertise:** Water archons gain a +1 circumstance bonus on attack and damage rolls if both she and her opponent touch water.

**Elemental Transcendence:** Through ultimate dedication to her chosen element and long association with elementals and the Elemental Planes, the elemental archon transcends her mortal form and becomes an elemental creature. Her type changes to elemental (with the subtype according to her chosen element) as her body endures a change to a form more closely associated with her chosen element. Though she retains a humanoid outline that might resemble her former form (albeit filled with crackling fire, swirling water, cloudy air, or rocky earth), she has no discernible anatomy.

The elemental archon gains the speed and movement modes, attacks, special attacks, and special qualities of a Medium-size elemental of the appropriate type, as noted in the *Monster Manual*, except that she uses her own ability scores and the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Constitution modifier. She may use equipment normally, although fire elemental archons can handle wooden or paper items without igniting them.

The archon is immune to poison, sleep, paralysis, and stunning. Despite her humanoid form, she has senses that span 360 degrees; she is not subject to critical hits or flanking. The archon gains darkvision with a range of 60 feet (unless she already had better darkvision, in which case her former ability is retained). She is not a called or summoned elemental, so the third function of a *protection from evil* spell does not affect her. If slain, the archon cannot be raised or resurrected, though a *wish* or *miracle* spell can restore her to life.

**Mephit Underlings**

Upon or after reaching 1st level, an elemental archon can call a triad of mephits to act as her servants (see the *Monster Manual* for these creatures’ basic statistics). These toadyfing creatures may be used as guardians, messengers, or even battle companions (though as the archon becomes more powerful, this becomes less of a good idea). The mephits gain HD and special abilities based on the elemental archon’s class level. Mephit underlings who summon additional mephits bring forth normal examples of the species (as opposed to more mephit underlings).

The elemental archon may have up to three mephit underlings at a time. Should one of these servants die, she may call for another one after one day. The new mephit underling has all the accumulated abilities due a servant of the elemental archon’s current level. What type of mephit an archon chooses for her underlings is limited by the following table. Archons may choose any mixture of available mephit types, as determined by her chosen element.

**Table 4–8: Mephit Underling Choices**

<table>
<thead>
<tr>
<th>Chosen Element</th>
<th>Available Mephit Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Air, Dust, Ice</td>
</tr>
<tr>
<td>Earth</td>
<td>Earth, Salt</td>
</tr>
<tr>
<td>Fire</td>
<td>Fire, Magma, Steam</td>
</tr>
<tr>
<td>Water</td>
<td>Ooze, Water</td>
</tr>
</tbody>
</table>

**Table 4–9: Mephit Underlings**

<table>
<thead>
<tr>
<th>Elemental Archon Level</th>
<th>HD</th>
<th>Armor</th>
<th>Adj.</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>—</td>
<td>—</td>
<td>—</td>
<td>Empathic link, improved evasion, share saving throws</td>
</tr>
<tr>
<td>3–5</td>
<td>+2</td>
<td>+2</td>
<td>+1</td>
<td>Improved empathic link</td>
</tr>
<tr>
<td>6–8</td>
<td>+4</td>
<td>+4</td>
<td>+2</td>
<td>Slavish sacrifice</td>
</tr>
<tr>
<td>9–10</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td></td>
</tr>
</tbody>
</table>

**Elemental Archon Level:** The number of levels the character has in the elemental archon prestige class.

**Bonus HD:** These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the underling’s base attack bonus and base saving throw bonuses, as normal.

**Natural Armor:** This is a bonus to the underling’s natural armor rating.

**Str Adj:** Add this figure to the underling’s Strength score.

**Empathic Link (Su):** The elemental archon has an empathic link with her underlings out to a distance of one mile. The elemental archon cannot see through the underlings’ eyes, but each underling can communicate with the archon telepathically. Though mephits undoubtedly view the material world through disturbed lenses, the archon’s studies and experiences with her chosen element are so complete that misunderstandings are very rare.

Because of the empathic link between the underlings and the elemental archon, the archon has the same connection to a place or an item that her underlings do.

**Improved Evasion (Ex):** If the underling is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

**Share Saving Throws:** The underling uses its own base save or the elemental archon’s, whichever is higher.

**Sycaphatic Fawning (Sp):** Underlings of experienced archons are pleased to serve such paragons of perfection, and they’re more than happy to tell their master about how much they appreciate the privilege. Once per day as a standard action, a mephit underling may extol the virtues of its master, granting the archon a +1 morale bonus on attack
rolls, weapon damage rolls, saves, and skill checks. If more than one mephit underling engages in nyctophant fawning in the same round, these bonuses stack. The effect lasts for 1 round per Hit Die of the highest Hit Die mephit engaging in the fawning. If but a single mephit underling fawns, the effect lasts 1 round for each of that mephit's Hit Dice.

**Improved Empathic Link (Su):** As the empathic link ability, above, except that range is extended to 20 miles.

**Slavish Sacrifice (Su):** The mephit underling’s bond with its master is so great that it is willing to sacrifice itself for the archon’s welfare. Each morning, in a ceremony that takes 15 minutes, the archon and her mephits strengthen their indelible link. For the entire day, the damage from a single attack that does hit point damage that would bring the archon below 0 hit points instead is transferred instantly to the person of the archon’s nearest mephit underling. Regardless of how much damage is transferred, the underling always dies from the transfer, exploding in a sickening pop of elemental goo. A mephit underling must be within 100 feet of the archon for the transfer to work. Mephit underlings understand the danger inherent to serving powerful elemental archons, but view dying in this manner as part of a group. Many times adventurers have spoken with what they thought was a young, small treant, when they were actually speaking with a very powerful forest master. There are no rivalries between groups of forest masters, although individuals may disagree on methods of enacting the will of the Treefather.

**Hit Die:** d8.

**Class Features**

**Requirements**

To qualify to become a forest master, a character must fulfill the following criteria:

**Skills:** Intuit Direction 4 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 13 ranks.

**Feats:** Alertness, Endurance, Power Attack, Skill Focus (Wilderness Lore).

**Spells:** Ability to cast entangle, plant growth, and control plants.

**Patron:** Silvanus.

**Special:** The character must have made peaceful contact with a treant. The character must also be proficient with the maul.

**Class Skills**

The following are class skills of the forest master prestige class.

**Weapon and Armor Proficiency:** A forest master gains no weapon or armor proficiencies.

**Spells per Day:** At each indicated forest master level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a forest master, the player must decide to which class to add each forest master level for the purpose of determining spells per day.

**Tree Brother (Sp):** The forest master may assume tree shape once per day.

**Nature Sense (Ex):** The forest master can identify plants and animals with perfect accuracy. He can determine whether water is safe to drink or dangerous.

**Forest Dominion (Su):** At 2nd level, the forest master gains the ability to rebuke or command plants as an evil cleric can rebuke or command undead. His effective level for this ability is his class level, and he may use it a number of times per day equal to 3 + his Charisma modifier. If he already has this ability because he is a cleric with the Plant domain, these levels stack with his cleric levels and vice versa.

**Great Mallet (Su):** Beginning at 2nd level, a forest master begins to awaken magical abilities within the wood and metal that make up his maul. Any maul used by a forest master is treated as if it were a +2 maul with either the frost or shock property (the forest master decides each round whether the weapon’s extra damage is cold or electricity). If the weapon has additional abilities (such as defending), these abilities still apply, and if the weapon has an enhancement bonus better than +2 the higher of the two bonuses is used. The maul does not gain these abilities if it is not wielded by the forest master.

At 6th level, the forest master’s maul acts as a +2 icy burst or +2 shocking burst weapon, with the forest master deciding each round what effect the weapon has.
### Table 4–10: The Forest Master

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack Bonus</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>0</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td>Tree brother, nature sense</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>0</td>
<td>+3</td>
<td>Forest dominion, Great mallet</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>1</td>
<td>+3</td>
<td>Natural armor +3</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>1</td>
<td>+4</td>
<td>Oak strength</td>
<td>—</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>1</td>
<td>+4</td>
<td>Spruce growth, natural armor +5</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>2</td>
<td>+5</td>
<td>Great mallet (+2 burst)</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+5</td>
<td>2</td>
<td>+5</td>
<td>Oakheart, natural armor +7</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Deep roots, forest longevity</td>
<td>—</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Great mallet (+3 mighty cleaving)</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Forest might</td>
<td>+1 level of divine spellcasting class</td>
</tr>
</tbody>
</table>

At 9th level, the forest master’s maul acts as a +3 mighty cleaving weapon in addition to its other properties (including its icy burst or shocking burst ability).

**Natural Armor (Ex):** At 3rd level, the forest master’s skin changes into a tough, barklike hide, granting him natural armor +3. This bonus increases to +5 at 5th level and +7 at 7th level.

**Oak Strength (Ex):** Beginning at 4th level, the forest master gains a +2 bonus to Strength and the ability to make slam attacks. A Small creature’s slam attack deals 1d4 points of damage, one from a Medium-size creature deals 1d6 points of damage, and a Large forest master’s slam attack deals 1d8 points of damage. Slam attacks are natural weapon attacks and do not provoke an attack of opportunity from the defender. A forest master can select Improved Critical (slam), Weapon Focus (slam), and (if a fighter of 4th level or higher) Weapon Specialization (slam).

Upon gaining this ability, the forest master’s hair takes on a green, leafy appearance.

**Spruce Growth (Su):** At 5th level, once per day the forest master can temporarily increase his size and strength as if using a righteous might spell. If the forest master’s new size is Large, his reach increases to 10 feet.

**Oakheart (Ex):** Upon reaching 7th level, a forest master’s body becomes a thing of wood and leaf rather than meat and bone. His type changes to plant. As such, he is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or sneak attacks. However, the forest master becomes vulnerable to fire, and suffers double damage from fire attacks if he fails a Reflex saving throw, or half damage if he succeeds.

**Deep Roots (Su):** Beginning at 8th level, once per day the forest master may sink roots into the ground in any natural surface place that can support at least some vegetation. While rooted, the forest master gains fast healing 5, but has an effective Dexterity score of 1 and may not move from the spot in which he stands. The forest master can withdraw his roots and end the healing as a free action.

**Forest Longevity (Ex):** At 8th level, the forest master is magically sustained by his continuing transformation and gains incredible longevity. He no longer suffers ability score penalties for aging and cannot be magically aged. Any penalties he may have already suffered remain in place. Bonuses still accrue. When the character reaches venerable age, his maximum age is determined in the normal manner but the final result is then multiplied by two.

**Forest Might (Ex):** At 10th level, the primordial forest infuses the forest master with power. He gains a +2 bonus to Strength, a +2 bonus to Constitution, and he takes only half damage from piercing weapons. He gains fast healing 1 (which does not add to the fast healing 5 he gains when using his deep roots ability) whenever standing on fertile soil, but cannot heal fire damage with this ability.

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**Goldeye**

The Merchant’s Friend is the patron of trade, money, and wealth. Goldeyes are agents and promulgators of commercial intercourse, seeking to increase the wealth of their communities and realms by promoting the exchange of coins in trade. Some spend their younger years as adventurers, seeking to acquire sizable stakes on which to build a fortune. Others view themselves as “liberators” of unused coins, lying forgotten in dusty crypts or unused in miserly hoards where they do nothing to build ever-increasing wealth. Conversely, others act as defenders of hoards, making sure that wealth (particularly their own and the church’s) stays in the proper hands.

Most goldeyes have backdrops as clerics or cleric/rogues, although other class combinations, particularly those including bard, fighter, sorcerer, or wizard, are not unknown.

Goldeyes are typically found in large cities, heading up merchant consortiums, running trading costers, or working to remove political, religious, and cultural impediments to trade. Many are extremely wealthy members of the merchant nobility, wielding power from behind the scenes through careful application of their coins.

**Hit Die:** d8.

### Requirements

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

**Alignment:** Neutral.

**Skills:** Appraise 4 ranks, Diplomacy 4 ranks, Innuendo 2 ranks, Profession (bookkeeper, innkeeper, scribe, or similar mercantile-related profession) 4 ranks, Speak Language (Must know two human languages, each spoken in a region different from your home region [see the FORGOTTEN REALMS Campaign Setting]).

**Feats:** Alertness, Exotic Weapon Proficiency (nunchaku), Skill Focus (Diplomacy).

**Spells:** Ability to cast 3rd-level divine spells.

**Patron:** Waukeen.

**Special:** The character must have acquired at least 5,000 gp worth of coins, gems, jewelry, and/or business investments (borrowing does not count toward this total).

### Class Skills

The class skills of a goldeye (and the key ability for each skill) are:

- Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimida-tate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion), Listen (Wis), Open Lock (Dex), Profession (Wis), Read Lips (Int), and Sense Motive (Wis). See Chapter 4 of the Player’s Handbook for skill descriptions.
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the goldeye prestige class.

Weapon and Armor Proficiency:

A goldeye gains no weapon or armor proficiencies.

Spells per Day/Spells Known:

At each goldeye level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a goldeye, the player must decide to which class to add each goldeye level for the purpose of determining spells per day.

Bonus Language (Su): All goldeyes can speak Abyssal, a divine legacy of Waukeen's decade-long imprisonment by the demon prince Graz'zt.

Trade Pidgin (Su): Goldeyes don’t let language barriers get in their way of doing business. By listening to an unfamiliar language for at least 1 minute and making a successful Wisdom check (DC 15), a goldeye can gain a basic (and temporary) understanding of that language. This familiarity with the language is enough to communicate simple concepts such as “attack,” “danger,” “friendship,” “safe,” “stop,” “trade,” and numbers up to 20, which usually suffices to allow the goldeye to bargain with the creature (if appropriate). Familiarity with the language lasts one day. The goldeye gets a +2 bonus to refamiliarize himself with a language he’s learned in this manner in the past month.

Sense Thoughts (Su): By engaging a creature in conversation, a goldeye can become aware of its thoughts as if using a detect thoughts spell. The goldeye can use this ability for 1 minute per class level per day. A use of this ability that lasts less than 1 minute counts as 1 minute.

Hoard Defender (Ex): At 3rd level, a goldeye gains a +2 morale bonus on attacks, saves, and checks when he is defending a cache of his valuables (or a building or business he owns) worth at least 5,000 gp. This bonus also applies if the property is owned by the church of Waukeen. Items held or carried by the goldeye or another character do not count, the cache must be an unattended object or objects.

Jack of All Trades (Ex): At 4th level, goldeyes get Jack of All Trades as a bonus feat.

Secret Cache (Su): At 5th level, goldeyes can create a single extradimensional storage space that only they can access. The cache moves with the goldeye as if it were a belt pouch. Adding to or removing from the secret cache is a move-equivalent action. Like all extradimensional spaces, it cannot be accessed within an antimagic field, and a successful targeted dispel magic against the goldeye’s clerical caster level causes it to be unreachable for 1d4 rounds. If the goldeye is killed, the items within the cache appear on his person.

Dragon’s Eye (Ex): The goldeye gains a +4 bonus on all Appraise checks at 6th level. Furthermore, by studying a magic item for a full 8 hours and making a Spellcraft check (DC 20) he is able to determine its single most basic function as if using an identify spell, although there is no cost to using this ability.

Coinscry (Ex): At 7th level, a goldeye using the scrying spell doesn’t need a divine focus for the spell, and can instead use any polished item made of precious metal, including plates, amulets, or even coins. Because it is more difficult to see when using a very small scrying device, using an amulet-sized item gives a –5 penalty on the Scry check and using a coin-sized item gives a –10 penalty on the Scry check.

Splendorous Attire (Su): At 8th level, goldeyes can magically robe themselves in fancy attire once per day. Attire created in this fashion is equivalent to that created by a rod of splendor. Goldeyes can also create a palatial tent once per tenday. Such pavilions are also

TABLE 4–11: THE GOLDEYE

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+2</td>
<td>+0</td>
<td>Bonus language, Trade pidgin</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+3</td>
<td>+0</td>
<td>Sense thoughts</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Hoard defender</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>Jack of all trades</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>5th</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Secret cache</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+5</td>
<td>+2</td>
<td>Dragon’s eye</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>7th</td>
<td>+5</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>Coinscry</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>Splendorous attire</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>9th</td>
<td>+7</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>Hoardfinder</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>Hoardfinder</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

Illustration by Dennis Calero
identical to those created by a rod of splendor. Neither power conveys the Charisma bonus of a rod of splendor, however.

Coinshock (Sp): At 9th level, a goldeye may cast a maximized heat metal spell once per day. However, instead of dealing fire damage, the spell deals electricity damage. The goldeye can use this ability once per day and does not need to have the Maximize Spell feat to use it.

Hoardfind (Sp): By concentrating, a goldeye can locate metals or minerals within 30 feet as if using a rod of metal and mineral detection. She may activate this ability at will as a full-round action.

heartwarder

Sune Firchair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Most heartwarders are clerics, cleric/bards, cleric/rogues, or cleric/sorcerers, although other class combinations, particularly those including enchanter, are not unknown.

Heartwarders are typically found in large cities in the company of the cultural elite. Most are active patrons of the arts, and all play the role of matchmaker for persons in all levels of society. Many are employed as artists, crafters, performers, or instructors. Those who teach instruct in such varied subjects as art, choral music, cosmetics, dance, deportment, etiquette, fashion, handiwork, instrumental music, and manners. A few travel the world to promote beauty and love, and adventure in the manner of Sunite clerics.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Chaotic good.

TABLE 4-12: THE HEARTWARDER

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Charisma increase</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Heart of passion</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Charisma increase</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Lips of rapture</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Charisma increase</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>6th</td>
<td>+4</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Voice of a siren</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>7th</td>
<td>+4</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Charisma increase</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>8th</td>
<td>+6</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Tears of Evergold</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>9th</td>
<td>+6</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Charisma increase</td>
<td>+1 level of existing class</td>
</tr>
<tr>
<td>10th</td>
<td>+7</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Fey Metamorphosis</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

Base Save Bonus: Ref +2.

