A Community Built Campaign Setting

Based on source material originally appearing in forums on the Giant in The Playground website as well as additional new material.

This document contains material intended for use with the Tears of Blood Campaign Setting

While that document is not required to make use of this material, some names and/or references may have to be modified for use in other settings.

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Introduction

This material is intended for use with the Tears of Blood Campaign Setting, but most of the information can be adapted for use in any fantasy themed role playing game.

Most of the information contained in this supplement originally appeared on a group of user forums on the Giant in The Playground website as part of a Community Built Campaign Setting. A meeting place for enthusiasts of role-play gaming, as well as the online comic “Order of the Stick,” the Playground can be found here: http://www.giantitp.com/index.html

Prologue (Inspired by a post from Alarra)

The Tears of Blood setting is a fantastic, gritty world in which magic is common, but suspicious, and not openly accepted by all. Both divine and arcane magic has been useless against a devastating and unnatural plague called The Weeping, leaving damaged and shattered civilizations in its wake, and twisted wrecks of its survivors. The world is called Ursoule, and the main continent is known as Terdusas. And it is tearing itself apart.

Most of the familiar races are present in this world, but with slight alterations. Humans are changed the least, with new cultures and conflicts. Dwarves have a martial society, with a recent history as mercenaries. A race known as the Feldarin were the overlords of most of Terdusas until The Weeping reduced them to a shadow of their former power. Elves are the newest race, created some 500 years ago when a group of renegade Feldarin broke with their traditions and made a grab for divine power. Halflings are the Lords of the Seas; explorers, pirates, and merchants all. Gnomes ply strange ships through the underworld, known as The Beneath, and lately have also been seen in great sailing ships high in the skies. Orrks are a devoutly religious people living in the dense jungles of a distant continent, only newly discovered. There are also new races: the reflective Giantkin, who for unknown reasons are immune to The Weeping, the twisted Plaguetouched, and the unnatural Fleshwrought. Few “Half”-races exist here other than Half-Dragons.

Behind the scenes, many factions are at work. An ancient Dracolich plots underground, helping shape the future of the Gnomes in their Netherworld. The existence of the Five Gods is disputed between cultures, but are almost always defined by the concepts of War, Death (or Life), Magic, Travel, and Nature. In addition to these, there is another god-like being known as the “Plague Fiend,” who was the source of the divine power that changed the renegade Feldarin into Elves. He gains power from the suffering caused by all diseases. Some say he brought The Weeping to the world, but, truly, no one knows the source of the plague. Nearly all, however, have felt its sting.

Other influences include opposing Guilds and Nobles scrambling to fill the voids left when their competitors fell dead from the plague. There are also many secret and not-so-secret organizations with their own agendas, as well as various settlements, clans, and city-states that are struggling just to survive. Bizarre post-Plague cults are appearing everywhere, some of whom are able to obtain divine magic despite renouncing The Five Gods. Monsters are stirring both above and below ground, and may be massing to create their own “new world order.”

In short, the world is in chaos, and into this maelstrom strides your group of adventurers. Will they survive? What will they make of this broken, forsaken land?

Welcome to the Tears of Blood Campaign Setting!
Each of these chapters appeared previously as separate documents to supplement the Tears of Blood Campaign Setting. This material has been revised and expanded and released as a new, single document.

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ARTIFACTS AND RELICS

UNIQUE TO THE

TEARS OF BLOOD CAMPAIGN SETTING

I prefer an air of mystery, and I think it much better if no one knows how to use it, and the only way to find out what ancient Artifacts do is to start pushing buttons...

-Horn Grimcutter, former Royal Advisor to the Sage of Antiquities (Deceased)
This section includes all of the artifacts and relics appearing in the Tears of Blood Campaign Setting, plus a few new ones.

Most of the Artifacts and Relics presented here are original material from the Tears of Blood forums. Some items had to be further described, as some references had only a name. Some new items were also created to further establish the feel of the world.

The **Mythic Weapons** and **Mythic Armor** are based on material obtained from the fine folks at Chaotic Shiny ([http://www.chaoticshiny.com/](http://www.chaoticshiny.com/)) using their fantasy generators.

*Torvit’s Amulet of Time* is based on material appearing on the [Tenkar’s Tavern](http://www.chaoticshiny.com/) blog.

All images were obtained from royalty free sites on the internet.

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**Book of First Magic**
The ancient Omeshik are believed by some to be the first to study the arcane arts. As they learned the secrets of magic, they scribed the spells they created into this book. The spells were scribed in a way long forgotten that bestows upon those who read them the ability to cast them without ever needing to refer to any book again. If read by anyone other than a Wizard, the book is said to cause insanity and affliction. It is dangerous even for Wizards to study this knowledge, as the spells are seemingly alive and want to be cast.

**Game effects:** after studying the book for one week you gain Spell Mastery with twenty spells of 3rd level or lower. This is in addition to any spells you may already have under the Spell Mastery feat. However, if you don’t cast at least one of these spells within 5 days after the last time one was cast, you gain a negative level that will be removed only when you cast one of these spells for every day beyond 5. These negative levels never result in actual level loss.

**Questions for the DM:**
1) Properties of the book
2) Location of the book
3) Exact nature of the spells, and who wrote them

**Book of Truth**
The most holy book in Baran religion is known as the Kit’ab-e-Sitaq, or ‘Book of Truth,’ which the Baran believe to be divinely-written, gifted to them by al’Sharesh. The Kit’ab-e-Sitaq outlines the principles of the Baran religion, addressing such topics as appropriate sacrifices and the procedures required to make a sacrifice, various dietary and behavioral laws, the philosophical and doctrinal underpinnings of the religious system, and a number of historical and educational stories and parables. The Kit’ab-e-Sitaq also contains a number of letters and essays said to have been written by Adil Khalid, the most revered of the early teachers of Baran religion. These writings focus on the relationship between al’Sharesh and the individual believer.

**Questions for the DM:**
1) Properties of the book
2) Location of the book
3) Description of any spells, and who wrote them

**Cauldron of the Great Mother**
This massive black iron cauldron is carved with the skulls of warped and mutated creatures and is assumed to be of Gnomish origin. Once per year the cauldron may be filled with pure water from a rushing river and brought to a boil to activate its mystical powers. Once activated, the remains of a once-living creature can be placed within it; if the pot is kept boiling until midnight, the remains will be brought back to life as per a True Resurrection spell cast at 20th level. A person raised from the dead in this fashion must attend a midnight rite dedicated to the Great Mother once per year; if they fail to attend, they will again die—but this death is final and there is no hope of future resurrection.

**Coyote’s Paw**
Little is known about this powerful Omeshik totem. Sages have studied it, and have not been able to determine anything about this strange relic of a forgotten time. What is known is that it appears to be the mummified forepaw of a large coyote or similar creature, and
that by grasping the paw in one’s hand, the possessor becomes aware of its powers.

Legends say that the user is able to cast any spell from the school of Enchantment. Only one of each spell level per day is allowed. For example, *Charm Person* could be cast, but not *Sleep* on the same day. Also, the casting of *Charm Person* only uses the 1st level spell slot, all other spell slots through 9th are still available for that day.

The wearer must have an intelligence of 10+spell level to cast the chosen spell (for example, an 18 intelligence is required to cast 8th level spells), but otherwise is not required to have any prior knowledge of the spell, or even of spell casting.

The *Paw*, for reasons of its own, randomly teleports itself to where it feels it can cause the most chaos from time to time. It seldom stays with one person for more than a year.

**Cup of Jamshid**
Five thousand years ago the world was at peace and Jamshid proclaimed himself both as a King and High Priest. He then reigned for seven hundred years and when he died his essence is said to have formed *The Cup of Jamshid*. The cup holds strong powers of Divination and was long associated with the ancient rulers of Calta. It appears as a jeweled chalice made of gold, filled with an elixir said to bestow immortality. It is said that the whole world is reflected in this liquid, and divinations made within the Cup reveal deep truths.

Anyone looking into the elixir can instantly find any other living creature on the same plane upon request, their alignment is also shown as an unmistakable aura around the creature. The elixir is enough for one person to drink only once and it grants immortality so that person never ages. Once the elixir is consumed the cup will become an old wooden mug, inert and powerless, until the death of the one who drank from it. It will then return to its former appearance and powers.

**Echo of Creation**
*This small, clear crystal shard is imbued with ancient creative powers, and trembles slightly as if agitated by some distant, unseen force.*

This rare crystal is useful only to spell casters, and in particular to divine casters with the Creation domain. Only a few are known to exist. They grant any spell caster a +1 bonus to their caster level when casting any spell of the Conjuration (creation) school. If possessed by a divine caster with the Creation domain, this item grants the following benefits:

- All creatures and objects created by your *Genesis Creatis* are permanent.
- Doubles the duration of all Conjuration spells you cast.
- Grants a +4 bonus to all your Craft checks, including Spellcraft.
- Any energy damage you deal can be either lethal, non-lethal, or a mixture of your choice.

**Eye of Rapture**
The Eye of Rapture, once triggered, shrouds an area as large as one square mile in a powerful meld of enchantment and illusion. Those within this area see only what they want to see and are filled with euphoric glee. They ignore anything they see that does not mesh with their preconceptions. The effect lasts for 2d4 hours, and the wielder of the Eye may alter the illusions at any time. When the duration expires, the effect ends and the Eye loses all magic properties for one year. A DC 30 Will save is necessary to avoid falling under the
Eye’s spell. The eye requires a powerful Fey being to function, as it draws on the Fey’s deepest thoughts and desires. If this being is slain while the Eye is active, the Eye fractures and crumbles to dust. Fey creatures are also more vulnerable to the Eye’s effects, as it automatically pierces any Spell Resistance they have and they suffer a -4 to their Will save.

Font of Llenwyn
This ivory basin is trimmed in silver and gems and is usually depicted in artwork as perched on top of a black stone pedestal. According to Caltan legends, Llenwyn was the first ruler to bring the Caltan tribes together under one banner. He established their homeland and was said to have ruled from a citadel near the present site of Llenwyn Castle. Llenwyn is said to have used this enchanted font to learn the secrets of his foes and the intents of his allies. He called together the first Tuath, or set of alliances, and created the legal system still in use today. The font was last reported to have been within Llenwyn’s throne room, and may still rest there among the ruins awaiting discovery.

Questions for the DM:
1) Properties of the font
2) Location of the font
3) Exact nature of the font and how to use it

Golem Armor
This large, 8 foot tall suit of armor is a true terror anywhere it appears. Only one suit is known to exist. According to legend, Dwarves crafted the actual suit of armor, Gnomes crafted the mechanics that allow it to move, and Elven magic provides the energy. Golem Armor gives the ultimate protection without reducing speed and bestows the following properties on its wearer:

- **Combat Boost:** Golem Armor boosts your Strength by +8, but does not stack with other bonuses once your Strength score reaches 35. At that point the suit’s mechanics cannot allow the wearer’s Strength to boost any further without damage (to the wearer).

- **Armor Boost:** Golem Armor provides a +20 armor bonus that stacks with shield bonuses. It moves quite well but still restricts movement somewhat. While wearing Golem Armor your effective Dexterity score is reduced by -4, but the wearer’s Dexterity can not be below 16, the dexterity built into the armor.

- **Powerful Build:** While wearing Golem Armor, you function in many ways as if you were one size category larger. Whenever you are subject to a size modifier or special size modifier for an opposed check (such as grapple checks, bull rush attempts, and trip attempts), you are treated as one size larger if doing so is advantageous to you. You are also considered to be one size larger when determining whether a creature’s special attacks based on size (such as improved grab or swallow whole) can affect you. You can use weapons designed for a creature one size larger without penalty. However, your space and reach remain those of a creature of your actual size. These benefits stack with the effects of other powers, abilities, and spells that also change your size category.

- **Air Filter:** With the helmet on and the visor closed, you are immune to any kind of gas or airborne poison. This grants a +4 bonus on such saves with the visor open.
• **Visor Shades:** The visor darkens rapidly in response to bright light. With the helmet on and the visor down, you are immune to the effects of bright light, such as *Daylight* and similar spells, and immune to gaze attacks. With the visor up you receive a +4 bonus to saves against such effects, including gaze attacks.

• **Slam Attack:** The heavy fists of the armor can be used to make slam attacks. You are never considered unarmed. You can make a slam attack at your usual base attack bonuses and damage is 4d6 plus your current Strength modifier.

• **Stability:** The heavy, grounded nature of Golem Armor grants the Wearer a +20 bonus to defending against Bull Rush attacks (as if you were unusually stable).

• **Jumping:** Golem Armor helps the wearer Jump, adding a +10 to Jump checks and increasing the distance jumped by 25%.

The last reported sighting of the Golem Armor was in 248 A.L. when it was worn by the Phoedran hero Uterra at the Battle of Eleussene Pass at the end of the Feldarin “First Phoedran Campaign,” after which it disappeared.

**Regalia of the Dwarf Lords**
Legend speaks of a powerful trio of artifacts that were once proudly held by the Dwarven Clan Foehammer. These artifacts were a helm, a shield, and a pickhammer (war hammer with a heavy pick on the opposite head). The legends say that these items became even more powerful when wielded together, and that the warrior who wields them with a stout heart can never fall.

They were last seen together at the Fall of Foehammer Hall, wielded by Clan-Father Garn Foehammer. The hammer struck down all that opposed him, and the shield and helm kept him safe from harm. Then, just as the last of the clan was escaping, the Clan-Father had a moment of fear as a Great Dragon reared up to challenge him directly. Both fell instantly between blow and fire.

The story goes that one of the Dwarven Clan-Captains was able to gather at least some of the items before leading the retreat from the Hall, but the details have faded over time. Various bards speak of the different items being sighted in different areas of Terdusas, others claim that they were all hidden within the Hall when it was obvious that the Captain would not make it out alive. Some claim that one or two items made it out, but the third remains hidden away in the Hall, and the true power of the trio cannot be unlocked without all three together. The Foehammer Clan has a prophecy that when all three are reunited, the dark days of the exodus will be over and the Clan will return to its rightful home.

**To be decided by the DM:**
1) Properties of the items, individually and together
2) Location of Foehammer Hall
3) Exactly who invaded the Hall, and if any are still there

**Regalia of the Pirate King**
This set of crown, boots, and scepter bestows great power when worn together. Separately they are still items of great power and will be recognized for what they are by any pirate.
**Boots of the Pirate King:** These soft white leather boots grant a +20 Circumstance bonus to Balance and Tumble, a +10 Enhancement bonus to DEX, and the Dodge Feat (Mobility if Dodge already taken, Spring Attack if Mobility is already taken).

**Scepter of the Pirate King:** This long rod made of bone and ivory hides a +5 Luck Blade rapier inside that can be drawn as a free action. When drawn, the rapier grants the wielder the Weapon Finesse Feat (or Weapon Focus - Rapier if Weapon Finesse is already taken, or Improved Weapon Finesse [DEX modifier to both attack and damage] if Weapon Focus is already taken).

**Crown of the Pirate King:** This hard leather headband grants a +20 Circumstance bonus to Intimidate and Bluff, a +10 Enhancement bonus to CHA, and the Leadership Feat (or Battle Leader if Leadership already taken, or Inspiring Leader if Leadership and Battle Leader already taken. See below for Battle/Inspiring Leader).

When combined the Regalia grants a +10 bonus to DEX and CHA, a +10 bonus on all saves, the Epic Leadership feat (or Legendary Commander if Epic Leadership is already taken) and grants any requirements that are not already met by the wearer.

**Battle Leader** [General]
Your banner or standard inspires your followers and cohorts in battle.
**Prerequisite:** Cha 15, Leadership
**Benefit:** You must have a banner or standard that is recognizable to your followers and cohorts, and you must use this standard to urge, inspire or rally your troops. All cohorts and followers that can directly see you or your banner gain a +1 morale bonus to attack rolls and saves versus fear effects. If you or your banner falls, all followers and cohorts instead get a -2 penalty to attacks and on saves versus fear effects until you are restored, the standard is raised again, or one minute elapses.

**Inspiring Leader** [General]
You work to inspire your followers and cohorts and raise their morale.
**Prerequisite:** Cha 20, Battle Leader
**Benefit:** Your cohorts and followers gain a +2 morale bonus to attack and damage and a +2 morale bonus to saves versus all fear and mind-affecting spells and abilities while you are personally directing their efforts, and/or are within 30'. This bonus will last for up to one minute without additional orders being given if you move further than 30' away from your allies. These bonuses remain in effect for up to one minute if you are dropped in combat.

**Legendary Commander** [Epic]
Your leadership is legendary and draws followers to you in great numbers.
**Prerequisites:** Cha 25, Epic Leadership, Inspiring Leader, Diplomacy 30 ranks, must rule your own kingdom and have a stronghold.
**Benefit:** Multiply the number of followers of each level that the character can lead by 10. This has no effect on cohorts.

The current location of the Regalia is unknown, but rumors occasionally place it in the area of Port Conastinia.
**Staff of Rahn**
After their defeat by the Yujung, the Omeshik dispersed over the northern wastes to keep from being hunted down any further. The Yujung, satisfied that they had rid their lands of the Omeshik curse, built an enormous wall across their peninsula for protection. The Yujung call it “Yuzheng’s Seal” after the Emperor who built it, and the Omeshik call it “Rahn’s Gravestone” after Rahn Chuluun of the Red Moon, the Chief who saved what he could of his people and led them over the mountains to their new home. Legend says that Rahn and one hundred warriors died fighting back the Yujung so his people could escape. There is a prophecy among the Omeshik that Rahn will one day return to claim his homeland, and the first omen of that prophecy is the appearance of the legendary Staff of Rahn. The Omeshik say that the Staff of Rahn was the last weapon wielded by the Chieftain, and is said to possess great power over the forces of nature. Its current location is unknown.

Questions for the DM:
1) Properties of the staff
2) Location of the staff
3) Exact nature of the staff, and who crafted it

**Tome of Gaimar**
This heavy, leather bound tome is fitted with gold and platinum bindings and has the image of two crossed staves embossed on the cover. Careful examination reveals arcane markings on one staff and divine markings on the other.

Although its existence is disputed, a tome fitting this description has been reported on a few occasions since the appearance of **The Weeping**. Gaimar is said to be the Feldarin scholar who first studied the plague and its properties, apparently with some success.

The knowledge he gained was recorded on scrolls and parchment and was a careful study of **The Weeping** from infection to death. These documents were later compiled into the Tome. Nowhere is it recorded what formal training Gaimar had, if any, but the knowledge collected in the Tome can be used by either arcane or divine casters. The Tome allows any reader to cast the following spell using a specially prepared focus item:

**Staff of Gaimar**
**School:** Conjuration (Healing) [Mythic]
**Components:** V, S, F, M (optional)
**Casting Time:** 60 Minutes
**Range:** Touch
**Target:** One living creature
**Duration:** Instantaneous
**Saving Throw:** Will negates (harmless) **Spell Resistance:** Yes (harmless)

The caster is able to channel raw Positive energy into a creature to wipe away all injury and affliction. It immediately heals all hit point loss and ends all of the following conditions affecting the target: ability damage/drain, blindness, confusion, insanity, daze, deafness, disease, fatigue, exhaustion, feeblemind, nausea, poisoned, and may be effective against others, including even **The Weeping** itself. A single casting is enough to achieve all of these effects on the target creature. It has no effect on any creature immune to **The Weeping**, such as Giantkin.
Focus: a +1 Quarterstaff that has been soaked for one day in one potion of any spell with the Conjuration (Healing) descriptor. The staff need only be soaked in the potion once, no matter how many times the staff is used as a focus for this incantation.

Material Component: Use of the material component is optional, although without it there is no chance of healing a victim of The Weeping. This is an elixir made from the blossoms of a Harrow-Heal Tree (aka, Cleric’s Tree) mixed with cow’s milk obtained under The Tree Starsign when Noronis, the Distant Moon, is full. It is consumed by (or administered to) the target over the course of the casting and allows them to recover from The Weeping as a Plaguetouched.

Torvit’s Amulet of Time
Said to be forged by the Time-mage Torvit with help from a Time Elemental, this amulet has two ivory discs carved with runes and held together by a gold rivet set with a diamond. The outer ring lines up with a pointer on the clasp that connects the amulet to a necklace, and the inner ring lines up with a gold pointer on the rivet the diamond is set into. The outer ring is divided into decades of time, with reference points at 0, 40, 80, 120 and 160 years. The inner ring is divided into 16 sections representing the 12 months and 4 solstices.

Depending where on the two pointers are resting, the user is able to view what happened in their local area in the past. With practice, the user can dial in a specific day in a month up to 160 years back in time.

The amulet is activated by pressing in the diamond after setting the two rings to the desired date. After activating, the user will see the world in ghostly images to a range in feet equal to their intelligence score X10. The images will be of what occurred in that area at the time selected and will play forward in normal time. If the user moves so does his perspective of the ghostly world. Use of the amulet is intoxicating; every hour of use requires a Will save (DC 30 +1/hour used), and a Fortitude save is required to turn off the device. It is rumored that Torvit himself was lost to over-use of the device, dying of dehydration and starvation.

The amulet has many practical applications: solving murders, spying on meetings that have already occurred, and making sure your wife is not cheating on you just to name a few.

Source: [http://www.tenkarstavern.com/2014/03/the-top-seven-magic-item-entries-for.html](http://www.tenkarstavern.com/2014/03/the-top-seven-magic-item-entries-for.html)

Wasp of the Great Mother
Believed to be a marvel of Gnomish craftsmanship, the Wasp is a construct of steel and brass and glittering green glass as hard as adamant, with smooth bulbous glassy panels and magnificent clockwork limbs. In design, the Wasp is a massive mechanical wasp, and it can carry both passengers and cargo within it as it flies on wings of slim golden veining and films of pure arcane energies.
The Wasp is a unique clockwork airship large enough to carry up to six human-sized passengers in its thorax and abdomen in relative comfort. Its limbs are jointed and hooked like those of the insect it is modeled after, capable of landing on most any surface and clinging there stubbornly, even upside down. The Wasp may also venture underwater, though its ability to function there is poor. The Wasp can achieve a land speed of 210' (base 70') and a stunning maximum flight speed of 450' (base 150'), but its submerged movement is only 120' (base 40').

The Wasp is armed with adamant-lined steel mandibles that can be manipulated to inflict 5-50 hit points of damage per bite; but its ability to bite man-sized targets is hindered, inflicting a -6 penalty to the to-hit roll of the controlling individual. More efficient is the Wasp's sting, a massive needle-like vane of brass and crystal that can cast an 8d6 lightning bolt every five rounds. The Wasp functions as if possessing 20 HD and an AC of 24.

Wars and revolutions have been fought over the Wasp since its first appearance on Ursoule. Kingdoms rise like shoots and fall like leaves in its wake. More fearsome still are the rumors that tell of a series of such constructs, some with other forms of armaments or mesmerizing patterns cast by their scintillating wings, that rest within a cavern deep in The Beneath waiting to be found.

Mythic Weapons from the Tears of Blood setting

DM Note: at the time these items were developed, the Pathfinder RPG had no rules covering "above +5" weapons and armor. Therefore, some alterations may be in order to fit the current rules, or to fit the style and feel of your campaign. Exact details such as Caster Level, Prerequisites, and Value are left up to individual DM's to determine.

Arbalest of Armin
This heavy crossbow is larger than the typical heavy variety and glows faintly amber. It is usually accompanied by a quiver of bolts with red shafts. When fired, the bolts explode on impact into a fireball. It also confers an enhancement bonus to Dexterity and Strength sufficient to wield the weapon effectively (Dexterity and Strength must both be at least 20). It was last seen among the Pahali, but its current location is unknown.

Properties: +5 speed, flaming burst, heavy crossbow, bolts explode into a 10d6 fireball on impact (Reflex save, DC 20) plus inflict normal damage. Special: a hidden compartment in handle can hold up to five bolts, turning this into a heavy repeating crossbow. Finding the hidden compartment requires proficiency with a crossbow and a DC 25 Intelligence check (D20 + Intelligence bonus). The bolts can be reproduced by anyone able to both craft magical weapons and cast fireball.

Bite of the Wyrin
The legends say that this longspear was crafted by an Albion warrior with wood from the Great Tree in the Wyrin Forest. It is a deep green in color with a dark blue leather grip. The bards say it enhances one’s endurance and protects the owner from hostile magic. It was last seen among the Elves of the Wyrin Forest south of Chevengrad.

Properties: +5 wounding, bane (Humanoid: Feldarin), shocking burst, longspear that confers upon the wielder a +5 enhancement to Constitution and SR 30.

Blackclaw
This hand axe is typically associated with bards and appears in all respects to be a normal
weapon. In the hands of a Bard, though, it allows the wielder to control winds and water. Although some legends say that it slowly drives its owner mad, it has been the object of several famous quests. Its current location is unknown.

**Properties:** +5 *keen, dancing*, hand axe. Wielder can cast *control winds* and *control water* three times per day each. The wielder may expend all three uses of either spell to summon an elder elemental of the appropriate type, but doing so invokes a curse causing the wielder to make a Will save (DC 25) or suffer temporary insanity (type determined randomly) for 1d4 hours.

**Blacksword of Xeran**

This broadsword was forged from an unknown black metal using secret rituals. Flames dance its length when drawn, and its hilt is inset with sapphires. Legends say it protects the owner from fire and has several secondary powers. The source of its power is darkness, and it causes its owner to become obsessed with it. It is currently thought to be part of a private Feldarin collection.

**Properties:** +6 *flaming burst* (damage is in the form of negative energy) sword that grants Resist Fire 20 and allows the wielder emit an aura of magical darkness in a 60 foot radius. It also grants Darkvision 120’ to the wielder.

**Blade of Aran**

This greatsword was forged by a long forgotten Baran ruler to be used against assassins. Its hilt is covered with expensive gems. The metal is slightly blue-tinged. It grants its wielder invisibility and also communicates telepathically. At last report, it was in use somewhere in the Baran lands.

**Properties:** +6 *keen* greatsword, grants *greater invisibility* at will, wielder can see *invisible*, and the wielder has a +10 Circumstance bonus on Stealth checks.

**Bow of Erudar**

This jet black Shortbow has a grip made of red leather. It was traditionally used by Caltan warriors who attained the greatest glory. It allows its owner to *speak with dead* at will and to safely go without sleep. Its current location is unknown.

**Properties:** +6 *seeking, distance, speed, and ghost touch* composite (+5) shortbow. The wielder can also cast *speak with dead* at will and *nap stack* once per week.

**Celsius Axe**

The metal parts of this throwing axe are made of bronze and engraved with runes. Legends say it can conjure winds and storms, although the wielders of this weapon always seem to suffer from fits of madness. It is currently believed to be in the Yujung imperial palace.

**Properties:** +5 *seeking, returning*, throwing axe. Once per week the wielder can cast *control weather* as a Druid of the same level as the wielder. Curse: casting *control weather* forces wielder to make a Will save (DC 10 + level of casting + number of previous castings for that wielder) or suffer from temporary insanity.
(determine type randomly) for 1d4 hours. The insanity caused by the Celsius Axe can only be removed by the application of a remove curse spell (not available to Druids) cast while within a Druid’s Grove.

Durnir’s Decree
This 2-handed battle axe has its name carved in Dwarven runes in the handle. It is a +3 Executioner’s Axe (two-handed, 2d6, Req STR 16+, if a critical hit is confirmed and one of the 2D6 weapon damage dice rolls a 6, the critical damage increases to X3. If both 2D6 roll a 6, the critical increases to X4). When this weapon is wielded by someone with Dwarf blood, each time a 6 is rolled for damage another D6 is added, if that is a 6, another D6 is added, etc. Continue until no more sixes are rolled.

Glaive of Kheal
This glaive has a haft made of black walnut. It was forged by the long-dead Phoedran hero Kheal to rescue a cohort and is marked with nicks and scratches from past battles. It confers one negative level on any evil being touching it and it can only be used by any one person for a single year. It is believed to currently be among the Giantkin.

Properties: +5 holy, vorpal, glaive (reach weapon) with the ability to cast heal three times per day. Wielder also gains the benefit of a continuous longstrider spell.

The Mindblade of Leng
This 6 inch oval of crystal and metal shatters the minds of those it hits with a strange whirling blade of devastation that causes ability damage. On a successful hit, the target suffers 1d3 points each of Intelligence and Wisdom damage as this weapon eats its way through to the brain. Each such use expends one charge. The loss is temporary, but repeated hits may cause permanent damage. Those hit must make a Will save DC 25 to avoid the permanent effects of the Mindblade. This weapon has 6 charges per day.

Nightshine Bow
This longbow is made of yew wood that has been lacquered black. At night or underground, it functions as a +1 longbow of speed. But during daylight conditions it becomes sheathed in black flames and is deadly to those opposing its wielder. The bow was last reported to be among the Taeshin.

Properties: +5 speed, distance longbow whose arrows ignore nonliving matter. All attacks with this bow are made against a living target’s Touch AC (ignores armor, shield, and natural armor bonuses). Dexterity, deflection, dodge, size, and other AC bonuses apply. The Nightshine Bow will not harm undead, constructs, or objects.

Reaper of Nethersoule
Legends claim that this scythe was forged by a long-dead hero who aided the Dwarven Clans in a war against dark forces in The Beneath. It has gilded edges and a grip of white leather. Among its powers are granting the wielder darkvision and the ability to read thoughts. As a weapon it was said the mere sight of it caused terror in those who opposed it. According to the legends it was lost in a great battle, although it insured the Dwarves’ victory that day.