Skills: Bluff 3 ranks, Diplomacy 6 ranks, Speak Language (Sylvan).

Feats: Dodge, Mobility, Spell Focus (Enchantment), Exotic Weapon Proficiency (whip).

Spells: Ability to cast 3rd-level spells.

Patron: Sune.

CLASS SKILLS

The class skills of a heartwarder (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the heartwarder prestige class.

Weapon and Armor Proficiency: A heartwarder gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each heartwarder level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undeath, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a heartwarder, the player must decide to which class to add each heartwarder level for the purpose of determining spells per day and spells known.

Charisma Increase (Ex): As the heartwarder gains levels in this prestige class, she becomes increasingly more persuasive and attractive. At level 1 she gains a +1 inherent bonus to her Charisma score,
Heart of Passion (Ex): At 2nd level, a heartwarder evinces such passionate belief in whatever she does or says that she can sway the thoughts of the most rigid critic. This ability translates into a +2 bonus on all Charisma-based skill checks.

Lips of Rapture (Su): At 4th level, a heartwarder's kiss confers a state of bliss upon its recipient, conferring a +2 morale bonus on attacks, weapon damage, checks, and saves. Moreover, it temporarily suspends the effects of exhaustion, fatigue, and nausea. An enraptured recipient receives a +2 saving throw bonus against enchantment spells and effects. This ability lasts 5 rounds, and can be used a number of times per day equal to her Charisma bonus. The one downside to a heartwarder's kiss is that it also has the effect of a daze spell upon the recipient (the normal saving throw applies) as if cast by a sorcerer of heartwarder's caster level.

Voice of a Siren (Su): At 5th level, a heartwarder's voice is so enticing that she weakens the ability of opponents to resist her spells. She gains the Spell Focus (Enchantment) and Spell Penetration feats, but they only apply to spells with a verbal component (and are not altered with the Silent Spell feat).

Tears of Evergold (Su): At 8th level, as a full-round action, a heartwarder can cry tears drawn from Evergold, a sacred pool that enhances beauty that Sune shares with the elven goddess Hanali Celani. If these tears are collected, they are equivalent to the effects of a potion of love and serve the Sune faith as holy water. A heartwarder can use this ability once per day, and while it does not cost her any gold to do so, calling upon the power of the pool requires her to spend 6 XP, just as if she had made the potion with the Brew Potion feat.

Pey Metamorphosis: At 10th level, a heartwarder is so attuned to the forces of natural beauty that she transcends mortal definitions of beauty. Her type changes to "fey," which means, among other things, that she is no longer affected by spells that specifically target humanoids, such as charm person.

Requirements

Alignment: Any evil.
Skills: Knowledge (the planes) 8 ranks.
Patron: Myrkul.
Special: The character must have touched the Crown of Horns, a Netherese artifact that now contains the remnants of Myrkul's sentience, at least once since the Time of Troubles.

Class Skills

The class skills of a horned harbinger (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the horned harbinger prestige class.

Weapon and Armor Proficiency: A horned harbinger gains no weapon or armor proficiencies.

Bone Horns (Ex): Horned harbingers grow six short curved horns of bone from their skull, as if wearing a crown of bone. These horns appeared from his haunts in the subterranean port of Skullport in 1370 DR after being transformed into a lich by the Crown of Horns. More detail on the Crown of Horns can be found in Magic of Faerûn.

The horned harbingers are agents of the fallen Lord of Bones. Some claim their creation heralds the restoration of Myrkul's mantle of godhood, while others view their continued existence as the last remnants of Myrkul's dwindling power. Each horned harbinger has touched the Crown of Horns at some point since the Time of Troubles, although not all creatures who have done so have become members of this class.

Most horned harbingers are clerics, wizards, or necromancers, and many are undead. Almost all once venerated the Lord of Bones but later turned to deities such as Cyric, Jergal, Kelemvor, or Velsharoon after the Time of Troubles and the death of their deity. Upon adopting this prestige class, the faith of a horned harbinger must revert to that of the Lord of Bones, although it is unclear which god grants his divine spells. Clerics turning to the worship of Myrkul maintain the domain spells of their previous deity. Failure to venerate Myrkul results in the loss of all abilities stemming from this class, with the exception of Hit Die, base attack bonus, and saves bonuses.

Horned harbingers often live in large crypts or necropolises and haunt old battlefields. They rarely, if ever, interact with living creatures except to acquire more corpses. Such beings are often found in the company of large numbers of servitor undead. If not already undead, most are actively pursuing lichdom.

Hit Die: d8.
are considered natural weapons for the creature, collectively dealing 1d6 points of piercing damage. They do double damage when used as part of a charge.

**Rebuke Undead (Su):** The character can rebuke or command undead as a cleric of a level equal to his horned harbinger class level. If the character could already rebuke undead, these levels stack with that ability.

**Death Domain:** Upon adopting the horned harbinger class, the character gains access to the Death domain, described in the *Player’s Handbook*, as well as the granted power of that domain. Levels in this prestige class stack with cleric levels for determining the effect of the granted power. If the horned harbinger has no cleric levels, only horned harbinger levels are used for the granted power.

**Deathwatch (Ex):** At will, a horned harbinger can view the world as if he were using a deathwatch spell.

**Bonus Feat:** At the indicated levels, a horned harbinger may take a bonus feat. These feats are drawn from the following lists: Divine, Vengeance, Empower Turning, Extra Turning, Heighten Turning, Quicken Turning, Leadership (undead cohorts only), Weapon Focus (bone horns).

**Animate Dead (Sp):** Beginning at 2nd level, the character can cast animate dead once per day as a spell-like ability. His caster level for this ability or casting animate dead as a spell is his horned harbinger level plus his Charisma bonus (if any), which stacks with any other class the character has which can animate dead. For example, a clr7/horned harbinger 2 with Charisma 13 casts animate dead as a 10th-level cleric, whether using this spell-like ability or casting the spell as a cleric. This caster level is also determines the maximum number of undead animated with animate dead that the horned harbinger can control (so a character with caster level 10 for this power could maintain control over 20 HD worth of undead). Beginning at 6th level he may use this ability twice per day.

**Captain of Undeath (Ex):** At 5th level, a horned harbinger’s limit for controlling undead animated with spells increases to 5 times his caster level instead of the normal 2 times his caster level. His limit for undead controlled through the use of his command undead ability increases 5 times his effective cleric level.

**Create Undead (Sp):** Beginning at 6th level, the character can cast create undeath once per day. His caster level for this ability is the same as the caster level for his animate dead ability. The horned harbinger may cast animate dead instead of using his create undeath spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an inflict wounds spell.

**Ranged Animation (Su):** At 7th level, any use of animate dead, whether as a normal spell or a spell-like ability, has a range of medium (100 ft. + 10 ft./level) instead of touch. In other words, the horned harbinger can use animate dead at a distance, without having to touch the corpses. If cast as a spell, the material components are still consumed but do not need to be placed on the corpses.

**Create Greater Undead (Sp):** Beginning at 8th level, the character can cast create greater undeath once per day, with his caster level the same as the caster level for his animate dead ability. The horned harbinger may cast animate dead or create undeath instead of using his create greater undeath spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an inflict wounds spell.

**General of Undeath (Su):** At 10th level, a horned harbinger’s limit for controlling undead animated with spells increases to 10 times his caster level. His limit for undead controlled through the use of his command undead ability increases 5 times his effective cleric level.

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**Nightcloak**

The Mistress of the Night is the twisted and perverse goddess of hatred, jealousy, and evil and the creator of the Shadow Weave. Nightcloaks are the apple of Shar’s eye—devoted to her vision, preserving her secrets, practicing her magic, as twisted and bitter as she is. They are beings of iron will and determination, although that determination is perverse. They weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment. Yet they are not afraid to smash their toys if it suits Shar’s purposes. They are cruel and intelligent, and do not fear slipping away to return and grind their foes to dust at later time. Honor is of no consequence to them. They do as they please, as long as it furthers their—and Shar’s—power.

Clerics most often become nightcloaks. Rangers are rare. Nightcloaks often have levels of wizard, sorcerer, bard, or rogue in addition to the class that grants them divine spellcasting ability.

Nightcloaks dwell in communities large and small, often worshiping in secret. Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

**Hit Die:** d8.

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**Requirements**

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

**Alignment:** Neutral evil.

**Base Attack Bonus:** +3.

**Skills:** Bluff 2 ranks, Hide 2 ranks, Move Silently 2 ranks, Perform 4 ranks.

**Feats:** Iron Will, Shadow Weave Magic, Spell Focus (Enchantment, Illusion, or Necromancy), and Pernicious Magic or Tenacious Magic.

**Spells:** Ability to cast 2nd-level divine spells. Clerics must have access to the Darkness domain.

**Patron:** Shar.
CLASS SKILLS
The nightcloak’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES
The following are features of the nightcloak prestige class.

Weapon and Armor Proficiency: A nightcloak gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each nightcloak level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a nightcloak, the player must decide to which class to add each nightcloak level for the purpose of determining spells per day and spells known.

Darkness Spells: A nightcloak can prepare any Darkness domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Darkness domain list. For instance, a cleric/nightcloak could prepare darkbolt as a 5th-level cleric spell, and a ranger/nightcloak could prepare blacklight as a 3rd-level ranger spell.

Eyes of Shar (Ex): Nightcloaks have eyes that are totally black. They have 60-foot darkvision. They can also see through magical darkness to a range of 10 feet (in the same black-and-white sight that darkvision provides). They cannot be blinded by magical effects.

Insidious Magic: At 3rd level, nightcloaks get the Insidious Magic feat as a bonus feat, reflecting their ability to use the Shadow Weave under Shar’s close guidance.

Shadow Talk (Su): Nightcloaks are able to communicate mystically through the shadows of the mind. Nightcloaks can whisper short messages to other worshipers of Shar within 100 feet. All Shar worshipers within range hear the message as a whisper in their mind. Observers can hear the words if they are close enough to physically hear the nightcloak’s actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 DC per 5 feet beyond that). This is a language-dependent free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of worshipers of Shar.

Disk of Night (Su): Beginning at 5th level, any chakram used by a nightcloak is treated as if it were a +2 returning chakram. If it remains out of the hand of the nightcloak for more than 1 round, a chakram reverts to its original abilities. If the weapon has additional abilities (such as frost), these abilities still apply, and if the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

True Lies (Sp): At 6th level, a nightcloak can reach into a creature’s mind and modify a subject’s memories as the 4th-level bard spell modify memory. A nightcloak can use this ability a number of times per tenday equal to her Charisma modifier (minimum one). The modify memory works as if cast by a bard of the nightcloak’s character level.

Mind of Shar (Ex): Beginning at 7th level, Shar grants nightcloaks the ability to use the power of their minds to protect themselves. They add their Intelligence bonus (if any) to all saving throws.

Shar’s Caress (Su): Once she reaches 8th level, a nightcloak can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily giving the weapon the unholy property. This ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the nightcloak’s Charisma bonus (minimum one). A nightcloak must decide to use this ability before the attack is made, and if the attack misses that use of Shar’s Caress is wasted.

Minion of Shar (Sp): Upon reaching 9th level, once per tenday as a standard action a nightcloak can summon one shadow per class level to do her bidding for a number of rounds equal to her class

TABLE 4—14: THE NIGHTCLOAK

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<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
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Special
Darkness spells
Eyes of Shar
Insidious magic
Shadow talk
Disk of night
True lies
Mind of Shar
Shar’s caress
Minion of Shar
Voice of ineffable evil

Spells per Day
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
+1 level of existing class
level. Any shadows this summoned shadow creates by draining Strength are under the control of the nightcloak, but vanish along with the original when the duration expires. The nightcloak is able to verbally communicate with the shadows as if she knew their language. She can also use her shadow talk ability to communicate with them.

Voice of Ineffable Evil (Sp): At 10th level, nightcloaks can command a creature as per the dominate monster spell 1/day as though cast by a sorcerer of a level equal to the nightcloak's character level. The effect lasts one day. Unlike most spell-like abilities, voice of ineffable evil has a verbal component.

ocular adept

Each beholder believes that it represents a state of true perfection. Among the desperate wastrêls of decadent cities and debased explorers of the subterranean Underdark can be found humanoids who agree, and who have entered into a surgical pact with the beholder race in an attempt to achieve even a sliver of that perfection. These so-called ocular adepts, outcasts of their own society, have pledged their services to one or more eye tyrants and pledged their religious devotions to the alien entity known as the Great Mother, the deity matron of all beholders. Though ocular adepts often lead cells of degenerate cultists and fancy themselves important in the schemes of their masters, most beholders view them as self-important pawns at best, and mindless chattel at worst. During the ceremony in which the character becomes an ocular adept, a beholder surgeon cuts the central eye from an eyeball beholderkin (a tiny beholderlike monster described in Monsters of Faerûn) and places it into a partially disintegrated niche in the supplicant's forehead. A blasphemous incantation grants the eye functionality, opening new vistas of sight to the supplicant. Thereafter the character takes on a more detached, alien demeanor, as the vestiges of the dying beholderkin's personality taints his troubled mind. Surviving the ritual requires a hardy body and spirit.

Clerics who have fallen out of favor with their deity are the most common ocular adepts (disgraced clerics of Bane, whose worshipers often use beholders as allies, are particularly common), though some fighters and barbarians have been known to fall victim to the allure of the spheres of many eyes. Adapting to the psychic imprints of the eyeball graft takes the type of focused concentration common among the spellcasting classes; most wizards, bards, and sorcerers, however, usually are either too weak, too chaotic, or too image conscious to live amid hostile monsters with an alien eye grafted to their skulls.

Ocular adepts often are calculating, mad cult leaders who plot against surface nations according to the whims of their eye tyrant masters. They negotiate the purchase of slaves, defend access points to beholder hives and lairs, and accompany correspondence and masters. They negotiate the purchase of slaves, defend access points to beholder hives and lairs, and accompany correspondence and correspondence and mail between powerful beholders and heads of state at such times when the personal appearance of a beholder would be dangerous or undiplomatic. Rarely does a beholder create more than one ocular adept at a time, so these beings barely see another of their kind. They share their masters' hatred of "imperfect" beholders and their "tainted" servants, so ocular adepts of rival beholders never work together.

Hit Die: d6.

Requirements

To qualify to become an ocular adept, a character must fulfill all the following criteria.

Race: Any humanoid or monstrous humanoid.
Alignment: Lawful evil or neutral evil.
Base Save Bonus: Fort +4.
Skills: Concentration 8 ranks.

Feats: Endurance.
Special: The character must supplicate himself before one or more beholders, pleading to be accepted into their community as an ocular adept. The character must forswear all allegiances to his previous deity and swear devotion to the Great Mother.

Ocular Adept

The ocular adept's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: An ocular adept gains no weapon or armor proficiencies.
Spells per Day: An ocular adept gains spells as a cleric of level 1–10, including one domain spell at each spell level available to the ocular adept. The ocular adept chooses two of the following domains: Evil, Hatred, Law, Strength, and Tyranny.

If the ocular adept was already a cleric of another deity, swearing allegiance to the Great Mother is considered "gross violation" of the code of conduct expected by the ocular adept's former deity, causing the loss of all previous spellcasting abilities. However, the implanting of eye of an eyeball beholderkin into the skull of the ocular adept fulfills the necessary conditions for changing deities as described in Chapter 5: Deities of the Forgotten Realms Campaign Setting, and the ocular adept is thereafter a cleric of the Great Mother. He keeps his old cleric spellcasting abilities and gains additional cleric spells as shown on Table 4–15: The Ocular Adept. This means that a cleric/ocular adept has a greater number of low-level spells, but never achieves the higher-level spells that a normal cleric would reach. This reflects the special nature of the ocular adept's need to minister to a large number of (generally weaker) followers and the Great Mother's disdain of any creature that is not a true beholder.

Because of his unique situation, a cleric/ocular adept has domain spell slots for his original cleric levels and domain spell slots for his prestige class levels. He is not required to use the same domain spell of a particular level in each slot. For example, if Terek the

Ocular Adept
cleric/ocular adept has the Evil and Strength domains, he can prepare a protection from good (the 1st-level Evil domain spell) in his 1st-level cleric domain slot and endure elements (the 1st-level Strength domain spell) in his 1st-level ocular adept domain slot. He could just as easily prepare two of either of those spells in those domain slots.

After the implanting ceremony, if the ocular adept willfully turns against the Great Mother, she may use the implanted eye in the adept's forehead as a conduit for her power, disintegrating him instantly.

**Implanted Eyeball (Su):** The central eye of an eyeball beholderkin fills part of the ocular adept's forehead. Though the eyeball beholderkin perishes as a result of the surgery, its dying eye momentarily infects the host's brain with alien torment in its death throes. Thereafter, the oversized eye magically becomes a part of the ocular adept's physiology. The beholderkin's moribund taint arises occasionally in unintelligible psychic whispers (which most ocular adepts believe to be the encouragement of the Great Mother). As a result of the surgery, the ocular adept gains understanding of the beholder language and a +4 bonus on Spot checks. The eye also has a number of ray powers, which develop as the ocular adept advances in level. Once they have been attained, each ray may be used up to two times a day. Firing a ray from the implanted eyeball is a standard action that does not provoke attacks of opportunity. The implanted eyeball closes and must rest for the full round immediately following a round in which a ray attack is used.

Each eye effect resembles a spell cast by a sorcerer of the adept's class level but follows the rules for a ray. All rays have a range of 100 feet and a save DC of 10 + 1/2 the adept's class level + the adept's Charisma modifier. Unless otherwise noted, each ray works like the spell for which it is named (including what type of saving throw resists it), except that it only affects the target of the ray.

**Charm Person:** A 1st-level ocular adept can emit a charm person ray. Ocular adepts use this ability to confuse their enemies, ordering victims to restrain their friends or simply do nothing while the battle rages on.

**Sleep:** At 2nd level, an ocular adept can emit a ray of sleep.

**Inflict Moderate Wounds:** To punish powerful allies or wound their enemies, ocular adepts of 3rd level or higher often employ this ray.

**Slow:** This ray is usable by ocular adepts of 4th level or higher.

**Fear:** A 5th-level or higher ocular adept may employ this ray.

**Charm Monster:** At 6th level and higher, the ocular adept can use this ray. Outside of combat, an ocular adept uses this ability to enslave the dregs of society to join his or her cult, or to influence a merchant or politician when on a mission for his or her master.

**Telekinesis:** At 7th level and higher, the ocular adept can move objects or creatures with this ray.

**Flesh to Stone:** An ocular adept of 8th level or higher can emit this deadly ray.

**Disintegrate:** A 9th-level or higher ocular adept can use this ray to horrifying effect.

**Finger of Death:** At 10th level, the Great Mother grants the ocular adept the most deadly of those favors naturally possessed by her true children.

### Silverstar

Silverstars are dedicated advocates of freedom and tolerance, wanderers on the path of truth, and absolute foes of Shar. They seek to build harmony among lycanthropes and nonsenselayers, and they try to protect the weak and the oppressed everywhere. They cannot abide slavery, and they hate most undead. They rarely settle in one place for long, instead moving along when seized by wanderlust or enticed by a new cause or mission. Sometimes they receive visions and are seen as somewhat "touched" with prophecy by their closeness to the Moonmaiden. They deal with lunar energies and phenomena and are, to a limited degree, able to wield the power of the moon, bringing its fierce, pure white light to Toril to advance the goddess’s wishes.

Clerics most often become silverstars; rangers are a less common choice. Selûne demands an individualistic outlook on life that is incompatible with the lawful nature of paladins and monks, and her passionately good and chaotic nature leaves little room for the balance a druid requires.

Silverstars are often found in large coastal cities dependent on the sea for trade and sustenance. Others prefer the outlying reaches of civilized realms, where lycanthropes are most common. Wherever they are found, silverstars actively oppose the activities and misdeeds of Shar's followers, whether singly or in groups.

**Hit Die:** d8.

### REQUIREMENTS

To qualify to become silverstar, a character must fulfill all the following criteria:

- **Alignment:** Chaotic good.
- **Base Attack Bonus:** +4.
- **Skills:** Intuit Direction 2 ranks, Sense Motive 2 ranks.
- **Feats:** Blind-Fight, Dodge, Mobility, Spring Attack.
- **Spells:** Ability to cast 2nd-level divine spells. Clerics who wish to become silverstars must have access to the Moon domain.
- **Patron:** Selûne.
CLASS SKILLS

The silverstar’s class skills (and the key ability for each skill) are:

- Concentration (Con)
- Craft (Int)
- Diplomacy (Cha)
- Heal (Wis)
- Intuit Direction (Wis)
- Knowledge (arcana) (Int)
- Knowledge (geography) (Int)
- Knowledge (local) (Int)
- Knowledge (nature) (Int)
- Knowledge (the planes) (Int)
- Knowledge (religion) (Int)
- Profession (Wis)
- Scry (Int)
- Sense Motive (Wis)
- Spellcraft (Int)
- Wilderness Lore (Wis)

See Chapter 4 of the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the silverstar prestige class.

Weapon and Armor Proficiency: Silverstars gain no weapon or armor proficiencies. Selûne’s favored weapon is the heavy mace, which silverstars refer to as the moon’s hand.

Spells per Day: At each silverstar level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a silverstar, the player must decide to which class to add each silverstar level for the purpose of determining spells per day and spells known.

Moon Spells: A silverstar can prepare any Moon domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Moon domain list. For instance, a cleric/silverstar could prepare moonblade as a 3rd-level cleric spell, and a ranger/silverstar could prepare moonbeam as a 2nd-level ranger spell.

Lunar Sight (Ex): Silverstars of 2nd level and above have low-light vision.

Tears of Selûne (Sp): A 4th-level silverstar can project small balls of luminescent lunar energy from her eyes as a dancing lights spell (torches or will-o’-wisps only) at will, as if cast by a sorcerer of her caster level.

Prophet’s Sight (Su): Starting at 5th level, once per day a silverstar is able to see as if under the effect of a true seeing spell cast by a cleric of her level. At 8th level, this ability can be used 2/day.

Selûnite Lycanthrope: Upon reaching 6th level, silverstars who contract any form of lycanthropy are treated as natural lycanthropes. Their type changes to shapechanger, and they may select the Improved Control Shape feat (see the Monster Manual) or the Scent ability as a feat (see the Monster Manual) at any point that they can select a new feat. Silverstars do not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

Moonshield (Su): At 7th level, a silverstar learns how to better resist the magic of the Shadow Weave. She gains a +2 bonus on saves against enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor. This bonus applies whether or not the source is from the Weave or the Shadow Weave.

Greater Moon’s Hand (Su): Upon reaching 9th level, a silverstar using her moon’s hand ability treats her weapon as if it were a +2 shocking burst weapon.

Moonfire (Sp): Upon reaching 10th level, a silverstar can cast moonfire 1/day as a spell-like ability.

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Table 4–16: The Silverstar

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Stormlord

Talos the Destroyer embodies the uncaring and destructive forces of nature that may strike at any time. Stormlords are the chief agents of the Destroyer’s wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury. Talos cares only that they call up a storm or engage in a spectacular act of violence every ten days or so.

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown. Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence. They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

Hit Die: d8.

Requirements

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

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

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

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

Class Skills

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the stormlord prestige class.

Weapon and Armor Proficiency: A stormlord gains no weapon or armor proficiencies.

Spells per Day: At each stormlord level, the character gains spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

Electricity Resistance (Ex): As the stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table.

Shock Weapon (Su): At 2nd level, any spear or javelin used by a stormlord is treated as a shock weapon.

Storm Walk (Ex): At 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including gust of wind), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos’s fury.

Table 4—17: The Stormlord

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Electricity resistance 10</td>
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<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Shock weapon</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Storm walk</td>
<td>+1 level of divine spellcasting class</td>
</tr>
<tr>
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<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Electricity resistance 15</td>
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</tr>
<tr>
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<td>+2</td>
<td>+5</td>
<td>Thundereous weapon</td>
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<tr>
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<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Storm ride</td>
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<tr>
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<td>+6</td>
<td>+7</td>
<td>+4</td>
<td>+7</td>
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<tr>
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<td>+8</td>
<td>+5</td>
<td>+8</td>
<td>Shocking burst weapon</td>
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</tr>
<tr>
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<td>+8</td>
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<td>+6</td>
<td>+9</td>
<td>Electricity resistance 30</td>
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<tr>
<td>10th</td>
<td>+9</td>
<td>+10</td>
<td>+7</td>
<td>+10</td>
<td>Elemental conflagration</td>
<td>+1 level of divine spellcasting class</td>
</tr>
</tbody>
</table>

Illustration by Raven Mimura

Champions of Faith

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Thundering Weapon (Su): At 5th level, any spear or javelin a stormlord uses is treated as a thundering weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's shock weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the fly spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking Burst Weapon (Su): At 8th level, any spear or javelin used by a stormlord is treated as a shocking burst weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's thundering weapon ability.

Elemental Conflagration (Sp): Upon reaching 10th level, a stormlord gains the ability to summon a quartet of Huge elementals once per tenday. These four elementals are summoned as if using the summon monster IX spell, except that each elemental is of a different type (air, earth, fire, water).

Strifeleader

The Prince of Lies demands control by any means necessary. Strifeleaders are the chief instruments of the Dark Sun, charged with spreading the One True Way of Cyric (as least the Prince of Lies whispers it in their minds) through force and deception. They spread strife and work murder everywhere in order to make folk fear and believe in Cyric.

Most strifeleaders are clerics, rogues, or bards. Particularly crafty fighters and barbarians may become strifeleaders, but characters of other classes rarely pursue this path.

Strifeleaders are often found supporting rulers with a taste for cruelty and empire-building. They indulge in intrigue in every land so as to spread strife everywhere without plunging realms into widespread war and thus give worship to Tempus the war deity. Most also spend their time scheming against each other in an endless struggle of cabal against cabal, with each strifeleader seeking to increase his personal power.

Hit Die: d6.

Requirements

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

Skills: Disguise 8 ranks, Bluff 4 ranks, Intimidate 4 ranks, Speak Language (Abyssal).

Feats: Iron Will, Spell Focus (Illusion), Weapon Focus (longsword).

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

Patron: Cyric.

Special: The character must have single-handedly slain an illusionist, a cleric of Cyric, or someone with the Spell Focus (Illusion) feat.

Class Skills

The following are class skills of the strifeleader prestige class:

- Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), and Sense Motive (Wis) (see Chapter 4 of the Player's Handbook for skill descriptions).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the strifeleader prestige class.

Weapon and Armor Proficiency: A strifeleader gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated strifeleader level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one spellcasting class before adding a strifeleader level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A strifeleader is immune to fear (magical or otherwise). Enemies within 20 feet of a strifeleader suffer a –2 morale penalty on saving throws against fear effects. The radius of this aura increases at 4th and 7th levels.

Poison Use: Strifeleaders are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Skilled Prevarication (Ex): At 2nd level, strifeleaders become skilled in the art of telling lies. They get a +2 bonus on Bluff and Intimidate checks. Moreover, strifeleaders gain a +4 bonus on saving throws against the spells dissemble lies and zone of truth.

Sneak Attack: Starting at 3rd level, a strifeleader can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, anytime the strifeleader's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the strifeleader's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at 6th and 9th level.

With a sap or an unarmed strike, the strifeleader can make a sneak attack that deals subdual damage in addition to normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, nor even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A strifeleader can only sneak attack living creatures with dis-
Table 4–18: The Strifeleader

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
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<td>1st</td>
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<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Dominating aura 20 feet, poison use</td>
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<tr>
<td>2nd</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Skilled preparation</td>
<td>+1 level of existing class</td>
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<tr>
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<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Sneak attack +1d6</td>
<td>—</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Dominating aura 30 feet</td>
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<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
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<td>+4</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Sneak attack +2d6</td>
<td>—</td>
</tr>
<tr>
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<td>+2</td>
<td>+5</td>
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<td>+6</td>
<td>Sneak attack +3d6</td>
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<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Greater death attack</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

**Greater Death Attack (Ex):** Starting at 8th level, if the strifeleader studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (strifeleader’s choice). While studying the victim, the strifeleader can undertake other actions as long as his attention stays focused on the target and the target does not detect the strifeleader or recognize him as an enemy. If the victim of such an attack fails her Fort saving throw (DC 10 + the strifeleader’s class level + the strifeleader’s Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim’s mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the strifeleader. If the victim’s saving throw succeeds, the attack is just a normal sneak attack. Once the strifeleader has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the strifeleader does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Greater Death Attack (Ex):** At 10th level, the DC for the strifeleader’s death attack (whether to kill or paralyze) increases by +4.

**Sword Dancer**

Eilistraee the Dark Maiden encourages drow to return to the surface world and reestablish themselves as rightful, nonevil inhabitants of the Night Above. Although they need not be drow themselves, sword dancers are expected to lead that migration and work to promote harmony between drow and surface-dwelling races. They nurture beauty, music, the craft of making musical instruments, and song wherever they find it, assist hunters and hunting, and help others in acts of kindness whenever they see ways to do so.

Most sword dancers are clerics, cleric/fighters, or cleric/bards. Other class combinations, particularly those including ranger, rogue, and sorcerer, are somewhat less common. Barbarians and wizards rarely become sword dancers. Drow and half-drow are by far the most common races to adopt the sword dancer class, but other races, particularly half-elves, humans, and surface elves, venerate the Dark Maiden as well.

Sword dancers usually dwell together in small groups in places where other elven races might dwell. Most frequent woodland glades where they gather to dance, sing, and engage in swordplay under the light of the moon.

**Hit Die:** d8.

**Requirements**

To qualify to become a sword dancer, a character must fulfill the following criteria.

- **Race:** Elf or half-elf.
- **Gender:** Female.
- **Base Attack Bonus:** +5.
- **Skills:** Diplomacy 5 ranks, Perform 5 ranks (includes dance and singing), Speak Language (Elven and Undercommon).
- **Feats:** Dodge, Expertise, Skill Focus (Perform), Weapon Focus (any sword).
- **Spells:** Ability to cast 2nd-level divine spells.
- **Patron:** Eilistraee.
- **Special:** The character must have seen the sun rise at least once and spent at least one continuous month living on the surface (without entering the Underdark), dancing each night under the light of the moon.

**Class Skills**

The class skills of a sword dancer (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the Player’s Handbook for skill descriptions.

**Skill Points Per Level:** 2 + Int modifier.
The following are class features of the sword dancer prestige class.

**Weapon and Armor Proficiency:** A sword dancer gains no weapon or armor proficiencies. A sword dancer that wears medium or heavy armor or carries or wears a shield cannot use any of her special abilities, and a sword dancer wearing only light armor must succeed at an arcane spell failure roll in order to use any of her spell-like or supernatural abilities granted by this prestige class (not including spellcasting).

**Spells per Day/Spells Known:** At each sword dancer level, the character gains new spells per day of each spell level she has as a sword dancer, as if she had gained a spell level in the sword dancer prestige class. She also gains new spells per day of any other spell levels she has. The prestige class level does not count for determining spells per day (and spells known, if applicable) as a sword dancer. She gains no other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one spellcasting class before becoming a sword dancer, the player must decide to which class to add each sword dancer level for the purpose of determining spells per day and spells known.

**Low-Light Vision (Ex):** All sword dancers have low-light vision.

**Sword Song (Su):** A sword dancer can attune herself to a particular sword (magical or not), a process that takes one tenday. During this time she must be wearing or holding the sword for at least 8 hours each day, and if interrupted she must start again. She may only be attuned in this fashion to one sword at a time. Beginning the process of attuning another sword negates the ability of the currently attuned sword. Once attuned to this sword, whenever she wields it the sword sings heroic songs, granting her a +2 morale bonus on attack and damage rolls with the sword and a +3 morale bonus on saving throws against mind-affecting spells and effects. This ability is a sonic, mind-affecting effect, and can be used for a maximum number of rounds per day equal to her class level plus her Charisma modifier. If this ability is applied to a *dancing* sword, the *dancing* sword gains the attack and damage bonus, but the saving throw bonus still applies to the sword dancer.

**Moonlights (Su):** Beginning at 2nd level, at will and as a free action a sword dancer can create small lights equal to those produced by the *dancing lights* spell. These lights are under the control of the sword dancer but cannot move more than 5 feet from her body. The sword dancer can have in existence a number of lights equal to her class level.

**Sword Dance (Su):** At 3rd level, a sword dancer can attune herself to a particular sword (which may be the same sword as her singing sword) in the process described above. Once attuned to the sword, she may use it as if it had the *dancing* property. She may use this ability a number of times per day equal to her class level.

**Mobility:** The sword dancer gains the Mobility feat at 4th level.

**Maiden’s Sword (Su):** At 5th level, a sword dancer gains the ability to craft magic swords as if she had the Craft Magic Arms and Armor feat. This ability only works on her attuned swords, but the magic abilities given to the sword persist even if she loses her attune-ment to the sword. She may add any properties (including enhancement bonuses) to a sword as long as she meets the property’s other prerequisites.

**Lesser Spellsong (Su):** At 6th level, a sword dancer gains the ability to spontaneously cast prepared cleric spells of 3rd level or lower as any of her domain spells, just as a good cleric spontaneously casts prepared cleric spells as *cure wounds* spells. Any spells she casts in this manner always have a verbal component, in addition to their normal components. For example, a sword dancer with access to the Moon domain who has prepared *divine favor* (a 1st-level spell) may lose *divine favor* in order to cast *faerie fire* (a 1st-level spell from the Moon domain).

**Spring Attack:** The sword dancer gains the Spring Attack feat at 7th level.

**Spellsong (Su):** At 8th level, the sword dancer’s lesser spellsong ability expands to include spontaneous casting of cleric spells of up to 6th level as domain spells.

**Sword Shield (Su):** At 10th level, as a free action a sword dancer may command her *dancing* sword to fight in a defensive manner, taking a penalty of up to –5 on the sword’s attacks in order to add the same number (up to +5) to her Armor Class as an armor bonus. The changes to the sword’s attack rolls and her Armor Class last until her next action. She can only use this ability on one dancing sword at a time.

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**Techsmith**

Faerûn resounds with the measured cadence of blacksmiths hammering out their newest creation, the clitter-clack of tinkers cobbling together the contents of a bin of junk to create something truly useful, and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra and
confidante is the golemlike construct known as a gondsman, who serves as the techsmith’s servant, assistant, and friend.

The techsmiths draw their ranks almost exclusively from the clergy of Gond, since the High Holy Craffhouse of Inspiration, where the secrets of the techsmiths are imparted to would-be members of the order, does not accept applications from followers of other deities. Clerics of other gods who bestow the Craft domain upon their followers (such as certain members of the gnomeish and dwarven pantheon) occasionally convert to Gond worship in order to gain the secrets of the techsmiths. It is said that this troubles the Wonderbringer but little, as the end result promises interesting creations from headstrong inventors.

Those techsmiths who do not adventure often attempt to profit from their proprietary knowledge by creating smokepowder weapons and bombs and selling them to the highest bidder. Unscrupulous techsmiths seek out conflict that they might profit from both sides. Such individuals are a good source of explosives, firearms, and new inventions, and do lucrative business selling their goods to members of the adventuring class. In larger cities with a strong Gondian presence, they may form a guild, but most work alone.

**Hit Die:** d6.

**REQUIREMENTS**

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

**Skills:** Craft (armorsmithing, blacksmithing, metalworking, or weaponsmithing) 9 ranks.

**Feats:** Craft Wondrous Item, Skill Focus (Craft [armorsmithing, blacksmithing, metalworking, or weapon smithing]).

**Spells:** Ability to cast *minor creation*. 

**Patron:** Gond.

**Special:** Must visit the High Holy Craffhouse of Inspiration in the city of Illul on the island of Lantan.

**CLASS SKILLS**

The techsmith class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (religion) (Int), Open Lock (Dex), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player’s Handbook* for skill descriptions.