Properties: +5 ghost touch, bane (undead), great scythe that also confers 120’ darkvision on its wielder and can cast telepathic bond three times per day.
Special: when in The Beneath, the scythe glows softly when at rest, but when used in combat it leaves trails of white sparks behind every swing that cause any undead viewing this effect to make a Will save (DC 25) or recoil from its wielder as if Turned.

Sword of Damian
This is perhaps the closest thing the Morvanima have to a known relic. Reportedly forged by an ancient hero of the Feldarin, this plain greatsword appears normal, and even slightly beat-up. The guard is designed to look like a skeletal hand. It saw hundreds of battles during the Landing, but little has been heard of it since.

Properties: +6 unholy, greater cleaving, bane (human), greatsword. It is also intelligent. (specifics to be determined by the DM)

Sword of the Dreaming God
This mighty blade was the weapon of a now forgotten god of war and justice, the protector of a civilization that has also been long forgotten. The sword still exists within the dreams of that ancient god, and it still yearns to protect the innocent from harm. It always takes the form of a massive greatsword with a golden hilt and a blade of polished silver that shines with the light of the sun.

It is a +6 holy, defending, transient (see text), flaming burst, greatsword. It has the following additional powers:

• While asleep and dreaming, the wielder can ask one question of the dreaming god per week. This is treated as a commune type of spell effect except that short conversation is possible. No more than one topic can be discussed, and if attempted it ends the contact. Any advice or knowledge provided by the dreaming god is left up to the DM to decide.

• The blade sheds natural sunlight in a 60 foot radius whenever drawn, affecting any creatures with a weakness to this illumination. For the purposes of dispelling magical Darkness, treat as a Daylight spell heightened to 9th level, cast by a 20th-level cleric.

• When in the hands of a lawful-aligned character fighting for a noble cause, the sword spreads an aura of courage to all who fight alongside the wielder. The wielder and all allies within 60 feet receive a +2 sacred bonus to attack and damage rolls, skill checks, and saving throws.

• It grants its wielder a +8 enhancement bonus to both Strength and Constitution.

• It can cast any of the following spells, each once per day: flame strike [piercing, consecrated] (15d6, DC 25, all SR is treated as 5 lower, maximized vs. evil); hallow (choose bonus spell at time of casting); and holy word [piercing] (all SR is at -5).

The sword is intelligent (Int 12, Wis 17, Cha 17, Ego 22) and lawful good. It seeks to preserve justice and protect the innocent from tyranny, and will constantly urge its bearer to seek out those in need of aid, even in their dreams. If the blade is ever used to slay a lawful-aligned noble creature it will vanish, returning to the dreams of the forgotten god who forged it.

Magic Item Ability: Transient
A transient object will follow the mind of its owner into the world of their dreams. A transient object has two shapes: its real form and its dream form. Often the two forms are the same, but sometimes they are drastically different; for example, an item that takes the form of a sword with a snake on the pommel in the real world could be an identical sword in the sleeping world, or it might take the form of a giant...
constrictor snake with a sword-patterned skin. Either form will aid the owner to the best of its ability while in the land of dreams.

When the owner of a transient object falls asleep, the object disappears from the real world and appears in the dreams of the owner in its dream form. When the owner wakes, it comes back to its real form. If the object is lost or passed to another creature while in dreams, it will not reappear when the former owner wakes up; instead, it will remain in the hands of its new owner, or stay lost in the dreamscape if it was simply dropped or discarded in the dreamscape. Recovery may be possible.

A transient armor or weapon is treated as a +1 modifier to the price of the object. For any other type of object, add 15% to the cost of the object.

Mythic Armor from the Tears of Blood setting

DM Note: at the time these items were developed, the Pathfinder RPG had no rules covering “above +5” weapons and armor. Therefore, some alterations may be in order to fit the current rules, or to fit the style and feel of your campaign. Exact details such as Caster Level, Prerequisites, and Value are left up to individual DM’s to determine.

Aegis of Alarra
This heavy steel shield with dark green straps always imparts a calming effect wherever it appears. It was forged by Lady Alarra, an Albion Elf who spent her life seeking to redeem her people from the effects of the Plague Fiend. As far as anyone knows, it is currently among the Vanimar Elves.

Properties: +5 holy shield that bestows Resistance 30 against electricity, acid, fire, and cold damage on the wielder. Wielder is under the constant effects of Inspire Courage as if performed by a 17th level Bard (+4 morale to saves vs. charm and fear effects and +4 competence on attack and weapon damage). Wielder can create a 20 ft radius aura calm emotions centered on the wearer at will as a free action.

Armor of the Ebon Court
This pair of leather greaves (leggings) was originally created for a creature of the Fey realm. They were made to be used by Fey champions and seem to blur when moved. The straps have been dyed crimson. Legends say that the leggings are part of a full suit of armor that has been separated and lost over time. The powers of the full suit are not known. The leggings are believed to currently be part of a dragon’s hoard.

Properties: +5 glamered, greater shadow armor that allows the wearer to cast blur three times per day and greater displacement once per day as a 25th level caster. They also increase the wearer’s base land speed to double the normal maximum.

Armor of the Goblin Kings
This small-sized suit of plate mail was forged by goblins and constantly throws off sparks. The buckles are inset with red emeralds. When worn by a creature with the Goblinoid subtype, the armor takes on special qualities. It has been reported in many encounters over the centuries, most recently in a skirmish in the Swachil Mountains between Goblinoids and a mercenary force from the Dwarven Clan Rockdweller.

Properties: +4 invulnerable armor that allows the wearer to cast fire shield three
times per day as a caster of their level. It also confers Acid and Fire resistance 20.

**Buckler of Vaarsuvius**
This round metal shield seems to have been forged poorly, with loose fittings and worn leather. When worn, however, its true form appears: an adamantine shield with strong straps and a highly polished outer surface. When used in combat it seems to constantly rumble with distant thunder. The shield was believed to have been part of a cargo lost to the abyssal chasm surrounding Mournlym in eastern Kvrinzemya.

**Properties:** +5 **blinding**, **reflecting** *(1d8 + 10 total levels)*, shield that allows the wielder to cast *teleport* once per day as a caster of their level. It conveys Resistance 30 vs. electricity and the wearer can cast *call lightning* once per week. The lightning bolts emit from the buckler and not the sky, and do 3d10 damage.

**Defender of the Demonking**
This kite shield was forged by demons from some unknown metal and feels almost weightless when lifted. The wooden parts are a pale grey in color. Legends say it is destined to always lead its owners astray and fills them with evil. It is said that no weapon wielded by man can harm the wielder of this shield. Currently, it is believed to be lost in the Al-Barajah Desert, possibly in one of the Haunted Pyramids.

**Properties:** +5 **heavy fortification** shield that allows the wielder to cast *circle of death* 3 times per day and *finger of death* once per day, both as a 20th level caster. The wielder gains temporary hit points equal to the hit dice of any creatures slain by the spells. These temporary hit points last for 24 hours or until dismissed by the wielder. These stack with any other temporary hit points regardless of source.

**Django’s Defender**
This large shield was created to defeat an ancient enemy and is covered with intricate carvings. The leather straps are white. Legends say that it can briefly affect the flow of time, although it sometimes malfunctions in odd ways. It was in the treasure vault of a Feldarin Governor who died from *The Weeping*, and its current location is unknown.

**Properties:** +5 **animated** shield that grants the wielder the power to cast *time stop* once per day as an 18th level caster. Doing so triggers a curse placed on the shield ages ago when it was used to defeat an evil godling. The wielder must make a DC 30 Will save or be aged 1 year. The aging cannot be removed by any means short of divine intervention.

**Iron Guard of Trolof**
This small iron shield is marked with nicks and scratches. The metal parts are inlaid with copper. It was used by the Dwarven hero Trolof in defense of the Clan of Twelve Axes Undercastle in the Fire Wolf Mountains. The legends disagree on who, or what, was invading, but every tale describes a dark and malevolent force from deep in *The Beneath*. It is said that the Underdark below Trolof Keep is filled with odd looking stone formations, which the Dwarves claim were their defeated enemies. The Iron Guard has not been reported for a long period of time.

**Properties:** +6 **heavy fortification** shield with the power to generate a petrification cone 3 times per day that radiates 30 feet from the wielder. Any enemy caught in the aura must make a Fortitude save (DC 35) or be permanently turned into stone.
One with the Darkness
“Absorbed” would be a better description of what happens to someone donning this suit of splint mail. It was forged ages ago by cabal of wizards who were intent on waging a war of conquest not unlike the Feldarin invasion of Ursoule. It is covered in bloodstains and battle damage. The leather parts appear to have been dyed an even deeper red. Rumored to gain power by the death it causes, it has gone by many names, but “One with the Darkness” has become its best known epithet. The wizards were defeated, and the armor circulated among the victors for a time until it disappeared. It was last reported by Halfling explorers in the area of the Cursed Peninsula.

Properties: +6 unholy armor grants DR 10/good and epic [+6 or greater]. The wearer is under the constant effect of deathwatch and when the wearer is in combat, the armor generates a death knell aura (20 ft radius). The wearer can also generate a wall of darkness with the same dimensions and impediments to movement as a wall a lava once per day (the wearer is immune to the movement penalties). The armor melds into the skin of the wearer and cannot be removed except by wish or miracle from a caster of 20th or higher level.

Tower of Bala
This tower shield was forged by a long-forgotten Pahali hero in a magic ritual and is inset with emeralds. The metal is inlaid with silver and the word “Bala” is inscribed on the inside. Bala has been translated to mean “strength,” and this shield delivers. The shield is rumored to be in the possession of a General in the Feldarin Legions.

Properties: +6 heavy fortification shield that confers a +10 strength bonus and DR 10/evil and epic [+6 or greater] to the wielder. The wielder can also perform a feat of strength as the Clerical Domain power once per week.

Wall of Lysander
This tower shield was created deep within The Beneath and is stylized almost to the point of impracticality. The metal parts are inlaid with copper and the leather straps are twice the normal thickness yet still flexible. The shield was last reported used by a Phoedran Paladin on a quest to the Damian River Valley and neither he nor the shield has been seen since.

Properties: +6 greater ranged weapon deflection (incl. large missiles such as siege and Giant weapons), heavy fortification, tower shield. Wearer can cast wall of stone 3 times per day as a caster of their current level.

Wall of Mesphut
This small shield was first reported when it was found inside one of the Haunted Pyramids in the Al-Barajah Desert. The carvings near it seemed to indicate it was forged by an ancient hero to be used in a rebellion, and it is marked with nicks and scratches. It is forged from an unknown metal and the leather straps have been dyed black. The face is carved into a roaring lion. Legend says that it can only be used by any one person for a single year. It changed hands several times after its discovery and its current location is unknown.

Properties: +6 wild, Lion’s Shield (able to attack on its own). The wielder can speak with animals at will and gains a special Leadership feat. The shield attracts followers that are all of the Animal type and a Cohort that is a Magical Beast. The Cohort will be able to speak one language known by the wielder. The cohort will also be able to teach the wielder the language of the shield’s creators, the Massu, if an open language slot exists. After one year, it will teleport away from the wielder.
The Cosmology of Ursoule

This section contains previously released material.

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The Cosmology of Ursoule

"Neath wild welkin, she slumbers, dreaming the swirling Starsign amid the Travelers, and the Five Lamps of Night in their Dark Waltz. Her dreams dance endlessly across the night sky, and at times, in sympathy or madness, her children mirror them.


Of Travelers, there are Five. Her children cannot agree as to their names, and the Feldarin call the brightest in midwinter 'Ermunaz,' the Halflings call the shimmering orb of summer evenings 'Andmere's Lantern,' it is said the Pahali dare not speak their name for the early-rising eastern Traveler, while the Orrks greet the ruddy red one as their 'Carrion God,' and the Giant's Children of the North revere the faintest of the Five as the 'Lady Beneath the Ice.' The Dwarves do not discern between them, calling all the Travelers 'Sumerledkine.'

Brightest of all the Lamps of Night are The Two. Mother and Daughter they are. They are hallowed by many, though the Sky Gnomes have no love for them, for beneath their fair faces these Travelers cannot work their wonders."

-Maven Fóla, Caltan Skald and Astrologer

Red star in the west, your voyage is blessed; red star overhead, soon all will be dead.

-Halfling Nautical Proverb

Astrology and Astronomy

Many scholars claim they can foretell the future, and predict what sort of person a newborn will be based on observations of the night sky. This study is called Astrology. The Caltan, Yujung, and Baran are the three hubs of Astrology on the world of Ursoule, with the Feldarin historically discouraging the study (though since The Weeping some nobles openly consult Astrologers). The result has been a gradual blending of the various systems into a more or less consistent method of determining the effects of the stars and moons on people. Many assign each of the Five Moons to one of the Five Gods. The zodiac, or "Starsign" mentioned by the Caltan Skald above, is a mixture of Baran and Caltan lore, and is widely accepted among Astrologers. Likewise, the Mother-Daughter relationship of the High and Low Moon is a Yujung fixture, though most other scholars had made similar connections. All the moons are pretty well understood, except for the fifth moon. Most disagreement seems to be with the meaning of the five so-called "Travelers," or "wandering stars," that move strangely across the Starsign. Despite some shared ideas and names for these celestial bodies, their true nature remains a mystery. Most "astrologers" are dismissed as charlatans or fools, but it is said that a precious few have found some truth up there among the stars.

The practice of Astronomy, on the other hand, is completely Feldarin in origin. Its basis is in the years of observations made by Feldarin scholars as their Cursed Isle floated across the heavens. It is rumored that it was due to these observations that they were able to escape from their curse and emerge upon Ursoule. One could presume that the island is still afloat out there, among the stars, continuing on its journey. Astronomy is more concerned with understanding how the heavens behave the way they do: the movements of celestial objects, the groupings of stars into constellations, the strange objects that sail across the heavens in cycles of years or even decades. These are the realm of the Astronomer, which has found students on Ursoule among the Halflings and the Aethergnomes, two races with
very distinct – yet different – reasons for caring about the night sky. There are, of course, many more constellations than the “Starsign” recognized by Astrologers. Numbers vary among Astronomers, but a total of between 70 and 80 are recognized by most of them.

Ursoule has several high and low tides caused by its five moons. These were given names by the Halflings that have become commonly used: Greater High Tide, Lesser High Tide, Greater Low Tide, Lesser Low Tide, and the less common (and sometimes destructive) Helltide. The average time between High tides is about 20 hours, while the rest of the tides would seem random in nature except to the Halflings and, perhaps, the Aethergnomes.

Sages have discovered that celestial bodies seem to influence magic in some way, and this helped create the study of "Celestial Alchemy," which it is said has been advanced far beyond the normal by the Aethergnomes. Celestial Alchemy assigns each primary celestial body to a school of Arcane magic, plus Nature magic (druids, rangers etc.). Much remains to be done, but most of what is known appears in the tome Skartq’s Astronomy.

Not enough is yet known about the Orrkish Starsign to be included here. Some celestial bodies seem to have a connection to both a deity and a school of magic.

**Astronomy on Ursoule**

The following table gives a summary of the relationships between the schools of magic, the celestial bodies, their primary color, and divine associations with the Five Gods:

<table>
<thead>
<tr>
<th>Magic School/Type</th>
<th>Celestial Body</th>
<th>Primary Color</th>
<th>Deity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abjuration</td>
<td>Sun</td>
<td>Yellow</td>
<td></td>
</tr>
<tr>
<td>Conjuration</td>
<td>Distant Moon</td>
<td>Orange</td>
<td></td>
</tr>
<tr>
<td>Divination</td>
<td>Morning Star</td>
<td>Violet</td>
<td>Travel</td>
</tr>
<tr>
<td>Enchantment</td>
<td>High Moon</td>
<td>Grey</td>
<td></td>
</tr>
<tr>
<td>Evocation</td>
<td>Second Evening Star</td>
<td>Red</td>
<td>War</td>
</tr>
<tr>
<td>Illusion</td>
<td>Second Moon</td>
<td>Pale White</td>
<td></td>
</tr>
<tr>
<td>Nature(^1)</td>
<td>Primary Evening Star</td>
<td>Green</td>
<td>Nature</td>
</tr>
<tr>
<td>Necromancy</td>
<td>Quaternary Evening Star</td>
<td>Indigo</td>
<td>Death/Life</td>
</tr>
<tr>
<td>Transmutation</td>
<td>Low Moon</td>
<td>Brown</td>
<td></td>
</tr>
<tr>
<td>Universal(^2)</td>
<td>Tertiary Evening Star</td>
<td>Blue</td>
<td>Magic</td>
</tr>
<tr>
<td>Unknown/Disputed</td>
<td>Mori Ithil (Disputed 5th Moon)</td>
<td>Black</td>
<td></td>
</tr>
</tbody>
</table>

Notes: 1) Although “Nature” is not an actual school of magic, its influence is felt world wide, and it is also one of the Five Gods recognized by most organized religions on Ursoule.

2) "Universal" is not considered a "school of magic" by itself, but is a "key" to using the power of all the other schools. How this may relate to Celestial Alchemy is unknown, as Alchemy typically relies on chemicals and formulas for its power.

Ursoule itself does not appear on this table. Most believe it to be the center of the known universe and therefore neutral ground. Contact with other worlds has been limited to a single Merchant House who has kept this fact secret, causing common knowledge on Ursoule to be somewhat in the dark about its real place in the Universe. Places such as the Divine Realms are known to exist, but a great deal of trouble (i.e., magic) must be done to travel to them.

The following table gives a side by side list of PC/NPC knowledge, or what the characters would know through Knowledge (Astronomy) (See the Campaign Setting Pg. 85) vs. what the DM/Players would know is really going on by the real-world science of Astronomy.
<table>
<thead>
<tr>
<th><strong>Campaign (PC/NPC) Description</strong></th>
<th><strong>Astronomical (DM/Player) Description</strong></th>
</tr>
</thead>
</table>
| **The sun:** Giver of life and a symbol of power. **Names:**  
  Caltan: Niran  
  Yujung: Tsajii  
  Baran: Araqal  
  Feldarin: Synnova  
  **Associated Magic:** The sun has long been a symbol of strength and a protector of the world, its associated magic is **Abjuration**.  
  **Astrology:** Symbol of protection, optimism.  
  **Cycle:** 1 year to move thru the Starsign  
  **Description:** A bright morning body that has a purplish tint to its light.  
  **Associated Magic:** To the Baran, Istanar is the star that shows the way. **Divination**.  
  **Astrology:** When Istanar is ascendant it is time to travel or start a new venture. It is the star that guides people in their lives.  
  **Idea:** An old, derelict spaceship orbits the sun in an elliptic pattern. What does it hold? |
| **Primary star:** A typical main sequence star about halfway through its life.  
  **Coloration:** Yellow  
  **Apparent Size:** 0.52  
  **The many moons of Ursoule cause quite a number of eclipses and other phenomena. Only Moon 1, ”The High Moon,” can cause a total eclipse. The others are too small or are too far away, and are seen merely crossing the sun’s disk, or each other’s disks.  
  **Idea:** An old, derelict spaceship orbits the sun in an elliptic pattern. What does it hold? |
| **The Morning Star:** appears in the early morning sky just before sunrise. **Names:**  
  Caltan: Idris anon  
  Yujung: Star of Enlightenment  
  Baran: Istanar  
  Feldarin: Kaufendorgel  
  **Associated god:** **Travel**  
  **Description:** A bright morning body that has a purplish tint to its light.  
  **Associated Magic:** To the Baran, Istanar is the star that shows the way. **Divination**.  
  **Astrology:** When Istanar is ascendant it is time to travel or start a new venture. It is the star that guides people in their lives.  
  **Idea:** The ancient remains of a subsurface mining operation may be found here, if you can find the entrance. Who were they and what were they mining? |
| **The Primary Evening Star:** appears in the evening sky just before sunset. **Names:**  
  Caltan: Gwenfrewy  
  Yujung: Star of the Kami  
  Baran: Hasadar  
  Feldarin: Ernhofrel  
  **Associated God:** **Nature**  
  **Description:** An evening body, Ernhofrel seems to glow brighter as the days grow longer, but then as the summer solstice happens, it grows dim and is subject to violent bursts of light. Some refer to these as “storms” on the distant orb.  
  **2nd Planet:** Moderate sized terrestrial planet, normal atmosphere and a tropical climate capable of supporting life. Subject to massive electromagnetic storms, some of which are planet-wide.  
  **Primary Coloration:** Green  
  **Semi Major Axis:** 0.73 UAU  
  **Orbital Period:** ~0.62 UY  
  **Orbital Eccentricity:** 0.0342  
  **Orbital Inclination:** 1.58  
  Populated by pre-sentient life forms, and currently in a Jurassic Period, this planet is in danger of an extinction event due to a comet |
| **1st Planet:** A medium sized, rocky orb that orbits close to the sun.  
  **Primary Coloration:** Violet  
  **Semi Major Axis:** 0.48 UAU  
  **Orbital Period:** ~0.33 UY  
  **Orbital Eccentricity:** 0.1097  
  **Orbital Inclination:** 5.22  
  Mostly rock and iron with a cratered surface and no atmosphere, incapable of supporting life.  
  **Idea:** The ancient remains of a subsurface mining operation may be found here, if you can find the entrance. Who were they and what were they mining? |
**Associated Magic:** Ernhofrel seems to grow and change like the weather itself, and when its light is high in the sky the Druids say they can feel its power. It is associated with **Nature**.

**Astrology:** Ernhofrel is a tricky star that has different moods. In summer, hunting will be good when Ernhofrel ascends in the sky, while in winter Ernhofrel is a dangerous star that calls up storms and wild monsters; especially when it has a “storm.”

**Ursoule,** the cradle of civilization, home of the gods, and land of adventure.

Taking 360 days to complete one complete cycle of four seasons, Ursoule has normal celestial events such as Equinoxes and Solstices.

Ursoule has five moons, which rise and fall in a cycle called “The Dark Waltz,” a name borrowed from a ceremony used by the Fey when they gather. Like the five visible “wandering stars,” each moon is associated with a school or type of magic, which seems to work best when its moon is “ascendant,” or visible in the sky (the High and Low moons are visible both day and night much of the time). Some moons may have other associations, such as the High Moon and Lycanthropy. The moons are listed next, in order outward from Ursoule.

<table>
<thead>
<tr>
<th><strong>The High Moon:</strong> largest of the five moons, and has the greatest effect on tides. Lycanthropy follows the phases of this moon. Commonly called “The Mother” in concert with the Low Moon as “The Daughter.” <strong>Names:</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Caltan: Agirnol</td>
</tr>
<tr>
<td>Yujung: Zhuyang</td>
</tr>
<tr>
<td>Baran: Damurab</td>
</tr>
<tr>
<td>Feldarin: Selenis</td>
</tr>
</tbody>
</table>

**Associated Magic:** As a symbol of altered states, this moon represents **Enchantment**.

**Astrology:** Expect periods of Insanity and Lycanthropy when full.

The comet takes thousands of years to orbit the sun, and was recently perturbed by one of the outer planets into an intersecting course with this planet.

**Idea:** Sentient life consists mostly of Prehistoric humanoids in a hunter-gatherer lifestyle. Who are they, and where did they come from? Will anyone save them?

**3rd Planet:** Ursoule, a moderate sized terrestrial planet with large land masses, oceans and teeming with sentient life.

The main continent, called **Terdusas,** is the center of the current civilization. It is riddled with conflict, war, and is just emerging from a devastating plague.

**Primary Coloration:** Blue  
**Semi Major Axis:** 1.00 UAU (by definition)  
**Orbital Period:** 1.00 UY (by definition)  
**Orbital Eccentricity:** 0.00  
**Orbital Inclination:** 0.25  

The most highly developed sentient life forms in the system. Access to magic may soon allow further exploration of the rest of the planets and moons. Access to technology seems to have stalled.

**Ursoule - Moon 1**  
**Coloration:** Grey  
**Apparent Size:** 0.51

A rocky, arid moon marked by craters and mountains. It dominates the night sky when full and can often also be seen during the daytime. It has the greatest effect on the tides on Ursoule and is the only moon capable of causing a total eclipse. It is orbited by a smaller body that has phases of its own and also affects tides.

**Idea:** Legends say when the “Mother” gave birth to her “Daughter,” a great rift opened on the surface; what was
## Cycle: 30 days

### The Low Moon:
- orbiting the High Moon, it spins and twists radically and also affects tides. Commonly called "The Daughter" in concert with the High Moon as "The Mother."

**Names:**
- Caltan: Tar Ansan
- Yujung: Potunzha
- Baran: Aqumelah
- Feldarin: Nomuquelis

**Associated Magic:** This moon is ever changing and seems to flow like water into different shapes every night. When Nomuquelis shows its full face the world is sure to change into something new. **Transmutation.**

**Astrology:** Things will change when Nomuquelis bathes you in its light.

## Cycle: 28 days

### The Shining Moon:
- a medium sized moon with an icy surface about which little is known. It has some effect on tides.

**Names:**
- Caltan: Athul
- Yujung: Yayen
- Baran: Baqdad
- Feldarin: Curomis

**Associated Magic:** Shadows hide deceit and trickery, and the shadows hide Curomis. **Illusion** is high at the brief times when Curomis is full.

**Astrology:** When Curomis is full, beware your enemies, and your friends. Things are not always as they seem.

**Note:** Some scholars connect this moon to the **Shining King** of the Fey.

## Cycle: 75 days

### The Distant Moon:
- the smallest of the five moons, hard to see unless you know where to look. Little, if any, effect on tides.

**Names:**
- Ursoule - Moon 2
  - Coloration: Brown
  - Apparent Size: 0.25

**Note:** This moon orbits Moon 1

A large asteroid orbiting Moon 1, this body is heavy in minerals and rare metals. Its elliptical orbit often causes havoc with the tides on Ursoule.

This moon can be easily seen by the naked eye, and is easiest to see when it crosses in front of Moon 1 as seen from Ursoule.

**Idea:** Several precious metals may be found here, such as gold, platinum and mithril. How can they be recovered?

### Ursoule - Moon 3
  - Coloration: Pale White
  - Apparent Size: 0.15

An ice covered body, possibly a captured comet, of water ice. The frozen surface is cracked and fractured, both from impacts and from the tidal forces of Ursoule and the other moons.

### Ursoule’s Ring

Between moons 3 and 4 is a narrow band of debris left over from the early days of the system. This is sometimes seen as a glowing cloud in the night sky. It may be a destroyed moon.

The other moons affect the ring, and some of the debris is large enough to pose a danger to Ursoule if it fell.

### Ursoule - Moon 4
  - Coloration: Orange
  - Apparent Size: 0.10
<table>
<thead>
<tr>
<th>Caltan: Noronis</th>
<th>A small body, possibly a captured asteroid, heavy in metals and covered in a fine dust.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yujung: Confao</td>
<td>The orange tint comes from the metallic dust left over from years of mining.</td>
</tr>
<tr>
<td>Baran: Cahei</td>
<td>Evidence of this mining can be found on this moon, although the entrances are hidden from plain sight.</td>
</tr>
<tr>
<td>Feldarin: Carunsa</td>
<td>Idea: From the conditions found here, the miners left in a hurry. What made them leave? Is it still here?</td>
</tr>
</tbody>
</table>

**Associated Magic:** This moon appears only when the other moons appear and then just before each of them. Summoning is strongest when Carunsa lights your way. **Summoning.**

**Astrology:** Things will be found or lost, secrets will be revealed.

**Cycle:** 170 days

**Mori Ithil (The Dark Moon):** Some claim to have seen it, but actual evidence is sketchy at best.

This moon’s existence is disputed, as it is not normally visible in the sky. The Halflings claim that it exists, but very little about it is known. Part of the dispute over this moon is the lack of records of its observation. It is said to be visible only during a total eclipse and only if the other moons “allow it.” There is no specific school of magic associated with this moon. Its effect on Celestial Alchemy is unknown.

The name, “Mori Ithil,” is Lindarin (Elven). Prior to the appearance of the Elves, this was known simply as “The Dark Moon” and appears as such in ancient texts and drawings.

**Ursoule - Moon 5**

**Coloration:** Black/Grey  
**Apparent Size:** 0.05

Although somewhat in dispute by the local population, careful observation can detect the effects of this moon on the tides and the other moons. What exactly it is, so far, is unknown to the local population.

This moon spends most of its time in the shadows of the other moons, and being the furthest out from Ursoule it never transits across any of the others as seen from the planet. The best time for viewing this moon is when a total eclipse coincides with this moon emerging from its shadow.