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

**CLASS FEATURES**

The following are class features of the techsmith prestige class.

**Weapon and Armor Proficiency:** Techsmiths are proficient with all simple weapons, and gain the feat Exotic Weapon Proficiency (firearms) if they do not already have it.

**Spells per Day/Spells Known:** At each techsmith level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a techsmith, the player must decide to which class to add each techsmith level for the purpose of determining spells per day and spells known.

**Gondsman (Ex):** Upon becoming a techsmith, the character may construct a gondsman—a loyal mechanical warrior, assistant, bodyguard, and friend. This gondsman costs the techsmith nothing, for it is assumed that in the time before becoming a techsmith he has been researching and working on parts of the gondsman in his spare time.

A gondsman is a construct, is made of metal and wood (and is therefore vulnerable to attacks such as *warp wood* and *rusting grasp*). The techsmith can create a gondsman in one of two sizes: Small (Str 13, Dex 14, Con –, Int 4, Wis 13, Cha 6) or Medium-size (Str 15, Dex 12, Con –, Int 4, Wis 13, Cha 6), or A gondsman has a +5 natural armor, neutral alignment, d10s for Hit Dice, and Hit Dice equal to the techsmith’s class level + 3. It has a slam attack that deals 1d8 points of base damage. A new gondsman has no equipment but can use any equipment appropriate for its size.

As the techsmith gains a level, the gondsman also increases in ability by gaining a Hit Die. Following the rules for constructs in the *Monster Manual*, the gondsman gains the normal improvements for a construct that adds a Hit Die: +10 hit points, attack bonus as cleric, poor base save bonus improvement. In addition, each time the techsmith gains a level, he may add an upgrade to his gondsman, selecting from the following options:

- +1 Strength
- +1 Dexterity
- +1 to base attack bonus
- +1 to one save
- +1 to existing natural armor bonus

A gondsman shares a special bond with its creator, similar to the relationship between a sorcerer and his familiar. The construct and creator share an empathic link to a distance of one mile. The techsmith cannot see through the gondsman’s eyes, but they can communicate telepathically. Even the most intelligent and personable gondsman tend to see the world through a somewhat detached, mechanical perspective, so misunderstandings are possible. This empathic link is a supernatural ability.

Because of the empathic link between the gondsman and the techsmith, the techsmith has the same connection to a place or item that the gondsman does.

Should a gondsman be damaged, the techsmith can repair it using artisan’s tools at a rate of 1 hit point per hour. Alternatively, the *mending* spell can restore 1 hit point. Since constructs are creatures, cure spells affect it normally.

If a gondsman is reduced to 0 hit points, it is destroyed.
Communicate telepathically with any construct within 60 feet. They may gain the ability, but gains the granted power of the domain he chooses. A smith that has no cleric levels gains no spells or spell slots from this (New Domain): The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning). The techsmith receives the domain's granted power and three choices each level for domain spells instead of two.) A techsmith wishing to replace a 9 HD gondsman would have to spend 500 gp in raw materials and requires 2 hours.

New Domain: The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning). The techsmith receives the domain's granted power and may choose the domain's spells as domain spells. The techsmith now has three choices each level for domain spells instead of two.) A techsmith that has no cleric levels gains no spells or spell slots from this ability, but gains the granted power of the domain he chooses.

Construct Sense (Su): Techsmiths of 3rd level or higher can communicate telepathically with any construct within 60 feet. They may make a Spot check (DC 15) to recognize a construct for what it is.

Golemsmite (Ex): Because of his superior knowledge of constructs, a techsmith can combat a golem (or any construct) with weapons or unarmed attacks as if it had no damage reduction. After watching a construct in action for 1 round, he knows what spells it is particularly vulnerable or immune to.

Improved Critical (Ex): Because of his study of metals and other crafting materials, a techsmith knows how to best utilize any weapon and find the weak spots of any armor. Any weapon he uses threatens critical hits as if he had the Improved Critical feat.

Explosive Obsession (Ex): Due to their familiarity with the intricacies of smokepowder, techsmiths of 9th level or higher may create enhanced bombs. These powerful explosives operate exactly as described under Renaissance Grenadelike Weapons in Chapter 6 in the Dungeon Master's Guide, except that they deal 2d8 points of damage and have a blast radius of 15 feet. Crafting such a bomb costs 50 gp in raw materials and requires 2 hours.

Golemsmite (Ex): Upon reaching 10th level, a techsmith is a lethal foe to any opposing constructs. If the techsmith makes a critical hit with a melee weapon against a construct of any type, it is immediately destroyed, as if the techsmith were using a mace of smiting.

### Table 4-20: The Techsmith

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
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<tr>
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<td>+0</td>
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<td>+0</td>
<td>+2</td>
<td>Gondsman</td>
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<td>+3</td>
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<td>Technical knack +2</td>
<td>+1 level of existing class</td>
</tr>
<tr>
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<td>Golemsmite</td>
<td>+1 level of existing class</td>
</tr>
</tbody>
</table>

A 1st level techsmith's 4 HD gondsman:

Clang: Gondsman; CR —; Medium-size construct; HD 4d10; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3, slam); SQ Construct traits; AL N; SV Fort +1, Ref +2, Will +2; Str 15; Dex 12, Con —; Int 4; Wis 13, Cha 6.

Wrath's Hammer: Gondsman; CR —; Medium-size construct; HD 6d10+; hp 44; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +11/+6 melee (1d8+4, slam); Face/Reach 5 ft./5 ft.; SQ construct traits; AL N, SV Fort +2, Ref +3, Will +3; Str 18, Dex 12, Con —, Int 4, Wis 13, Cha 6.

Fairshield: Gondsman; CR —; Small construct; HD 1d10; hp 60; Init +2; Spd 20 ft.; AC 22 (touch 13, flat-footed 20); Atk +10/+5 melee (1d8-1, slam); SQ Construct traits; AL N; SV Fort +4, Ref +6, Will +5; Str 15; Dex 14, Con —, Int 4, Wis 13, Cha 6.


Sample Gondsmen

Techsmiths develop gondsmen to suit their needs and wants.

The 11 HD gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

The 11 HD gondsman, below, shows a defensive approach with natural armor increased by +4 and saving throws each increased by +1.

The 5th level techsmith's gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

The 5th level techsmith's gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though necromantic effects, and any effect that requires a Fort save

should a gondsman be destroyed, the techsmith may construct another. Constructing a replacement gondsmen costs 500 gp per Hit Die and takes 1 day for every 1,000 gp value of the gondsman (as if the techsmith were creating a magic item). For example, a 6th level techsmith wishing to replace a 9 HD gondsman would have to spend 4,500 gp and five days creating the gondsman.

Technical Knack (Ex): Techsmiths of a certain skill level pick up a technical knack, an innate familiarity with the workings of mechanical gadgetry and science that allows them a +2 competence bonus on all Alchemy, Appraise, Craft, Disable Device, Knowledge, and Open Lock checks involving some sort of mechanical, technological, or explosive circumstance. This bonus increases to +4 at 5th level and +6 at 8th level.

New Domain: The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning). The techsmith receives the domain's granted power and may choose the domain's spells as domain spells. The techsmith now has three choices each level for domain spells instead of two.) A techsmith that has no cleric levels gains no spells or spell slots from this ability, but gains the granted power of the domain he chooses.

Construct Sense (Su): Techsmiths of 3rd level or higher can communicate telepathically with any construct within 60 feet. They may make a Spot check (DC 15) to recognize a construct for what it is.

Golemsmite (Ex): Because of his superior knowledge of constructs, a techsmith can combat a golem (or any construct) with weapons or unarmed attacks as if it had no damage reduction. After watching a construct in action for 1 round, he knows what spells it is particularly vulnerable or immune to.

Improved Critical (Ex): Because of his study of metals and other crafting materials, a techsmith knows how to best utilize any weapon and find the weak spots of any armor. Any weapon he uses threatens critical hits as if he had the Improved Critical feat.

Explosive Obsession (Ex): Due to their familiarity with the intricacies of smokepowder, techsmiths of 9th level or higher may create enhanced bombs. These powerful explosives operate exactly as described under Renaissance Grenadelike Weapons in Chapter 6 in the Dungeon Master's Guide, except that they deal 2d8 points of damage and have a blast radius of 15 feet. Crafting such a bomb costs 50 gp in raw materials and requires 2 hours.

Golemsmite (Ex): Upon reaching 10th level, a techsmith is a lethal foe to any opposing constructs. If the techsmith makes a critical hit with a melee weapon against a construct of any type, it is immediately destroyed, as if the techsmith were using a mace of smiting.

Sample Gondsmen

Techsmiths develop gondsmen to suit their needs and wants.

The 11 HD gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

The 11 HD gondsman, below, shows a defensive approach with natural armor increased by +4 and saving throws each increased by +1.

All gondsmen share construct traits.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

A 1st level techsmith's 4 HD gondsman:
Waveservant

Umberlee is widely feared by all who make their living from the sea, and those who trespass her domain have paid tribute to avoid her wrath. Waveservants serve the Bitch Queen as both tribute gatherers and enforcers.

Most waveservants are clerics, rangers, or cleric/rangers. Sometimes a wizard or sorcerer with a fondness for water magic becomes a waveservant, a few druid/waveservants are known, and some barbarian tribes venerate the Bitch Queen and have barbarian/waveservant members nearly as temperamental as the goddess herself.

Waveservants are usually loners. Some dwell on storm-swept islands and coasts, while others spend their whole lives aboard ships. Many make their living as pirates, attacking merchant ships that do not make sufficient offerings to their goddess. They rarely venture far from large bodies of water.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks, Intuit Direction 3 ranks, Knowledge (nature) 4 ranks, Speak Language (Aquan), Swim 4 ranks.

Feats: Endurance, Weapon Focus (trident).

Spells: Ability to cast 2nd-level divine spells. Clerics who wish to become waveservants must have access to the Ocean domain.

Patron: Umberlee.

Special: The character must have made peaceful contact with a water elemental, an evil creature of type outsider (water), or an evil aquatic creature; the creature must have had at least 6 Hit Dice and the character must have communicated with it using a language or magic.

Class Skills

The class skills of a waveservant (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Int), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the waveservant prestige class.

Weapon and Armor Proficiency: A waveservant gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each waveservant level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a waveservant, the player must decide to which class to add each waveservant level for the purpose of determining spells per day and spells known.

Ocean Spells: A waveservant can prepare any spell from the Ocean domain as if it were on his divine spell list. The spell uses a spell slot of a level equal to its level in the Ocean domain list. For instance, a ranger/waveservant could prepare endure elements as a 1st level ranger spell.

Water Breathing (Ex): A waveservant can breathe water as easily as air, and gains a swim speed of 30 feet. Like all creatures with a swim speed, waveservants do not need to make Swim checks to move through the water at their swim speed. They have a +8 bonus on all Swim checks to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks even if rushed or threatened. They can use the run action while swimming, provided they swim in a straight line.

Drowned Legion: Waveservants with the ability to rebuke undead gain a +4 to their turning damage roll whenever they or the targeted undead are at least half immersed in water.

Freedom of Movement (Ex): At 2nd level, waveservants move and attack normally while underwater as if they were under the effects of a freedom of movement spell. They may also cast spells unhindered when underwater.

Restrictions not directly related to the water (such as a web spell cast into the water) are not thwarted by this ability.

Aquatic Servants (Su): At 3rd level, a waveservant gains the ability to rebuke or command aquatic creatures. This ability works just like an evil cleric rebuking or commanding undead, but uses the waveservant’s class level to determine the effect of the rebuke attempt. The waveservant may use this ability a number of times per day equal to 3 + her Charisma modifier.

Sahuagin Rage (Ex): Beginning at 3rd level, a waveservant can call upon the inhuman bloodlust of the sahuagin, entering a rage exactly the same as that of a barbarian. She may do this once per day.

Deep Sight (Ex): At 4th level, a waveservant can see underwater as if she had darkvision and low-light vision.

Nose of the Shark (Ex): At 4th level, the waveservant gains the keen scent ability of a shark whenever she is within the water. She can detect creatures that are within the water within 180 ft. and can detect blood in the water at ranges of up to one mile.
Jellyfish Poison (Su): At 5th level, the waveservant causes thousands of tiny poisoned nearly invisible barbs to grow from her face and hands. With a touch attack, she may inject poison through these barbs into the body of a target creature. The poison (Fort DC 10 + 1/2 class level + Wisdom bonus) deals 1d6 points of initial and secondary Strength damage. The waveservant can use the barbs to make multiple poison attacks as long as they remain. The barbs may be invoked once per day, remain on the waveservant's skin for up to 1 minute per class level, and can be dismissed as a free action. The poison cannot be removed from the character’s skin or the barbs and stored for later use.

Tremorsense (Ex): At 6th level, a waveservant becomes so attuned to the vibrations of water that she effectively has the tremorsense ability in regard to creatures within or touching the body of water she is in. For example, if she were in an underground lake, she would know the exact location of an invisible rogue swimming through the lake toward her, but would not have any unusual ability to locate the invisible sorcerer flying above her. The range of this ability is 60 feet.

Jellyfish Tentacles (Su): At 8th level, when in water, the waveservant gains the ability to transform her arms into dozens of spindly translucent tentacles, all bearing poisoned barbs. The tentacles have a reach of 10 feet. The waveservant may attempt a touch attack with the tentacles, with a successful touch attack meaning the target is subject to the effects of jellyfish poison (see above). If used outside of water, the tentacles hang to the ground, have a maximum reach of 5 feet, and can only affect creatures that step on them.

Attacks with melee weapons against tentacles are made against AC 10, deal only 1 point of damage to the waveservant, and sever a single tentacle with each hit, but there are so many strands and they regrow so quickly that these attacks are almost entirely ineffective. Attacks with ranged weapons deal no damage. Area attacks affect the tentacles (and the waveservant) normally.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, she cannot manipulate objects, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Wearers of purple are usually high-ranking members of a Dragon Cult cell who work closely with fellow Cultists. Most are either involved in wooing one or more dragons to undergo the transformation to undeath or serving one of the Sacred Ones directly. Most remain in close proximity to the lair of the dragon that they serve except when coordinating with other cells or seeking out other wyrmis.

Hit Die: d6.
REQUIREMENTS

To qualify to become a wearer of purple, a character must fulfill the following criteria.

Alignment: Any evil.
Base Save Bonus: Will +5.
Skills: Alchemy 5 ranks, Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (local) 3 ranks, Speak Language ( Draconic).
Feats: Iron Will, Spell Focus (Necromancy).
Spells: Able to cast at least one necromantic spell.
Special: The character must have made peaceful contact with an evil true dragon or dracolich.

CLASS SKILLS

The class skills of a wearer of purple (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Ride (Dex), and Scry (Int). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the wearer of purple prestige class.

Weapon and Armor Proficiency: A wearer of purple gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each wearer of purple level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a wearer of purple, the player must decide to which class to add each wearer of purple level for the purpose of determining spells per day and spells known.

Energy Resistance (Ex): Upon adopting the wearer of purple class, the character gains a resistance 5 to one type of energy (commonly acid, cold, electricity, or fire), as described in Chapter 3 of the Dungeon Master's Guide. Most characters choose a resistance to the type of energy embodied in the breath weapon of the dragon or dracolich that they attend or expect to attend. At 3rd and 7th level, the energy resistance increases to 10 and 15, respectively.

New Domain: At 1st level, the wearer of purple gains a domain from the following list: Death, Evil, Scalychild. The character gains the granted power of the new domain. A wearer of purple's class level stacks with his cleric level for determining the effects of these three domain's granted powers. If the wearer of purple has no cleric levels, he doesn't gain the domain spells, but uses his levels in this prestige class to determine the granted power's effects.

Dracoride (Ex): Beginning at 2nd level, when riding any kind of dragon, a wearer of purple may use his normal Ride skill score, even if he chose a nondraconic sort of mount when he first selected the Ride skill. In other words, he suffers no penalties for riding a "different" or "very different" mount when riding dragons.

Item Creation Feat: At 4th and 6th level, the wearer of purple gains a bonus feat from the following list: Brew Potion, Craft Wondrous Item, Forge Ring. The wearer of purple must meet all prerequisites for the chosen feat.

Frightful Presence (Ex): Beginning at 7th level, a wearer of purple can unsettle foes with his mere presence, much like the Sacred Ones he serves. The ability takes effect automatically whenever the character attacks or charges. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the character.

Creatures may resist with a Will save (DC 10 + 1/2 class level + Charisma modifier). Those that save are immune to the character's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons are immune to this effect.

Paralyzing Touch (Su): Beginning at 8th level, a creature touched by a wearer of purple must make a Fort save (DC 10 + 1/2 class level + Charisma modifier) or be paralyzed for 2d6 rounds. A

<table>
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<tr>
<th>Class Level</th>
<th>Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
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<td>+3</td>
<td>+7</td>
<td>Rebuke sacred ones</td>
<td>+1 level of existing class</td>
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</table>

Illustration by Wayne England
successful saving throw against this effect does not confer any immunity against subsequent attacks. The wearer of purple may use this touch attack a number of times per day equal to 1 + his Charisma bonus (if any), and must make a melee touch attack against his opponent to use this ability. Once invoked, the ability is treated as a touch spell, with the character “holding the charge” for the ability until it is used or dispersed.

Paralyzing Gaze (Su): Beginning at 9th level, the wearer of purple may cause his eyes to glow, giving him the ability to paralyze victims within 40 feet who fail a Fortitude save (DC 10 + 1/2 class level + Charisma modifier). If the saving throw is successful, the target creature is forever immune to the gaze of that particular wearer of purple. If it fails, the victim is paralyzed for 2d6 rounds. The wearer of purple may use this gaze attack a number of times per day equal to 1 + his Charisma bonus (if any).

Rebuke Sacred Ones (Su): Beginning at 10th level, a wearer of purple may use his rebuke undead ability to rebuke a dragon or dracolich. The cleric makes a rebuke attempt as normal, except that his range is 120 feet and only affects the targeted dragon or dracolich. A dracolich’s turn resistance does not apply against this ability.

**Windwalker**

The Rider of Winds teaches his adherents to ride the wind and let it take them wherever it blows, so as to see the wonder of the world. Some followers of Shaundakul take this admonition literally, learning to shape the winds with their hands and ride them to lands as yet unseen. In their travels, windwalkers spread the teachings of Shaundakul far and wide, lending a helping hand to those in need and blazing trails for others who follow. Many come to Myth Drannor to drive the evil outsiders from the site of Shaundakul’s greatest temple.

Most windwalkers are clerics or rangers. Some bards and sorcerers become windwalkers, but other classes rarely follow this path.

Windwalkers are usually loners and rarely stay in any one location for any length of time. Many make their living exploring new caravan routes for merchant consortiums. Others simply live off the land, traveling far and wide across the globe in search of new vistas. A fair number of windwalkers are active adventurers, albeit with a penchant for exploring far-off ruins in mysterious locales.

**Hit Die:** d8.

**Requirements**

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

**Race:** Human, half-elf, or air genasi.

**Base Attack Bonus:** +5.

**Skills:** Hide 5 ranks, Intuit Direction 5 ranks, Move Silently 5 ranks, Wilderness Lore 3 ranks.

**Feats:** Lightning Reflexes, Track, Weapon Focus (greatsword).

**Spells:** Ability to cast divine spells. Clerics who wish to become windwalkers must have access to the Air or Travel domain.

**Patron:** Shaundakul.

**Special:** The character must have visited at least three different regions in her lifetime. The character must have flown at least once for an hour or more, whether by means of magic or an aerial mount.

**Class Skills**

The class skills of a windwalker (and the key ability for each skill) are Climb (Str), Concentration (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player’s Handbook* for skill descriptions.

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

**Table 4–23: The Windwalker**

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<th>Class Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
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**Illustration by Mark Smylie**
CLASS FEATURES

The following are class features of the windwalker prestige class.

**Weapon and Armor Proficiency:** A windwalker gains no weapon or armor proficiencies.

**Spells per Day:** At each windwalker level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a windwalker, the player must decide to which class to add each windwalker level for the purpose of determining spells per day and spells known.

**Air and Travel Spells:** A windwalker can prepare any spell from the Air or Travel domains as if she were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Air or Travel domain list. For instance, a ranger/windwalker could prepare *obscure mist* as a 1st level ranger spell.

**Soft Fall (Su):** A windwalker always receives some support from the winds, as if under the protection of a *feather fall* spell.

**Cold Resistance (Ex):** As the windwalker gains levels in this prestige class, she becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

**Portalsense (Su):** A 3rd-level windwalker can use the spell *analyze portal* at will.

**Air Walk (Su):** A windwalker may *air walk* at will.

**Smite Fiend (Su):** Once per day, beginning at 5th level, a windwalker may attempt to smite a fiend (evil outsider) with one normal melee attack. She adds her Charisma bonus to the attack roll and deals 1 extra point of damage per class level. If she accidentally smites a creature that isn't an evil outsider, the smite has no effect but is still used up for the day. If she has a smite ability from another class, she may use her smite abilities separately or combine them into a single attack, if appropriate. At 9th level, she can use this ability twice per day.

**Windsong (Su):** A 7th-level windwalker can churn the air in a 30 foot radius from herself, creating a droning, roaring noise that disrupts concentration and drowns out normal noise. Creatures within the area of churning air (except the windwalker herself) must make Concentration checks (DC 10 + 1/2 windwalker's class level + windwalker's Charisma bonus) to cast spells or perform any activity that requires concentration. Creatures within 60 feet of the windwalker are effectively deafened, although this deafness ends as soon as they leave the area or the windsong stops. The windsong also acts as a *wind wall* spell throughout its entire area, and functions as a countersong (as the bard ability) for all creatures within the zone of churning air (the windwalker makes a class level check instead of a Perform check). Maintaining the windsong requires concentration and the windwalker can only use the ability a total number of rounds per day equal to her class level.

**Ride the Winds (Su):** At 10th level, a windwalker gains a fly speed of 100 ft. (good).

**template: chosen of bane**

The Chosen of Bane are tyrants in every sense of the word, consumed with the quest for absolute power. Hand-picked by the deity of tyranny and fear, the Chosen of Bane are both charismatic and filled with hate, preferring to dominate and instill fear in weaker beings rather than convince them through kindness. They seek only to rule with absolute, unchallenged authority every living and undead creature across the world. The Chosen of Bane appear no different from other creatures of their type.

The current Chosen of Bane is Fzoul Chembryl, the Tyrant of the Moonsea, High Lord of the Zhentarim, and Lord of Zhentil Keep. Most previous Chosen of Bane were turned into liches by Bane, and at least 35 of these creatures were created in previous centuries. Before the Time of Troubles, the deaths of only 10 baneliches had ever been documented; however, the Tyrantfog sent by Xvim is believed to have destroyed most of the rest. Whether these liches desire Fzoul's status as the Chosen of Bane is unknown.

**creating a chosen of bane**

"Chosen of Bane" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). A Chosen of Bane uses the character's statistics and special abilities except as noted here. A Chosen of Bane only has its power at the will of Bane; should the Black Lord decide to remove Chosen status from the character, he reverts to his original abilities. Normally there is only one Chosen of Bane at a time.

**Special Qualities:** A Chosen of Bane retains all special qualities of the character and also gains the following.

**Bonus Spells (Sp):** Constant—*endure elements* (acid, cold, electricity, fire, sonic), *mind blank*, *negative energy protection*. At will—*command*, *enthrall*, 5/day—*hypnotism*, remove fear, or *cause fear*. 3/day—*charm monster*, *suggestion*. 1/day—*dominate monster*, *geas*.

**Damage Reduction (Ex):** 10/+1.

**Immunities (Ex):** A Chosen of Bane is immune to aging effects and does not age. Bonuses still accrue, and the Chosen still dies of old age when his time is up.

**Summon Death Tyrant (Sp):** A Chosen of Bane can magically summon a death tyrant beholder as a full-round action as if using *summon monster IX*. He may use this ability a number of times per day equal to his Charisma modifier.

**Undead Shadow (Su):** A Chosen of Bane can let his shadow roam free as an undead shadow under his control. The Chosen remains in telepathic contact with the shadow as long as he and it are on the same plane. Shadows that it creates leave to become free-willed shadows. The shadow has the same hit points as the Chosen (minus any bonus hit points from Constitution) and is turned as a creature of the Chosen's Hit Dice (plus the shadow's turn resistance +2). If the shadow is destroyed, the Chosen may create another after one tenday.

**Saves:** Same as the character.

**Abilities:** Increase from the character as follows: Wisdom +2, Charisma +10.

**Skills:** Same as the character.

**Feats:** Same as the character.

**Climate/Terrain:** Same as the character.

**Organization:** Same as the character.

**Challenge Rating:** Same as the character +4. The Chosen of Bane approaches the power of some demigods and are not to be trifled with by most mortals. Fzoul, for example, has survived the death of two gods (Bane and Xvim) and abandoning a third (Cyric). He also controls the Moonsea, a feat that has eluded every would-be ruler of that region, and seized control of the Black Network from both Semmemon and Manshoon.

**Alignment:** Always lawful evil.

**Treasure:** Same as the character.

**Advancement:** Same as the character.
This appendix to *Faiths and Pantheons* provides information that users of the book will refer to frequently. Descriptions of eleven new feats are given below. Following the feats is a section on salient divine abilities that offers brief descriptions of each ability. After the salient divine abilities is a description of the Repose domain and two new spells, *surelife* and *undeath to death*, that are among the domain spells available to casters who select the Repose domain. Finally, a section on monster deities gives essential information for deities of that sort.

### Feat Descriptions

#### Divine Might [Divine]
You can channel energy to increase your damage in combat.

**Prerequisites:** Ability to turn or rebuke undead, Cha 13, Str 13, Power Attack.

**Benefit:** Spend one of your turn/rebuke undead attempts to add your Charisma modifier to your weapon damage for a number of rounds equal to your Charisma modifier. This is a supernatural ability.

#### Divine Vengeance [Divine]
You channel energy to do additional energy damage in combat against undead.

**Prerequisites:** Ability to turn undead, Extra Turning.

**Benefit:** Spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

#### Empower Turning [Special]
You can turn or rebuke more undead with a single turning attempt.

**Prerequisites:** Ability to turn or rebuke undead, Cha 13, Extra Turning.

**Benefit:** You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of Hit Dice. If you take a −2 penalty on your turning check, you can add 2d6 to your turning damage roll.

#### Eschew Materials [Metamagic]
You can cast spells without material components.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A spell cast with Eschew Materials can be cast with no material components. Spells without material components are not affected. Spells with material components with a gp cost of more than 1 gp are not affected. An eschewed spell uses up a spell slot of the spell’s normal level.

#### Heighten Turning [Special]
You can affect more powerful undead with your turning or rebuking attempts.

**Prerequisites:** Cha 13, Extra Turning.

**Benefit:** When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check, while subtracting it from your turning damage roll. If you're not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

#### Jack of All Trades [General]
You've picked up a smattering of even the most obscure skills.

**Prerequisites:** Character level 8th.

**Benefits:** You can use any skill untrained, even those that normally require training to use.

#### Lycanthropic Spell [General]
You cast spells while in your lycanthropic animal form.

**Prerequisites:** Lycanthrope, Improved Control Shape feat or Control Shape 8 ranks.

**Benefit:** You complete the verbal and somatic components of spells while in your lycanthropic animal form. For example, while in the form of a wolf, you could substitute barks and gestures with your paws for the normal verbal and somatic components of a spell.
You can use any material components or focuses that you can hold with an appendage of your current form. This feat does not permit the use of magic items while in a form that could not ordinarily use them, and you do not gain the ability to speak in your lycanthropic form.

**QUICKEN TURNING [SPECIAL]**
You can turn or rebuke undead with a moment’s thought.
- **Prerequisites:** Ability to turn or rebuke undead, Cha 13, Extra Turning
- **Benefits:** You can turn or rebuke undead as a free action, but with a –4 penalty on both your turning check and your turning damage roll. You may still only make one turning attempt per round.
- You may use this feat only when you actually attempt to turn or rebuke undead. You may not use it when you power a divine feat.

**REACH SPELL [METAMAGIC]**
You can cast touch spells without touching the spell recipient.
- **Benefit:** You may cast a spell that normally has a range of “touch” at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the “touch” at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the “touch” at any distance up to 30 feet.

**SACRED SPELL [METAMAGIC]**
Your damaging spells are imbued with divine power.
- **Benefit:** Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell’s actual level.

**SUPERIOR EXPERTISE [GENERAL]**
You have mastered the art of defense in combat.
- **Prerequisites:** Int 13, Expertise, base attack bonus +6.
- **Benefit:** When you use the Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus. This feat eliminates the +5 maximum for the Expertise feat.

**Salient Divine Abilities**
Salient divine abilities are special powers possessed by deities. The benefits of these powers are briefly described below. Everything you need to know to run a deity with these abilities is here, except derived values such as save DCs, ranges, number of creatures affected, and the like. If you are interested in how to build and run your own deities, see *Deities and Demigods* for further details about salient divine abilities.

**Alter Form (Ex):** Assume the form of any corporeal creature with up to two additional limbs as a move-equivalent action. Retain normal base attack bonus, Armor Class, and saves while gaining normal physical movement, sensory, and breathing capabilities of the new form.

**Alter Reality:** Bring one thought into being as though through a wish spell. Duplicate the effects of 9th-level and lower spells (no material or XP component required), the Create Object ability, or the Divine Creation ability, except that no permanent magic items or creatures may be created. Reshape a landscape into any desired terrain at the rate of 1 round of effort per 10-foot cube affected. Rest is required after use of the ability as shown in the sidebar below.

**Alter Size (Su):** As a free action, assume any size from Fine to Colossal or change the size of up to 100 pounds of objects, familiars, personal mounts, or personal intelligent weapons. Strength, Armor Class, and attack bonus for creatures change according to the Size Increases table (see the introduction of the *Monster Manual*), but Strength does not drop below 1. Base damage for weapons increases or decreases according to the following scale: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 4d8, 8d6, 8d8, 16d6, 16d8, 32d6. (Locate the base damage rating for the normal-sized weapon and count forward or backward the number of size categories increased or decreased to find the new value.)

**Annihilating Strike:** Forces a creature, attended object, or magic item struck with any of your natural or manufactured weapons to make a Fort save or be reduced to –10 hit points. (A deity with a divine rank equal to or greater than yours is not subject to this effect.) Wholly or partially obliterates unattended, nonmagical objects (up to the listed maximum volume) if they are subject to physical attacks.

**Arcane Mastery:** Prepare any wizard spell on the wizard spell list that you are capable of casting without using a spellbook, or invent new sorcerer/wizard spells without researching them.

**Area Divine Shield:** Place a transparent shield (as per the Divine Shield ability) anywhere within line of sight. If desired, make the barrier mobile with respect to an unattended object or willing creature, one-way (allowing protected creatures to attack through it), and/or shaped “skintight” around a willing creature to prevent touch attacks.
**Automatic Metamagic:** Automatically apply a selected metamagic feat to all spells of the selected class, or to spell-like abilities. Affected spells do not use up a higher-level spell slot.

**Avatar:** Create up to the listed number of less-powerful versions of yourself. Sense and know everything your avatar senses and knows and vice versa. Use any avatar as a remote location for sensing and communication (it has no remote sensing or remote communication powers of its own). Choose from your own salient abilities for each avatar, subject to its divine rank restrictions. It takes one year to create an avatar, and it must be done in your own realm unless you have the Divine Creation salient ability. The avatar statistics listed for the deities in this book represent typical choices of salient divine abilities.

**Banestrike:** Gain a +4 enhancement bonus and deal an extra +4d6 points of damage against a designated foe with any natural or manufactured weapon, either melee or ranged. These benefits stack with any other properties the weapon has. Banestrike does not apply to spells, spell-like abilities, supernatural abilities, or divine abilities.

**Battlesense:** Retain Dexterity bonus to Armor Class, even if caught flat-footed or attacked by an invisible opponent; also negate sneak attacks, surprise, and flanking. These benefits do not apply against attackers of higher divine rank.

**Call Creatures:** Call creatures of a specified type or kind through an effect similar to the calling property of the gate spell, except that the connection opens onto the Material Plane. Called creatures serve to the best of their ability. The listed number of creatures is the maximum that can serve at any one time.

**Clearsight:** See illusions, transmuted creatures and objects, and disguised creatures or objects for what they really are. This ability works like the true seeing spell except that it does not reveal creature's alignments and it does fool mundane disguises.

**Command Plants:** Make plants grow in the specified radius once a day as though with the plant growth spell, except that only a deity of higher divine rank can counter the effect. This ability works even in a place where no plants grow (such as the middle of a desert), though in this case the plants wither and die after one day. Also, charm a number of plant creatures equal to your divine rank, animate plants, or make them entangle foes. This ability works like the command plants spell, except that the maximum duration is one day for any of these options.

**Control Creatures:** Command creatures of a specified type or kind within your line of sight. Distance (even transplanar) is no longer a factor once control is established, though Divine Shield or a warding spell cast by a deity of higher rank block the effect. Control Creatures works like a dominate monster spell, except that it is not a mind-affecting ability. The subject receives a Will save to resist and is allowed a new save if commanded to do something against his or her nature. Once the maximum number of controlled creatures is reached, one or more must be released before control over another can be attempted.

**Craft Artifact:** Craft magic arms and armor, staffs, wands, wondrous items, rings, and scrolls that exceed the normal limits for such items (as stated in the DUNGEON MASTER'S Guide).

**Create Object:** Create one or more simple, nonmagical objects of the specified size and weight as a full-round action. Double the volume and weight limits if using this ability on a divinely morphic plane or within your own godly realm, or triple the limits if both parameters apply. Objects created can have no moving parts more complex than a door hinge and must be composed of a single material no more valuable than iron (1 sp per pound). Once created, the objects are permanent and nonmagical. The appropriate Craft skill allows Craft check during creation to make the item masterwork.

**Create Greater Object:** As Create Object, except that this ability can be used to create any kind of nonmagical object and rest may be required afterward. For every 100 gp (or fraction of 100 gp) above a base 100 gp value, 10 minutes of rest is required. Double the base value (200 gp) on a divinely morphic plane or within your own godly realm, or triple it (300 gp) if both parameters apply.

**Divine Air Mastery:** Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are airborne. Fly with perfect maneuverability. While airborne, automatically sense the location of any corporeal creature within the listed range from the disturbance in the air that the creature creates.

**Divine Archery:** Fire or throw a ranged weapon at any target within line of sight and within range of your personal senses. No range increment applies to the attack, and no attacks of opportunity are incurred for firing a bow when threatened. Also, fire an arrow at your full base attack bonus at each opponent within the listed range as a full-round action if you have the Weapon Focus feat with the type of bow used. When throwing or shooting a ranged weapon, ignore any cover bonus to the target's AC or any miss chance for concealment.

**Divine Bard:** Increase the range of your bardic music abilities as listed and double their effects (save bonuses, bonus HD, number of allies affected, and so forth). Use these abilities even against creatures normally immune to mind-affecting effects (though such a creature gains a +10 bonus on its Will save). Use any bardic music inspiration ability as a standard action, with the effect occurring immediately afterward. When inspiring competence in multiple allies, choose different skills to affect for different allies if desired. If a bardic music inspiration ability normally has a duration after the bard stops singing, that portion of the duration is ten times as long as normal. When any effect that is subject to countersong occurs within your hearing, you can attempt a countersong as if you had prepared an action to do so.