**Idea:** Does it really exist?

---

<table>
<thead>
<tr>
<th>The Second Evening Star:</th>
<th>4th Planet:</th>
</tr>
</thead>
<tbody>
<tr>
<td>appears to travel across the night sky in a random pattern. <strong>Names:</strong></td>
<td>A medium size terrestrial planet incapable of supporting carbon/oxygen based life for very long without some form of protection. The color is from minerals in the soil.</td>
</tr>
<tr>
<td><strong>Names:</strong></td>
<td><strong>Primary Coloration:</strong> Red</td>
</tr>
<tr>
<td>Caltan: Cadell</td>
<td><strong>Semi Major Axis:</strong> 2.71 UAU</td>
</tr>
<tr>
<td>Yujung: Star of the Courtier/General</td>
<td><strong>Orbital Period:</strong> ~4.46 UY</td>
</tr>
<tr>
<td>Baran: Ramazar</td>
<td><strong>Orbital Eccentricity:</strong> 0.0209</td>
</tr>
<tr>
<td>Feldarin: Kriegorel</td>
<td><strong>Orbital Inclination:</strong> 7.26</td>
</tr>
<tr>
<td>Associated God: War</td>
<td><strong>Description:</strong> A bright red body that appears to move backwards then forwards on its journey through the night sky.</td>
</tr>
</tbody>
</table>

A rusty iron powder covers this planet, the surface of which is cratered and lifeless.
<table>
<thead>
<tr>
<th><strong>Associated Magic:</strong></th>
<th>Careful observation might reveal what looks like several areas of intersecting straight lines scattered across the planet. What these are, and how they were made, is lost to history.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kriegrel represents War, and when its light is strong the magic of war – <strong>Evocation</strong> - is ready for whatever might come.</td>
<td>Idea: Several gigantic drawings visible only from high above can be found here, their builders long gone. What was their purpose? Who built them?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Astrology:</strong></th>
<th><strong>Idea:</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Be wary when Kriegorel is ascendant for it means only one thing, conflict of some type is coming and it will be unstoppable.</td>
<td>Several gigantic drawings visible only from high above can be found here, their builders long gone. What was their purpose? Who built them?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>The Tertiary Evening Star:</strong> its path runs straight for a time and then seems to wander in strange patterns. <strong>Names:</strong></th>
<th>5th Planet: Large gas giant with multiple moons of its own, one of which may support life in some form.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calcant: Fynbar</td>
<td>Primary Coloration: Variable</td>
</tr>
<tr>
<td>Yujung: Star of the Mad Imperator</td>
<td>Semi Major Axis: 3.42 UAU</td>
</tr>
<tr>
<td>Baran: Mashakilran</td>
<td>Orbital Period: ~6.32 UY</td>
</tr>
<tr>
<td>Feldarin: Zieraparel</td>
<td>Orbital Eccentricity: 0.0553</td>
</tr>
<tr>
<td>Associated God: Magic</td>
<td>Orbital Inclination: 3.41</td>
</tr>
<tr>
<td><strong>Description:</strong></td>
<td>Changes in its color are caused by its moons passing between it and the observer. One of its moons is as large as Moon 1 of Ursoule, and it has a cloudy atmosphere with a bluish tint. Too thick to see through, what lies beneath remains undiscovered. The gas giant also causes high radiation levels, and other deadly effects, on its moons.</td>
</tr>
<tr>
<td>This is a strange body that is always flowing in color and light. One night it may glow dim and purple, the next it will be bright bluish. It always travels the same path across the night sky.</td>
<td><strong>Idea:</strong> Why is that one moon a bluish color, like Ursoule? Is there life? But what could live in such a toxic, frozen waste? See <strong>Page 16</strong>, the legend of <strong>The Bastion</strong>.</td>
</tr>
<tr>
<td><strong>Associated Magic:</strong> When Zieraprel is out and bright it seems to make alchemy stronger. <strong>Celestial Alchemy</strong> is ascendant when Zieraparel is bright.</td>
<td></td>
</tr>
<tr>
<td><strong>Astrology:</strong></td>
<td></td>
</tr>
<tr>
<td>Unpredictable, it is only certain that something strange will happen.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>The Quaternary Evening Star:</strong> best seen when in its bright phase or by knowing where to look. <strong>Names:</strong></th>
<th>6th Planet: A massive gas giant w/multiple moons, violent storms, and an “anomaly.”</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calcant: Bedwyr</td>
<td>Primary Coloration: Indigo</td>
</tr>
<tr>
<td>Yujung: Star of the Ancestors</td>
<td>Semi Major Axis: 5.67 UAU</td>
</tr>
<tr>
<td>Baran: Muhharemran</td>
<td>Orbital Period: ~13.50 UY</td>
</tr>
<tr>
<td>Feldarin: Wahenrel</td>
<td>Orbital Eccentricity: 0.1207</td>
</tr>
<tr>
<td>Associated God: Death/Life</td>
<td>Orbital Inclination: 2.13</td>
</tr>
<tr>
<td><strong>Description:</strong></td>
<td>The anomaly cannot be seen with the naked eye, but it does affect how brightly the planet shines in the night sky. Brighter by itself than the rest of the planet, it is a titanic storm raging in the planet’s upper atmosphere, complete with swirling winds of epic proportions and massive lightning storms. When it is on the side facing a viewer the whole planet seems to glow brighter because</td>
</tr>
<tr>
<td>A dim body that seldom glows brightly, but when it does strange things happen to the living and the dead.</td>
<td></td>
</tr>
<tr>
<td><strong>Associated Magic:</strong> Wahenrel represents the art of controlling the dead, and (for the Yujung) of appeasing them. <strong>Necromancy.</strong></td>
<td></td>
</tr>
</tbody>
</table>
Astrology: Death is sure to come on the nights when Wahenrel shines bright, and unburied bodies are said to walk the land. Deadly radiation levels also make this a difficult place to visit.

Other Celestial Objects

Several other individual celestial objects have been given names and are part of the legends and stories of various peoples:

**The Great Conjunction:** Coincided with the Feldarin Invasion. Both the Second (War) and the Quaternary (Death/Life) Evening Stars were aligned in the Starsign of The Wheel, a certain sign that change was imminent. Some observers claimed that a comet was also visible, connecting the two stars, although records from that time are conflicting.

**Great Comet of 494:** Its appearance is said to have coincided with the appearance of The Weeping, and this was its first recorded appearance. It may have appeared in the distant past, though, due to depictions of a comet-like body found on ancient tablets and on buildings and their possible dates.

All of the other celestial events that one would expect to find in a typical environment are seen on Ursoule: comets, eclipses, meteors, phases of the moons, and so on. To someone without ranks in Knowledge (Astronomy) it might all seem a big mystery. The Halflings have become experts at navigation using celestial observations, and even have a few simple observation tools, such as sextants. Most Halflings, though, seem able to use “dead reckoning” very accurately, even on land once they become familiar with where everything is located. Aethergnomes are said to possess complicated tools for navigating by the stars.

Astrology on Ursoule

Some astrologers believe that as the lights of the sky move and shift over the course of a year, so does the power of the each of the Five Gods subtly wax and wane. Each of the Five Gods has an “Eye” that watches over Ursoule, and predictions are made using that as a reference. Some go further, and assign each Eye to one of Ursoule’s five moons. Dwarves, for example, have a saying that, "When the Eye of Ivor rises high in the sky, Death watches us all. Take care, take care!" In a time when the Eye of Death is in the ascendency, death becomes slightly more likely. You might slip on the ice and break your neck, or get bitten by a snake, or have some accident. Those who believe in astrology try to be a little more careful in such times, but the influence is so subtle that it's hard to prove, thus explaining why everyone doesn't practice, or believe in, Astrology. Similarly, when the “Eye of War” is in ascendency, wars and violence are slightly more likely to start, though this tendency is somewhat mitigated by the fact that diplomats and other peace keepers try to work harder to keep the peace in such times. In practice, this means that if an Astrologer (the DM) tells

| Common Ursoulean Starsigns (Zodiac): (Alternate names shown in parentheses) |
|---------------------------------|---------------------------------|
| The Dragon (Gnomish “The Great Mother”) |
| The Tree (Caltan “The Tree of Life”) |
| The Stag (Giantkin, “The Bullstag”) |
| The Path (Baran, “The Map”) |
| The Ship (Halfling, “The Tall Ship”) |
| The Old Man (Yujung, “The Wizard”) |
| The Chariot (Phoedran, “The Hero”) |
| The Wheel (Caltan, “The Wheel of Life”) |
| The Crown (Feldarin, “The Emperor”) |
| The Cup (Caltan, “The Chalice”) |
| The Hero Llenwyn (Phoedran, “The Archer”) |
| The Talisman (Kvrin, “The Protector”) |
the PC’s that war is slightly more likely, they can decide whether they want to go with the stars and start a fight, or try to keep the peace, and the astrological influences are sufficiently weak that they can hope to succeed either way.

Normally, then, astrology isn’t that important, because it only has a subtle influence. People may become slightly more interested in travel or magic at certain times, and natural phenomena like the growth of plants may occur at a slightly faster rate than others, but most of the time the influence of astrological phenomena is very, very slight. For example, which celestial bodies are in the ascendant when you are born may indicate the sort of person you will be, but it doesn’t really control the rest of your life.

Comets, however, do seem to herald the birth of great heroes and villains, though this is controversial even among astrologers on Ursoule. Most astrologers agree that comets can dramatically affect the power of their astrology. When a comet appears it can dramatically strengthen the power of whichever of the Five Gods are in astrological ascendancy at that particular moment. It is said by astrologers that The Weeping began when a comet appeared at the same time that the Eye of Death was at the point of greatest ascendancy.

The Feldarin Invasion is said by some to have been heralded by a comet that appeared at the same time as the Eyes of War and Death were both high in the sky. The Feldarin, normally very skeptical of Astrology, have curiously taken advantage of this as further “validation” of their Invasion.

Astrologers who view the five moons as the Eyes of the Five Gods believe that a god can see the best when its moon is ascendant, and its vision is obscured when its moon is descendent. This is closely tied to Baran astrology and mythology. The Baran have superstitions about the High Moon (particularly when full) which causes them to be afraid of climbing high into the mountains for fear of getting too close to the “Eyes of the Gods.” They believe that each moon is a “Godseye” looking down on them, and perhaps explains why their original Empire stopped at the base of the mountains of Kvrinzemya.

Other superstitions abound, mostly connected to certain astrological configurations, like the Halfling nautical proverb quoted in the opening. While it may be true that important events do happen under these conditions, it is sometimes a stretch to find something equally important that happened every time when that set of conditions occurred. Thus the practice of Astrology as a way to predict the future is a questionable one at best.

Your DM must decide what effect Astrology has on the campaign. Regardless of the actual affects, it can be added to the campaign to spice up an otherwise mundane adventure.

The Motions of the Moons - The Orrey of Ursoule

Ursoule’s sun is at the center of the chart shown on the following page. The concentric circles are Ursoule and the orbits of its five moons, with the outer partial arc showing the orbit of the Great Comet. Instead of keeping records and tracking orbits, you can roll d4, d6, d8, d12, d16, d24 and d100 to place these bodies in their approximate positions around Ursoule as needed. Although not an exact match, it will do for most purposes. If two or more moons line up, such as “c8” and “b6,” then you have a Conjunction of those moons. This can allow for astrologically based effects, some of which are hinted at elsewhere in this chapter. The comet appears only when its d100 roll comes up between 37 and 68. The rest of the time the comet is just a distant point of light. If you feel like doing the extra work, you can advance each moon on a daily basis over each session. Otherwise, just reroll whenever an amount of time has passed.
The Orrey of Ursoule
Inspiration found here: http://jrients.blogspot.com/2012/04/heres-thing-i-made.html

Table: Common Names and Associations for the Moons & Other Bodies

<table>
<thead>
<tr>
<th>Moon/Body</th>
<th>Caltan</th>
<th>Yujung</th>
<th>Baran</th>
<th>Feldarin</th>
<th>Color</th>
<th>Magic</th>
</tr>
</thead>
<tbody>
<tr>
<td>a Ursoule</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>b The High Moon</td>
<td>Agirnol</td>
<td>Zhuyang</td>
<td>Damurab</td>
<td>Selenis</td>
<td>Grey</td>
<td>Ench</td>
</tr>
<tr>
<td>c The Low Moon</td>
<td>Tar Ansan</td>
<td>Potungza</td>
<td>Aqumelah</td>
<td>Nomuquelis</td>
<td>Brown</td>
<td>Trans</td>
</tr>
<tr>
<td>d The Second Moon</td>
<td>Athul</td>
<td>Yayen</td>
<td>Baqdad</td>
<td>Curomis</td>
<td>Pale White</td>
<td>Illusion</td>
</tr>
<tr>
<td>e The Distant Moon</td>
<td>Noronis</td>
<td>Confao</td>
<td>Cahei</td>
<td>Carunska</td>
<td>Orange</td>
<td>Summ</td>
</tr>
<tr>
<td>f Disputed Dark Moon</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Mori Ithil*</td>
<td>Black</td>
<td>Univ</td>
</tr>
<tr>
<td>g Great Comet of 494</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

* The name “Mori Ithil” comes from Lindarin (Elven), a derivative of Feldarin.
The Starsigns of Ursoule – The “Zodiac”

Many Seers and Astrologers claim to have “insights” into people based on when they were born, and have also predicted the outcomes of certain events based on when they were going to occur. Some of these prognosticators have been surprisingly accurate, but most are seen as charlatans and tricksters. Interest by the common folk remains high, though, especially among the Caltan and Baran peoples, whose traditions regarding such things runs deep. Some Baran fortune tellers, along with some Caltan witches, have developed strong followings based on their ability to predict the future and interpret the Starsigns.

<table>
<thead>
<tr>
<th>Frostweave (Winter)</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cup (or “Chalice”) -</td>
<td>A sign whose origin is disputed, it is typically used as a sign of celebration for a bountiful harvest.</td>
</tr>
<tr>
<td>The Hero/Llenwyn (Caltan) -</td>
<td>An ancient Caltan hero, Llenwyn, who unified the tribes under a single banner to resist the Baran.</td>
</tr>
<tr>
<td>The Talisman (Kvrin) -</td>
<td>A strange sign, small and bright, considered to be protection from all things dark and dangerous.</td>
</tr>
<tr>
<td>Low Solstice -</td>
<td>A widely observed holiday and the “Time of The Shutting” in Caltan and Kvrin society.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Birthsun (Spring)</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Dragon (Gnomish, “Great Mother”) -</td>
<td>Winding across the sky, its tail coils around the base of The Tree. A sign of authority.</td>
</tr>
<tr>
<td>The Tree (Caltan, “Tree of Life”) -</td>
<td>An ancient sign, it is said to be a good omen to be born under this sign in the sky.</td>
</tr>
<tr>
<td>The Stag (Giantkin) -</td>
<td>Commonly portrayed in images as leaping, it represents strength and courage.</td>
</tr>
<tr>
<td>Low (Vernal) Equinox -</td>
<td>A widely observed holiday and the time to begin planting crops.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Hallowsun (Summer)</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Path (Baran) -</td>
<td>When the Baran see this sign high in the sky they consider it a good time for desert travel.</td>
</tr>
<tr>
<td>The Ship (Halfling, “The Tall Ship”) -</td>
<td>Halfling sailors have many tall tales related to this sign, which rules the summer skies and sea travel.</td>
</tr>
<tr>
<td>The Old Man (Yujung) -</td>
<td>Portrayed as an old man on a throne, it is said to be the final resting place of all Yujung Emperors.</td>
</tr>
<tr>
<td>High Solstice -</td>
<td>A widely observed holiday honoring the Five Gods. Many religions use this time to renew vows and for other important ceremonies.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Harrowfest (Autumn)</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Charioteer (Phoedran) (Caltan, “The Wagon”) -</td>
<td>This sign represents the most popular figure in Phoedran history, The Charioteer, an ancient Hero.</td>
</tr>
<tr>
<td>The Wheel (Caltan) -</td>
<td>An ancient sign, revered by the Caltan and some others. Great prophecies are said to be revealed - and fulfilled - when this sign is high in the sky.</td>
</tr>
<tr>
<td>The Helm (Feldarin, “The Crown”) -</td>
<td>Foretells the coming of The Hero. As a Feldarin sign, its appearance renews the strength and honor of the Empire.</td>
</tr>
<tr>
<td>High Equinox -</td>
<td>A widely observed holiday and the time to begin harvesting crops.</td>
</tr>
</tbody>
</table>
Tears of Blood Campaign

Feats Supplement

This section contains previously released material
New Feats for the Tears of Blood Campaign

New General Feats

Bane Magic [General]
Your spells deal extra damage to a particular type of creature that you have chosen.
Prerequisites: Knowledge (arcana) 5 ranks, Skill Focus – Knowledge (arcana)
Benefit: Choose a creature type (choosing “humanoid” or “outsider” also requires choosing a particular sub-type). When you cast a spell that deals damage to that creature type, you gain a +2 bonus to overcome any Spell Resistance the creature has and you add an extra 2d6 points of damage. The source and type of damage remain the same, and this feat has no effect on spells that do not deal hit point damage.
Special: This feat can be taken once for every 5 ranks you have in Knowledge (arcana). Its effects do not stack. Each time, you must select an additional creature type. The Spell Resistance bonus stacks with that of the any other feats.

Beckon the Aqueous [General]
Creatures you summon are infused with acid and have the water subtype.
Prerequisites: Augment Summoning
Benefit: When you summon a creature using any conjuration spell, you can grant that creature the “Water” subtype. If you do so, its natural attacks deal an additional 1d6 points of acid damage, and on a successful critical hit the target is Sickened for 1d4 rounds. Summoned creatures with the “Fire” subtype can never be altered in this manner.

A sickened creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Beckon the Clouds [General]
Creatures you summon are infused with electrical energy and have the air subtype.
Prerequisites: Augment Summoning
Benefit: When you summon a creature using any conjuration spell, you can grant that creature the “Air” subtype. If you do so, its natural attacks deal an additional 1d6 points of electrical damage. On a successful critical hit the target is Staggered for one round. Summoned creatures with the “Earth” subtype can never be altered in this manner.

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take swift and immediate actions.

Beckon the Flames [General]
Creatures you summon are infused with fire energy and have the fire subtype.
Prerequisites: Augment Summoning
Benefit: When you summon a creature using any conjuration spell, you can grant that creature the “Fire” subtype. If you do so, its natural attacks deal an additional 1d6 points of fire damage. On a successful critical hit the target takes an additional 2d6 points of fire damage. Summoned creatures with the “Cold” subtype can never be altered in this manner.

Beckon the Frozen [General]
Creatures you summon are infused with cold energy and have the cold subtype.
Prerequisites: Augment Summoning
**Benefit:** When you summon a creature using any conjuration spell, you can grant that creature the “Cold” subtype. If you do so, its natural attacks deal an additional 1d6 points of cold damage. On a successful critical hit the target is Fatigued for 1d3 rounds. Summoned creatures with the “Fire” subtype can never be altered in this manner.

A fatigued creature cannot run or charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued creature to become exhausted. After 8 hours of complete rest, fatigued creatures are no longer fatigued.

**Beckon the Resonant [General]**
*Creatures you summon are infused with sonic energy and have the elemental subtype.*

**Prerequisites:** Augment Summoning

**Benefit:** When you summon a creature using any conjuration spell, you can grant that creature the “Elemental” subtype. If you do so, its natural attacks deal an additional 1d6 points of sonic damage. On a successful critical hit the target is deafened for 1d4 rounds. Summoned creatures of any type can be altered in this manner.

A deafened creature cannot hear and suffers a –4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a –4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Creatures that remain deafened for an extended time can grow accustomed to these drawbacks and can overcome some of them.

**Cloak Dance [General]**
*You are skilled at using optical tricks to make yourself seem to be elsewhere.*

**Prerequisites:** Bluff 5 ranks, Perform (Dance) 5 ranks

**Benefit:** You can take a move action to obscure your exact position by one square in any direction and, until your next turn, you have concealment. As a full-round action you can entirely obscure your position. Until your next action, you have total concealment.

**Communicator [General]**
*You possess a magical understanding of the essence of language.*

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day – arcane mark, comprehend languages, message.

**Destructive Retribution [General]**
*Undead you create harbor a retributive curse that is unleashed if they are destroyed.*

**Prerequisites:** Knowledge (religion) 10 ranks, Spell Focus (necromancy)

**Benefit:** Each undead you create with a necromancy spell releases a burst of negative energy upon its destruction, dealing 1d6 points of damage plus an additional 1d6 damage per 2 Hit Dice the undead creature possessed to every creature within a 10-foot radius (Reflex DC 15 half). This damage comes from negative energy, and will heal undead creatures within the same blast area.

**Doomspeaker [General]**
*You can demoralize an enemy with horrible condemnations and terrible portents of doom.*

**Prerequisites:** Bard 6, Intimidate 10, Perform (oratory) 10

**Benefit:** You can use a sung or spoken Bardic Performance to curse one enemy within 60 feet. The intended target must be able to hear and comprehend your damning remarks. The target is allowed a Will save (DC 10 + half your character level + your Charisma modifier). Failure curses the target with a -10 penalty on attack rolls, saves, ability checks, and skill checks for 1 round.

**Note:** This feat does not function in an area of magical silence.
Elf Hunter [General]

*Because of your hatred for elves, you have had specific training in how best to fight them.*

**Prerequisite:** Feldarin, BAB +1

**Benefit:** Choose one sub-race of elves: Vanimar, Morvanima, Ranamar, or Albion. When fighting elves of this type, you gain a +2 competence bonus on melee damage rolls and on ranged attacks made at distances up to 30 feet. You also gain the benefit of the Improved Critical feat for any weapon you are using in the attack. This benefit does not stack with any other improvement to the threat range of your weapons.

Executioner [General]

*Your killing strokes strike fear into the hearts of the enemy.*

**Prerequisites:** Intimidate 10 ranks, BAB +8

**Benefit:** Whenever you perform a coup de grace action, all allies within 30 feet of you gain a +2 morale bonus to attack and damage rolls and to all saves for 1d4+1 rounds. In addition, if any enemies witness the execution, you make an Intimidate check against each of them as a free action; those enemies must succeed at a Will save (as per the Intimidate skill) or become shaken for the same number of rounds. This does not affect opponents with more Hit Dice or levels than you or opponents who are immune to fear.

Fade into Violence [General]

*As the chaos of melee swirls around you, your ability to slip into the background helps you avoid your enemy’s notice. Your frightened demeanor and pitiful appearance cause your opponents to seek other targets who seem much more dangerous.*

**Prerequisites:** Deceitful, Bluff 10 ranks

**Benefit:** When wearing light or no armor and carrying nothing in your hands, your enemies may assume that you are harmless. As an immediate action, choose a single enemy in melee. If that enemy threatens both you and an ally, that enemy strikes your ally rather than you unless he succeeds on a Sense Motive check opposed by your Bluff check. If the enemy is larger than you, you gain a +4 bonus on your Bluff check. The enemy will continue to ignore you as long as you remain in the same threatened position.

**Note:** You lose this benefit if you attack the chosen enemy or target them with a spell. This benefit does not apply to ranged attacks or attacks of opportunity from your enemies. Once you choose a target for this feat, you cannot switch to a new target for the rest of that encounter unless your target falls or is otherwise removed from combat.

Far Look [General]

*You have looked deep into the Divine Realms, and an unknown entity has granted you power, but at a cost.*

**Prerequisite:** Ability to cast spells, Knowledge (arcana) or Knowledge (religion) 5 ranks

**Benefit:** You gain one extra spell slot in your daily allotment that you can use to cast any spell can normally cast. This extra slot can be at any level up to the highest level spell you can cast. If you prepare your spells, you must decide at the time of preparation what spell you will use for that day. If you cast your spells spontaneously, you have an extra "floating" slot that can be used at any time for any spell that you know.

**Note:** The strain this feat places upon your mortal brain imposes a -2 penalty to your Wisdom score until the extra slot is expended.

**Special:** You may select this feat multiple times. Each time, you gain an extra spell slot as described, and if used you suffer an additional -2 penalty to your Wisdom score. If at any time your Wisdom score reaches 0 (for any reason including this feat), the strain on your mind breaks wide open and you must succeed on a Will save (DC 10 + half your character level + either your Intelligence or Charisma modifier, whichever is higher). Failure means instant removal to the Divine Realms, never to be seen again. You must attempt this Will save each time your Wisdom reaches 0.
Graveborne Expert [General]
You form a rudimentary consciousness within a mindless undead creature, allowing it to perform a few simple tasks requiring a particular skill.
**Prerequisite:** Spell Focus (necromancy)
**Benefit:** Undead creatures you create gain ranks equal to twice their Hit Dice in any number of skills of your choice, divided as you see fit. In addition, you may grant any mindless undead you create an Intelligence score of up to 3.

Campaign Note: It has been widely speculated that some form of this feat was used to create the semi-intelligent undead known as Plaguers, who are used to perform certain mundane tasks such as digging and stacking.

Graveborne Warrior [General]
By carefully guiding the magic that animates a mindless undead, you can impart it with the knowledge of long-dead warriors.
**Prerequisite:** Graveborne Expert
**Benefit:** Undead creatures you create can gain a bonus Combat feat of your choice in addition to any feats they normally possess. The undead must still meet any prerequisites for the selected feat. In addition, you may grant any mindless undead you create an Intelligence score of up to 5.

Under the Pathfinder Core rules, the following are Combat Feats with no pre-requisite: Agile Maneuvers, Light Armor Proficiency, Blind-Fight, Catch Off-Guard, Combat Reflexes, Defensive Combat Training, Improved Initiative, Improved Unarmed Strike, Intimidating Prowess, Martial Weapon Proficiency, Point-Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Throw Anything and Weapon Finesse. Your DM may allow others as well.

Haunting Melody [General]
You can use your music to inspire fear as well as courage.
**Prerequisites:** Bard, Perform (any) 5 ranks
**Benefit:** You can use a sound-based Bardic Performance to unnerve enemies within 30 feet of you. Any opponent within range must succeed at a Will save (DC 10 + ½ your bard level + your Charisma modifier) or be shaken for a number of rounds equal to your ranks in the Perform skill. This is a mind-affecting fear ability. Using this feat counts as one of your daily uses of your Bardic Performance ability.
**Note:** This feat does not function in an area of magical silence.

A shaken creature takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Hard to Kill [General]
You channel your Bardic abilities to sustain your allies, allowing them to function after receiving wounds that would cause others to falter.
**Prerequisites:** Bard, Diehard, Perform (any) 10 ranks
**Benefit:** You can use a sound-based Bardic Performance as an immediate action to provide all allies within 30 feet the benefits of the Diehard feat until the end of your next turn. You can repeat this action times to keep yourself and your allies conscious over multiple rounds.
**Note:** This feat does not function in an area of magical silence.

Heart of the Hidden [General]
You possess a magical understanding of the essence of the unseen.
**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day – floating disk, obscuring mist, unseen servant.
Insightful [General]
You possess a magical understanding of the workings of arcane detection.
**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day – detect magic, detect secret doors, read magic.

Mage Slayer [General]
You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.
**Prerequisites:** Feldarin, Spellcraft 2 ranks, BAB +3  
**Benefit:** You gain a +1 bonus on all Will saves. You may make attacks of opportunity against spellcasters who attempt to cast spells while you threaten them, even if they do so defensively.

Necropolis Born [General]
You possess a magical understanding of the essence of mortal dread.
**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day – cause fear, ghost sound, touch of fatigue.

Pierce Magical Concealment [General]
You ignore the miss chance provided by certain magical effects.
**Prerequisites:** Wis 13, Blind-Fight, Mage Slayer  
**Benefit:** Your fierce contempt for magic allows you to disregard the miss chance granted by spells or spell-like abilities affecting visibility such as darkness, blur, invisibility, or obscuring mist. When facing a creature protected by mirror image, you can immediately pick out the real creature from its figments.  
**Note:** This feat does not allow you to ignore the effects of non-magical concealment.  
**Special:** Taking this feat reduces your caster level for all spells and spell-like abilities by 2.

Pierce Magical Protection [General]
You can overcome the magical protections of your enemies.
**Prerequisites:** Wis 15, Mage Slayer  
**Benefit:** Your contempt for magic is so great that, as a standard action, one chosen melee attack ignores any bonuses to Armor Class granted by spells. If that attack successfully scores a critical hit on your opponent, you instantly and automatically dispel all that opponent’s spells that grant them any bonus to Armor Class.  
**Special:** Taking this feat reduces your caster level for all spells and spell-like abilities by 2.

Revive [General]
Your understanding of anatomy and healing is so great that you can bring souls back from the brink of death.
**Prerequisites:** Heal 5 ranks, Knowledge (religion) 5 ranks, Skill Focus (Heal)  
**Benefit:** You are able to revive a creature that has died within a number of rounds equal to your ranks in the Heal skill. Reviving requires a full-round action and the application of either magical healing or a successful Heal check (DC equal to the target’s negative hit point total). The target must then succeed at a Fortitude save (DC equal to half their negative hit point total). If successful, the target is stabilized at -1 hit point. If the saving throw fails, the target remains dead.  
**Note:** The target must possess a corporeal body for this feat to be successful. You may attempt to revive a single target only once per death.

Secrets of the Grave [General]
You have returned from the grave, and sometimes hear ghostly voices whispering to you.
**Prerequisite:** Must have died, and been brought back to life
**Benefit:** You may make Knowledge checks untrained and you gain a +4 insight bonus to the roll. This applies only to fields of study in which you have taken no ranks, and the questions must be general in scope; specific details are not possible with this feat.

**Shadowform Familiar [General]**

*Your familiar is composed entirely of shadows.*

**Prerequisites:** Ability to summon a familiar, Knowledge (arcana) 5 ranks

**Benefit:** Your summoned familiar looks like a dark, shadowy and indistinct version of a normal familiar. This grants the familiar a constant concealment (20% miss chance), and its melee attacks affect incorporeal creatures as if it had the ghost touch weapon property. The familiar’s melee attacks deal only half damage to corporeal creatures.