**Divine Battle Mastery:** Make an unlimited number of attacks of opportunity in 1 round, though you can still make only one against a single person for a single opportunity in a round. Alternatively, make one melee attack at your full base attack bonus against each opponent within reach as a full-round action. This action incurs no attacks of opportunity.

**Divine Blast:** Fire an energy ray of up to the specified length as a ranged touch attack. Targets the ray strike take divine damage as listed, though the ray can seem to be any type of energy desired (a burst of flame, a stroke of lightning, a blast of wind, or the like). There is no save, and Energy Resistance does not apply. The ray destroys a wall of force, prismatic wall, or prismatic sphere (all layers in a prismatic effect are destroyed) and continues on to targets beyond. Divine shield stops the ray.

**Divine Blessing:** Grant mortals a +6 enhancement bonus to a selected ability score for one day.

**Divine Celerity:** Use haste for up to the listed number of rounds (not necessarily consecutive) each day as a free action.

**Divine Creation:** Create mortal creatures or magic items up to the listed weight or volume limit as a full-round action. Double the volume and weight limits if using this ability on a divinely morphic plane or within your own godly realm, or triple the limits if both parameters apply. This ability works just like the Create Greater Object ability, except that it can be used to create any kind of creature that does not have a divine rank. The maximum number of class levels for a creature so created is the number of class levels you have or your divine rank, whichever is lower. The rest required is 10 minutes times the creature's Hit Dice (including those for class levels) times the creature's Challenge Rating for every creature. You can also create any kind of magic item except an artifact, exactly as with the Create Greater Item ability.

**Divine Dodge:** Apply the listed miss chance to any physical attack, individually targeted spell directed at you, or area effect that includes you. Any normally allowed saving throws apply to attacks that overcome the miss chance.

**Divine Druid:** Use wild shape to take the form of beasts or magical beasts in addition to those of animals. Gain all the extraordinary and supernatural abilities of the creature whose form you adopt.
**Divine Earth Mastery:** Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching the ground. Glide through stone, dirt, or other form of earth (except metal), leaving no tunnel or hole and creating no ripples or other signs of your presence. Use tremorsense to sense the location of anything within the listed range that is in contact with the ground. Control all things made of the earth (including stone and metal), or alter the form of any amount of earth as a free action. This ability can duplicate the effects of the stone shape, move earth, rusting grasp, transmute rock to mud, transmute mud to rock, or disintegrate spells, with any earth, stone, or metal object as a target. Transmute one object made of one sort of earth, stone, or metal per round into a different sort—such as changing a silver coin to gold—provided you can see the object.

**Divine Fast Healing:** Gain the listed fast healing. Reattach lost limbs or body parts instantly by pressing them against the stump.

**Divine Fire Mastery:** Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching fire or using weapons with the flaming or flaming burst special abilities. Gain immunity to the effects of fire and heat. Sense the location of anything within the listed range from the disturbance in the ambient temperature that the creature causes. Control all nonmagical fire and duplicate the effects of any spell with the fire descriptor as a standard action.

**Divine Giltness:** As a full-round action, verbally convinces others to take some course of action according to the listed parameters.

**Divine Inspiration:** Create the designated emotion in the listed number of creatures within your line of sight. The effects depend on the emotion induced, as follows.

- **Courage:** The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage rolls, skill checks, and Will saves.
- **Dread:** The enchanted creatures become must make successful Wisdom checks to attack or fight; otherwise they flee in panic for 1d4 rounds. If the check succeeds, the creature does not have to check again for 10 minutes. The enchanted creatures also suffer a —2 morale penalty on attack rolls, weapon damage rolls, skill checks, and Will saves.
- **Frenzy:** Frenzied creatures spend themselves in drinking, feasting, and dancing unless they are attacked or otherwise perceive a threat to their safety. Frenzied creatures receive a +4 morale bonus to Strength and Dexterity scores, a —4 penalty to Wisdom, and a —2 penalty to AC. Subjects can attempt Will saves to resist the effect. This is a mind-affecting compulsion.
- **Hope:** The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.
- **Rage:** The enchanted creatures receive a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a —2 penalty to AC. They are compelled to fight heedless of danger. Subjects can attempt Will saves to resist the effect. This is a mind-affecting compulsion.
- **Love and Desire:** A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection. A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature. Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect. This is a mind-affecting compulsion.
- **Divine Monk:** Treat your unarmed strike as a magic slashing weapon with an enhancement bonus of +5 and the keen, lawful, and vorpal qualities. If desired, make a particular attack bludgeoning instead of slashing without the keen and vorpal qualities. Your unarmed attack does a base 2d12 points of damage. Also, use the Deflect Arrows feat to deflect any number of ranged attacks (including ranged touch spells) in a single round, as if they were arrows. For spells, add the spell's level to the DC to deflect the attack. Reflect any attacks so deflected back upon the attacker, using your base ranged attack bonus.

**Divine Paladin:** Your aura of courage grants a +8 morale bonus on saving throws against fear effects and extends to all allies within 100 feet. Smite evil three times per day and increase your damage for those attacks as listed.

**Divine Radiance:** Shed light from your body in an emanation. This light counters and dispels all darkness effects (unless created by a deity of higher rank) and deals 2d8 points of damage per round (no save) to undead creatures. Alternatively, generate up to the three rays of scorching light as a full attack action. Each ray deals 1d6 points of damage per second to 2 divine ranks, or 1d12 points of damage per 2 divine ranks against undead.

**Divine Rage:** This ability replaces the barbarian rage ability. It can be activated only after you suffer damage from a weapon and lasts for up to 1 hour, though you can end it at will. Gain a +5 rage bonus on attacks, weapon damage, Will saves, and Fort saves, and to Strength and Constitution checks, and increase your spell resistance and energy resistances by +10. Take one extra partial action each round. While raging, you suffer a —5 rage penalty to Armor Class and cannot perform acts that require patience and concentration, such as moving silently, casting spells, or using saient abilities.

**Divine Range:** Treat any weapon you wield against a favored enemy as a bane weapon of that creature type. Follow tracks at your normal speed, treat all normal terrain as very soft ground for purposes of tracking, and ignore DC modifiers for time or weather. Use the Wilderness Lore skill to track creatures across water (DC 60), underwater (DC 80), or through the air (DC 120).

**Divine Recall:** Remember every event of the listed type that has ever occurred.

**Divine Rogue:** When struck by an attack from an opponent you have designated as a dodge target, make a Reflex save (DC = 10 + damage dealt) to negate all damage from the attack. When passing within 5 feet of a trap, make a Search check to notice it as if you were actively looking for it. Assess the exact value of any treasure you can see. Immediately determine what any creature is carrying and where each carried item is.

**Divine Shield:** As a free action, create a shield that lasts 10 minutes and stops the listed amount of damage from any source, including a Divine Blast. Once the shield has stopped that much damage, it collapses. If desired, adjust the shield to let through damage that you would ignore anyway. The effects of multiple divine shields do not stack.

**Divine Skill Focus:** Improve your bonus on checks using the selected skill. Also, if the task is related to your portfolio, add your rank to the maximum DC for a free action.

**Divine Sneak Attack:** Your sneak attacks deal an additional +3d6 points of damage, and all your attacks of opportunity are considered sneak attacks. Also, you can flank or catch flat-footed (and thus sneak attack) any opponent whose divine rank does not exceed yours. Anytime you deal damage with a sneak attack, that target suffers damage equal to your sneak attack bonus damage on your next turn as well. You cannot deal sneak attack damage to opponents that are immune to critical hits.

**Divine Spell Focus:** Increases the save DC for spells of the selected school.

**Divine Spellcasting:** Gain additional spell slots above 9th level as indicated. Use these extra slots for spells prepared or cast with one or more metamagic feats, or for lower-level spells. Casting spells when threatened no longer provokes attacks of opportunity, and the benefit of the Spell Focus feat applies to any spell you cast.

**Divine Splendor:** Any mortal who approaches within the listed range of you while you are in your natural form dies immediately, with no saving throw.
Divine Storm: Surround yourself with a vortex of holy or unholy force that extends from you in an emanation with the listed radius. Attacks with thrown weapons and projectiles fail if they are made by creatures inside the area, or are targeted at creatures within the area, or if their paths take them through the area. Also, the force jostles creatures whose alignment on the ethical (lawful-chaotic) axis is directly opposite to yours and damages creatures whose alignment on the moral (good-evil) axis is directly opposite yours. (If your alignment is neutral on either of those axes, the corresponding effect does not occur.) Affected creatures in the area must make Fort saves for each effect. Failure for the jostling effect indicates that the creature is picked up and thrown out, regardless of size, and suffers 1d6 points of damage for each 10 feet traveled. Such creatures can attempt to reenter the area but must attempt new saves. Success means the creature is not affected by the vortex for one day. Failure against the jostling effect means the creature suffers 1 point of holy damage per round it is still within the area.

Divine Water Mastery: Gain a competence bonus on attack, damage, and Armor Class equal to your divine rank if both you and your foe are touching the same body of water. Also, create a tidal wave that affects a number of miles of coastline equal to your divine rank at will as a full-round action. On land, the wave forces creatures caught in it to make a Fort save (DC 15) or be swept away and take 1d6 points of subdual damage per round (or 1d3 points on a successful Swim check against DC 20) if Large or smaller, be knocked down (if Huge), or be checked (if Gargantuan or Colossal). (See the Weather Hazards section in Chapter 3 of the Dungeon Master’s Guide.) The wave destroys wooden buildings and 25% of stone buildings. At sea, the tidal wave capsizes ships and crushes them to splinters. In addition, sense the location of creatures within the listed range that is in contact with the same body of water you are.

Divine Weapon Focus: Gain a bonus of +2 to attacks with the selected weapon.

Divine Weapon Mastery: Gain the benefits of the Weapon Focus, Weapon Specialization, and Improved Critical feats when wielding any simple or martial weapon.

Divine Weapon Specialization: Increase the damage you deal with the selected weapon by your divine rank. If the selected weapon is a ranged weapon, the extra damage applies against any target you can see.

Energy Burst: Create an emanation of the specified energy type in the listed radius. Anything in the area takes the listed amount of damage of the appropriate energy type. A successful saving throw (Reflex for acid, cold, electricity, or fire, or Fort for sonic energy) reduces damage by half.

Energy Storm: Surround yourself with a vortex of the specified energy that extends from you in an emanation with the listed radius. Attacks with thrown weapons and projectiles fail if they are made by creatures inside the area, or are targeted at creatures within the area, or if their paths take them through the area. Energy storms deal the listed amount of damage of the appropriate energy type per round.

Extra Domain: Choose one additional domain. You can grant spells and powers from that domain and use those spells and powers personally.

Extra Energy Immunity: Gain immunity to acid, cold, electricity, fire, or sonic energy. This ability is effective even if the attacker is a deity of higher rank.

Free Move: Move up to your speed once a round as a free action.

Frightful Presence: Whenever you attack or perform an intimidating gesture, foes within a 30-foot burst must make Will saves or become shaken (if within the burst but not your immediate target) or panicked (if your immediate target). Both effects last 3d6 rounds. Foes who make successful saving throws are unaffected by this ability for one day.

Gift of Life (Sp): Restores a dead creature to life, no matter how long it has been dead or what the condition of the body. You can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld or the divine realm where the mortal’s soul resides. You can also resurrect an elemental or outsider or a creature whose soul is trapped, provided it is not held by a deity of higher rank than you. You cannot restore life to a creature that has been slain by the Hand of Death or by Life and Death ability of a deity of higher rank. This ability otherwise works just like the true resurrection spell.

Grow Creature: This ability works just like the animal growth spell, except that it can affect up to the listed number of creatures of the specified type, all of which must be within your line of sight when first affected. The effect lasts one day.

Hand of Death: Snuff out the life of any mortal within your sensory range by pointing at it. There must be an unbroken line of effect between you and the target. This ability works just like the destruction spell, except that there is no material component. If the target makes a successful Fort save, it still takes 10d6 points of damage. A mortal killed by this attack cannot be raised or resurrected, except by a deity of equal or higher rank using the Gift of Life, Life and Death, or Mass Life and Death salient ability.

Increased Energy Resistance: Gain extra resistance to the selected type of energy.

Increased Damage Reduction: Increase both aspects of your damage reduction.

Increased Spell Resistance: Increase your spell resistance.

Indomitable Strength: Gain a divine bonus of +2 to your Strength (including grapple checks). This stacks with the normal damage reduction.

Instant Counterspell: Counterspell any spell cast within your line of sight as a free action if you have access to the spell and make the required Spellcraft check. This counts against your normal number of free actions each round.

Irresistible Blows: Resolve any melee attack with the selected weapon as a melee touch attack (ignoring the target’s armor and natural armor bonuses). If the weapon hits, the creature struck must make a Fort save or be stunned for 1d10 rounds. An attack with the selected weapon against an object ignores the object’s hardness.

Irresistible Performance: Create any of the following effects when engages in any type of performance as a full-round action. It affects up to the listed number of creatures within a burst with the listed radius, centered on you. Once a creature saves successfully against any performance effect that allows a save, it cannot be affected again for one day.

• Creatures that fail a Will save are so engaged by the performance that they are unable to take actions. They suffer a −4 penalty to Armor Class, cannot succeed in Ref saves (except on a roll of 20), and cannot use shields. These effects last for as long as the performance and for up to 1 round per divine rank thereafter.

• Affected creatures are blissfully calm, becoming immune to fear and compulsion effects and rage, and any such effects already operating on them are countered and dispelled, except for those created by deities of higher rank than you. The effects last as long as the performance and for up to 1 round per divine rank thereafter.

• Creatures that fail a Will save fall asleep for 1 hour per divine rank or until awakened. This works exactly like the sleep spell except that any living creature can be affected. You can end this effect at will.

• Creatures that fail a Fort save are so deeply moved that they simply die. Only living creatures with Hit Dice equal to or less than your divine rank are affected.

Know Death: Discern the exact moment and circumstances of any mortal creature’s death just by looking at it.

Know Secrets: Learn a creature’s entire history (including any embarrassing or vital secrets it might know) just by looking at it. This
ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will save to avoid the effect.

**Lay Curse:** This ability works just like the *bestow curse* spell except that mortals get no save. Deities of your divine rank or below are allowed Will saves to resist. The curse can be removed only by a deity of your divine rank or higher. You can affect up to the listed daily maximum of creatures at once, but all targets must be within your line of sight.

**Lay Quest:** This ability works just like the *goes/quest* spell except that it works only on mortals and it can be removed only by a deity of your divine rank or higher. All targets must be within your line of sight when first affected.

**Life and Death:** Snuff out the life of any one mortal, or restore any dead mortal to life. The subject must be in a location you can sense, either directly or remotely. A subject that cannot be seen must be unambiguously identified in some fashion. This ability works across planar boundaries and penetrates any barrier except a Divine Shield. The death aspect of this ability works just like the *destruction* spell, except that there is no material component or saving throw. The subject cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life or *Life and Death* salient ability. The life aspect works just like the *true resurrection* spell, except that there is no material component and the time the subject has been dead is irrelevant. This ability cannot restore a creature to life against its will, but it can resurrect an elemental, outsider, or creature whose soul is trapped, provided it is not held by a deity of higher divine rank. This ability cannot restore life to creatures that have been slain by the Hand of Death, *Life and Death*, or *Mass Life and Death* ability of a deity with a higher divine rank.

After using either version of this ability, you must rest for 1 minute per Hit Die of the creature affected, unless you have the *Death* or *Repose* domain.

**Mass Divine Blast:** As Divine Blast, except that you can specify up to the listed number of targets and the type and dimensions of the area. Each use of this ability counts as a use of Divine Blast.

**Mass Life and Death:** As Life and Death, except that you can affect any number of mortals.

**Master Crafter:** Create a masterwork item using the time and cost required for the base item. Such an item has twice the normal hit points, and its break DC is increased by +10. Creation of a nonepic magic item requires one day per $1,000 gp in the item’s base price (minimum one day).

**Mind of the Beast:** Produce either of two distinct effects.

*Awaken:* As the *awaken* spell, except that the effect lasts a maximum of one day, and the awakened creature obeys your commands to the best of its ability. All targets must be within your line of sight when first affected.

*Slumber:* Transmute any creature that fails a Fort save into a plant or animal of the same size or up to two size categories smaller. Subjects turned into plants become objects; those turned into animals have the same abilities and statistics as the selected kind of animal.

**Possess Mortal:** Possess any mortal who fails a Will save in any situation you can sense, either directly or remotely. A subject that cannot be seen must be unambiguously identified in some fashion. This ability works across planar boundaries and penetrates any barrier except a Divine Shield. The possessed mortal gains your type, +1 hit point per divine rank you have, and an Armor Class bonus of half your divine rank. Its Intelligence, Wisdom, and Charisma scores rise to 7 points below yours, unless they are already higher than that. The possessed mortal can use both its own skills and yours, using the higher skill rank when a skill is shared. Ability bonuses to saves and skills reflect the new ability scores.

**Power of Luck:** Grant good or bad fortune to up to the listed number of creatures at a time. All must be within your line of sight when first affected. Subjects receive the listed luck bonus or penalty on attack rolls, saves, and checks for one day. In addition, any creature that attacks you automatically suffers the luck penalty, and this does not count against your daily uses.

**Power of Nature:** Perform any of the following within the listed radius, at will, as a full-round action: Create or quell winds to produce anything from still air to tornado force winds; set the temperature anywhere from –50°F to 120°F, shake the earth, as the *earthquake* spell, or Create rain, sleet, hail, snow, or thunderstorms. These effects last for the listed duration unless you end them earlier (a free action).

**Power of Truth:** As the *discern lies* spell, except that it works continuously and applies to any creature you perceive other than a deity of higher rank. Also, force the listed number of creatures to make a Will save or be truthful for one day. (All must be within the deity’s line of sight when first affected.) Subjects who save become immune to this ability for one day.

**Rejuvenation:** Return 1d10 days after suffering an attack that should destroy you from any creature other than a deity of higher rank, or in the listed number of days (minimum one) if the attack occurs in your own realm.

**See Magic:** As *detect magic*, except that this ability covers the whole area you can see, and you immediately know the number of auras present, their locations, and their strengths. Make a Spellcraft check to identify the school of each aura.

**Shapechange (Ex):** As Shift Form, except as follows. Assume the form of any animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant, as long as the form is both living and corporeal. Gain a +20 bonus on Disguise checks.

**Shift Form (Ex):** Assume the form of the listed creature. Remain in the assumed form indefinitely, but resume your own form if slain. Gain the physical and natural abilities of the new form while retaining your own mind. Gain the new form’s Strength, Dexterity, and Constitution scores, natural means of locomotion and attack, and extraordinary (but not spell-like or supernatural) abilities. A body with extra limbs does not allow more attacks (or more advantageous two-weapon attacks) than normal. Speed is that of the assumed form or your normal speed, whichever is higher. Any part of the body of piece of equipment that is separated from the whole reverts to its original form unless the assumed form can produce a substance or shed part of its body. Equipment transforms to match the new form or melds into it and becomes nonfunctional if it is a form that does not use equipment. Retain your own Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, base saves, outsider type, extraordinary abilities, spells, and spell-like abilities, but not your supernatural abilities. Cast any spells for which you have components (including a humanlike voice for verbal components, humanlike hands for somatic components, and nonmolded material components). Likewise, use divine powers not prohibited by the limitations of your form. Change physical qualities such as hair color, hair texture, skin color, and gender as desired. Create disguises, gaining a +15 bonus on Disguise checks.

**Speak with Creature (Su):** As a permanent *speak with animals* or *speak with plants* spell, or a tongue spell that allows conversation only with the specified type of creature.

**Spontaneous Wizard Spells:** As a cleric’s ability to cast *cure spells* spontaneously, except that this ability applies to wizard spells. You must have sufficient Intelligence and wizard levels to cast the desired spell.

**Stride:** Double your movement on the local or overland scales (see the *Player’s Handbook*). Impart the same benefit to the listed number of living creatures at once. All must be within your line of
sight when first affected. Also, your height does not limit the distance you can jump.

**Sunder and Daze**im: With a touch, destroy any weapon or item used against you in combat if it fails a save. Treat a successful touch as a combination of a *disintegrate* spell and a *Mordenkainen's disjunction* spell, both targeted exclusively at the touched item. An item remains vulnerable to this ability for up to one day after being used against you.

**Supreme Initiative** (Ex): Always go first in the initiative order, regardless of your own initiative result or that of any other combatant. If two or more deities with this ability are in the same battle, they act in order of their divine rank. In the case of equal divine ranks, make an initiative check for each deity, and the one with the higher result goes first. After all deities with Supreme Initiative have acted, other combatants act in regular initiative order. If desired, you can delay or ready an action, and doing so changes your initiative as noted in Chapter 8 of the *Player’s Handbook*. You can also refocus, resuming your position at the beginning of the initiative order.

**True Shapechange** (Ex): As Shift Form, except that you can take any form, object or creature, living or unliving, corporeal or incorporeal, and gain the supernatural abilities of the assumed form. Gain a +20 bonus on Disguise checks.

**Undead Mastery**: Automatically command or destroy up to the listed number of undead creatures at a time as a free action, as often as desired. This counts against the normal limit of free actions per round.

**Undead Qualities**: Gain immunity to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect requiring a Fortitude save, unless it affects objects. Ignore mind-flaunting effects (charms, compulsions, phantasms, patterns, and morale effects). You are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

**Wave of Chaos**: Create a confusion effect (as cast by a sorcerer of level 10 + your divine rank) that extends from you in a spread with a +20 bonus on Disguise checks.

**Wound Enemy**: Any physical weapon (natural or manufactured) that you use deals its normal damage, plus an extra +1d6 points of damage per round thereafter from blood loss. Multiple wounds result in cumulative blood loss (two wounds for +2d6 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15 + your rank) or the application of any cure spell or other healing spell.

## Repose Domain

The Repose domain is very similar to the Death domain in the *Player’s Handbook*, but is granted by good-aligned deities whose clerics are barred from casting Evil spells. The deities Jergal, Kelemvor, Osiris, and Urogalan in the *Forgotten Realms Campaign Setting* should have the Repose domain instead of the Death domain.

**Deities**: Jergal, Kelemvor, Osiris, Urogalan

**Granted Power**: You may use a death touch once per day. Your death touch is a spell-like ability that is a ‘death effect’. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature’s current hit points, it dies.

**Repose Domain Spells**

1. Deathwatch: Sees how wounded subjects within 30 ft. are.
2. Gentle Repose: Preserves one corpse.
3. Speak with Dead: Corpse answers one question/two levels.
4. Death Ward: Grants immunity to death spells and effects.
5. Slay Living: Touch attack kills subject.
6. Undeath to Death: Destroys 1d4 HD/level of undead. (see below)
7. Destruction: Kills subject and destroys remains.
8. Surelife: Protects you from one kind of certain death. (see below)
9. Wall of the Banshee: Kills one creature/level.

**SURELIFE**

Abjuration

**Level**: Repose 8

**Components**: V, S, M

**Casting Time**: 1 round

**Range**: Personal

**Target**: You

**Duration**: 1 minute/2 levels

This spell allows you to protect yourself against some condition—such as being immersed in boiling oil or being buried under an avalanche—that would ordinarily cause certain death. You can only protect yourself against a natural occurrence or condition, not against a spell or the action of a creature (such as the breath of a dragon or the swords of a group of bandits). You must specify the condition against which you wish to protect yourself, and the spell is effective only against that condition. Should you be subjected to that condition during the duration of the spell, you feel no discomfort and take no damage from the condition. However, the spell does not protect any items carried on your person. At the end of the spell’s duration, the condition has full normal effects on you if you are still subjected to it.

**Material Component**: An ointment of peach syrup and cinnamon.

**UNDERTHAT TO DEATH**

Necromancy

**Level**: Clr 6, Repose 6, Sor/Wiz 6

**Components**: V, S, M, DF

**Casting Time**: 1 action

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

**Area**: Several undead creatures within a 50-ft.-radius burst

**Duration**: Instantaneous

**Saving Throw**: Will negates

**Spell Resistance**: Yes

**Undeath to death** snuffs out the life forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first.

**Material Component**: The powder of a crushed diamond worth at least 500 gp.

**Monster Deities**

Other sourcebooks such as *Defenders of the Faith* list deities for some of the creatures in the *Monster Manual*. The Monster Deities table, below, presents information on most of these deities.

Not all deities from other sources exist in the *Forgotten Realms* setting. For example, Panzuriel, a deity worshiped by krakens, sahuagin, and other evil aquatic creatures, has no influence on Toril, and Umberlee grants spells in his name (and most of these creatures actually worship her directly rather than through this alias). Any deity not listed on the Monster Deities table or in Chapter 7 of the *Forgotten Realms Campaign Setting* does not exist on Toril.
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<th>Domains</th>
<th>Symbol</th>
<th>Portfolio</th>
<th>Worshiped By</th>
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<td>Annam (G)</td>
<td>N</td>
<td>Halfspear</td>
<td>Knowledge, Magic, Plant, Rune, Sun</td>
<td>Two hands with wrists together and fingers pointing down</td>
<td>Giants, creation, learning, philosophy, fertility</td>
<td>Giants</td>
</tr>
<tr>
<td>Baphomet (L)</td>
<td>CE</td>
<td>Club</td>
<td>Animal, Chaos, Evil, Hatred, Retribution</td>
<td>Lobster head and black pearl</td>
<td>Minotaur, vengeance</td>
<td>Minotaurs</td>
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<tr>
<td>Bibldoolpoop (I)</td>
<td>CE</td>
<td>Fincer staff</td>
<td>Destruction, Evil, Water</td>
<td>Spiral of gray, black, and white</td>
<td>Kuo-toas, evil underwater creatures</td>
<td>Kuo-toas</td>
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<tr>
<td>Diirinka (I)</td>
<td>CE</td>
<td>Bite</td>
<td>Chaos, Destruction, Dwarf, Evil, Suffering, Trickery</td>
<td>Egg with an eye</td>
<td>Magic, fertility, tyranny</td>
<td>Beholders</td>
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<tr>
<td>Great Mother (G)</td>
<td>CE</td>
<td>Greataxe</td>
<td>Chaos, Death, Evil, Hatred, Strength</td>
<td>Morningstar</td>
<td>Nature, agriculture, hunting, childbirth</td>
<td>Giants</td>
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<tr>
<td>Grolantor (I)</td>
<td>I</td>
<td>Javelin</td>
<td>Animal, Good, Family, Moon, Plant, Sun</td>
<td>Flaming spear</td>
<td>Humor, tricks, messages</td>
<td>Dragons</td>
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<tr>
<td>Hiatea (G)</td>
<td>NG</td>
<td>Spear</td>
<td>Chaos, Death, Earth, Evil, Hatred, Earth, Evil, Toll</td>
<td>Spiked club</td>
<td>Violence, combat, ambushes</td>
<td>Bugbears</td>
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<tr>
<td>Hal (L)</td>
<td>CN</td>
<td>Spear</td>
<td>Chaos, Scalykind, Trickery</td>
<td>A single flame</td>
<td>Love, forgiveness, beauty, mercy</td>
<td>Giants</td>
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<tr>
<td>Hruggek (I)</td>
<td>CE</td>
<td>Morningstar</td>
<td>Chaos, Evil, Trickery, War</td>
<td>Morningstar</td>
<td>Mental domination, Mind flayers, magic</td>
<td>Mind flayers</td>
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<tr>
<td>Iallanis (L)</td>
<td>NG</td>
<td>Battleaxe</td>
<td>Good, Healing, Strength, Sun</td>
<td>Garland of flowers</td>
<td>Kobolds, hatred</td>
<td>Kobolds</td>
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<tr>
<td>Ilsensine (G)</td>
<td>LE</td>
<td>Tentacle</td>
<td>Evil, Law, Knowledge, Magic, Mentalism, Slime, Tyranny</td>
<td>Glowing brain with two tentacles</td>
<td>Kobolds, hatred</td>
<td>Kobolds</td>
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<tr>
<td>Kurtulmak (I)</td>
<td>LE</td>
<td>Warhammger</td>
<td>Earth, Evil, Hatred, Law, Scalykind, War</td>
<td>Gnome skull</td>
<td>Hunger, destruction</td>
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<tr>
<td>Laogzed (D)</td>
<td>CE</td>
<td>Greatclub</td>
<td>Chaos, Death, Destruction, Slime</td>
<td>Oozing toad-lizard</td>
<td>Goblins, hobgoblins, leadership, war</td>
<td>Goblins</td>
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<tr>
<td>Maglubiyet (G)</td>
<td>NE</td>
<td>Warhammer</td>
<td>Death, Evil, Trickery, War</td>
<td>Bloody axe</td>
<td>Goblins, hobgoblins, leadership, war</td>
<td>Goblins</td>
</tr>
<tr>
<td>Memnor (I)</td>
<td>NE</td>
<td>Morningstar</td>
<td>Death, Evil, Knowledge, Mentalism, Rune, Trickery</td>
<td>Thin black obelisk</td>
<td>Pride, mental prowess, control</td>
<td>Giants</td>
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<tr>
<td>Null (G)</td>
<td>LN</td>
<td>Unarmed strike</td>
<td>Death, Fate, Knowledge, Law, Scalykind</td>
<td>A circle divided diagonally into white and black hemispheres</td>
<td>Fate, death, judgment</td>
<td>Dragons</td>
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<tr>
<td>Orcus (L)</td>
<td>CE</td>
<td>Mace</td>
<td>Chaos, Death, Evil, Undeath</td>
<td>Skull-topped wand</td>
<td>Undead</td>
<td>Cultists, death worshipers</td>
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<tr>
<td>Pazrael (L)</td>
<td>CE</td>
<td>Unarmed strike</td>
<td>Air, Animal, Chaos, Evil</td>
<td>Pair of demonic feather wings</td>
<td>Evil flying creatures</td>
<td>Cultists, evil flying creatures</td>
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<tr>
<td>Sekolah (L)</td>
<td>LE</td>
<td>Greataxe</td>
<td>Evil, Law, Ocean, Strength, Tyranny, War</td>
<td>White shark</td>
<td>Sahuagin, hunting, tyranny, plunder</td>
<td>Sahuagin</td>
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<tr>
<td>Skoraeus</td>
<td>N</td>
<td>Warhammer</td>
<td>Caverns, Earth, Healing, Knowledge, Protection</td>
<td>Stalactite</td>
<td>Stone giants, buried things</td>
<td>Stone giants</td>
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<tr>
<td>Stonebones (I)</td>
<td>I</td>
<td>Mace</td>
<td>Chaos, Good, Protection, Storm, War</td>
<td>Forked lightning bolt descending from a cloud obscuring the sun</td>
<td>Sun, sky, weather, joy, cloud giants</td>
<td>Cloud giants, storm giants</td>
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<tr>
<td>Stronmaus (G)</td>
<td>CG</td>
<td>Mace</td>
<td>Evil, Fire, Trickery, War</td>
<td>Flaming sword</td>
<td>Fire giants, fire, destruction</td>
<td>Fire giants</td>
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<tr>
<td>Surtr (L)</td>
<td>LE</td>
<td>Javelin</td>
<td>Chaos, Evil, Planning, Scalykind</td>
<td>Pile of five coins</td>
<td>Selfishness, greed</td>
<td>Dragons</td>
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<tr>
<td>Task (G)</td>
<td>CE</td>
<td>Bite</td>
<td>Chaos, Evil, Planning, Scalykind</td>
<td>White double-bladed greataxe</td>
<td>Cold, ice, magic, frost giants</td>
<td>Frost giants</td>
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<td>Thrym (L)</td>
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<td>Greataxe</td>
<td>Chaos, Destruction, Evil, War</td>
<td>Taloned claw</td>
<td>Violence, destruction, frenzy, greed</td>
<td>Ogres, trolls</td>
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<tr>
<td>Vaprak (D)</td>
<td>CE</td>
<td>Greatclub</td>
<td>Chaos, Destruction, Evil, War</td>
<td>Taloned claw</td>
<td>Violence, destruction, frenzy, greed</td>
<td>Ogres, trolls</td>
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*Status abbreviations: G = greater deity; I = intermediate deity; L = lesser deity; D = demigod.
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<td>Air, Illusion, Travel, Trickery</td>
<td>A whirlwind (heavy flail)</td>
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<td>Auril (L)</td>
<td>NE</td>
<td>Air, Evil, Storm, Water</td>
<td>&quot;Icemaiden’s Caress&quot; [ice axe] (battleaxe)</td>
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<td>Azuth (L)</td>
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<td>Illusion, Magic, Knowledge, Law, Spell</td>
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<td>Bane (G)</td>
<td>LE</td>
<td>Destruction, Evil, Hatred, Law, Tyranny</td>
<td>The black hand of Bane [a black gauntlet] (morningstar)</td>
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<tr>
<td>Beshaba (I)</td>
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<td>Chaos, Evil, Fate, Luck, Trickery</td>
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<td>Chauntea (G)</td>
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<td>A shock of grain (scythe)</td>
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<td>Cyric (G)</td>
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<td>&quot;Razor’s Edge&quot; (longsword)</td>
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<td>Deneir (L)</td>
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<td>Good, Knowledge, Protection, Rune</td>
<td>A whirling glyph (dagger)</td>
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<td>Eldath (L)</td>
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<td>Net (net that does damage as unarmed)</td>
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<td>Garagath (D)</td>
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<td>&quot;The Tentacus&quot; [a pinwheel of five black, snaky arms each-ending in a sword (longsword)]</td>
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<td>Gargauth (D)</td>
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<td>Charm, Evil, Law, Trickery</td>
<td>&quot;Corruptor&quot; (dagger or throwing dagger)</td>
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<td>Gond (I)*</td>
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<td>&quot;Craftmaster&quot; (warhammer)</td>
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<td>Grumbar (G)</td>
<td>N</td>
<td>Cavern, Earth, Metal, Time</td>
<td>A Stony fist (warhammer)</td>
<td></td>
</tr>
<tr>
<td>Gwaeron Windstream (D)</td>
<td>NG</td>
<td>Animal, Good, Knowledge, Plant, Travel</td>
<td>&quot;Flameheart&quot; (greatsword)</td>
<td></td>
</tr>
<tr>
<td>Helm (I)</td>
<td>LN</td>
<td>Law, Planning, Protection, Strength</td>
<td>&quot;Ever Watchful&quot; (bastard sword)</td>
<td></td>
</tr>
<tr>
<td>Hoar (D)</td>
<td>LN</td>
<td>Fate, Law, Retribution, Travel</td>
<td>&quot;Retribution’s Sting&quot; [javelin of lightning]</td>
<td></td>
</tr>
<tr>
<td>Iimater (I)</td>
<td>LG</td>
<td>Good, Healing, Law, Strength, Suffering</td>
<td>An open hand (unarmed strike)</td>
<td></td>
</tr>
<tr>
<td>Istishia (G)</td>
<td>N</td>
<td>Destruction, Ocean, Storm, Travel, Water</td>
<td>A wave (warhammer)</td>
<td></td>
</tr>
<tr>
<td>Jergal (D)</td>
<td>LN</td>
<td>Death, Fate, Law, Rune, Suffering</td>
<td>&quot;Fatal Touch&quot; (bastard sword)</td>
<td></td>
</tr>
<tr>
<td>Kelemvor (G)</td>
<td>LN</td>
<td>Death, Fate, Law, Protection, Travel</td>
<td>Tendril of flame (spiked chain)</td>
<td></td>
</tr>
<tr>
<td>Kossuth (G)*</td>
<td>N (LN)</td>
<td>Destruction, Fire, Renewal, Suffering</td>
<td>&quot;Dawnspeaker&quot; (light or heavy mace)</td>
<td></td>
</tr>
<tr>
<td>Lathander (G)</td>
<td>NG</td>
<td>Good, Nobility, Protection, Renewal, Strength, Sun</td>
<td>&quot;Sparkle&quot; (shuriken)</td>
<td></td>
</tr>
<tr>
<td>Lilira (L)</td>
<td>CG</td>
<td>Charm, Charm, Family, Good, Travel</td>
<td>&quot;Painbringer&quot; (scourge)</td>
<td></td>
</tr>
<tr>
<td>Loviatar (L)</td>
<td>LE</td>
<td>Evil, Law, Retribution, Strength, Suffering</td>
<td>A unicorn horn (shortspear)</td>
<td></td>
</tr>
<tr>
<td>Lurue (D)</td>
<td>CG</td>
<td>Animal, Chaos, Good, Healing</td>
<td>A beast's claw (claw bracer)</td>
<td></td>
</tr>
<tr>
<td>Malar (L)</td>
<td>CE</td>
<td>Animal, Chaos, Evil, Moon, Strength</td>
<td>&quot;Stealthwhisper&quot; (longsword)</td>
<td></td>
</tr>
<tr>
<td>Mask (L)</td>
<td>NE</td>
<td>Darkness, Evil, Luck, Trickery</td>
<td>&quot;The Hornblade&quot; (scimitar)</td>
<td></td>
</tr>
<tr>
<td>Mielikki (I)</td>
<td>NG</td>
<td>Animal, Good, Plant, Travel</td>
<td>&quot;Sharptongue&quot; (rapier)</td>
<td></td>
</tr>
<tr>
<td>Milli (I)</td>
<td>NG</td>
<td>Animal, Good, Knowledge, Nobility</td>
<td>Seven whirling stars (shuriken)</td>
<td></td>
</tr>
<tr>
<td>Mystra (G)*</td>
<td>LG (LN)</td>
<td>Good, Illusion, Knowledge, Magic, Rune, Spell</td>
<td>&quot;The Disk of Night&quot; (chakram)</td>
<td></td>
</tr>
<tr>
<td>Nobanion (D)</td>
<td>LG</td>
<td>Animal, Good, Law, Nobility</td>
<td>A great cat's paw (claw bracer)</td>
<td></td>
</tr>
<tr>
<td>Oghma (G)*</td>
<td>N</td>
<td>Charm, Knowledge, Luck, Travel, Trickery</td>
<td>&quot;Sword of Shadows&quot; (greatsword)</td>
<td></td>
</tr>
<tr>
<td>Red Knight (D)</td>
<td>LN</td>
<td>Law, Nobility, Planning, War</td>
<td>&quot;Forest's Friend&quot; (quarterstaff)</td>
<td></td>
</tr>
<tr>
<td>Savras (D)</td>
<td>LN</td>
<td>Fate, Knowledge, Law, Magic, Spell</td>
<td>&quot;Noble Might&quot; [scepter] (light mace)</td>
<td></td>
</tr>
<tr>
<td>Selûne (I)</td>
<td>CG</td>
<td>Chaos, Good, Moon, Protection, Travel</td>
<td>&quot;The Great Mallet of Silvanus&quot; (maul)</td>
<td></td>
</tr>
<tr>
<td>Shar (G)</td>
<td>NE</td>
<td>Cavern, Darkness, Evil, Knowledge</td>
<td>A silken sash (whip)</td>
<td></td>
</tr>
<tr>
<td>Shares (D)</td>
<td>CG</td>
<td>Chaos, Charm, Good, Travel, Trickery</td>
<td>&quot;The Great Mallet of Silvanus&quot; (maul)</td>
<td></td>
</tr>
<tr>
<td>Shaundakul (L)</td>
<td>CN</td>
<td>Air, Chaos, Portal, Protection, Trade, Travel</td>
<td>A scabrous hand (unarmed strike)</td>
<td></td>
</tr>
<tr>
<td>Shialia (D)</td>
<td>NG</td>
<td>Animal, Good, Plant, Renewal</td>
<td>A lightning bolt (longspear, shortspear, or halflspear)</td>
<td></td>
</tr>
<tr>
<td>Siamorphphe (D)</td>
<td>LN</td>
<td>Knowledge, Law, Nobility, Planning</td>
<td>&quot;Battle Prowess&quot; (battlerace)</td>
<td></td>
</tr>
<tr>
<td>Silvanus (G)</td>
<td>N</td>
<td>Animal, Plant, Protection, Renewal, Water</td>
<td>A dragon head (heavy pick)</td>
<td></td>
</tr>
<tr>
<td>Sune (G)</td>
<td>CG</td>
<td>Chaos, Charm, Good, Protection</td>
<td>&quot;Duty’s Bond&quot; (greatsword)</td>
<td></td>
</tr>
<tr>
<td>Talona (L)</td>
<td>LG</td>
<td>Good, Healing, Law, Protection, Strength</td>
<td>A spinning coin (shuriken)</td>
<td></td>
</tr>
<tr>
<td>Talos (G)</td>
<td>CE</td>
<td>Chaos, Destruction, Evil, Fire, Storm</td>
<td>&quot;Justiciar&quot; (longsword)</td>
<td></td>
</tr>
<tr>
<td>Tempus (G)</td>
<td>CN</td>
<td>Chaos, Protection, Strength, War</td>
<td>Tyrannosaurus head (heavy pick)</td>
<td></td>
</tr>
<tr>
<td>Tiarnat (L)</td>
<td>LE</td>
<td>Evil, Law, Scalykind, Tyranny</td>
<td>&quot;Harpoon of the Cold Sea&quot; (longspear or shortspear)</td>
<td></td>
</tr>
<tr>
<td>Torm (L)</td>
<td>LG</td>
<td>Good, Healing, Law, Protection, Strength</td>
<td>&quot;Drowning Death&quot; [trident] or jellyfish (trident)</td>
<td></td>
</tr>
<tr>
<td>Tyrion (G)</td>
<td>CG</td>
<td>Chaos, Good, Luck, Protection, Travel</td>
<td>An appropriate beast totem spirit (battletace)</td>
<td></td>
</tr>
<tr>
<td>Tyr (G)</td>
<td>LG</td>
<td>Good, Knowledge, Law, Retribution, War</td>
<td>&quot;The Captain’s Cutlass&quot; (cutlass)</td>
<td></td>
</tr>
<tr>
<td>Uhtao (G)</td>
<td>N</td>
<td>Planning, Plant, Protection, Scalykind</td>
<td>&quot;Skull Staff of the Necromancer&quot; (quarterstaff)</td>
<td></td>
</tr>
<tr>
<td>Uluutiu (slumbering) (D)</td>
<td>LN</td>
<td>Animal, Law, Ocean, Protection, Strength</td>
<td>Cloud of coins (nunchaku)</td>
<td></td>
</tr>
<tr>
<td>Umbrelle (I)</td>
<td>CE</td>
<td>Chaos, Destruction, Evil, Ocean, Storm, Water</td>
<td>&quot;The Old Staff&quot; (quarterstaff)</td>
<td></td>
</tr>
<tr>
<td>Utgar (D)*</td>
<td>CN</td>
<td>Animal, Chaos, Retribution, Strength, War</td>
<td>&quot;The Captain’s Cutlass&quot; (cutlass)</td>
<td></td>
</tr>
<tr>
<td>Valkur (D)</td>
<td>CG</td>
<td>Air, Chaos, Good, Ocean, Protection</td>
<td>&quot;Skull Staff of the Necromancer&quot; (quarterstaff)</td>
<td></td>
</tr>
<tr>
<td>Velsharoon (D)</td>
<td>NE</td>
<td>Death, Evil, Magic, Undeath</td>
<td>Cloud of coins (nunchaku)</td>
<td></td>
</tr>
<tr>
<td>Waukeen (L)</td>
<td>N</td>
<td>Knowledge, Protection, Trade, Travel</td>
<td>&quot;Forest's Friend&quot; (quarterstaff)</td>
<td></td>
</tr>
</tbody>
</table>