**Note:** A shadowform familiar is more closely bound to you than a normal familiar, and the maximum distance from you the shadowform familiar can travel is half normal. If you are separated from your shadowform familiar by a distance greater than this for longer than 1 round per caster level, the shadowform familiar disappears and is considered slain.

**Soothe the Beast [General]**

*Your music has the power to calm animals.*

**Prerequisites:** Bard, Perform (any musical instrument) 6 ranks

**Benefit:** You gain the wild empathy ability of a druid, although you must make Perform checks rather than Diplomacy checks to determine the animal’s new attitude towards you. The typical domesticated animal has a starting attitude of indifferent, while wild animals are usually unfriendly. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check. Using this feat counts as one of your daily uses of Bardic Performance ability.

**Note:** This feat does not function in an area of magical silence.

**Soul of the North [General]**

*You possess a magical understanding of the nature of cold.*

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day – *endure elements, ray of frost, resistance.*

**Spell Hand [General]**

*You possess a magical understanding of the manipulation of magic.*

**Benefit:** An innate talent for magic grants you the following spell-like abilities as a 1st level caster: 1/day – *mage hand, open/close, animate rope.*

**Spirit Sense [General]**

*You can see and communicate with the souls of the recently departed.*

**Prerequisites:** Wisdom 12, must have had a near-death experience (must have fallen below 0 hit points).

**Benefit:** You can see the spirits creatures that have died within the range of your normal vision and within a number of hours equal to your Wisdom bonus. You can communicate with these spirits, but you gain no special ability to command them or to speak with them if you do not share a language. Speaking to a spirit or otherwise acknowledging its presence will make it aware of your ability, which may lead to further interaction.

**Special:** You are never considered flat footed when you encounter incorporeal creatures.

**Undead Legion [General]**

*You can control more undead than normal.*

**Prerequisites:** Cha 13, Knowledge (religion) 5 ranks, Spell Focus (necromancy)

**Benefit:** You can create and control an additional 4 HD of undead creatures created by casting the spell animate dead. If you are a cleric attempting to command undead that you
did not create, you can control an additional 2 HD of undead.

**Special:** You may control a single undead creature with 2 HD more than your cleric level, but doing so requires your constant concentration, or the undead creature breaks free from your control.

**Greater Undead Legion [General]**

*You can control greater numbers of undead.*

**Prerequisites:** Charisma 15, Knowledge (religion) 10 ranks, Undead Legion, Spell Focus (necromancy)

**Benefit:** You can create and control an additional 8 HD of undead creatures when casting the *animate dead* spell. If you are a cleric attempting to command undead, you can control an additional 4 HD of undead. You may also control a single undead creature with 4 HD more than your cleric level, but doing so requires your constant concentration to prevent losing control of the undead creature. Injury, certain Combat Maneuvers and other distractions can force you to make a Concentration check to maintain this control.

**Special:** The effects of this feat replace (and do not stack with) those of Undead Legion.

### New Metamagic Feats

**Arcane Thesis [General]**

*You have studied a single spell in-depth. Your expertise grants you formidable, though narrowly focused, mastery of that spell.*

**Prerequisites:** Knowledge (arcana) 9 ranks, ability to cast arcane spells

**Benefit:** Choose one arcane spell that you can cast to become your Thesis spell. When casting a Thesis spell, you do so at +2 caster level. When you apply any metamagic feat other than Heighten Spell to a Thesis spell, the enhanced spell uses up a spell slot one level lower than normal.

**Special:** You can select this feat multiple times. Each time you select this feat, it applies to a new spell.

**Augment Shadows [Metamagic]**

*You are able to draw upon the Shadow Plane as you cast shadow spells, increasing their substance.*

**Prerequisites:** Knowledge (arcana) 5 ranks, Spell Focus (illusion)

**Benefit:** Spells you cast with the *shadow* descriptor become 20% more real. All numeric affects are increased by 20% (damage is increased by 20%, items created of shadow last 20% longer, etc.). When used in conjunction with summoning a Shadow creature, the creature gains bonus hit points equal to your caster level. Modifying a spell with Augment Shadows uses a spell slot one level higher than the base spell’s actual level.

**Defile Spell [Metamagic]**

*You can taint your spells with the foulest evil imaginable.*

**Prerequisite:** Any evil alignment

**Benefit:** This feat adds the “Evil” descriptor to a spell. Further, any damage caused by a spell modified by this feat cannot be healed by normal means. The only effective means of healing is by the Channel Energy class ability. A defiled spell uses up a spell slot one level higher than the spell’s actual level.

**Enhance Shadows [Metamagic]**

*You are able to cast potent shadow spells and give them more reality than normal.*
**Prerequisites:** Knowledge (arcana) 10 ranks, Augment Shadows  
**Benefit:** Spells you cast with the *shadow* descriptor become 40% more real. All numeric affects are increased by 40% (damage is increased by 40%, items created of shadow last 40% longer, etc.). When used in conjunction with summoning a Shadow creature, the creature gains bonus hit points equal to twice your caster level and its touch attack deals double the normal damage. Creating an enhanced shadow uses a spell slot two levels higher than the base spell’s actual level.

**Gravecaller [Metamagic]**  
*You can add such a powerful dose of necromantic energy to your mind-affecting spells that they function against undead creatures, but are useless against all others.*  
**Prerequisites:** Knowledge (arcana) 5 ranks, Spell Focus (necromancy)  
**Benefit:** A mind-affecting spell modified by this feat works normally against intelligent undead creatures. Mindless undead (those without intelligence scores) remain immune to its effect, and the spell has no effect against living creatures or constructs. A spell modified by Gravecaller takes up a spell slot one level higher than the spell’s normal level and gains the Necromancy descriptor.  
**Note:** This feat does not make mind-affecting spells affect undead if the base spell’s description specifies that the target must be of a particular creature type (such as a *charm person* spell).

**Imbue Shadow [Metamagic]**  
*You can grant shadow creatures you summon or create the ability to cast spells.*  
**Prerequisites:** Spell Focus (illusion), Caster level 9  
**Benefit:** You transfer some of your currently prepared spells, and the ability to cast them, to a shadow creature at the time of its creation or summoning. As a free action, you may direct the shadow to cast a transferred spell, or you can set a trigger condition on the shadow (such as a special word) when the spell is transferred. The trigger can be as general or specific as desired, but it must be based on an audible, tactile, olfactory, or visual trigger. It cannot be based on anything that is not normally visible to the senses, such as alignment.  
**Note:** If you memorize or pray for spells, you must designate the spells to be transferred at the time you memorize or pray for them, and these spells are unavailable to you. If you spontaneously cast spells, you must set aside the appropriate number of spell slots to cast the transferred spells, and these spell slots are unavailable to you. Once transferred, a spell remains available to the shadow until it is cast or until the imbued creature is destroyed. All level-dependent variables related to the spell function at your level at the time it was cast.  
**Special:** Only spells from the following schools can be transferred to a shadow: Abjuration, Conjuration, and Illusion.

**Reaping Spell [Metamagic]**  
*The dark energy of your spell devours the soul of any creature killed by it.*  
**Prerequisites:** Any evil alignment, Defile Spell  
**Benefit:** Your spells add a special resistance to any target that is slain by them. A *raise dead*, *reincarnate*, or *resurrection* spell cannot return a creature to life if it was killed by a Reaping spell, and a *true resurrection* spell has only a 50% chance of success. A Reaping spell that fails to kill the target has no additional effect. Modifying a spell with this feat gives it the “Evil” descriptor. A Reaping spell uses up a spell slot three levels higher than the spell's actual level.

**Transdimensional Spell [Metamagic]**  
*You can cast spells that affect targets lurking on coexistent planes and in extradimensional spaces whose entrances fall within the spell’s area.*  
**Prerequisite:** Able to cast spells
Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within any extra-dimensional space whose entrance is within the spell’s area. You must be able to perceive a creature to specifically target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread. A transdimensional spell uses up a spell slot two levels higher than the spell’s actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no material plane attack can affect creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

New Divine Feats

Corona [Divine]
*By channeling positive energy you can blast your foes with holy light.*
Prerequisites: Knowledge (religion) 5 ranks, ability to channel positive energy
Benefit: You can expend one of your Channel Energy uses to create a flash of light in a 30-foot-radius burst centered on you. Undead creatures in the area that are susceptible to sunlight (such as bodaks, vampires, and wraiths) become shaken unless they succeed at a Will save (DC 10 + half your character level + your Charisma modifier). The shaken condition lasts for 1d6 rounds plus 1d6 rounds for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on).

A shaken creature takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Haunting Weapons [Divine]
*You have learned the secrets of imbuing weapons with the ability to affect restless spirits.*
Prerequisites: Knowledge (religion) 3 ranks, Knowledge (planes) 3 ranks, ability to channel energy
Benefit: You can expend one of your Channel Energy uses to grant the melee weapons (including natural weapons) of all allies (including yourself) within a 30-foot burst the ghost touch special ability. Such weapons count as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. This effect lasts for one round per point of Charisma modifier.

Holy Calling [Divine]
*You are able to channel divinely infused life energy that calls to the endless hunger of the undead like a siren's song.*
Prerequisites: Charisma 15, ability to channel energy
Benefit: You can expend one of your Channel Energy uses to provoke one undead opponent within 30 feet that has line of effect to you. The provoked undead must make a Will save (DC 10 + ½ your character level + your Charisma modifier). Failure means that you are the only creature it can attack for the following 1d6 rounds.

Note: If you die, are knocked unconscious, obscured from sight, or otherwise unable to be seen by the target undead, it may make any remaining attacks against other foes, as normal. The undead attacks you in the most efficient way possible, by melee or ranged attacks, spells, or other abilities. It may cast spells that affect an area as long as you are within the spell’s area. The undead may use any appropriate tactics, avoiding attacks of opportunity and the like, but it will only attack you regardless of the actions of your allies.
Profane Aura [Divine]
You call upon the dark powers you worship to surround you with a dreadful mist that obscures sight.
**Prerequisites:** Divine caster level 9th, ability to channel negative energy, evil alignment
**Benefit:** You can expend one of your Channel Energy uses to fill the area around you with a cold, clammy mist. The mist extends out in a 10-foot high, 30-foot-radius emanation centered on you and follows you as you move, keeping you at its center. While in the mist, creatures (including you) 5 feet away from each other have concealment, and creatures separated by more than 5 feet have total concealment from each other. Unlike similar spells, the Aura is unaffected by magical or normal winds or fire. It lasts for one minute.
**Special:** Undead creatures within the mist gain a +2 deflection bonus to AC.

Profane Boost [Divine]
You can channel negative energy to increase the power of damage inflicted near you.
**Prerequisites:** Ability to channel negative energy, evil alignment
**Benefit:** As a Swift action, you can expend one of your Channel Energy uses to infuse the area within a 30-ft. burst centered on you with negative energy. Any Inflict spells, Harm, or channeled negative energy cast within this area before the end of your next turn is automatically maximized, with no adjustment to its spell level or casting time.

Profane Defense [Divine]
With a horrendous release of divine energy, you steel your undead allies and minions against harm.
**Prerequisites:** Ability to channel negative energy, evil alignment
**Benefit:** You can expend one of your Channel Energy uses to bathe all undead creatures within 30 feet in negative energy, granting them a +2 profane bonus to AC for 1 minute.

Sacred Boost [Divine]
You can channel positive energy to increase the power of healing performed near you.
**Prerequisites:** Ability to channel positive energy, good alignment
**Benefit:** As a Swift action, you can expend one of your Channel Energy uses to infuse the area within a 30-ft. burst around you with positive energy. Any healing effect performed within this area before the end of your next turn is automatically maximized, with no adjustment to its spell level or casting time.

Sacred Healing [Divine]
You can channel positive energy to grant nearby living creatures the ability to heal their wounds quickly.
**Prerequisites:** Heal 5 ranks, ability to channel positive energy, good alignment
**Benefit:** You can expend one of your Channel Energy uses to grant Fast Healing 3 to all living creatures within a 30-ft. burst. The fast healing granted by this feat lasts a number of minutes equal to your Charisma modifier (minimum 1 minute).

Sacred Purification [Divine]
You serve as a conduit of divine energy, filling the area around you with power that aids the living and saps the undead.
**Prerequisites:** Sacred Healing, ability to channel positive energy, good alignment
**Benefit:** As a swift action, you can expend one of your Channel Energy uses to create a burst of divine energy healing all living creatures within 30 feet of you 2d6 points + your Charisma bonus (if any). All undead in the burst take damage equal to 1d6 points + your Charisma bonus.
Sacred Radiance [Divine]
You channel divine energy to fill the area around you with a soothing, gentle radiance.
**Prerequisites:** Divine caster level 9th, ability to channel positive energy, good alignment
**Benefit:** You can expend one of your Channel Energy uses to bathe yourself in a soothing light. This light provides bright illumination in a 30-foot-radius emanation centered on you and an additional 30 feet of shadowy illumination beyond that area. The light moves as you move, keeping you at the center of its area. It temporarily negates areas of magical darkness created by spells of 3rd level or lower. Any non-evil creature within the light gain a +2 morale bonus on saves against fear, poison, disease, and death effects. This benefit lasts for 1d6 rounds plus 1d6 rounds for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Non-good creatures within the light take a -2 penalty on saves against fear effects and attacks for as long as they remain within the area of effect.

Sacred Vengeance [Divine]
You can channel positive energy to deal additional damage against undead in melee.
**Prerequisites:** Ability to channel positive energy, good alignment
**Benefit:** As a free action, you can expend one of your Channel Energy uses to add 2d6 points of holy damage to each of your successful melee attacks made against undead creatures until the end of your next turn.

Sacred Vitality [Divine]
You can channel positive energy to gain protection from damage to your abilities or life force.
**Prerequisites:** Sacred Radiance, Ability to channel positive energy, good alignment
**Benefit:** You can expend one of your Channel Energy uses to grant all allies within 30 feet immunity to ability damage, ability drain, and energy drain for 1 minute.

**Item Creation**

Inscribe Rune [Item Creation]
You can create magical runes on objects that hold spells until triggered by touch.
**Prerequisite(s):** Giantkin; or Int 13, Divine spellcaster level 5, Craft (calligraphy, painting, or tattoos)
**Benefit:** You can inscribe any divine spell you have prepared as a Rune on an item. You must have prepared the spell to be inscribed and must provide any material components or focus the spell requires. If casting the spell has an XP cost, you pay that cost upon beginning the Rune. Likewise, any required material components are consumed when you begin scribing, but a focus is not. Inscribing a Rune successfully requires a Craft skill check (DC 15 + level of the spell being cast). Failing this check by 5 or more results in a cursed Rune (it does not function, or functions in a way determined by the DM).

A single object of tiny size or larger can hold one Rune. A larger object can hold one Rune per size category larger than tiny. Runes cannot be placed on creatures, although they can be drawn on a creature’s equipment. Runes can only be added to items of Masterwork or greater quality.

Once inscribed, a Rune lasts until triggered. All numerical values are determined by you at the time the Rune is inscribed, including the caster level of the spell (up to your caster level). Any creature touching a Rune triggers it and becomes the target of the spell placed in it. A Rune’s creator may touch a Rune safely without triggering it, or can deliberately trigger it if desired. Triggering a Rune deliberately is a standard action. If the stored spell only affects objects, then an object must touch the Rune to trigger it.
As with a *Symbol* spell, a Rune cannot be placed upon a weapon with the intent of having it triggered when the weapon strikes a foe. Unlike the spell *Glyph of Warding*, Runes are not concealed in any way and are obvious to anyone inspecting the object holding the Rune. A *Read Magic* spell allows its caster to identify the spell held in a Rune with a successful Spellcraft check (DC 15 + spell level of the stored spell).

Runes can be disarmed or deactivated in several ways. A successful *Erase* spell deactivates a Rune (DC 15 + spell level of the stored spell). Touching a Rune to *Erase* it does not trigger the Rune unless the *Erase* spell fails to deactivate it. A *Dispel Magic* targeted on a Rune can dispel it on a successful caster level check (DC 11 + level of the Rune’s caster). Un-triggered runes are not subject to area dispels. Rogues can use the Disable Device skill to disable Runes (DC 25 + spell level of the stored spell). Physical damage to a Rune with a sharp instrument or defacing it with fire or acid can also destroy it. As long as the item is not in any creature’s possession, doing so is a full-round action that provokes attacks of opportunity. At least 2 points of damage per caster level of the Rune must be dealt to destroy a Rune in this manner.

Runes follow the rules for magic item creation for Wondrous Items. Runed items are treated as slotless magic items. To price a Runed item, refer to your RPG rule system’s guide to estimating magic item GP value and use the prices for “Items” as a guideline. Crafting a Rune costs half the price so determined.
The Fey in Tears of Blood

Come away, O mortal child!
To the wonder and the wild
Join with me, hand in hand,
For the world is weeping more,
Than you can ever understand.

Thence he comes, the Fairy child!
From the wonder and the wild
With a mortal, hand in hand,
From a world more full of weeping
Than he can ever understand.

~based on W.B. Yeats, "The stolen child"

On the Origins of the Fey

And from whence have these Immortals come? From what dark place, what primordial realm beyond time and space? There is a secret lore half-remembered and half-forgot that hides the truth, if any truth can be said to exist for such beings. They came from beyond The Veil.

From a land beyond the shadows they came, stepping into our world when the Ancient Ones themselves were as newborn babes. Over the ages they were changed by the subtle influence of our lands and its people. Molded into strangely new and wonderful forms, there are none who know the reason for their journey. Indeed that knowledge may be lost even to the eldest of them.

Yet even they now fear the fate that their children may someday choose to follow them, adding a horrifying twist to these beings. And if the rumors about the accursed Dandelion Court and its Tattered Yellow King are more than wives’ tales, then we can only hope that a merciful end finds us quickly.

--Mad Maven Fóla, Calтан Skald

This section contains previously released material.
The Fey on Ursoule

Sages have determined that the Realm of the Fey is known as Sidhe, or The Faerie Realm. These same sages have long debated what reason the Fey had for coming to Ursoule. Some say that they needed the 'Dreamstuff' of mortals, perhaps as a source of power in their Realm. The Fey do not sleep, so it follows that they do not dream, and thus may need a source of dreams. Some have gone so far as to identify the fallen Celestial known as the Plague Fiend as a fallen Fey Lord. They cite as evidence the characteristic (or curse) of the Elves that they do not sleep, and rarely dream. It does seem that the Fey have an unusual interest in the dreams of mortals.

The Fey of Ursoule are spirits made flesh, some say born from the forces of nature and the realm of dreams. They are something of a conundrum when it comes to defining their behavior. They are beings of madness and mystery, inscrutable to mortal minds. They have alien passions, obsessions, fascinations; yet they have a code of laws that they will never intentionally break. Are these creatures of Chaos? Of Law? This aspect of the Fey is what makes them so supremely dangerous to have dealings with. A dragon may bite you in half, but a Fey will invite you to tea and then casually describe his plans to have you for dinner, complete with the recipe.

For all their beauty and outward similarity to the familiar races, their thoughts are strange and unknowable. They act entirely according to their own plans and reasoning, seeming to shift from Seelie (benevolent) to Unseelie (malicious) at a whim. They search for those who are aesthetically pleasing, yet treat such mortals with a healthy dose of Fey arrogance when they find them.

Caltan reverence for the Fey dates from the distant past, and seems to imply that some type of alliance once existed. An alliance today would certainly bolster the forces of the Free Caltan against the Feldarin. Some have gone further, claiming that the Feldarin landing was meant to counter the presence of the Fey, and is according to some long forgotten prophesy.

Caltan legends also speak of a Harvester of Souls among the Fey that is believed to be the origin of the phrase, "On my father's soul." In ancient times, the Caltan would make a vow, promising their father's soul to the Harvester should they break that vow. When this vow was given to another Caltan, they would know that the vow giver was sincere. In modern times, Caltan reverence for such things has lessened.

Among the modern Caltan, vowing on your father's soul simply means that the vow giver has nothing else to offer, but is genuinely sincere. There is no guarantee that the giver will succeed, or believes that he can succeed, just that he will give it an honest effort. The Free Caltan outside the Empire, however, still take the vow seriously. They believe that the Dark Gentleman from the Ebon Court may be watching and will reclaim any debts left unpaid. To a Free Caltan, an outsider asking them to vow on their father's soul is sometimes seen as an insult. A Free Caltan will usually NOT make such a vow to any non-Caltan, but if one does, it is likely that he intends betray the outsider. The Free Caltan do not give nor accept vows on fathers' souls from outsiders because they take the vow so seriously. They will only trade these vows with other Caltan.

The creation story of the Giantkin, known as The Gohgemagog, describes an ancient time when there was a balance between Nature and Man. Guardians were placed at the planar gates both to keep Man at bay and to prevent the other realms from entering this one.
These guardians were what today are called Dragons. Then, to guard this world from the Dragons, Giants were created as protectors. Eventually the Fey noticed that the boundary to our world had weakened and their Gate had been left unguarded. At first, the Fey brought gifts and friendship. Only later was their true nature revealed: they wanted to rule over all.

They granted wondrous powers that blinded mortals to their true danger and drew many to their side. Those who sided with the Fey began to use their powers to gain control of others, leading to a war between the Fey and the allied Dragons and Giants. It was then discovered that Fey were vulnerable to cold iron, and it revealed them for who they really were. The Fey were driven back to their realm, and a great enmity endures to this day between Fey and the Giants. There is a prophesy among the Fey that one day a child will be born who will lead them back to what they see as their “rightful” place in the universe.

The Dark Waltz

The changing phases and pattern of rising and setting of the five moons on Ursoule has always been called The Dark Waltz. This is due to the moons seeming to dance around each other across the sky. But this is only a representation of another, more tangible, phenomenon performed by the Fey. The Night Dancer prestige class (Tears of Blood Campaign Setting, page 76) describes what can happen when a mortal joins a Dark Waltz of the Fey and survives the encounter.

A Dark Waltz happens when two or more Fey Courts come together and interact at the full High Moon. The waltz combines the Courts temporarily into one single body of Fey. Its movements seem at first to be completely random, but to the Fey they are deadly serious. Any non-Fey creature caught up in a Dark Waltz runs the risk of being imprisoned within it and thus disappear from the real world. A Dark Waltz can be as violent as it is beautiful. Survivors often describe it as a “dance with death.”

It is said that if one listens very carefully on certain nights, a faint melody can be heard on the breeze, and following it will lead one toward a Dark Waltz. There is also a prophesy among some of the Fey that if all the Thousand Courts can be brought together at a Dark Waltz, they will once again be united under a single ruler.

The Thousand Courts of the Caltan Fey

The Caltan people have a long and varied history of contact with the Fey. They believe the Fey were once united under a strong leader, and have a prophecy that someday another leader may appear to unite them again. The Fey are currently fractured and rebellious.

For many ages, the Fey were united by The Shining King who ruled from a Celestial Palace in the Sidhe Realm. However, there came a time when that changed. The Fey broke apart into countless Lordships now known as The Thousand Courts. The Shining King still claims command over all Fey, but his real power is long gone. Each Court has its own code which is followed without exception by its members. Some laws are as ancient as the Fey, while others are more recent. The Fey are always bound by the rules of their Court, and knowing these rules is essential for anyone unfortunate or foolish enough to encounter a Fey.

-=The Amaranth Court=-

The regal Amaranth Court is the oldest of the Thousand Courts and is led by The Shining King and his Seneschals. The King is ancient and tired, a withered husk of a Fey. There are times though, when he seems possessed by the spirit of his younger self: his eyes blaze with the combination of brilliance, beauty, and madness that once commanded all of the
Fey. The Amaranth Court is dedicated to Courtly affairs and is characterized by a sense of profound nobility long ago gone to seed.

The Amaranth Court observes one of the most complex codices of laws in all The Thousand Courts. A maddeningly complicated set of rites for Courtly behavior (that some say is similar to old Feldarin chivalry, though much more elaborate) must be followed. Courtesy is of utmost importance, to the extent that addressing even hated enemies with flowery formalities is required. A member of this Court admires nobility of spirit as well as that of blood, and if a mortal proves polite and deferential enough they may escape a potentially dangerous situation. No Fey of the Amaranth Court will ever fail to keep their word or return a pleasantry or favor, and rudeness is the surest way to invite trouble from this Court. Even so, if an Amaranth Fey is feeling generous, they may choose to ignore or correct for the first few offenses. They can, however, be quite dangerous if they feel they are being made a fool of or deceived.

The Shining King is a widely revered figure among Caltan humans. Members of this Court will repay offerings made in his honor in keeping with the Amaranth code.

-The Fallow Court-
The Fallow Court is widespread and largely decentralized. These Fey are primarily concerned with the well-being of the natural world. Its Council of Elder Fey convenes at the equinoxes and solstices, making these festive occasions for Fallow Court members. This Court also has a great love for mischief and fun that competes with their zeal to maintain the health of Ursoule’s natural world.

A member of the Fallow Court cannot lie to someone who calls them by their true name, though most are highly skilled at twisting the truth. They always honor an agreement, and expect the same from others. They hold the integrity of the natural world as priceless, though the exact manner of enforcing this differs wildly from Fey to Fey. They are forbidden from killing humans without just cause, though what constitutes "just cause" for some might quicken mortal hearts. A favor must always be repaid. The Fallow Court recognizes the Shining King, and will follow edicts made in his name as far as they are able to within the confines of their code. The Fallow Court is a party to innumerable treaties and agreements, and a member of the Court will obey these as long as they are made aware (or reminded) of them.

This Court is the most intimately involved in the mortal world, and several members of the Fallow Court are venerated by Caltan humans. Grandfather Crow, Old Mama Lookabout, Peter Robinwing, and the Wailing Maiden (sometimes called a Banshee) are commonly known figures of the Fallow Court in Caltan culture.

-The Brass Court-
The Brass Court is as renowned for its opulence as it is for its ruthlessness. Its ruler, the Baron of Lies, is cunning and ambitious and has built the Brass Court up from insignificant standing as a Lower House into the single most powerful Fey Court currently in existence. He has done this by subtle political machinations and artful usage of many dark tactics. The Brass Court is incredibly wealthy, getting most of their wealth from the Caltan in the years before the Feldarin landing as appeasement money. When the Feldarin took control of the Caltan, they outlawed many of the old traditions, causing a drop in the Brass Court’s revenue. This forced the Baron’s minions to take up a new trade: slavery. Human slaves are procured through a combination of kidnapping and intimidation and are sold to other Fey courts for a profit. Some are kept in the Brass Court, such as the women in the Baron’s private harem.
The Brass Court has a different sort of laws and code of conduct than the nobler Courts. A Fey of this Court never does anything for free. There is always a price. There is nothing more important than getting the better deal, and those of the Brass Court will ignore personal feelings if they stand to gain something. The Brass Court is obsessed with copious consumption, and greed guides most of their actions. Despite these directives, the Brass Court will not personally break treaties or contracts, but will not hesitate to subvert the intent of them or hire those who can act with impunity where they cannot. The Brass Court pays lip service to the Shining King, but the Baron of Lies has many long term plans in play to wrest away what power the King has left. A member of this Court cannot turn down an offer to barter, and all of them, including the Baron, are enraptured by a well-told tale.

The Brass Court is primarily represented in Caltan society by the Baron of Lies, also called the Brass Baron, who is placated more than he is honored.

-=The Ebon Court=-
The Ebon Court has a very low reputation among the Fey. This Court is among the few to blatantly reject the authority of the Shining King, and in general the members of the Ebon Court have far fewer rules to follow. Because they are less burdened by the strictures of Fey custom, they often act as covert agents for other Courts. Hiring members of the Ebon Court for dirty work is an ugly, ignoble act among the Fey and is therefore, of course, quite popular among the other Courts.

The Ebon Court recognizes only three laws. First, "A contract is sacred." Once it has been decided, a contract must be fulfilled, no matter what. Second, "Blood for blood." If you kill a Fey of the Ebon Court, they will expect your life in return. Third, "Nothing but spilled blood can prove a person's quality." To members of the Ebon Court, a crazed serial murderer is respected more than a learned cleric or sage.

Their leader is called The Dark Gentleman, and he is feared by all who know him. Those Caltan who revere him do so in secret. He delights in pain and blood, and demands this of his followers. He considers himself a scholar of mortal suffering, and those that revere him usually hope to call on his skills to be used against their enemies.

-=The Ivory Court=-
The Ivory Court appears only in the months of winter. The Pale Lady and her entourage come from the icy north to hold Court within the Shining King's citadel. The Shining King and The Pale Lady were once lovers, but some misstep ages ago sundered both they and their Courts. Despite this, she is the closest thing the Fey have to a Faerie Queen. The Shining King loves her still, but she seems lacking in any feeling at all, her face frozen in a mask of passionless duty.

The Ivory Court honors all the customs of the Amaranth Court when in their lands, but they follow a similar yet different set of laws in their native north. In general, the Ivory Court values duty and honor over courtesy. Members of the Ivory Court share their Lady's detachment from all things, carrying out the obligations of their offices without emotion. If there is any crack in this seemingly impenetrable armor, it is a weakness for music. Some say the Ivory Court and the Pale Lady can be moved by the sweetest or saddest of songs,
though doing so might be dangerous if the Lady decides to take offense. For reasons unknown, no member of this Court can cross running water without at least a foot of stone or earth between it and them.