*See the deity’s description for special rules regarding selection of this deity as a patron.
## Appendix

### The Faerûnian Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Symbol</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akadi</td>
<td>White cloud on blue background</td>
<td>Elemental air, movement, speed, flying creatures</td>
</tr>
<tr>
<td>Auril</td>
<td>White snowflake on gray diamond with white border</td>
<td>Cold, winter</td>
</tr>
<tr>
<td>Azuth</td>
<td>Human left hand pointing upward outlined in blue fire</td>
<td>Wizards, mages, spellcasters in general</td>
</tr>
<tr>
<td>Bane</td>
<td>Green rays squeezed forth from a black gauntleted fist</td>
<td>Hatred, tyranny, fear</td>
</tr>
<tr>
<td>Beshaba</td>
<td>Black antlers on a red field</td>
<td>Random mischief, bad luck, misfortune, accidents</td>
</tr>
<tr>
<td>Chauntea</td>
<td>Blooming rose on a sunburst wreath of golden grain</td>
<td>Agriculture, farmers, gardeners, summer</td>
</tr>
<tr>
<td>Cyric</td>
<td>White jawless skull on black or purple sunburst</td>
<td>Murder, lies, intrigue, strife, deception, illusion</td>
</tr>
<tr>
<td>Deneir</td>
<td>Lit candle above purple eye with triangular pupil</td>
<td>Glyphs, images, literature, scribes, cartography</td>
</tr>
<tr>
<td>Eldath</td>
<td>Waterfall plunging into a still pool</td>
<td>Quiet places, springs, pools, peace, waterfalls</td>
</tr>
<tr>
<td>Finder</td>
<td>White harp on gray circle</td>
<td>Cycle of life, transformation of art, saurials</td>
</tr>
<tr>
<td>Garagos</td>
<td>A counterclockwise pinwheel of five snaky arms clutching swords</td>
<td>War, skill-at-arms, destruction, plunder</td>
</tr>
<tr>
<td>Gargauth</td>
<td>Broken animal horn</td>
<td>Betrayal, cruelty, political corruption, powerbrokers</td>
</tr>
<tr>
<td>Gond</td>
<td>A toothed metal, bone, or wood cog with four spokes</td>
<td>Artifice, craft, construction, smithwork</td>
</tr>
<tr>
<td>Grumbar</td>
<td>Mountains on purple</td>
<td>Elemental earth, solidity, changelessness, oaths</td>
</tr>
<tr>
<td>Gwaeron</td>
<td>White star and brown pawprint on dark red “S”</td>
<td>Tracking, rangers of the North</td>
</tr>
<tr>
<td>Helm</td>
<td>Staring eye with blue pupil on upright left war gauntlet</td>
<td>Guardians, protectors, protection</td>
</tr>
<tr>
<td>Hoar</td>
<td>Black-gloved hand holding a coin with a two-faced head</td>
<td>Revenge, retribution, poetic justice</td>
</tr>
<tr>
<td>Ilmater</td>
<td>Pair of white hands bound at the wrist with a red cord</td>
<td>Endurance, suffering, martyrdom, perseverance</td>
</tr>
<tr>
<td>Istishia</td>
<td>Cresting wave</td>
<td>Elemental water, purification, wetness</td>
</tr>
<tr>
<td>Jergal</td>
<td>Jawless skull and writing quill on scroll</td>
<td>Fatalism, proper burial, guardian of tombs</td>
</tr>
<tr>
<td>Keltemvor</td>
<td>Upright skeletal arm holding the golden scales of justice</td>
<td>Death, the dead</td>
</tr>
<tr>
<td>Kosuth</td>
<td>A twining red flame</td>
<td>Elemental fire, purification through fire</td>
</tr>
<tr>
<td>Lathander</td>
<td>Sunrise made of rose, red, and yellow gems</td>
<td>Spring, dawn, birth, youth, vitality, athletics</td>
</tr>
<tr>
<td>Liira</td>
<td>A triangle of three six-pointed stars (orange, yellow, red)</td>
<td>Joy, happiness, dance, festivals, freedom, liberty</td>
</tr>
<tr>
<td>Loviatar</td>
<td>Nine-tailed barbed scourge</td>
<td>Pain, hurt, agony, torment, suffering, torture</td>
</tr>
<tr>
<td>Luruc</td>
<td>Silver-horned unicorn head before a crescent moon</td>
<td>Talking beasts, intelligent nonhumanoid creatures</td>
</tr>
<tr>
<td>Malar</td>
<td>Bestial claw with brown fur and curving bloody talons</td>
<td>Hunters, stalking, bloodlust, evil lycanthropes</td>
</tr>
<tr>
<td>Mask</td>
<td>Black velvet mask tinged with red</td>
<td>Thieves, thievish, shadows</td>
</tr>
<tr>
<td>Mielikki</td>
<td>Golden-horned, blue-eyed unicorn’s head facing left</td>
<td>Forests, forest creatures, rangers, dryads, autumn</td>
</tr>
<tr>
<td>Milil</td>
<td>Five-stringed harp made of silver leaves</td>
<td>Poetry, song, eloquence</td>
</tr>
<tr>
<td>Mystra</td>
<td>Circle of seven blue-white stars with red mist</td>
<td>Magic, spells, the Weave</td>
</tr>
<tr>
<td>Nobanion</td>
<td>Male lion’s head on a green shield</td>
<td>Royalty, lions and feline beasts, good beasts</td>
</tr>
<tr>
<td>Oghma</td>
<td>Blank scroll</td>
<td>Knowledge, invention, inspiration, bards</td>
</tr>
<tr>
<td>Red Knight</td>
<td>Red knight chess piece with stars for eyes</td>
<td>Strategy, planning, tactics</td>
</tr>
<tr>
<td>Savras</td>
<td>Crystal ball containing many kinds of eyes</td>
<td>Divination, fate, truth</td>
</tr>
<tr>
<td>Selune</td>
<td>Pair of female eyes surrounded by seven silver stars</td>
<td>Moon, stars, navigation, prophecy, questers, good and neutral lycanthropes</td>
</tr>
<tr>
<td>Shar</td>
<td>Black disk with deep purple border</td>
<td>Dark, night, loss, forgetfulness, unrevealed secrets, caverns, dungeons, the Underdark</td>
</tr>
<tr>
<td>Sharess</td>
<td>Feminine lips</td>
<td>Hedonism, sensual fulfillment, festhalls, cats</td>
</tr>
<tr>
<td>Shaundakul</td>
<td>A wind-walking bearded man in traveler’s cape and boots</td>
<td>Travel, exploration, caravans, portals</td>
</tr>
<tr>
<td>Shialia</td>
<td>Golden acorn</td>
<td>Woodland glades, woodland fertility, the High Forest, Neverwinter Wood</td>
</tr>
<tr>
<td>Siamorphe</td>
<td>Silver chalice with a golden sun on the side</td>
<td>Nobles, rightful rule of nobility, human royalty</td>
</tr>
<tr>
<td>Silvanus</td>
<td>Green living oak leaf</td>
<td>Wild nature, druids</td>
</tr>
<tr>
<td>Sune</td>
<td>Face of a red-haired, ivory-skinned beautiful woman</td>
<td>Beauty, love, passion</td>
</tr>
<tr>
<td>Talona</td>
<td>Three amber teardrops on a purple triangle</td>
<td>Disease, poison</td>
</tr>
<tr>
<td>Talos</td>
<td>An explosive lightning strike</td>
<td>Storms, destruction, rebellion, confiscations, earthquakes, vortices</td>
</tr>
<tr>
<td>Tempus</td>
<td>A flaming silver sword on a blood-red shield</td>
<td>War, battle, warriors</td>
</tr>
<tr>
<td>Tiamat</td>
<td>Five-headed dragon</td>
<td>Evil dragons, evil reptiles, greed, Chessenta</td>
</tr>
<tr>
<td>Torm</td>
<td>Right-hand gauntlet held upright with palm forward</td>
<td>Duty, loyalty, obedience, paladins</td>
</tr>
<tr>
<td>Tymora</td>
<td>Silver coin with Tymora’s face surrounded by shamrocks</td>
<td>Good fortune, skill, victory, adventurers</td>
</tr>
<tr>
<td>Tyr</td>
<td>Balanced scales resting on a warhammer</td>
<td>Justice</td>
</tr>
<tr>
<td>Utsha</td>
<td>Maze</td>
<td>Creation, jungles, Chult, the Chultans, dinosaurs</td>
</tr>
<tr>
<td>Ulutiu</td>
<td>Necklace of blue and white ice crystals</td>
<td>Glaciers, polar environments, arctic dwellers</td>
</tr>
<tr>
<td>Umbrelle</td>
<td>Blue-green wave curling left and right</td>
<td>Oceans, currents, waves, sea winds</td>
</tr>
<tr>
<td>Uthgar</td>
<td>That of the individual beast totem spirit</td>
<td>The Uthgardt barbarian tribes, physical strength</td>
</tr>
<tr>
<td>Valkur</td>
<td>Cloud with three lightning bolts on a shield</td>
<td>Sailors, ships, favorable winds, naval combat</td>
</tr>
<tr>
<td>Velsharoon</td>
<td>A crowned laughing lich skull on a black hexagon</td>
<td>Necromancy, necromancers, evil liches, undeath</td>
</tr>
<tr>
<td>Waukeen</td>
<td>Gold coin with Waukeen’s profile facing left</td>
<td>Trade, money, wealth</td>
</tr>
</tbody>
</table>

*See the deity’s description for special rules regarding selection of this deity as a patron.
In the lightless realm of the drow, betrayal has always been as natural as breathing, and the only certainty is death.

What could possibly upset a society wrought of pure evil and utter chaos? The ebon-skinned servants of Lolth are about to find out.
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Whether cleric or commoner, wizard or warrior, nearly everyone in Faerûn pays homage to at least one patron deity. Some of those divine powers inspire respect, while others elicit fear. Good or evil, all of them coexist within these pages. Complete information for key gods, along with the powers and abilities granted to their most dedicated followers, and descriptions of supporting deities combine to provide this look at all the gods of the FORGOTTEN REALMS® Campaign Setting.

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Maps of four temples

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