The Pale Lady and her Court are honored by many Caltan families in winter festivals and rituals.

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**The Twilight Court**

Of all the Thousand Courts, that of the Twilight is the most disturbing, even to other Fey. It is where the wild fancy and grim nonsense of the faerie people comes to a head. It does not truly hold the respect of any other Courts, yet all Fey must send their essence to this Court when they dance the Dark Waltz. As such all other Courts are as wary of the Twilight Court as mortals are of normal Fey, for this is a place where even the terrible fears and grand delights of the Fey can become manifest.

The Twilight Court is closely associated with the natural mortal functions of sleep and dream. It straddles the line between Reality and Fantasy, sleeping and waking, night and day, sun and moons. It blurs line between chaos and law, between good and evil, and all that fascinates – and terrifies – the Fey is at its strangest here.

Their domain is called the Twilight Realm, and much of it is a never-ending forest eternally lit by moonlight and startlingly bright stars known as the Wilde. It is never quite light, and never quite dark, with patches of shadow alongside scintillating woodland clearings.

The land can change, however, and sometimes seems to move on its own. Entire forests will uproot and begin walking, or fly off, or dissolve all together. Those areas held specifically by the Twilight Court, however, change only at their whim, which is far more dangerous. Storms will often appear out of thin air, and rains will soak an area, brought forth by the tears of a Faerie weeping as she dances before this Court.

It is here where insight can be found in the grass beneath the feet, or when the moons pass through the branches of a tree. Divinations are performed by these Fey to great affect, though they are occasionally swept away by their own dire visions. Though there are no true rulers of the Twilight Court, if any could be named it would be **The Beast** and **Mother Whimsy**.

**The Beast** is all dark desire and exquisite fear, stalking the horrific, most perilous locales in the Twilight Realm. He usually appears as a great shaggy, silver-furred creature, vaguely mannish, as often upon all fours as bipedal, and bulging with muscle. His eyes are frighteningly large and depthless, like two bottomless pits. Those who peer within see their own primal lusts and will often destroy themselves trying to flee them.

**Mother Whimsy**, the Twilight Mother, sails the sky in a great tower upon the keel of the mighty Faerie galleon “Fancy.” She seems hardly more than a girl, eyes wide with rapturous fascination, though her other features change randomly. Tended by many, she gives frequent birth to daydreams, desire and other intangible things. Only when romantic desires fill her does she descend to the forest to find The Beast, allowing her to give birth to a Prince of Twilight. Of all the Fey of this Court, the Princes of Twilight are the most fearsome. As ruthless in battle as they are deceptive in speech, they are best avoided.
Other Fey Courts:

Several other Courts are notable among the Thousand Courts. They are not aligned with any other Fey, including the Shining King, and tend to keep to themselves.

~The Cerulean Court~
The mighty Cerulean Court is the largest and possibly most powerful of the unaligned of the Thousand Courts. This Court governs the briny depths, and Sea captains will often make offerings to both The Five Gods and the Cerulean Court alike before setting sail, just to be sure. The Cerulean Court cares little for the affairs of mortals, and earning their lasting favor or ire is rare. Merfolk are the most commonly encountered of these Fey.

~The Alizarin Court~
Tales of the Alizarin Court are bizarre and mysterious. It is usually reported to be seen in Baran or Pahali lands. It is said that the members of the Alizarin Court speak backwards at all times and that they keep the souls of their enemies in carved stone jars. They are said to ride on the backs of the winds into battle, commanding them as one would a mount. Very little is known about them, and they seem to have little interest in mortal folk. They have been known to mate with Djinn and Efreet.

~The Jade Court~
The Jade Court is closely tied to the Yujung, whose ruler is known as the Jade Emperor. The Jade Court is reported to be engaged in some sort of massive building project. Some say that they are attempting to build a new Celestial Palace like the one that was the seat of Fey power before the fall of The Amaranth Court. Others believe that the coven of Sisters who rule this Court have grown interested in the subtle movements of the heavens and are building a grand observatory hidden from mortal eyes. The Jade Court is notoriously secretive, and remains mostly unknown, especially outside the Yujung Empire. Legends said to be told by dragons tell of a great Jade Warrior who led the Fey in an ancient war, and say he was imprisoned inside a mountain far to the north. If he should ever return, war would be with him.

~The Dandelion Court~
The Dandelion Court is seldom mentioned except in terrified whispers by both Fey and the common folk of Calta and Kvrin. They say it is a terrible Dark Court of Fey hidden away in a ruined city in the remote Kvrinzemya peaks. Fewer still dare speak the name by which the ruler of that forsaken place is known, "The King in Yellow." The exact nature of this Court is a complete mystery, even to other Fey. Draconic legends say that this court ruled the Fey in the distant past, before the rise of the Amaranth Court. Both the Caltan and Kvrin blame this Court for the Sluagh, an evil Fey horde spoken of in folklore. Most people not only believe that this horde exists, but also that they ride on hunts through the land on skeletal steeds. Many a story is told of terrified peasants peering from shuttered windows as this Dark Court rides past. What's worse, these hunts are reportedly becoming more common.

Fey Offerings and Faerie Boons
Based on: [http://talesofthegrotesqueanddungeonesque.blogspot.ca/2012/04/fey-offerings-and-faerie-boons.html](http://talesofthegrotesqueanddungeonesque.blogspot.ca/2012/04/fey-offerings-and-faerie-boons.html)

Ursoule is home to many circles of pagan standing stones. On the 13th day of any month, one can enter a ring of standing stones and perform a ritual that might summon a minor Fey Lord. If relations with the summoned Fey remain cordial, the summoner will be requested to return to the standing stones on the 13th day of the next month with an appropriate gift. If the character brings the Fey Lord the correct gift, the Lord will grant
them a boon that lasts until the 13th day of the next month. All bonuses will stack with any other bonus. If the character brings an inappropriate gift, they will be pursued by the Wild Hunt (or some other fate determined by the DM). Only one Faerie Boon can be in effect on a character at a time. Roll on the **Table: Faerie Boons** to determine which Lord answers the ritual (d8) (or DM choice).

### Table: Faerie Boons

<table>
<thead>
<tr>
<th>D8 Roll</th>
<th>Minor Fey Lord</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Grishnight the Mangler – appears as a hunched, but massive, ape-like creature with the face of a newborn child. <strong>Required Gift:</strong> twelve pounds of oats sweetened by honey that has flowed between the toes of a virgin. <strong>Boon:</strong> the character receives a +1 bonus to all damage dice rolled, regardless of source (weapon, spell, etc.)</td>
</tr>
<tr>
<td>2</td>
<td>Korben-a-Hammer – appears as a squat Dwarven figure whose body is covered with coal-black dust. <strong>Required Gift:</strong> twelve pounds of iron that has been spat upon by a drunken cleric. <strong>Boon:</strong> cast Faerie Fire as an innate ability 3/day, duration 1 minute</td>
</tr>
<tr>
<td>3</td>
<td>Twilah o’ the Marshlights – appears as a lithe woman wrapped in multi-colored gauze; her hair floats upward on an invisible draft. <strong>Required Gift:</strong> a 12 year old boy with copper-colored hair, who will never be seen again. <strong>Boon:</strong> use Charm Person as an innate ability 3/day, with a Will save DC of 18, duration 1 hour</td>
</tr>
<tr>
<td>4</td>
<td>Otun the Ever – appears as a slim, tall man made of unfinished wood; with a crown of green leaves. <strong>Required Gift:</strong> twelve pounds of iron-shod farm tools that have been urinated upon by elderly men. <strong>Boon:</strong> the character gains a +2 bonus to Armor Class</td>
</tr>
<tr>
<td>5</td>
<td>Pucellus the Mucker – appears as a small, grinning sprite in fool's motley. <strong>Required Gift:</strong> twelve rare books that must be burned within the circle of standing stones. <strong>Boon:</strong> +2 bonus to all Saves vs. mind-affecting magic and similar effects</td>
</tr>
<tr>
<td>6</td>
<td>Sodden Susa o’ the Glen – appears as a blue woman bearing bleeding abrasions upon her wrists and throat; her hair continually drips brackish water. <strong>Required Gift:</strong> twelve courtly dresses sewn by blind women. <strong>Boon:</strong> +2 to all Saves vs. Death effects</td>
</tr>
<tr>
<td>7</td>
<td>Flahtar the Nightly – appears as a goat-legged man bearing a golden lyre. <strong>Required Gift:</strong> twelve bottles of wine that have been corked by an unloved man. <strong>Boon:</strong> each night the character regenerates 5 Hit Points in addition to any other healing</td>
</tr>
<tr>
<td>8</td>
<td>Mikey Coo – appears as a small man with the face of a raccoon; has clawed hands and feet. <strong>Required Gift:</strong> twelve pounds of hay in which nobles have lain. <strong>Boon:</strong> +1 to all attack rolls, regardless of source (weapon, spell, etc.).</td>
</tr>
</tbody>
</table>

### New Feats

**Favor of the Fey** [General]

**Benefit:** You have found yourself favored by a particular Court of Fey. This might be for one or many reasons. Perhaps you merely caught the eye of some Fey noble and they find you amusing. Perhaps you or your family performed a service for a member of the Fey, and now they must repay you. No matter how you came into favor, it is sure to be as dangerous as it is helpful. Fey are capricious creatures, and you must be very careful how you act in your dealings with them. You may call on members of this Court for aid, although how you manage this may be a tricky affair indeed.

**Fey Blood** [General]

*The potency of your Fey blood has risen to the top.*

**Prerequisite:** Fey Fancy (Tears of Blood Campaign Setting, pg. 88)
Benefit: You receive a +2 bonus to saves vs. mind-affecting spells and effects
Special: You are treated as a Fey for any spells and effects that specifically target "Fey" creatures. Spells targeting "monsters" will not affect you (unless you are also a “monster”), though spells that target "humanoids" would (assuming you are “humanoid”). Creatures sensitive to Fey influence will react to you. In addition to this, you receive one Court-specific benefit based on your ancestral Court:

- **Amaranth Nobility** – gain a +2 racial bonus to charisma-based skills in any situation where physical appearance matters
- **Fallow Friend** – gain the *speak with animals* ability with one chosen non-magical animal type for a total of 1 hour per day (ex: crow, bear, etc). Usage need not be all at once.
- **Brass Tongue** – gain a +2 racial bonus to Bluff checks made when verbally lying (does not stack with Feints or other combat-related uses of Bluff)
- **Ebon Terror** – gain a +2 racial bonus to all Intimidate checks
- **Ivory Mask** – gain a +2 racial bonus to saves vs. enchantment magic
- **Twilight Cloak** – gain a +2 racial bonus to Stealth checks

*For other Courts, one of the above bonuses may be used, or a reasonable alternative may be granted by your DM.*

**Fey Bestiary**

**Autumnal Seer**

- **Size/Type**: Medium Fey
- **Hit Dice**: 8d6+24 (52 hp)
- **Initiative**: +4
- **Speed**: 30 ft. (6 squares)
- **AC**: 18 (+4 Dex, +4 natural), touch 14, flatfooted 14
- **Base Attack/Grapple**: +4/+6
- **Attack**: Leaf Blade +8 melee or ranged (1d4+4/19-20)
- **Full Attack**: Leaf Blade +8 melee or ranged (1d4+4/19-20)
- **Space/Reach**: 5 ft./5 ft.
- **Special Attacks**: Invocations, Kiss of Autumn, Leaf Blade
- **Special Qualities**: Damage reduction 10/cold iron, form of autumn, low-light vision, soothsaying, sylvan insight
- **Saves**: Fort +5, Ref +10, Will +9
- **Abilities**: Str 14, Dex 18, Con 16, Int 14, Wis 16, Cha 18
- **Skills**: Diplomacy +14, Knowledge (Any Four) +13, Perception +14, Sense Motive +14, Stealth +14
- **Feats**: Dodge, Ability Focus (Kiss of Autumn), Extra Invocation
- **Environment**: Temperate Forests
- **Organization**: Solitary or Retinue (1 Autumnal Seer plus 2-4 Dryads)
- **Challenge Rating**: 7
- **Treasure**: None
- **Alignment**: Always neutral (Any)
- **Advancement**: By class level

Autumn is a time of transition, lying between the life-bringing Spring and Summer and the cold death of Winter. The Autumnal Seers are the heralds of this transition, peering in the future to see what Autumn brings. For most of the year, they are incorporeal spirits, even
more insubstantial than the most lowly of ghosts. However, when Autumn comes, they take on corporeal forms, creating bodies from the fallen leaves. The Autumnal Seers are not greedy in their dealings, and will share their insights with any they see worthy. Like all fey, they prize nature, and use their foreknowledge to preserve it and aid their fellow guardians of the world. An Autumnal Seer resembles a beautiful, dryad-like woman made entirely of leaves, with glowing, wisp-like lights for eyes.

**Combat**

Autumnal Seers disdain combat, and usually try to escape it with their form of autumn ability. However, if forced into battle, they fight viciously, using their kiss of autumn ability to disable spellcasters and using their leaf blade or invocations to pick off other foes from a distance.

**Invocations (Sp)** An Autumnal Seer has access to certain powers that are cast as spell-like abilities called Invocations. Invocations typically combine the effects of one or more spells and have an extended duration. The DC of a Seer’s invocations is 14 + the Seer’s Charisma modifier. Feel free to develop others similar to the following examples:

- **Beastcalm** (Calm Animals as 8th level caster plus Speak with Animals, 24 hrs)
- **Worldwhisper** (+5 Insight to Knowledge checks, 24 hrs)
- **Sights Unseen** (Darkvision 60 plus See Invisible, 24 hrs)
- **Spidercall** (Repel Vermin plus Summon Swarm, cast at 8th level, spiders only)
- **Worldwalk** (Freedom of Movement plus Water Walk, 24 hrs)

**Kiss of Autumn (Su)** Once per day as a standard action, an Autumnal Seer may trap a single creature within 30 ft. of it in the form of a cloud of leaves. If that creature fails a DC 20 Will save, it becomes a cloud of leaves, as the Seer’s Form of Autumn ability (see below). However, it cannot return to its normal form, even if struck with cold iron. The Seer may restore it to its true form as a swift action, as can a remove curse or break enchantment spell cast on it with a caster level of 10th or higher. There is no other way it can be returned to its normal form.

**Leaf Blade (Ex)** As a swift action, an Autumnal Seer may produce a razor-sharp leaf from her body, known as a leaf blade. The leaf blade has the statistics of a dagger, and overcomes damage reduction as a magic weapon. An Autumnal Seer adds her Dex bonus in place of her Str bonus to all attack and damage rolls made with the leaf blade.

**Form of Autumn (Su)** As a standard action, an Autumnal Seer may take on the form of a cloud of floating leaves. This functions similarly to the gaseous form spell, except that the seer becomes leaves, rather than vapor, with a fly speed of 20 ft., rather than 10 ft., and perfect maneuverability while in this form. An Autumnal Seer can remain in this form indefinitely, taking a swift action to return to her true form. However, if it is damaged with a cold iron weapon while in form of autumn, she immediately reverts to her normal form and cannot use this ability again for 1d10 minutes.

**Soothsaying (Su)** On rare occasion, an Autumnal Seer will slip into a trance or receive prophetic dreams, speaking or dreaming insights into the past, present, and future. She has no control over this ability—when she enters a trance and what they learn is entirely up to the DM. However, each Autumnal Seer enters this trance at least once in each autumn season.

**Sylvan Insight (Su)** An Autumnal Seer sees the possible events of the future flurrying about her like leaves caught in a strong breeze, and can determine when she is in danger.
She can act during the surprise round even if she would otherwise be surprised. In addition, it is never treated as being flatfooted unless immobilized.

**Plot Hooks**

- The player characters must seek the soothsaying of an Autumnal Seer in order to learn a crucial secret that has been obscured to other means of detection.
- An Autumnal Seer has foreseen the future actions of a player character leading to great destruction to nature, and will use any means necessary to stop him or her.
- An evil druid has kidnapped a group of Autumnal Seers, and is using their prophecies to cause great destruction.

**Hellfae – Template**

**Hellfae** is a template open only to Fey. Add the following qualities to the base creature:

**Hellfae Curse:** the creature is bound to the will of a specific Fey Lord, and must do its will.

**Defenses/Qualities:** Darkvision 60 ft; immune to poison; acid & fire resistance 10; DR 5/magic if HD 10 or less or 10/magic if HD 11 or more; and SR=creature's CR+5 (max 25)

**Speed:** Unless the base creature flies better, fly at 2X base creature's land speed (good)

**Melee:** Gain two claw attacks and a bite attack, damage depends on size

**Special Attacks:** A *Hellfae* gains a Smite Good (Su) special attack once per day per 3 HD

**Other Fey Creatures**

Some bestiaries provide only a limited number of Fey creatures. This makes for a limited resource for constructing world-wide sets of Fey Courts. While not all creatures make good Fey candidates, adding a few more would illustrate the wider diversity that is a primary principle of the Tears of Blood Fey. Here is a list of creatures to consider adding to the Fey in a Tears of Blood Campaign (some may already be Fey under your Core rules):

<table>
<thead>
<tr>
<th>Creature</th>
<th>Environment</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bandersnatch</td>
<td>Any</td>
<td>From Lewis Carroll’s <em>Through the Looking Glass</em></td>
</tr>
<tr>
<td>Banshee</td>
<td>Temperate forest/swamp</td>
<td>Already in some Core rules, add a Fey template</td>
</tr>
<tr>
<td>Bugbear</td>
<td>Any</td>
<td>Tougher and scarier with a Fey template</td>
</tr>
<tr>
<td>Genie (All types)</td>
<td>Baran lands (desert/tropical)</td>
<td>Possibly a Fey/Elemental hybrid</td>
</tr>
<tr>
<td>Doppelganger</td>
<td>Any</td>
<td>They fit well, and explain human-like fey</td>
</tr>
<tr>
<td>Dragon, Faerie</td>
<td>Any</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Dryad</td>
<td>Any forest</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Jabberwocky</td>
<td>Any</td>
<td>From Lewis Carroll’s <em>Through the Looking Glass</em></td>
</tr>
<tr>
<td>Jubjub bird</td>
<td>Any</td>
<td>From Lewis Carroll’s <em>Through the Looking Glass</em></td>
</tr>
<tr>
<td>Merfolk</td>
<td>Any aquatic</td>
<td>Part of a Fey aquatic Court</td>
</tr>
<tr>
<td>Nymph</td>
<td>Any forest</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Pseudodragon</td>
<td>Caltan lands</td>
<td>Already in some Core rules, add a Fey template</td>
</tr>
<tr>
<td>Rakshasa</td>
<td>Pahali lands</td>
<td>Already in some Core rules, add a Fey template</td>
</tr>
<tr>
<td>Satyr</td>
<td>Phoedran lands</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Sprite, Nixie</td>
<td>Any temperate water</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Sprite, Pixie</td>
<td>Any temperate forest</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Sprite, Grig</td>
<td>Caltan lands</td>
<td>Already in some Core rules as Fey</td>
</tr>
<tr>
<td>Sylph</td>
<td>Any</td>
<td>Already in some Core rules, add a Fey template</td>
</tr>
<tr>
<td>Tritons</td>
<td>Any aquatic</td>
<td>Part of a Fey aquatic Court</td>
</tr>
</tbody>
</table>
Legends, Locations and Leaders

This section contains previously released material.

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Fifteen Legendary Locations of Ursoule

Every world has legendary places, locations that mothers threaten their children with if they misbehave, or that inspire Bards to tell of grand adventures. Ursoule is no different, and though the following locations may or may not exist, they do make one wonder... what if?

1. The Armada
Long ago, when the world was invaded by the Feldarin, this mysterious fleet of galleys and warships appeared near the Halfling Home Isles. The fleet vanished suddenly, and rumors were told that the appearance of the Feldarin’s Isle of Velocit caused it to be flung into the Void where, over the ensuing years, the survivors built a city for their descendants that is said to be populated by wanderers, brigands, and more. Legends describe it as a mass of aging warships that have been chained and spiked together and that have slowly been added to, robbed for parts, and modified. This mass floats in the ether, forming a three-axis mass of decks, platforms, giant ropes, pulleys, etc. Named The Armada, this settlement is ruled by “The Admiral” who is, in fact, a descendant of the fleet’s original commander... except that this Admiral is also a woman and according to legends is not entirely sane.

2. The Bastion
The Bastion is a grim iron fortress that legends usually place on a moon of Zieraparel, the 5th planet of the Ursoule system. It appears at first glance to be a well-fortified, but ancient, military post built by some unknown power. Legends tell a much different story, however, describing it as a laboratory experiment begun by some ancient alien race for a completely unfathomable purpose. The Bastion is said to be populated by every kind of intelligent creature known, all of which have been – or are being – driven mad. Legends also say that it wasn’t made to keep things out... it was made to keep them IN.

3. The Clockwork Orb
Legends describe this as a sphere nearly 300 yards in diameter that is capable of moving on its own. It appears to be some kind of whirling, clockwork machine of unknown origin. Its exterior is metal and is covered in sliding, rattling, interlocked plates and gears. Is it a clock? A celestial prison? The lair of some powerful being? No one knows, and legends say it is impossible to gain access inside the sphere.

4. The Omeshik Fortress of Wizardry
According to legend, this was perhaps the greatest university in the ancient world. This small city of limestone halls, dormitories, libraries, etc. now stands empty... or nearly so. The legends say it is now inhabited by countless cursed undead – many of them former teachers and students – who sleeplessly roam its crumbling corridors. Great stores of knowledge may yet be had here, if one can uncover them and survive to tell the tale. It is said to be located within an ancient battlefield somewhere on the northern border of Yujung.

5. The Ice
Once a polar glacier, now The Ice is essentially a giant, inverted bowl of frozen water far to the north. Creatures make their homes on both the convex and concave sides, and mile-deep networks of perilous tunnels, rifts, and cracks run between the two. The usual arctic denizens live here (white dragons, yeti, etc.), along with a Hun-like culture of cave-dwelling humans who have tamed and now ride giant Frostworms. The “land” here is extremely unstable, frequently breaking apart and melting back together.

6. The Nytesyde
An area of permanent darkness deep in The Beneath, this legendary realm of craggy rocks
and death is a paradise to all things that fear the light. The legends say it is ruled by an uneasy alliance of alien creatures who have built a fortified stone city here. However, outside the city’s walls, all is chaos as evil spirits – and worse – roam the tunnels and passages. It is said that no light, no matter how strong, can shine within its confines.

7. Oneirius – The Dreamswamp
A legendary vast mire which has the odd feature of attracting and trapping the dreams of those who pass through. Travelers don’t often come across their own dreams in the swamp (unless they frequent the area), but they do encounter the dreams of those who’ve come before. While the dreams are little more than illusions, they are dangerous all the same because of the way the fetid air of this place affects the minds of humans and demi-humans who breathe it, making them highly susceptible to suggestion, hallucination, and paranoia. Some legends place it at the heart of the Trog Swamp, but other locations are possible.

8. The Portal of the Ancients
When the world was shattered by The Weeping, this long-forgotten magical portal – originally set into a castle wall—was freed by the death of its guardians. The wall has crumbled and no longer exists, but the mystical hole in time and space is still there. Legends say that it is slowly on the move, swallowing whatever it happens to contact and sending it to any number of random places in the multiverse.

9. R’Kaidia – the Divided Clan
When the world was still young, so too was R’Kaida, a Dwarven stronghold deep in The Beneath. Legends say that a great earthquake split the subterranean mountain kingdom almost perfectly in half. In the ensuing years, the Dwarves of the once united kingdom organized themselves into two factions, the Servants of the East and the Guardians of the West. The Servants control the better mines, while the Guardians control most of the food, including the vast majority of livestock and cropland. Dwarves being dwarves, the two sides do not do well with sharing and are always seeking to outgrow, out-mine, or just out-do each other. A single mile long stone bridge connects the split sections of the mountain and both sides guard it fiercely from possible invasion from the other. The Dwarven sages have a Prophesy that all the Clans will not be united until R’Kaidia once again stands as one.

10. The Ruby Kingdom
A mystical human kingdom tucked away in a small, remote mountain valley deep in the Kvrinzemya Mountains. Surrounded by steep cliffs, the Ruby Kingdom is best known for the legends of its Red Knights who patrol the land astride giant wasps. The people are usually described as plain and simple, but some stories claim that their ruler is just the opposite. Legends say that those who stray too close to the Ruby Kingdom usually end up as hosts for the “domesticated” wasps’ larvae.

11. The Spindle of the World
Legends describe this as a lonely tower sitting in the middle of a plain of death and destruction. The Spindle is said by some to be at the center of the world. The tower is hundreds of feet high, built by forgotten hands out of black stone flecked with white crystal. On the plain around it are found the crumbling remains of armies who seem to have been turned to stone in the midst of an epic battle. Men, Dwarves, horses, dragons, and more... all petrified, forever frozen in moments of triumph, cowardice, or death. The land is a maze of terror and confusion. Every so often, the tower releases a blinding flash of white light up to a mile in diameter. Anyone caught in that flash joins the petrified multitude. The tower itself appears to be abandoned; the very few who have made it inside say that the center of the Spindle is hollow and contains a single staircase spiraling up the outer wall, rising up and out of sight, and that every few feet a door is set into the wall. These doors do not lead
to the outside of the tower, however. Instead, each leads to another part of the world or, if the stories are true, to places far stranger.

12. Tel’Quar
The legends describe Tel’Quar as a vast forest of stunning beauty, eternal warmth, and perpetual sunlight. It houses many wild creatures but is best known for the herds of unicorns and pegasi who reside there. Some legends, no doubt of Albion origin, also tell of a tribe of wild, albino, cannibalistic Elves who worship and protect the herds. To the Elves and other Sylvan creatures, the legends of Tel’Quar often have a utopian theme. Those scholars who choose to study this topic have suggested it is on another plane of existence.

13. The Thousand Stairs
Said to be set into the side of a bottomless, darkened chasm, this stone staircase seems to descend forever, almost vertically at times. At its base is said to be an entrance to the ancient subterranean catacombs of the Temple of Karrin, where the sages of old are interred. At the base of the stairs is supposedly the temple itself, which legends say is guarded by an ever-dwindling order of monks, the Brotherhood of Karrin. It is said that this ancient order freely offers wisdom and healing to any who knock at their door. The stairs, however, are treacherous not only due to the fog, rain, and gales that are common, but also because of the harpies and other foul creatures that nest on the chasm walls.

14. The Voices of Stone
Stories tell of a barren plain in the Al-Barajah Desert at the center of which sits a ring of stones similar to those found elsewhere on Ursoule. Except that this is a ring of stone statues that, according to legend, are constantly whispering and murmuring to each other in an unknown tongue. Some say it is the trick of a crazed, long-dead god-ling, while others insist that, if the words could be deciphered, they would reveal the Secrets of the World, or perhaps more. The Baran have a legend identifying this as a defeated foe of the Great God al’Sharesh, imprisoned here for all eternity. Some legends connect the voices to the Cursed Peninsula of the ancient Baran, claiming that a translation will heal that cursed land.

15. The Wormstone
Legends tell of an asteroid-sized chunk of the old world’s crust that orbits between Ursoule and Selenis (the High Moon). It is said to be riddled with caves and twisting tunnels. It is also constantly spinning, which means that “up,” “down,” and other directions tend to be relative. Most of the legends also describe the whole place as crawling with bugs...BIG bugs.

Haunted Locations and Creepy Creatures

There is no shortage of haunted locations on Ursoule, many of which are tied to a strand of truth. Many strange creatures also roam the land, most of which are best avoided. The best known haunted locations are a group of five pyramids deep in the Al-Barajah desert. They are collectively known as The Haunted Pyramids.

The Haunted Pyramids of Al-Barajah (Baran)
The Baran people believe they are the descendants of a race who once ruled an Empire that included all the lands from the oceans to the Kvrinzemya peaks. They know little of this Empire, but do not doubt its existence, for its ruins lie all around them, a constant reminder of a past glory. Their southern cities are built around the ruins of great harbors while the desert nomads camp in ancient ruins, half-buried beneath the sands. The most famous are the five Haunted Pyramids, which have inspired scores of legends and myths. It is said that many dangers can be found in these towering structures, making exploration deadly.
Most scholars agree that they were made by the same civilization that built the Bronze Citadel, which itself is reportedly haunted. Massive and silent, the pyramids are full of mystery, danger, and treasure. They have never been fully excavated or explored. According to legend, they are the last resting places of the most powerful Pharaohs of ancient Al’Barajah, although some say that the oldest structure, Tanaris, is much older than the oldest known Pharaoh. The ancient Baran names of the Pyramids from north to south, and according to legend the newest to oldest, and their known details are below.

**Kheraptis** [ker'ap'tiss] – tomb of the Pharaoh Khera, last of the dynastic rulers, and the last Pharaoh. A powerful wizard, some say he is now a Lich, or worse. Survivors report a structure swarming with undead.

**Andoheb** [an’doe’heeb] – tomb of the Pharaoh Andoh, whose "terrible armies swept across the land." A great warrior, his vault is said to hold weapons so powerful they would destroy the world if unleashed again. Survivors report encountering strange Clockwork creatures.

**Mesphut** [mess’foot] – tomb of the Pharaoh Mesp, whose pacts with Elemental forces drove him to madness. It is believed that al-Jadayeh, the Bronze Citadel, was created during his reign. Many magical mysteries are said to be hidden within the corridors and chambers of this pyramid. Survivors have been very rare.

**Kharis** [kar’iss] – tomb of the Pharaoh Khar, first of his line and who established the Baran Empire. His reign is the oldest in recorded history, and he was generally believed to be a Cleric of great power. Survivors have reported that this structure is infested with evil Outsiders.

The **Kharis Pyramid** is said to have been where the **Codices of Creation** were found by a team of explorers shortly before the fall of the Baran Empire around 1500 years ago. Some Baran scholars blame the fall of the empire on their discovery and removal from the pyramid. The **Codices** were a collection of scrolls that detailed five ancient Gods, each of which embodied a Divine Concept: Nature, War, Travel, Magic and the cycle of Life and Death. Scholars claim that the **Five Gods** of today are based on, or at least inspired by, the scrolls. Some claim that parts of other scrolls were also found, claiming other gods. The **Codices** were last known to be in a secret chamber in the ruined Caltan capital city of Caltaigne. Whether they are still there, or have been lost, is unknown.

**Tanaris** [tan’are’iss] – last resting place of the “Unknown Pharaoh,” who some sages identify as the father of Khar, the Nomad Prince Jaloo. Others say there is no one buried here at all, and it is a death trap left by an even more ancient civilization. Whatever is here, it has resisted all efforts at discovery, as every expedition has ended in failure. There have been no known survivors to emerge from this pyramid.

The oldest, **Tanaris**, is cited by some as the last known location of an artifact: **The Eye of Rapture**. Some scholars claim that Tanaris is located at the exact center of all the known lands on the planet. No one is certain what, if any, effect this would have, but many theories exist. There is said to be a gateway to **Amarna**, a legendary city of the dead, at the lowest level of this pyramid.

The desert nomads have legends claiming that the ghost of the **Unknown Pharaoh** comes out of this pyramid at midnight on certain nights dressed in traditional Al-Barajan armor and descends upon anyone camped in the area, telling them to get out or die. The stories have
minor variations, but one common thread is that those who live to tell about it are the ones who fled. Those who don’t flee don’t live to tell about it. No one is certain if any Pharaoh is even buried here, as this structure pre-dates any known written record.

The Strange Pyramid Writing
No exploration of the Haunted Pyramids has returned without reporting finding strange runes, hieroglyphic writing, and other exotic scripts both within and around the pyramids. Although Sages report that magic is effective in translating these inscriptions, the meaning is often still not clear. The few Baran scholars who study such things remain silent on this topic, acting as if the writing says nothing important. However, given the Baran penchant for all things prophetic, and considering what some of the writing has reportedly said, many foreign scholars feel that the Baran are keeping something secret.

Other Features
In addition to the five Haunted Pyramids, many lesser features can be found nearby.

Khera’s Watchtower (at the base of Kheraptis)
Deserted for millennia, its windows and doors are said to open and close by themselves late at night. Strange lights are also seen in the windows. Those who have ventured inside and returned to tell of it say that accidents befall any who enter it. Most end in death, believed to be why the tower is haunted.

Plain of Dahshour (west of Andoheb)
Said to have been the place where the Pharaoh’s armies were trained. Soldiers were kept here for 45 days of intensive combat training, leading to the deaths of many. It is said that late at night, you can hear sounds of battle and people screaming, and on certain nights, you can see the ghosts of an army that was slain here during an insurrection. They can be seen training, walking and doing exercises. At midnight a chariot drawn by two black horses races past driven by a man in ancient Baran clothing.

Shaitan’s Kitchen (east of Mesphut)
The area east of Mesphut is a desolate wasteland of sand and rock extending deep into the Al’Barajah desert. The Baran call this area Shaitan’s Kitchen after Shaitan, a Baran spirit of fear and flame, due to its withering heat and strange monuments. The heat frequently reaches over 100 degrees here, and water is scarce. The area is home to a tribe of Náashio (“nay-AH-shee-oh”; desert lizard men, ToB Campaign Setting, Bestiary). These bipedal reptilian humanoids are medium sized with tails that are used for balance. They speak their own language, Náashio, and sometimes other languages as well depending on what contact they have had with the outside world. Some are friendly, and some… well… aren’t.

House of the Royal Vizier (near Kharis)
It is said that a building was built in the shadow of Kharis that is haunted. It was once a holy place visited by pilgrims, but no one visits any more. Some say that hidden within this building is a defiled early version of the Kit’ab-e-Sitaq, or ‘Book of Truth,’ the holy text of the Baran. Legends say that if it can be found and destroyed, the evil within will be cast out. It is also said that there was once a great Vizier who was burnt alive in this building, and indeed parts of it seem to have been damaged by an ancient fire, but no one knows the true nature of it. The only generally accepted fact is that there is a great evil within its walls.

Caltan/Kvrin Lands
The dark halls of the Kvrin Warlords and bonfires of the Caltan are often alive with tales of
terrifying encounters with the supernatural – Vampires and Lycanthropes being the most common. Some tales of a different sort are detailed here.

**Caltan Wells** *(Caltan)*
The Caltan are equal to the Kvrin when it comes to creepy stories and haunted locations.

**Well of Souls**
According to legend, there is a well located at the very center of the ancient Caltan ruined capital of Caltaigne, at the foot of the Greenpeaks, north of Monsordithim. This Well is able to answer one question about the future. However, this knowledge comes at a high price – the sacrifice of a human or demi-human thrown into the well and one year of your life. To make it even better, it answers in the form of a riddle.

**Wells of the Sidhe**
Found in remote locations in Caltan lands, locals always give these a wide berth. It is said that these wells are used by malicious fairy folk to reach “the other realm” and snatch away the unwary. They appear as natural features – springs, ponds and the like. On certain nights a faint voice can be heard counting, sometimes in a strangely accented Common, sometimes in other languages. Usually a female voice, what purpose it serves is unknown. On nights when the Veil is thinnest between worlds, a distant blood curdling scream can be heard as of someone dying. Legends say that no one who interrupts the counting has been known to have lived through the night.

**Bedwyr’s Blunder**
A common story told in arcane circles is of a bumbling Wizard who accidentally spilled an *Animate Dead* potion into a well. Everything that had fallen into the well, and died, suddenly emerged from the depths looking for revenge. And of course they were now all undead. *(Bedwyr is the Caltan name for the Quaternary Evening Star, dedicated to Necromancy)*

**Chrono-hags** *(Caltan/Kvrin)*
Chrono-hags are women whose appearance is divided vertically down their bodies; with a left half that is withered and old, and a right half that is youthful and blooming. Chrono-hags are often magically linked to enchanted clocks. If a Chrono-hag’s clock is tampered with – moving the clock hands manually, for example – the room first goes black, then is filled with eerie, spectral light, and then the Chrono-hag will appear.

Chrono-hags summoned this way will offer to strike a bargain with a group of adventurers, such as providing the effects of a *Haste* or *Time Stop* spell when they most need it, because any tampering with the orderly flow of time dishonors their strange, otherworldly masters.

**Daughters of the Grave** *(Kvrin)*
When a pregnant woman is seduced and converted to Unlife by a vampire, there is a chance that her unborn child can still be delivered alive. However, the child is also altered by the mother’s unholy transformation. Such children are always born female and always born as vile monstrosities known as **Daughters of the Grave**. The upper torso of a Daughter of the Grave is generally that of a comely, if pale, woman, but below the waist she has the form of a great skeletal snake. It is said that the touch of a Daughter causes the target to grow younger, causing some elderly or vain folk to seek entering into strange bargains with a Daughter of the Grave as a possible way to achieve eternal youth.

**Resurrection Men** *(Caltan/Kvrin)*
Tales of the **Resurrection Men** have become a recent favorite of Bards. Always seen at
night, these bandits do not seek trinkets or coin, but bodies. They venture into remote places intent on the secret removal of corpses from their graves. Although it is believed that they are taken for dissection, rumors persist that some are taken for other, darker purposes. Practitioners are called "Resurrection Men" or simply "Resurrectionists." Although not seekers of material wealth per se, these wretched creatures often pilfer some item as a memento: locks of hair, a belt buckle, a scrap of cloth, heel of a boot, or similar items.

Shadow People (Feldarin)
One of the few contributions of the Feldarin to the supernatural are the Shadow People, shadow-like humanoid figures that, according to reports, are seen flickering on walls and ceilings in the viewer's peripheral vision. They are often reported having quick, jerky movements, and fade into walls or mirrors when viewed directly. They are thought to be evil in nature, although some consider them to be a form of guardian angel. They had never been reported before the Feldarin made landfall on Ursoule, and have been an unexplained mystery ever since. Most Feldarin, being typically stoic about the matter, simply refuse to believe they exist. Yet, stories and rumors persist both within and outside of the Empire.

Wailing Women (Kvrin)
Wailing Women are the ghosts of women who have lost a child through some tragedy, often of their own making, and who cannot depart this world due to grief, guilt or remorse. They are refused entry into the after-life until they find their lost child. Their grief has trapped them in a terrible un-life, replaying the moment of loss that caused them their eternal grief. A Wailing Woman seeks nothing else but to find their child. In grief they now believe any child they see is their own. Wailing Women are nocturnal ghosts who tend to inhabit the edges of woods, riverbanks, and remote lakeshores. Kvrin children in these areas are warned to stay away at night or a Wailing Woman will snatch them and take them away forever, believing any child she encounters to be her own.

Other Areas

Frost Maidens (Giantkin/Omeshik)
Frost Maidens are ghostly undead women of great beauty who haunt the lands of the Omeshik. It is said that in life they were prostitutes, but during a puritanical purge by a Feldarin Cleric they were driven out and their home was burned to the ground. As they huddled together for warmth, they swore that their deaths would be avenged. When they died of exposure, their spirits lived on to attack the living and demand the whereabouts of the cleric. Unfortunately, he died many years ago from The Weeping.

Yujung/Omeshik Ruins (Omeshik)
everal Omeshik ruins located in Yujung lands are supposedly haunted. There are some Omeshik ruins that the Yujung refuse to rebuild, claiming that they are haunted by vengeful ghosts. Some Yujung clerics consider it a holy cause to cleanse these areas, and do so at their own peril. A few Sages believe that the Omeshik were first to study the arcane, and legends speak of the ruins of a haunted Omeshik Fortress of Magic somewhere on the Yujung peninsula, although every expedition has found only ruins.

“Yuzheng’s Seal” is a great wall that stretches from coast to coast in the north of Yujung to keep the Omeshik out. It is named for the Emperor who built it, although the Omeshik call it “Rahn’s Gravestone” after Rahn Chuluun of the Red Moon, the Omeshik chief who led them over the mountains to safety after the Yujung attacked. There have been sporadic reports of hauntings in this border area.

Yujung is highly isolationist and an enemy of both the Omeshik and the Taeshin, and their
few attempts to conquer their neighbors have ended badly for them. One tale tells of the Omeshik calling on their ancestor spirits to drive off a Yujung horde and curse its army. When the Yujung attacked, they were cursed and their heroes were denied an honorable death for their Emperor. In a drastic move to save face, the Emperor had an entire army commit ritual suicide to become Spirits to counter the Omeshik, and drove them out of the country. Some say that this spiritual battle never ended and that at times one can hear the clash of ghostly blades while traveling through there. There are also rumors of people being possessed by spirits who then extract some sort of blood debt assassination.

Dwarves are found in the Vartesiat mountains and in the Firewolf mountains. There is a curious gap in the Vartesiat mountains where no Dwarves live which is in a direct line between the Omeshik and the Yujung, possibly as a result of the war between those two cultures. If the legends are true about two spiritual armies still fighting, then it makes sense for Dwarves to NOT to be in that area.

**Notable NPC’s from the World of Ursoule**

Every world has its share of the famous and infamous. Here are some from Ursoule. Some may be more famous than others, and exact details are up to your DM.

<table>
<thead>
<tr>
<th>Name</th>
<th>Details</th>
<th>Race</th>
</tr>
</thead>
<tbody>
<tr>
<td>Achten Tagesschuld</td>
<td>Last reported in <em>The Beneath</em>, self-described “Chief” of his “Little Clan” [Nightiron] (M, CE Agent of the Grave)</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Aeglos Aerlinn</td>
<td>Also know as “Snowthorn Seyhymn,” considers all of Ursoule his home. He brings news and hope to the most isolated settlements (M, NG Bard)</td>
<td>Elf</td>
</tr>
<tr>
<td>Agathonia</td>
<td>Legendary Hoplite of the Phoedran 2nd Phalanx, slew the Restaur of Elatonia in combat, freeing the village from the monster’s thirty year reign of terror (F, LG Fighter)</td>
<td>Phoedran</td>
</tr>
<tr>
<td>Agloolik</td>
<td>Hunter of Seals, Tamer of Bears, his Grove is neutral territory between the Blood Seal and Polar Bear tribes (M, N Druid)</td>
<td>Omeshik</td>
</tr>
<tr>
<td>Aislynn Marsali</td>
<td>Key guide in the underground road for rogue Sorcerers seeking the Glenfarnon Sanctuary in the Caltan forests, #2 most wanted criminal in the Feldarin Empire. (F, NG Sorcerer/Ranger)</td>
<td>Caltan</td>
</tr>
<tr>
<td>Aldekar Stonestitch</td>
<td>Retired Nethergnome shipbuilder (M, N Wizard)</td>
<td>Gnome</td>
</tr>
<tr>
<td>Alnar Fashid el-Qadar</td>
<td>Wanderer of the Sands and Finder of Hidden Ways (M, CG Ranger)</td>
<td>Baran</td>
</tr>
<tr>
<td>Amdolami</td>
<td>Last reported in the Orrk lands on an exploratory mission. (M, NG Bard)</td>
<td>Baran</td>
</tr>
<tr>
<td>Anchoi B’Poisson</td>
<td>Guide on the Pearl Catcher. She is known as an expert on the Orrk continent ports of call. (Female, CG Ranger)</td>
<td>Pahali</td>
</tr>
<tr>
<td>Angelou d’Acouru</td>
<td>Sailor of the Five Seas, Captain of the “Mer du Briande,” she is said to have circumnavigated all of Ursoule (F, NG Rogue)</td>
<td>Halfling</td>
</tr>
<tr>
<td>Ansar Chaggerofcages</td>
<td>Feared even among Gnomes, his exploits with the Skyship “Grimeworm” have become legendary (M, NE Wizard)</td>
<td>Gnome</td>
</tr>
<tr>
<td>Arcotte b’Lancotterre</td>
<td>Quartermaster of the “Reve Meilleux” and self-described “Breaker of a Thousand Hearts” (F, CG Fighter/Rogue)</td>
<td>Halfling</td>
</tr>
<tr>
<td>Argot Master Darkeyes</td>
<td>Nethergnome explorer, said to have legendary darkvision (M, LN Wizard)</td>
<td>Gnome</td>
</tr>
<tr>
<td>Ausphesolos</td>
<td>Paladin of the Holy Temple of Night (M, LE Paladin)</td>
<td>Phoedran</td>
</tr>
<tr>
<td>Azmog Altec</td>
<td>Orrk priest of Nature, lives like a hermit high up in the Kvrin Mts, has not been seen or heard from in many years (M, N Druid)</td>
<td>Orrk</td>
</tr>
<tr>
<td>Bhaskar Karthik</td>
<td>Initiate of the Mysteries of Narayan Sujaas (M, LG Monk)</td>
<td>Pahali</td>
</tr>
<tr>
<td>Bjorn Skullsmaeker</td>
<td>The Skullsmasher, Battlerager of the Darkiron Clan (M, CE Barbarian)</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Broda Fflandoor</td>
<td>Ruler of the Homeless Clan [Free Caltan] (F, N Rogue)</td>
<td>Caltan</td>
</tr>
<tr>
<td>Name</td>
<td>Details</td>
<td>Race</td>
</tr>
<tr>
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</tr>
<tr>
<td>Celeste Ty’lindrel</td>
<td>Sorceress of Foresthome, a small Elven village the Wyrint Forest south of Chevengrad (F, CG Sorcerer)</td>
<td>Elf</td>
</tr>
<tr>
<td>Cheang Lozhuni</td>
<td>Venerable Advisor to General Lo Che (F, N Wizard [Transmuter])</td>
<td>Yujung</td>
</tr>
<tr>
<td>Chia-shan Yushai</td>
<td>Mage in search of funds to enter the Jeng-wa Academy of the Arcane (F, NG Wizard)</td>
<td>Yujung</td>
</tr>
<tr>
<td>Coutlmarg</td>
<td>Seer of He-Who-Devours-Skulls (M, CN Oracle)</td>
<td>Orrk</td>
</tr>
<tr>
<td>Cuiniviri Yuli</td>
<td>Druid of the Wyrint Forest south of Chevengrad. Her Grove is said to hide the legendary Well of St. Kayne (F, N Nature Warden)</td>
<td>Elf</td>
</tr>
<tr>
<td>Damon Teldaron</td>
<td>Loyal Son of the Emperor, Servant of the Orthodox Faith, Bane of Heretics, Defender of the Innocent, and Imperial Heir. Current location unknown (M, LN Paladin)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Dassius Maszitum</td>
<td>Ranger of the Grand-Margravate of Insium on the Baran frontier (M, LN Ranger)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Drammenhettar ‘Ironhand’</td>
<td>Master Weaponsmith, Leader of the Deeprock Clan in the Kvrin Mountains, seeks to reopen the ancient mine of his forefathers (M, LN Paladin)</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Drophidia</td>
<td>Wizard of the Followers of Pesta (F, NG Wizard)</td>
<td>Phoedran</td>
</tr>
<tr>
<td>Dwifffida Wwyddos</td>
<td>Warrior of the Elwyn Clan (F, CN Barbarian)</td>
<td>Caltan</td>
</tr>
<tr>
<td>Einojuhani</td>
<td>Keeper of the Balance, Watcher of the Forest, envoy to the Elvish peoples (M, N Druid/Ranger)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Elthuima Starinsg</td>
<td>Outlaw wanted by the Feldarin, last reported near Chevengrad (F, CG Ranger)</td>
<td>Elf</td>
</tr>
<tr>
<td>Elthuima Redstar</td>
<td>Guardian of the Bogs of Bwenin [Caltan Lands] (F, CG Sorcerer/Ranger)</td>
<td>Elf</td>
</tr>
<tr>
<td>Etztomendegor</td>
<td>Warrior of the Feather Boa, son of Hummingbird (M, LE Paladin)</td>
<td>Orrk</td>
</tr>
<tr>
<td>Everith Nnimalutith</td>
<td>The “Tainted Scholar,” Morvaniman Seeker of the Plague Fiend (F, LE Wizard [Necromancer])</td>
<td>Elf</td>
</tr>
<tr>
<td>“Ezekial”</td>
<td>Imperial merchant and traveler, suspected of being in The Watchers (M, LE Monk)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Fahiq um Ahibarij</td>
<td>Folklore Bard and Monk of the Five Sages of Truth (M, LN Bard/Monk)</td>
<td>Baran</td>
</tr>
<tr>
<td>Falloshim Varullos</td>
<td>A bouncer at the “Jade Princess” brothel in Canal City, has worked there for several years as part of his Retke (M, NG Fighter)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Farahn ibn-Veeda</td>
<td>Paladin of Istani the Cleansing Sun, wanders the Baran desert seeking atonement for his race’s crime and his own sins. Adopted brother of the Baran cleric Kadim ibn-Veeda (M, LG Paladin)</td>
<td>Elf</td>
</tr>
<tr>
<td>Frostbite</td>
<td>Violent criminal exiled from his tribe for so long that he has gone feral and forgotten his own name. Wanders the Trog Swamp. Locals refer to him as “Frostbite” (M, NE Barbarian)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Ginesse b’Oreache</td>
<td>Physician on the “Sea Spirit” (F, NG Cleric)</td>
<td>Halfling</td>
</tr>
<tr>
<td>Gorota nosoro Veistala</td>
<td>Plague touched female rogue and sorcerer, the “Weeping Pirate” (F, N Rogue/Sorcerer)</td>
<td>Halfling</td>
</tr>
<tr>
<td>Gozzamut Shpguard Eaglewing</td>
<td>Crewman, believed fictional, of the Skyship “Eagle Wing,” said to be “barely smart enough to not fall off the ship,” used derisively in many Gnome stories (M, CN generally a Fighter)</td>
<td>Gnome</td>
</tr>
<tr>
<td>Gunralic Skaldesson</td>
<td>Warrior poet of the Gravefiller Clan (M, NE Bard)</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Gwyddin Rigwidd</td>
<td>Lorekeeper of the Imperial Hold of Miryl (F, NG Loremaster)</td>
<td>Caltan</td>
</tr>
<tr>
<td>Hailey Tabyr</td>
<td>Teller of Tales, “she who speaks with many tongues and stories” (F, N Bard)</td>
<td>Caltan</td>
</tr>
<tr>
<td>Ikonalia</td>
<td>Member of the Order of the Jaguar’s Fist (M, LN Monk)</td>
<td>Orrk</td>
</tr>
<tr>
<td>Ilfrich Kaszendarach</td>
<td>Scholar and renowned Rogue slayer, sworn enemy of Razhan Thraquul (M, LG Bard)</td>
<td>Kvrin</td>
</tr>
<tr>
<td>Name</td>
<td>Details</td>
<td>Race</td>
</tr>
<tr>
<td>------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
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</tr>
<tr>
<td>Ilya Bandrogovich</td>
<td>#1 on the Imperial Most Wanted list (M, CG Sorcerer)</td>
<td>Kravin</td>
</tr>
<tr>
<td>Izzamobru Furnacekeeper Smokegilder</td>
<td>Captain of the Skyship “Smoke Glider,” sometime merchant and “investor” (M, LE Wizard [Necromancer])</td>
<td>Gnome</td>
</tr>
<tr>
<td>Janneis L’Courmesson</td>
<td>The penny-pinching Captain of the caravel M’jinnis. Always good to have on your side in the seedy bars of Canal City (F, LG Fighter)</td>
<td>Halfing</td>
</tr>
<tr>
<td>Jeramius Maro Vergiliah</td>
<td>Guardian of the West Gate of Cadothim, through which most travelers must pass. (M, LG Stalwart Defender)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Jeziael Fragerin</td>
<td>On a quest to cleanse the Empire of Chaos (F, LN Inquisitor)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Ji’ung Hajungi</td>
<td>Battle Mage in the Most Glorious Army of the Sun (F, LN Sorcerer)</td>
<td>Yujung</td>
</tr>
<tr>
<td>Kadim ibn-Veeda</td>
<td>Cleric of Istani (Travel); spiritual advisor and adopted sister of the Elven Paladin Farahn ibn-Veeda (F, NG Cleric)</td>
<td>Baran</td>
</tr>
<tr>
<td>Kashima</td>
<td>Leader of the Soul-Takers cult and rumored illegal Wizard (F, CG Cleric)</td>
<td>Pahali</td>
</tr>
<tr>
<td>Kaspar Kadir</td>
<td>Also known as “Kingpin,” a Feldarin lord who fled after The Weeping ravaged his hometown of Sargatham. He now runs a small “resort” of brothels and gambling dens high in the Kravin Mountains near Kirensk. (M, NE Rogue/Bard)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Kesajärvi</td>
<td>Known widely as the subject of many Giantkin tales, usually portrayed in them as a bumbling magician (M, N Shaman)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Khalid ibn Yaquub</td>
<td>Desert raider, Warrior of the Seventh Oasis, friend of the desert beasts (M, CG Ranger)</td>
<td>Baran</td>
</tr>
<tr>
<td>Kulaiah Flar-sarnasz</td>
<td>Part of the Royal Family and erstwhile imperial heiress to the throne. Current location unknown (F, LE Fighter/Wizard)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Lappohiim</td>
<td>Vowed-of-Poverty and student of the Wisdom of the Barbarian Way in Deep al-Barajah (M, LN Monk)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Licktagen Hassein</td>
<td>Doom Herald of the Dreadspeaker Clan (M, LE Bard)</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Lukas Fuchs</td>
<td>Bandit of the High Passes, Hunter of Men (M, NE Ranger)</td>
<td>Kravin</td>
</tr>
<tr>
<td>Mayatien’drien</td>
<td>Warrior of the High Woods, Guardian of the Tree City (M, NG Barbarian)</td>
<td>Elf</td>
</tr>
<tr>
<td>Minavut</td>
<td>The Old Woman of the Caves (F, CN Oracle)</td>
<td>Omeshik</td>
</tr>
<tr>
<td>“Mistress Clubb”</td>
<td>Owns “House of Flame” brothel in Cadothim, she makes sure no one hurts her “girls” (mostly Elven orphans) (F, CN Bard/Fighter)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Mjonovir Kappengard</td>
<td>Captain of Clan Stormspear’s Rear Guard, recently promoted (M, LG Wizard [Abjurer])</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Paavi</td>
<td>Guard of the Sacred Ice Cave of Tiimaal (M, LG Fighter)</td>
<td>Giantkin</td>
</tr>
<tr>
<td>Queltuk’a Coutl</td>
<td>Mercenary for hire from a tiny village deep in the Ork jungles, most recently worked for the Empire (M, NE Barbarian)</td>
<td>Ork</td>
</tr>
<tr>
<td>Rakumyth</td>
<td>Called the “Honoricless,” refuses any and all rewards (M, CN Sorcerer)</td>
<td>Pahali</td>
</tr>
<tr>
<td>Razhan Thraquul</td>
<td>A bandit leader known to terrorize the Iulian Pass near Osijek. Rumored to attack travelers at night and torture the captives to death. A sworn enemy of Ilrich Kaszendarach (M, CE Rogue)</td>
<td>Kravin</td>
</tr>
<tr>
<td>Rikhaen Zaubfaenger</td>
<td>Scout and tactician of the Spellstalkers Legion operating in the Free Caltan lands (M, LE Cleric/Ranger)</td>
<td>Feldarin</td>
</tr>
<tr>
<td>Ruinald Grimblat</td>
<td>Cleric of the Clan of the Twelve Axes (M, LG Cleric)</td>
<td>Dwarf</td>
</tr>
<tr>
<td>Shi’ At tan</td>
<td>Curser of the Hidden Secret (M, LE Mystic Theurge)</td>
<td>Yujung</td>
</tr>
<tr>
<td>Shu’fan</td>
<td>Brother of the Order of the Five Moons (M, LN Monk)</td>
<td>Yujung</td>
</tr>
<tr>
<td>Simikles</td>
<td>Magus of the Polis of Cardith, traveler and scholar (M, N Wizard)</td>
<td>Phoedran</td>
</tr>
<tr>
<td>Siracles</td>
<td>Once a champion of Aesclopes’ septennial games, now in hiding and rumored to be Plague-Touched (M, N Rogue)</td>
<td>Phoedran</td>
</tr>
</tbody>
</table>
"Secret" Languages in Tears of Blood

Some parts of society have created secret languages as a means to communicate without disclosing their dialogue to others. Secret languages cannot generally be used to discuss complicated topics, such as religion or politics. Instead, they are used to mark dangerous areas, identify safe-havens, show membership in a guild, and other simple messages. They are more than a simple sigil or symbol, but less than a full-blown language. Note that secret languages are different from the Bluff ability to pass a hidden message. Bluff does not require the recipient to know any particular language, unless some of it is spoken. Secret languages require both the sender and the receiver to know the language being used.

Mechanically, all secret languages work the same. Secret languages do not take up a language slot nor do they require any skill points in Linguistics. A class or race grants access to a “secret” language for free. Fluency in any secret language is measured at a Skill Level equal to the level gained in the class that granted it plus any bonus for high Intelligence. A Skill Level is also the number of words that can be included in a secret message. Some secret languages are written, while others include, or are entirely, hand-signs, and some use both. Those who are fluent in a secret language can automatically send or receive any message in that language whose Skill Level is equal to or below their own. To send or receive higher Skill Level messages, they must succeed at a Skill Level check. Roll D20+ your Skill Level against a DC of 10+Skill Level of the message. Success means you either comprehend the message, or successfully write a more complicated one.

Those who are not fluent in a secret language can make a Linguistics check against this same DC to detect if a secret language is being used, although they cannot automatically decipher the message or determine the language. Regardless of whether one is fluent or not, a synergy bonus applies to their check as described here. Note that ranks in Linguistics and Sense Motive may allow for further analysis of a message in a secret language.
The "secret" languages in *Tears of Blood* are *Draconic Prophecy*, *Druidic*, *Shadowsign*, *Xoko*, and *Venorik*. Druidic is dealt with in many Core Rules, and Venorik is the *Tears of Blood* sign language used by the Morvanima, replacing Drow Sign. More details on these is available in your Core Rules. Draconic Prophecy, Shadowsign and Xoko are detailed below.

"**Draconic Prophecy**" is a language known only by Dragons. It can only be written and usually appears as complex glyphs. **Detection/Translation:** a synergy bonus of +2 applies to any check to detect or use Draconic Prophecy with 5 or more ranks in Knowledge: Arcana. Translation is possible with *Comprehend Languages*, although even then the meaning may not be clear.

"**Shadowsign**" is a secret sign language used by a group called *The Shadows of the Sunlit World*, more commonly known as *The Shadow Guild*. This is a secret guild believed to be controlled by Gnomes who wish to spy on the upper world (see *Organizations in the World of Ursoule*). It is taught only to members of the guild. **Detection/Translation:** a synergy bonus of +2 applies to any check to detect or use Shadowsign with 5 or more ranks in Knowledge: Arcana. Translation is extremely difficult, and it is forbidden to teach this language to anyone outside the Guild.

"**Xoko**" is a secret sign language used by Sorcerers to talk among themselves. It allows Sorcerers to recognize each other in public and exchange basic messages without drawing Imperial (or other) attention. Sorcery is outlawed in most parts of the Empire, and although current enforcement is chaotic at best, there are still those who use the law to their advantage. Sorcerers will never teach this language to non-Sorcerers, except perhaps for a few hand signs of recognition to their allies. **Detection/Translation:** a synergy bonus of +2 applies to any check to detect or use Xoko with 5 or more ranks in Knowledge: Arcana. Translation is forbidden, and it is also forbidden to teach this language to non-Sorcerers.

Other secret languages may be developed as your DM sees fit. Note that *Comprehend Languages* can only translate spoken words or written messages, and *Tongues* can only translate spoken words. Even if translated, the meaning may not be clear. Neither spell can translate sign language.

**Example**

**Furfry the Sorcerer** wants to help other wayward sorcerers. He sets up shop in a town square as a Fortune Teller and keeps his eyes open for anyone who looks like an arcane caster. When he sees one, he makes eye contact and sends the secret message "shelter and safety here" in **Xoko**. Any passing sorcerer whose Skill Level in **Xoko** is 4 or higher would be able to see the message and understand it without a check.

**Reading Lips**

Any character who devotes a Linguistics Skill Point to "Reading Lips" can read the lips of the speaker of any language in which they are fluent. Note that a distant or partially obscured speaker may require a Perception check in order to see what is being said. Reading the lips of a speaker of a language for which the character is not fluent is not possible unless used in combination with *Comprehend Languages*, *Tongues*, or similar.
Note: This chapter proposes new details on some of the monsters of Ursoule and explains how some in the Tears of Blood setting might vary from their “standard” versions. These are optional changes that may be used as desired by the DM.

This section contains previously released material.
1. Goblinoids. Many scholars regard goblins, hobgoblins and bugbears as manifestations of the Psychic Realm and as actually made of evil. They exist in the Physical Realm because, in the past, they were called to do various poorly worded tasks which were open ended. Thus, they can't return, and they claim all treasure as payment for their services. In the broadest definition, Goblinoids could be considered outsiders, but they are very specialized in the psychic energies that form them, primarily Fear. In one theory, there were initially only True Goblinoids, a nebulous monster created by fear. Over eons they evolved into the different creatures seen today. Some scholars regard Bugbears as Fey-influenced, and indeed they seem to fit that mold, perhaps created from the fear we have of the Fey. There is no doubt that Bugbears resemble one of the Fey’s most fearsome Lords, The Beast.

Implications:

a) When killed, a Goblinoid corpse vanishes, leaving behind any Physical Realm things it had collected.

b) Goblinoids are Summonable, such as with a Summon Monster spell. This spell may simply be a specialized form of Monster summoning awaiting discovery.

c) Goblinoids can be naturally summoned (or more accurately, manifested) on the Physical Realm through fear and belief in them. For example, bedtime stories could actually create the very creatures that they warn against.

d) Naturally manifested Goblinoids tend to vanish if they are faced bravely. Although it is impossible to tell such a Goblinoid from a summoned one without spells or magic.

e) There are no moral qualms associated with killing Goblinoids.

2. Lycanthropes. Lycanthropes are people possessed by, and in conflict with, ancient animal spirits. This is a curse more than a disease, although the curse can somewhat be passed down through the bloodline. A person that has come to terms with his animal spirit can control his transformations and is considered a full Lycan. At that point, the spirit is capable of possessing another, thus passing on the curse.

Implications:

a) Those that are already in harmony with nature are very hard to afflict with this curse. Druids with the Wildshape ability are unlikely to be afflicted accidentally.

b) Children of lycanthropes tend to be raised in a manner where they fully accept the animal spirit. Thus they quickly become either full lycanthropes or become “immune” and typically become shamans or druids or other spiritual advisers.

c) The animal spirit usually seeks something compatible in the victim to whom it is trying to teach the ways of the animal. Thus, completely incompatible people aren't likely to be afflicted accidentally.

d) As a curse, it is conceivable that an animal spirit could be forced to possess someone. In this case, both the spirit and the person are victims. It is unlikely that either would ever be able to come to terms with the other, since neither of them probably wanted the curse in the first place.

e) When transformed, lycanthropes act in a manner similar to feral animals. This is often mistaken as evil by most civilized cultures.

3. Chimera (or “Chimeric” creatures). “Chimera” covers a broad category of magical beasts. When a new species is formed through the mixing of two (or more) different species using magic, that creature is a Chimera. Simple crossbreeding won't make a Chimera, it
requires a magical blending and likely a powerful ritual. Many magical beasts fall into this category, such as Chimera, Owlbears, and Catoblepas. Typically, very few such creatures exist, as most were created by experiment or accident.

Implications:

a) These would be most common in the Damian River Valley, and be the subject of many Phoedran legends about their creation.

b) The secret of how to create one may not be lost, and could be found in some abandoned wizard’s tower or ancient tomb, awaiting re-discovery.

3a. Tauric creatures. This is a subset of Chimera that includes humanoids as part of the equation. Examples include Centaurs, Satyrs, Minotaurs, Merfolk, etc. These creatures also seem able to reproduce, and so are not as rare as their more bestial brethren.

Implications:

a) These could be found anywhere on Ursoule, although they would only be found in remote locations, and possibly even be legendary in the local area.

b) These creatures tend to have a “survival of the fittest” outlook on life, and may seem cruel or even barbaric to outsiders.

c) The “humanoid” appearing part of these creatures could have its origins in humans, and thus may be partly affected by magic that affects humanoids, such as Charm.

4. Fleshwrought. In the blending of species from simple to complex, there are simple hybrids, such as found in animal breeding, more complex hybrids, such as Chimeras and Taurics, and then at the pinnacle (or depth) of crossbreeding science are the Fleshwrought. Not content with creating a new blended species, these creatures graft parts of other species on to their own bodies as “improvements.”

Implications:

a) Fleshwrought could be used as a form of “Frankenstein’s monster” gone wild. How many of these exist is up to the DM, and there could be any number of them.

b) If the base creatures would have been able to reproduce, then a mated pair of Fleshwrought should be able to do the same. There is a chance (determined by the DM, but suggested at 50/50) of the child being normal or augmented in some way.

c) As a Bloodline, it should be impossible to have a Fleshwrought Sorcerer, since only one bloodline is possible.

5. Outsiders. Some Outsiders (angels, devils, demons, and daemons) are defined by their origin more than their alignment. Both angels and devils are the manifestations of thought from the Divine Realms, while demons and their daemon cousins are manifestations of intense emotions and desires. They all reside on the various Divine Realms, plotting and scheming. While the methods of summoning are the same, the costs can be very different. Their transition across The Veil provides Outsiders with some protection, which is bypassed by certain means. Although Angels and Devils usually have an orderly appearance similar to

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<td>Silver can strike spirits directly, making silvered weapons generally effective against anything from the Psychic Realm. Cold Iron is connected to the Physical Realm, and is good at shattering magical bonds, or at least grounding them out. Magic weapons are usually equally effective on both.</td>
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those from whose thoughts they formed (i.e. humanoid), Demons and Daemons are usually twisted, horrible creatures representing the worst of the deadliest sins brought to life.

Implications:

a) Angels and Devils can often be reasoned with, and some even enjoy the mortal habit of bartering. Unfortunately, they both barter for the souls of mortals, often requiring that in return for their greatest services. Lesser tasks can require lesser payments.

b) Demons and Daemons cannot usually be reasoned with. In fact, many would say that they have no ability to reason anything, acting completely on violent emotion.

c) While Devils, Demons and Daemons are able to summon others of their kind to aid them, Angels cannot. The reason for this is unclear, but may be related to an Angel’s power being generally higher than the others, and so not needing the extra help. It may be due to other reasons, feel free to develop your own.

7. Fey (The Faerie Folk). They come from “across The Veil.” They exist on the Ursoulean Physical Realm through a magic pact that allows mundane materials such as cold iron and salt to work well against them. Many scholars include Genies with the Fey, citing ancient Massu texts and drawings that connect them in the distant past. A more obvious piece of evidence is the tendency for Genie Sorcerers to have the Fey Bloodline, suggesting an intermingling in their history.

Implications:

a) Fey creatures may have had a more prominent role in the early days of the world than is generally known. They are one of the very few creatures from “across the Veil” that the Massu mention in their writings. Others include angels and demons.

b) Placing the Fey “across the Veil” also gives some further definition to the typical description of “connections to nature or to some other force or place.” Not being true outsiders, Fey are best thought of as separate from others of that type, perhaps as a race trapped (or forced) “outside” and trying to find their way back home.
c) A comparison could be drawn between the Fey and the Feldarin, as the latter were trapped on a “floating island” that traversed the planes before they arrived on Ursoule. This might also open up other possibilities for explanation of both races.

8. Giants. Giants are classified as either “Elder” or “Lesser.” Elder Giants are believed to have once helped guard the gateways between Realms, and the best known example are Titans. Lesser Giants appeared after a major war between the Fey, Dragons and the Elder Giants. Lesser Giants include Storm, Cloud, Frost, Fire, Stone and Hill. Some speculate that Treants are another Giant with ties to the Nature Realm, but they are so physically different that most ignore this connection. From the Lesser Giants came Ogres, Ettin, etc. down to the Giantkin. There is speculation that giants have degenerated from their original form due to abandoning their gate duties, and some do seem to gain strength from places with a connection to other planes. Modern giants do seem to be weaker and less intelligent than their ancestors, with perhaps Giantkin as the only exception. They also are immune to The Weeping, confounding the scholars.

Implications:

a) Elder Giants have disappeared from the world, and are found only on Yggdrasil, the legendary origin of the Giants. This realm is on another plane that legends say can only be reached by crossing a sacred “burning bridge.” What would an Elder Giant be like? An idea can be formed by examining Titans, but there were others as well.

b) The presence of Giants in the world begs the existence of some sort of Norse-based additional material. The planes Yggdrasil and Valhalla were included in the original material, although other than Giants it is uncertain how much more was intended.

c) If Treants were to be considered a “nature giant,” and their core bestiary type of “plant” is retained, it begs a further examination of giants in general. Just being “giant-sized” should not be enough, and there is no such size category in the core rules. Going back in time to the Titans, and a speculation that they were not the only creatures of their size and description, might allow for other progenitor species.

9. Dragons. Dragons, like Giants, are believed to have once been guardians of the gateways between Realms. Also like Giants, they gain strength from proximity to such connections to the planes. It is true that Dragons are often found near extra-planar Portals, and that they seem able to manipulate them, but the real reasons why remain a mystery perhaps known only to the Dragons. They do acknowledge a great war in the deep past.

There are thought to be several hundred planar portals throughout the world. Almost all are believed to connect to elemental planes that are reflected their local environments. These portals do not necessarily link to fixed planes. Those with knowledge of portals, such as Dragons, can sometimes “retune” one to link to another elemental plane. Dragons also have the ability to adjust these portals to alter the local environment to their liking. One wonders if perhaps the world would be more hospitable if the portals were tuned differently, but what the Dragons have created is what society is used to. This is why the poles are frigid and the equator is warm, and why some places are dense forest and some are arid deserts. It seems that Dragons prefer different environments, and they manipulate their portals to create the environments found across the world.

Most Dragons can only switch the portals between different elemental planes. The Dracolich of The Beneath is rumored to be able to link one portal to another for rapid travel within all the Near Planes. Legends say that she was made an Undead by switching a portal to the Negative side of the Lifestream and bathing in its energy. Other Dragons have a healthy respect for her and stay out of her way as they squabble among themselves to gain control.
of more portals and change more of the world to their liking. This isn't so much an all out war as it is a series of complex political maneuverings and power plays. Dragons are long lived, and control of the portals switches hands (or claws) rarely. This is why there hasn't been an ice age or a global rain forest on Ursoule in thousands of years.

Dragons do not follow the typical alignment model. One is as likely to find an “evil” silver as a “good” red.

Implications:

a) If the war against the Fey caused Giants to devolve into a lesser form, one has to wonder about the Dragons. Was there a Dragon equivalent to the Elder Giants? How did Dragon alignments get jumbled up? The legendary “home” of the Dragons, The Enchanted Hollow, is said to be the location of a great Dagon graveyard, what great mysteries could be found there? Or solved there?

b) Dragons were affected by The Weeping. What would happen if several extra-planar portals suddenly became unguarded? Although it is true that most of them are tuned to the Elemental Planes, and maintain a similar local environment, what about those that go elsewhere? What involvement does the God of Travel have in all this?

10. Undead. Unintelligent undead on Ursoule don’t necessarily radiate evil, and intelligent undead radiate evil only if that specific one is evil. Undeath in Tears of Blood might be an abomination against nature, but it isn’t necessarily “made of evil.” That being said, many undead act evil, some ARE evil, and beings who are allied with good rarely create or use Undead out of reverence for the departed. Intelligent undead are tormented spirits that have either come back from the Psychic Realm through the Lifestream, or are those that refused to pass over upon dying.

There are four types of undead:

1) True Undead. which is typically (though not always) a voluntary transformation, retaining all skills and knowledge of the past life. They are fully sentient, and are just as intelligent as they were in life, if not more so due to their extra experience.

Examples would be Lich, Mummy, or Vampire.

2) Lesser Undead. These poor entities are created when someone animates a body using entirely magical energy, usually without the soul of the deceased. This can happen if a mishap occurs while trying to Raise Dead, accidentally making a lesser Undead instead of a living person, or can be done on purpose by necromancers to make cheap labor.

Lesser Undead generally don't have minds, and will attack any living creature that enters their senses, unless they have orders countering this. They are generally ordered by the being that made them, however certain abilities or magic may change their loyalties.

In certain, very rare cases, they seem to possess limited knowledge or training from their previous life, but they have no personality at all.

Examples would be typical (Feral) Skeletons and Zombies.

3) Construct Undead. These are bodies that have been reanimated using a
combination of alchemy and magic. As such, creating them is not necessarily an evil act, since the creator is not ripping the soul from its rightful destination and shoving it back into its corpse. Being a construct in function and design, these are often immune to both positive and negative energies, although they are vulnerable to certain types of magic.

They have no mind, but are “programmed” by their creator. A sufficiently advanced program can create the illusion of a personality, when in fact it is simply responding to a complex list of appropriate responses.

In some cases, a golem with a sufficiently complex program which specifically makes it generate new solutions may have a “ghost in the shell” moment and achieve true sentience. This is a highly debated subject, more conjecture than proven fact, and is one reason why most nations have limits on “personality enhancements” on golems.

Examples would be a Plaguer Zombie, or a Flesh or Bone golem.

4) **Summoned Undead.** Some Undead are actually extra-planar in nature, naturally living elsewhere, or manifested by energies pulled from another plane. A summoned Undead has all the mental faculties that it previously had, and may be quite irate for getting pulled out of its home. If it is a manifestation which draws energies from the planes, then it will have whatever mental faculties that the person manifesting it has envisioned for it. Most summoned Undead will be Incorporeal.

Examples of this would be an Allip, Lesser Death, Grim Reaper, or Shadow.

Individual examples of Undead are described below:

a) **Zombies and skeletons.** These are husks with no spirit. They follow the will of their creators and are held together with magic or alchemy. As such they are closer to Constructs than to Undead. Some still consider them to be Undead; although the Empire officially places them in the same category as Golems, and the owner is responsible for any of their actions. In contrast, the Baran people believe skeletons and zombies to be horrible abominations of Akasta and an insult to al'Sharesh.

b) **Ghouls.** Spurious accusations and legends state that the Feldarin designed Ghouls as a curse and an experiment to bolster their forces during the Foothold. Rather than being content with animating the fallen, a ritual was created that spread “Ghoul Fever,” the contagion of the Ghouls, thus creating a never ending supply of warriors for the Empire. As a safety measure, the paralytic effects of a Ghoul's touch would not affect the Feldarin (or by relation, Elves). Unfortunately, the curse got out of hand and the safety feature was lost with the eventual evolution of the Ghast. As part of the curse, the Lifestream rejects Ghouls, preventing their spirits from passing. They have a never ending hunger that forces them to feed on the living. Although some are evil, most act in a manner that would be considered evil due to this hunger. It is speculated that, with proper feeding, the hunger and madness of the curse could be quelled long enough for a Ghoul to regain clarity. As a side note, the curse of the Wendigo, a spirit that embodies unyielding hunger in Omeshik lore, may be related to the Ghoul curse.

c) **Incorporeal Undead.** Ghosts, Spectres, Wraiths, etc. These spirits have lost their bodies but for various reasons they cannot pass on to the other side. Usually this is some unfinished business. Their bond to the Physical Realm is tenuous and they
often need to feed the Lifestream the spiritual energy of others to keep it at bay. This is the typical explanation of the Negative Level mechanic. Sometimes, this spiritual energy takes a different form. Think of the Lifestream as a slow moving current. By taking spiritual energy and pushing it behind you, you can maintain your position in the stream. If you don't, you get drawn away by the current. Now, if someone were to suddenly direct a high power stream of life energy at you, it would likely push you way down stream. This is the typical application of Clerical channeling energy abilities.

d) **Shadows.** Shadows are a special case. They aren't actually related to the Lifestream, but rather come from the Mirror Realm, also known as the Umbra. This is a dark version of reality on the "other side of the mirror." They drift through weak spots in The Veil in order to infiltrate our reality. They are closer to Outsiders than Undead. Some of the techniques for resisting Undead still work for shadows, although they are more difficult.

e) **Vampires.** Vampires are spirits that come back from the Psychic Realm through the Lifestream and then inhabit fresh corpses. Unlike most Undead, Vampires consist of two spirits. The dominant spirit is from the Psychic Realm and is tasked with sending more energy back to that Realm. Typically this means killing sapient creatures. From the perspective of Psychic Realm denizens, that aspect of a Vampire is noble. Due to this pact, Vampires in spirit form are able to exist in the Physical Realm without the constant need to drain or kill. This is also why magic silver weapons are needed to harm them. Since they are partially disjoined from the Lifestream, the standard turning processes are also more difficult with Vampires.

There is a second spirit, that of the host, which is enslaved by the spirit from the Psychic Realm. Thus, a Vampire may retain some abilities of the host. The host body slowly decays and needs refreshing, which is done by way of the consumption of blood. Although a Vampire can consume the blood of animals, only the blood of similar species to the host's form is capable of fully restoring the body.

Contrary to popular belief, Vampires in general can't change to animal forms or summon bats or rats or similar creatures. Some can by way of powers the host had. However, the Vampire is very much an abomination against nature and even flies in the face of reality. Vampire spirits are very much in conflict with lycanthropic spirits, as well as elementals and even Shadows. Animals will shy away from or flee from the presence of Vampires. Plants will wither and die. The wives' tale about garlic actually applies, but is more potent with living plants than some aromatic string of bulbs. Due to their animosity toward nature, and various rules within the pact of their existence, Vampires are cast back by strongly presented symbols of life, like garlic, and they may not cross moving ("living") water. They may not cross the threshold of a home without invitation, they are harmed by fire (and sunlight), and they do not cast a shadow.

Lycanthropes have a blood feud with Vampires, as do Shadows, although in the latter case neither can perceive the other directly. Another wives' tale is the Vampire's ability to turn gaseous. A Vampire spirit can abandon its host, which usually drops lifeless or rapidly decays to dust depending on how long it has been possessed. This spirit form appears gaseous but it then seeks out a new host. Sapient creatures killed by a Vampire open a gateway to the Psychic Realm to enable other Vampire spirits to cross over and become servants of their "creator."

As a historical note, the accursed ancient Baran Pharaohs lured the first Vampire
spirits across The Veil and then enslaved them. The energy that was to be directed back to the Psychic Realm was instead redirected into feeding the Pharaoh’s magical power. Some of the more powerful Vampires in Kvrinzemya have found a way to use this power for themselves, rather than sending it back to the Psychic Realm. This can create conflict between “noble” Vampires and those that have gained power in the Physical Realm. Those who violate the law are banished to the ruins of Mournglym.

Due to the spirit’s strong connection to the Psychic Realm, Vampires always radiate an aligned aura, which is almost always evil. However, they are a combined spirit so things can also appear murky.

f) **Mummies.** Baran arcanists found a way to apply alchemical ingredients a mummy-to-be and then have clerics perform a complex ritual to create one that can continue to live on as Undead.

A finished mummy is basically a preserved body that reanimates under certain conditions, such as intruders in its tomb, and is a sort of hibernation. If the conditions are "when the last of my dynasty dies, I will awaken", you get a "Return of the Mummy King" type of result. The requirements must be carved into the coffin or sarcophagus, which must also state the requirements to become inert again.

During the duration of temporary resurrection, the soul does not actually return, but instead what remains is an echo of the original soul. The advantage of becoming a mummy over simply being raised is that it is not restricted by death from old age. It is also less damaging on the soul than becoming a Lich.

**Undead, Energy drain, and the Lifestream – An alternate view**

This relationship can be thought of as an electrical system, with the Lifestream as the power lines connecting it all together. The energy has to flow in a loop. That loop goes through the Physical Realms, then into the Spiritual Realms, and then back into the Physical Realms, passing through all the Divine Realms on its journey.

Attached to these “power lines” are batteries, i.e. living creatures. These are fairly long lived batteries but, they take time to charge up. The Lifestream must trickle charge a massive number of batteries at once. In addition, living creatures have a safety feature preventing them from being “overcharged.” They can, however, be drained to the point of death.

Healing magic is basically stealing energy from the Lifestream to fill up a battery quickly. Energy drain, however, is tapping one creature’s “battery” to fill another. Rather than draw on the Lifestream, energy is drawn from a creature. Those who depend on energy draining typically don't have the overcharge safeties of living creatures. Since living creatures are not supercharged like the Lifestream, draining from them can be done safely. However, any direct connection to the Lifestream tends to damage – or even kill – undead. The most common example of a direct connection is the ability to channel energy.

Given sufficient life energy in a controlled manner, some of these Undead can be reasoned with. This may actually be the logic behind commanding Undead. It could be possible for a cleric to use command Undead in a merciful way to allow restless spirits to resolve their issues and move on.
New Magic Items

Unique to the

Tears of Blood Setting

Image courtesy FCIT: http://etc.usf.edu/clipart
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This section contains previously released material.
**Ancestor Disk**

**Price:** Var. (ancestral item)

**Aura:** Moderate divination, CL 5

**Weight:** 1 lb.

Originally appearing in Giantkin lands, this is a simple looking perforated clay disk. When spun using a special wood and string contraption the disk emits a ghostly wail. When spun at the right speed, and with the right ritual, the disk allows communication with a specific spirit, typically an ancestor of the creator, or perhaps the creator themselves. Used by the Giantkin to communicate with their ancestors, each disk is keyed to a single family or lineage and requires a specific ritual (usually known only to Giantkin) to activate. Each disk is keyed to recognize the voice of a family member and requires a DC 15 Perform (Oratory or Sing) check for anyone else to attempt to use it.

The disk allows the user to ask simple questions of a specific spirit, such as: "Who killed you? Do you love me? Who gets the inheritance?" for one day per creator’s caster level before the target’s soul becomes unreachable. After that, the disk can be used to continue to receive information from spirits in a local area but it takes on the properties of an unlimited use *augury* spell. Spirits are under no obligation to respond to an Ancestor Disk.

Construction requirements: Craft Wondrous Item, *speak with dead, augury*

**Bedroll of the Fools**

**Price:** 2,000 gp

**Aura:** Faint enchantment; CL 1

**Weight:** 1 lb.

_This bedroll is covered with peaceful images of flowers and fields_

Anyone who sleeps in this bedroll for 8 hours heals an extra hit point per level. If a target is awoken early while sleeping in this bedroll, however, they take 1d4 wisdom damage.

Construction requirements: Craft Wondrous Item, *Sleep*

**Bedroll of Warmth**

**Price:** 2,000 gp

**Aura:** Faint enchantment and transmutation; CL 1

**Weight:** 1 lb.

_This bedroll is made from thickly woven cotton fabric with a warm inner lining._

When a character lies down inside the bedroll, it heats up to a temperature that is comfortable to the user, thereby making it easier for the character to sleep in cold temperatures. The bedroll does not induce sleep, and will not hinder the character from waking up due to noise, being physically touched, shaken, or prodded (or bitten). The bedroll will not keep pests from hindering the sleeper’s rest, nor will it keep him/her dry or asleep if rainfall occurs while resting.

Construction requirements: Craft Wondrous Item, *Endure Elements*

**Boots of Dark Flame**

**Price:** 2,800 gp

**Body Slot:** Feet
Aura: Faint evocation and transmutation; CL 3
Activation: Swift (command word)
Weight: 2 lbs.

*Black, leather boots with soles covered in a thin sheet of metal that is cold to the touch.*

When activated, *Boots of Dark Flame* burst into harmless flames for 1 minute. During this time, every space that the boots pass through is ignited with black flames, dealing 2d6 cold damage to any who subsequently pass through that space. The flames persist for 5 rounds.

Construction requirements: Craft Wondrous Item, *Produce Flame, Chill Metal*

**Boots of Immobilization**
Price: 3,000 gp
Body Slot: Feet
Aura: Faint enchantment; CL 5
Activation: Standard (command word) and Automatic (see below)
Weight: 2 lbs.

*These boots usually display images of bogs, sand dunes, tar pits, or similar impediments.*

These boots function much like *boots of unhindered travel*. Whenever the wearer runs or charges, however, the curse of the boots activates, immobilizing the wearer for 1 round.

Construction requirements: Craft Wondrous Item, *Hold Person*

**Boots of Unhindered Travel**
Price: 2,800
Body Slot: Feet
Aura: Faint transmutation; CL 5
Activation: Standard (command word)
Weight: 2 lbs.

*These boots bear images of rubble, vines, and other such impediments.*

A command word allows the wearer of these boots to move unhindered across difficult terrain (unless altered by magic) for 10 minutes/day that does not need to be concurrent.

Construction requirements: Craft Wondrous Item, *Woodland Stride* class ability

**Bottled Healing**
Price: 2,500
Aura: Moderate Evocation; CL 5
Activation: Standard
Weight: -

*A clear stoppered container with a cloud of white sparks contained within. These small crystalline bottles are magically treated to be able to contain healing magic within them.*

When uncorked (a standard action), the bottle emits a *cure serious wounds* (as the spell, Caster Level 7th, short range). The bottle is not destroyed by this process and can be used again after "recharging" it. The spell will discharge in the direction the open end is pointing and requires a ranged touch attack to hit an unwilling target.
When thrown (as a splash weapon), the bottle shatters and radiates a burst of energy. Treat this as a *mass cure light wounds* spell (Caster Level 9th). The bottle is destroyed by using it in this manner and cannot be used again.

A stoppered bottle can be "recharged" by being the target of a Conjuration (Healing) effect that heals at least 15 points of damage. Area affects (such as a mass cure) that heal the possessor of *bottled healing* also affect (and therefore recharge) the bottle. A bottle that is already charged cannot be recharged.

A bottle has Hardness 1 and 3 HP. If a charged bottle is broken, it immediately explodes as if it were thrown.

Construction requirements: Craft Wondrous Item, any *Conjuration (Healing)* spell of 3rd level or higher

**Bottled Lightning**

**Price:** 2,500 gp  
**Aura:** Moderate Evocation; CL 7  
**Activation:** Standard  
**Weight:** –

A clear stoppered container with a cloud of blue sparks contained within. These small crystalline bottles are magically treated to be able to contain lightning within them. They can be used in two ways: by uncorking the bottle, or by throwing the bottle.

When uncorked (a standard action), the bottle emits a *lightning bolt* (as the spell, Caster Level 5th). The bottle is not destroyed by this process and can be used again after "recharging" it. The bolt will discharge in the direction the open end is pointing and requires a ranged touch attack to strike an unwilling target.

When thrown (as a splash weapon), the bottle shatters and radiates a burst of electricity. Treat this as a *fireball* spell (Caster Level 7th), except the damage is electricity instead of fire, and add 2d4 slashing damage. The bottle is destroyed by using it in this manner and cannot be used again.

A stoppered bottle can be "recharged" by being the target of a damaging spell that deals at least 15 points of electrical damage. Area affects (such as a breath weapon) that damage the possessor of *bottled lightning* also affect (and therefore recharge) the bottle. *Bottled lightning* always fails its save against electrical effects but does not take any damage if not already charged. A charged bottle cannot absorb damage in this manner.

A bottle has Hardness 1 and 3 HP. If a charged bottle is broken, it immediately explodes as if it were thrown.

Construction requirements: Craft Wondrous Item, *Lightning Bolt, Call Lightning*, or *Chain Lightning*

**Bottomless Pouch**

**Price:** 1,000 gp  
**Aura:** Faint conjuration; CL 1  
**Activation:** Standard (manipulation)  
**Weight:** –
This small, brown belt pouch appears completely empty.

Whenever this belt pouch is reached into, the user can pull out any small, non-magical item they wish, with a value of 1 gp or less. Any item pulled from the pouch radiates a faint aura and lasts for 1 hour, after which time it disappears.

Construction requirements: Craft Wondrous Item, Creation cleric domain

**Bracers of Shadow**

**Price:** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8)

**Aura:** Moderate or higher abjuration; CL at least 2x the bonus placed on the item

**Body Slot:** Wrists

**Weight:** 1 lb.

These bracers are pitch black and attach to the wrists like a second skin.

As long as the wearer is in shadowy illumination (but not complete darkness or bright light), they gain a deflection bonus to their AC that ranges from +1 to +8.

Construction requirements: Craft Wondrous Item, *Dim* (Tears of Blood spell)

**Casket of Seraph-Luun**

**Price:** Var.

**Aura:** Strong Transmutation, CL 15

**Weight:** 1000 lbs.

This medium-sized stone sarcophagus is shaped like a crouching dragon, with gems for eyes and both gold and silver inlay. It will transform any humanoid corpse sealed within it into a Chrycius (evil Fey, see the Tears of Blood Campaign Setting, chapter on Monsters) after one day. It was lost in the Caltan Wars with the Baran Empire.

Construction requirements: Craft Wondrous Item, gentle repose, limited wish/minor miracle

**Charm of the Omeshik (Omeshik-specific)**

**Price:** 2500 gp

**Aura:** Moderate necromancy; CL 5

**Weight:** -

A human finger bone on a leather thong, this allows the wearer to cast *speak with dead* three times/day. The magic is so powerful that it will work on previously undead creatures - but not currently undead creatures. Some special versions allow the wearer to speak with any ancestor instead, gaining answers similar to a *Commune* spell.

Construction requirements: Craft Wondrous Item, *Speak with Dead*

**Cloak of Shadows**

**Price:** 33,600 gp

**Body Slot:** Shoulders

**Aura:** Moderate transmutation, necromancy, and abjuration; CL 9

**Weight:** 1 lb.

This black cloak seems to move as if caught in an unseen breeze.
This cloak grants the wearer the power to keep fighting even in their darkest hour. Once during any 24-hour period that the wearer is knocked below half of their total hit points, they are protected by a dancing shadows effect, granting them total concealment for up to 10 rounds, even when in melee.

If, during the same 24 hour period, the wearer is reduced below 2 hit points/level, they are automatically protected by a Conjuration (Healing) effect, granting them 20 temporary hit points for up to 10 minutes.

If during the same 24-hour period the wearer is attacked while below 1 hit point/level, the cloak briefly fuses into the wearer’s skin, granting them DR 10/Adamantine for 1 minute.

Construction req.: Craft Wondrous Item, Animate Shadow (ToB), False Life, Stoneskin

**Coin of Impediment (Cursed)**
**Price:** 10,000 gp
**Aura:** Strong transmutation; CL 15

You see a single, lonely gold piece, sitting on its own...

Any creature bearing a coin of impediment on their person (even in an extradimensional space) has the weight of each coin they possess in the same space increased to 1 pound at the beginning of their next hostile encounter, with the resulting effects of such increased weight. The new weight remains until the cursed coin is removed by Remove Curse.

Construction requirements: Craft Wondrous Item, Gravity’s Full Weight (Tears of Blood)

**Coin of Misfortune (Cursed)**
**Price:** 10,000 gp
**Aura:** Strong transmutation; CL 13

A small simple coin, with a very powerful curse. Magic emanates from the metal of the coin, permanently wrought by some trickster wizard. The curse changes the owner so that, to all magical detection, they appear to be an evil-aligned high-level sorcerer. The owner’s actual appearance and actions do not change, simply the way they are perceived by others and how they register in “detect” and similar spells.

Construction requirements: Craft Wondrous Item, Limited Wish

**Cup of the Oath Breaker**
**Price:** Var.
**Aura:** Strong Abjuration, CL 18
**Weight:** 1 lb.

According to legend, anyone who drinks from this enchanted goblet once owned by the Betrayer Prince of Halflings is freed from the effects of any Geas or Quest spell. It was last reported in Port Conastinium.

Construction req.: Craft Wondrous Item, Wish/Limited Wish or Miracle/Minor Miracle
**Dwarven Mug of Drinking**

**Price:** 12,500 gp  
**Aura:** Strong transmutation; CL 10  
**Weight:** 2 lbs.

These mugs were inspired by one crafted by a mage for a Dwarven friend who always grumbled about never having enough ale. The mug turns any liquid poured into it into some type of alcoholic beverage that is of above average quality. A 2d6 roll randomly determines the exact type. Consult the table to the right for the result. Your DM may require Fort saves.

Note that the imbibers has no way of knowing what type of beverage it is until he or she begins drinking. Pouring the contents of the mug out returns the liquid to its previous type.

Construction requirements: Craft Wondrous Item, *Fabricate*

**Ebon Veil**

**Price:** 1,100 gp  
**Body Slot:** Head  
**Aura:** Faint abjuration; CL 3  
**Weight:** –

*This black veil seems strangely inviting.*

This small, black veil protects its wearer in times of misfortune. The first time each day that the wearer fails any saving throw, they gain a +1 resistance bonus on their next saving throw, so long as it is made within the next hour.

Construction requirements: Craft Wondrous Item, *Resistance*

**Enchanted Quiver [Bandlero/Pouch/etc]**

**Price:** Variable  
**Aura:** Variable; CL Variable  
**Weight:** 2 lbs.

Designed to help those who use ammunition, this item will constantly produce the chosen type of ammunition from a storage container. Any enhancements can be added that will transfer to the ammunition. The ammunition loses its enhancements the round after it is drawn, so it must be used quickly. Purchasing item enhancements costs twice as much as the enhancement it bestows, plus 2000 gp. Visually, the container appears identical to a normal one of the same type (quiver of arrows, bullets in a pouch, etc.). The enhancements are pre-set once bestowed and cannot be changed without further crafting.

Construction requirements: Craft Wondrous Item, masterwork item, spells as needed

**Ephemeral Eye**

**Price:** 3,500 gp  
**Aura:** Moderate divination; CL 5  
**Activation:** Standard action (mental)
This small quartz orb possesses a deep hole on one side, reminiscent of an eye’s pupil.

This small, quartz orb floats through the air at its user’s mental command, looking wherever desired, with a fly speed of 30 (perfect maneuverability). It grants the user a mental image of everything that it sees. The Ephemeral Eye cannot be ordered out of its user’s line of sight. If the Ephemeral Eye would leave the user’s line of sight, it instead hovers at that spot. An Ephemeral Eye can remain active for 1 minute per 24 hours, but this duration need not be consecutive. The Ephemeral eye has an AC of 18 while active and has 1 hit point.

Construction requirements: Craft Wondrous Item, Clairaudience/Clairvoyance

**Eyes of the Rock**
**Price:** 7,700 gp
**Aura:** Moderate divination; CL 7
**Activation:** Standard action
**Weight:** -

These granite disks are placed over the eyes of the user and, as long as the user concentrates and faces an area of natural stone, he or she may see not only through that stone, but may also extend their vision to any vantage point adjacent to that body of rock. For example, a wearer could stand at the base of a cliff, stare at the rock and concentrate, and get a view from the top of the same cliff, or see into a cave beyond the cliff wall, if his or her natural vision permits it or a light source exists. Note that concentrating more than 1 round per point of Constitution causes the user to become **fatigued**.

Construction requirements: Craft Wondrous Item, Clairaudience/Clairvoyance, Scrying

**Feather Tokens, New**
**Price:** Variable
**Aura:** Strong conjuration; CL 12
**Activation:** Standard (command word)
**Weight:** -

Small carvings that summon one of the following: dugout canoe, wolf, bear (brown, black, or grizzly), yurt (hemispherical hut-like dwelling), light warhorse, and a great maul. These otherwise operate the same as the standard Feather Tokens.

Construction requirements: Craft Wondrous Item, Major Creation

**Fen’usu’s Pelt (Omeshik-specific)**
**Price:** 4,700
**Body Slot:** Cloak
**Aura:** Moderate transmutation; CL 10
**Activation:** Standard action
**Weight:** 3 lbs

A wolfskin pelt complete with head that is worn like a cloak. When the wolf head is pulled up over the head of the user, the user turns into a Dire wolf for up to 1 minute per day, which need not be in consecutive rounds. Fen’usu was a legendary hero of the ancient Omeshik.

Construction requirements: Craft Wondrous Item, Polymorph
**Ghostknife**  
**Price:** 2,300 gp  
**Aura:** Faint evocation [force]; CL 3  
**Weight:** –

This small shard of ivory almost seems to glow.

A small shard of ivory that when grasped in the palm becomes a ghostly dagger. The dagger is normal in all ways except that it deals damage to ethereal and incorporeal creatures as if it were a force effect. If the dagger is released for any reason, it returns to shard form.

Construction requirements: Craft Wondrous Item, Spiritual Weapon

**Ghostsilver Lantern**  
**Price:** 5,000  
**Aura:** Moderate conjuration (summoning); CL 10  
**Activation:** Continuous and Standard (command word)  
**Weight:** 1 lb.

This baroquely-styled hooded lantern houses a trapped Will-o’-Wisp. When the lantern's hood is opened the spectral light from within will cause any hidden doors within 20 feet of the lantern's light to be outlined in pale, flickering phosphorescence. It is believed to be of Kvrin origin. Several styles are known to exist. Breaking one releases the Will-o’-Wisp.

Construction requirements: Craft Wondrous Item, Magic Circle, Charm Monster

**Gloves of Trickery**  
**Price:** 5,000  
**Body Slot:** Hands  
**Aura:** Moderate transmutation; CL 5  
**Activation:** Continuous and Standard (command word)  
**Weight:** 1 lb.

These white leather gloves appear to have been stained black by some substance

Gloves of Trickery provide a continuous +5 competence bonus on Sleight of Hand and Disable Device checks. In addition, when a command word is whispered, the gloves fly off the wearer's hands and travel up to 20 feet away to make a Sleight of Hand or Disable Device check as if being done by the wearer and then return. If prevented from returning, they get as close as possible (using the wearer’s ability scores if needed) and then fall to the ground. The Gloves are not indestructible and can suffer damage and be destroyed.

Construction requirements: Craft Wondrous Item, Levitate, Gravity Arc (Tears of Blood)

**Haunt Syphon** (Tears of Blood Version)  
**Price:** 500 gp  
**Aura:** Faint necromancy, CL 5  
**Activation:** Standard action  
**Weight:** 1 lb.

This is a glass vial held within a stylized cold-iron frame etched with strange runes, arcane designs, or other eldritch markings. A metal stopper is connected to the frame by a chain.
Within the vial spins a small amount of white liquid, churning slowly as if caught in a miniature whirlpool. It is used to capture Haunts for later release or destruction.

To capture a Haunt, the Haunt Syphon must be opened within the Haunt’s area of influence while it is manifested. When opened, a Syphon deals 3d6 points of positive energy damage to a Haunt. If it deals enough damage to the Haunt to reduce it to 0 hit points, the Haunt is drawn into the Syphon and the stopper slams shut. The Syphon will then contain a sickly greenish colored liquid (the material essence of a Haunt), and the Haunt can no longer manifest. If it does not reduce the Haunt to 0 hit points, the Haunt Syphon is still used but can be re-charged later. It may take several Haunt Syphons to capture powerful Haunts. An imprisoned Haunt can be destroyed by casting a \textit{Dispel (Evil/Good/Law/Chaos)} against a DC equal to the Haunt’s CR. A Haunt Syphon can be recharged by a cleric of 5th level or higher.

A Haunt Syphon that damages a Haunt without imprisoning it becomes a vial of Holy Water. If it captures a Haunt, a Syphon can be used as a grenade-like weapon that deals 2d6 points of negative energy damage with a direct hit, or 1d4 points of splash damage.

Construction requirements: Craft Wondrous Item, \textit{gentle repose}, \textit{magic circle}, \textit{bless water}

\textbf{Helm of Dark Lore}
\begin{itemize}
  \item \textbf{Price:} 2,400
  \item \textbf{Body Slot:} Head
  \item \textbf{Aura:} Faint enchantment; CL 5
  \item \textbf{Activation:} Continuous and Standard (command word)
  \item \textbf{Weight:} 1 lb.
\end{itemize}

\textit{Muffled echoes continuously emerge from this darkened iron helmet.}

This ebon helm is filled with shadows that whisper into its wearer’s ears. It grants its wearer a +2 morale bonus on all Knowledge checks. In addition, once per day, the wearer may utter a command word and reroll any failed Knowledge check.

Construction requirements: Craft Wondrous Item, \textit{Heroism}

\textbf{Incense of Explosion}
\begin{itemize}
  \item \textbf{Price:} 750 gp
  \item \textbf{Aura:} Faint evocation, illusion (shadow); CL 5
  \item \textbf{Activation:} Standard (manipulation)
  \item \textbf{Weight:} 1 lb.
\end{itemize}

\textit{This cube of dark grey incense smells vaguely of smoke and sulphur}

When this cube of incense is lit, it explodes, dealing 5d6 damage in a 30 foot-radius (DC 15 reflex save for half). Half of this damage is fire damage, and the other half is pure shadow energy (no save).

Construction requirements: Craft Wondrous Item, \textit{Fireball}, \textit{Shadow Assault} (Tears of Blood)

\textbf{Infection Block (Hoax)}
\begin{itemize}
  \item \textbf{Price:} Varies
  \item \textbf{Aura:} Faint evocation; CL 3
  \item \textbf{Activation:} Standard (manipulation)
  \item \textbf{Weight:} -
\end{itemize}
When this pungent oil is spread across the user, it is said to confer full protection against the touch of a person infected with The Weeping. One bottle covers up to one Medium creature, two small creatures, and so on. However, the oil is laden with a hideous acid which causes severe burns. These burns are usually mistaken for sores, believed to be caused by The Weeping, suffering the consequences. The acid takes effect after 5 rounds and does 1 damage per round for 3 rounds. It can be diluted with water.

Construction requirements: Craft Wondrous Item, Acid Splash

**Log of Burning**
Price: 500 GP
Aura: Strong vocation and transmutation; CL 5
Activation: Standard (command word)
Weight: 5 lbs.

When placed in a pile of burnable material, and a command word is spoken, this log bursts into flame igniting any combustible materials that the magically conjured flame touches. The log is unaffected by water, and if any of the materials touched by its magical flame become wet, they immediately dry out and ignite. A log burns for 8 hours and is consumed.

Construction requirements: Craft Wondrous Item, Cinder (Tears of Blood)

**Magic Candles**
Price: 500 GP
Aura: Faint (or higher) conjuration, CL 3 (or higher)
Activation: Standard action
Weight: 10 per 1 lb.

Many types of candles can be found, with some of the most common types listed here. Unless otherwise noted in the description, all candles burn for 10 minutes per Caster Level of the creator. Creating a magic candle requires Craft Wondrous Item, so all candles will burn for a minimum of 30 minutes. Some candles duplicate the effects of spells, so that spell must be available at the time of creation. Other effects must be researched or discovered by other means in order to create that candle. The properties of a candle are sometimes revealed in runes placed on its surface.

**Glory Glow** (30' radius) – each of these candles is tied to an alignment. All within the radius of the candle light of the same alignment are +2 to saves and attack rolls.

**Robber's Wick** (10' radius) – only the bearer of this candle benefits from its illumination.

**Company Candle** (30' radius) – only those within the radius of the light can see it and benefit from it.

**Revealing Candle** (20' radius) – all invisible creatures and features within the illumination will be revealed. Invisibility is not canceled by the candle; the invisibility is
Firefly Taper (30’ radius) – once lit the candle will transform into dancing lights that will follow the caster. The lights can only be dispelled, they cannot be extinguished.

Ever-lit Candle (20’ radius) – this candle must be lit by a flame and will burn indefinitely. It cannot be extinguished unless dispelled or its command word is known.

Ward Candle (30’ radius) – different types of this candle protect against particular creature Types, Sub-types, or Templates forcing them to save (Will, DC 15) or flee the radius of its light. It grants +2 to saves and to AC against attacks from such creatures and causes them to suffer a -2 to attacks into the light’s radius, regardless of whether they saved vs. the illumination.

Paralyzing Candle (20’ radius) – all who enter the illumination of this candle must save (Fort, DC 15) or be paralyzed in place until the candle is extinguished.

Sleep Candle (20’ radius) – all who enter the illumination of this candle must save (Will, DC 15) or fall into a slumber until the candle is extinguished.

Construction requirements: Craft Wondrous Item, any necessary spell or spell effect

Magic Mirrors
Price: 500 GP
Aura: Faint (or higher) conjuration, CL 3 (or higher)
Activation: Standard action
Weight: 100 lb. (or more) or none (pools, etc.)

Many types of magic mirrors can be found, with some of the most common types listed here. All mirrors are either large, free standing types or are wall mounted. Reflecting pools may also be found that duplicate the effects of a mirror. Mirrors removed from where they are found only have a 33% chance of retaining their abilities.

Creating a magic mirror requires Craft Wondrous Item. Some mirrors duplicate the effects of spells, in which case the spell must be available at the time of creation. Other effects must be researched or discovered by other means in order to create that mirror. The properties of a mirror are sometimes revealed in runes placed on its mounting.

Extra Room – another room lies beyond the mirror that will appear to be a mirror image of the one the viewer is located. Such rooms can have different occupants, treasure, secret compartments, etc.

Mirror-men – this mirror generates simulacra of those who peer into it. If a simulacra is killed, all of its equipment will shatter and crumble away to dust. Whether the simulacra are hostile, mischievous impersonators, or willing companions is all up to the DM and possibly a reaction roll.

Trapping – those looking into this mirror will become trapped within on a failed save (Will, DC 18). Dispel Magic or Remove Curse might "open" the mirror allowing those inside to escape. Breaking the mirror has a 50% chance of freeing prisoners or killing them (and losing their bodies and equipment).
Peering – this mirror functions as crystal ball up to three times a day to anyone who recites the proper command phrase.

Doppler – an item (living beings aren’t items) left in front of the mirror for 1d3 rounds will be duplicated and can be pulled from the mirror. Only works 1d3 times a day. Magical items will not be recreated with their magical properties and gems and jewelry have a 50% chance of being valueless glass and shiny pot-metal.

Thieving – a cursed Doppler mirror, items left in front of it will disappear (living beings aren’t items).

Images – this mirror will hold images and acts as per a mural on the Mural Table (shown at right).

Mocking – this mirror shows embarrassing images of those peering into its reflection. A save is required or the viewer loses 2 points of charisma for one week.

Ego – peering into this mirror for 1d6 rounds causes one’s image to be reflected in more handsomely. The viewer gains one point of Charisma and loses one point of Wisdom per viewing up to 3 times a week. The effect lasts for one week. No save allowed.

Medusa – peering into this mirror has is a 33% chance a Medusa face appearing in the reflection forcing the viewer to make a save or be turned to stone.

Construction requirements: Craft Wondrous Item, any necessary spell or spell effect

Map of Memory
Price: 3,500 gp (or more, depending on detail)
Aura: Moderate divination; CL 5
Activation: Standard
Weight: 2 lbs.

One of the greatest contributions to the navigator’s art is the development of this rare and powerful item. To all outward appearances, a Map of Memory appears to be an ordinary map, worn and faded from long use. It is a large map, about 36 inches long on each side, and drawn on well-tanned hide. To those who know its secret, however, it is a tool of inestimable value. A Map of Memory is constantly growing in size and detail as its owner’s geographic knowledge increases. If the owner passes over an area, the Map of Memory adds the major features of that area to its recorded geographical information. The Map of Memory is thus always increasing in size and detail as its owner experiences new places and looks at new maps. However, the Map of Memory does not record verbal descriptions of

Extra - Magic Paintings Table (roll d100)

1-10 Another Room: the viewer sees a room that may be entered by climbing into the painting
11-15 Trapping: the viewer sees another room, but it traps all who enter. It may be a maze, puzzle, sub-level of a dungeon, etc.
16-20 Stairs: treat as a staircase
21-30 Statue: treat image as a statue
31-40 Monsters: painting creates random monster every 1d3 rounds when there are creatures within 50 feet
41-50 Creepy: images on painting shift and squirm, and are very disturbing
51-55 Grabbing: occupants of painting capture passersby. Treat as Web spell for purposes of escaping (DC 15)
56-60 Portal: the painting is a magical portal leading somewhere else
61-70 Treasure Chest: the painting is really a magic treasure chest holding 1d3 random treasures
71-80 Madness: anyone who stops to admire or examine this painting is driven mad for 2d6 days (Will save, DC 18)
81-90 Verse: divine caster gains 1 bonus spell of any level they can cast, 1/day
91-100 Glyph: arcane caster can renew 1 spell that they have already used, 1/day
locations, so if someone gives the owner directions, nothing appears on the map until the owner actually travels there.

In addition to its mapping powers, the Map of Memory can show any portion of the information it contains at any resolution, allowing the owner to see anywhere they have been in large detail or a specific location they have visited in great detail. The Map only records major landmarks (large cities, major roads, named geographical features, etc), though the owner can take a Standard Action to make it include something it normally wouldn’t (the location of a specific house or a small grove, for example).

Construction requirements: Craft Wondrous Item, Mapmaking (Tears of Blood)

**Mask of the Blessed Myrmidon**
**Price:** 2,400  
**Body Slot:** Head  
**Aura:** Faint enchantment; CL 5  
**Activation:** Continuous and Standard (command word)  
**Weight:** 1 lb.

These masks grant any weapon wielded by the wearer a +1 sacred bonus and it becomes Good-aligned. The wearer will not willingly remove the mask unless on Consecrated or Hallowed ground.

Construction requirements: Craft Wondrous Item, Align Weapon, Sanctified Spell feat

**Mask of the Judged Myrmidon**
**Price:** 2,400  
**Body Slot:** Head  
**Aura:** Faint enchantment; CL 5  
**Activation:** Continuous and Standard (command word)  
**Weight:** 1 lb.

These masks grant any weapon wielded by the wearer a +1 sacred bonus and it becomes Lawful-aligned. The wearer will not willingly remove the mask unless on Consecrated or Hallowed ground.

Construction requirements: Craft Wondrous Item, Align Weapon, Sanctified Spell feat

**Mask of the Blunted Myrmidon**
**Price:** 2,400  
**Body Slot:** Head  
**Aura:** Faint enchantment; CL 5  
**Activation:** Continuous and Standard (command word)  
**Weight:** 1 lb.

These cursed masks cause any bladed weapon wielded by the wearer to take a -2 penalty to damage rolls. The wearer will refuse to take the mask off until a Remove Curse or Dispel Magic spell is cast upon them.

Construction requirements: Craft Wondrous Item, Bestow Curse

**Mask of Truth**
**Price:** 7,700 gp
**Body Slot:** Head  
**Aura:** Moderate divination; CL 8  
**Activation:** Standard (command word)  
**Weight:** 1 lb.

*This pitch black mask is almost completely featureless, having only a mouth hole.*

This black mask seems featureless, but a wearer has no problems seeing through it. By placing it on the head and speaking a command word, the wearer can *Discern Lies* (as the spell) for 5 rounds. By placing it on the head of any corpse and speaking the command word, up to 5 questions can be asked of the corpse, as *Speak with Dead*, which if it answers will be the truth as it knew it in life. The corpse will be unable to bluff or deceive, but may simply decline to answer. A Mask of Truth can only be used 3 times each day.

Construction requirements: Craft Wondrous Item, *Speak with Dead, Discern Lies*

**Meldrock Ring**  
**Price:** 7,700 gp  
**Body Slot:** Hand  
**Aura:** Moderate transmutation; CL 7  
**Activation:** Standard (command)  
**Weight:** -

This ring grants the wearer an Earthglide-like ability. The wearer can pass through stone, dirt, or almost any other sort of earth except metal as easily as swimming through water at up to half normal speed. If protected against fire damage, the wearer can even glide through lava. This movement leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing the wearer flings them backward 30 feet and stuns them for 1 round unless they succeed on a DC 15 Fortitude save. The ring will function for up to one minute per day, which does not need to be in consecutive rounds.

Construction requirements: Craft Ring, *Meld into Stone*

**Necklace of Infinite Sounds, Minor**  
**Price:** 7,700 gp  
**Body Slot:** Neck  
**Aura:** Moderate transmutation; CL 10  
**Activation:** Standard (command)  
**Weight:** -

The wearer of this necklace gains a +5 competence bonus to all Perform (Oratory) and Perform (Sing) checks and a +2 circumstance bonus to all other Charisma-based Skill checks, or any check that involves speaking or using the voice. The necklace allows the wearer to automatically adjust their vocal tones to maximize their impact and also makes them a better performer. Once per day the wearer can use can use *shout* as a spell-like ability (CL 10), but doing so exhausts the magic of the necklace making it inert for 24 hrs.

Construction requirements: Craft Wondrous Item, Bard of at least 5th level, *Shout*

**Oathtaker Bracelets**  
**Price:** 7,700 gp  
**Body Slot:** Hand
Aura: Moderate transmutation; CL 10
Weight: -

This matched set of adamantine bracelets is sometimes used by Dwarven mercenaries to enforce the condition that they will be paid upon completion of a contract. At the conclusion of contract negotiation, the contract is signed, rolled up, and passed through both bracelets at the same time. Then both primary signatories put one of the bracelets on their right arm and shake hands. The bracelets are linked to each other, to the contract, and to the signers.

If either party breaks the contract (subject to DM interpretation), the signatory responsible for that party is affected as if the subject of bestow curse, except that there is no saving throw allowed (effect of the spell determined randomly). Every week the contract remains unfulfilled, another effect is bestowed upon the person, while the ones in place remain. After three weeks, the process repeats, except that all penalties stack (-6 to another ability score, or -12 to the same, -8 to attack rolls etc., or if the person succeeds on the 50% chance to act normally, he must reroll another 50% success chance to succeed). This process can repeat indefinitely until death or the contract is fulfilled.

Circumstances do not matter to the bracelets, only the wording of the contract. It is important to note that the contract passed through the bracelets is the one enforced, which may not necessarily be the one just signed or if wording is somehow added to the contract after it passes through the bracelets (indicating likely deception on the part of one signer).

Only willing participants can be bound to the bracelets, the magic will not work on non-willing signatories, which is why there is no save for the curse effects. If one participant is not willing during the binding process, then neither bracelet is activated. Of course, once you are bound, it does not matter whether or not you are willing anymore.

Construction requirements: Craft Wondrous Item, Geas-Quest, Bestow Curse

Pallid Quill
Price: 1,800 gp
Aura: Faint conjuration; CL 1
Activation: Standard (command word)
Weight: –

This ghostly white quill seems to glow with an unearthly light.

This writing quill remains completely white, regardless of how it is treated and what it is dipped into, and glows as a candle. With a command word, the quill emits an endless supply of ink until the command word is spoken once more.

Construction requirements: Craft Wondrous Item, Create Water

Pendant of Quick Shadows
Price: 26,400 gp
Body Slot: Neck
Aura: Moderate evocation; CL 11
Weight: 1 lb.

This Pendant bears a deep black stone, in which dim lights sometimes appear to swirl about.

Once per day, the wearer may cast any spell with the Shadow descriptor as an immediate
action. The chosen spell must be no higher than your maximum spell level, or no higher than 6th level, whichever is lower. The Pendant has no effect on non-spell casters.

Construction requirements: Craft Wondrous Item, *Contingency, Shadow Replication* (ToB)

**Pipe of the Tobacco Mage**

**Price:** 7,700 gp  
**Aura:** Moderate transmutation; CL 10  
**Activation:** Standard (command word)  
**Weight:** -

These nondescript pipes always have a mystical word etched upon their stem. Once per day when filled with tobacco and smoked, the owner may intone the mystic word and blow forth a cloud of smoke that emulates the effects of either a *Stinking Cloud, Obscuring Mist*, or *Cloudkill* spell. The word is unique to each such pipe.

Construction requirements: Craft Wondrous Item, *Cloudkill, Stinking Cloud, Obscuring Mist*

**Plague Spray (Actual)**

**Price:** 750 gp (Variable)  
**Aura:** Moderate conjuration; CL 7  
**Activation:** Standard  
**Weight:** -

“A few sprays will save you for days!” boasts the label on this simple glass bottle. When sprayed and inhaled, the vapors in this bottle provide temporary immunity to all diseases, including *The Weeping*. Each use causes the loss of one hit point permanently. One bottle contains ten uses, and each use lasts for 10 minutes.

Construction requirements: Craft Wondrous Item, *Remove Disease, Consecrate*

**Plague Spray (Hoax)**

**Price:** 75 gp (Variable)  
**Aura:** Faint transmutation; CL 1  
**Activation:** Standard  
**Weight:** -

“A few sprays will save you for days!” boasts the label on this simple glass bottle. However, depending on the creator, this bottle only contains a single use of holy, or unholy, water.

Construction requirements: Craft Wondrous Item, *Bless Water/Curse Water*

**Portable Pyre**

**Price:** 750 gp  
**Aura:** Faint evocation; CL 5  
**Activation:** Standard (manipulation)  
**Weight:** -

*This wooden stake creates neither smoke nor heat, yet glows as bright as a torch.*

This wooden stake provides light as an Everburning Torch. In addition, when planted into the ground, it turns invisible and no longer provides light. Any movement within its square causes it to again ignite into a burning torch. Useful as a signal or early warning device.
Quarrel and Rag of Caradeth

**Price:** 7,700 gp  
**Body Slot:** Hand  
**Aura:** Moderate transmutation; CL 7  
**Activation:** Standard attack action  
**Weight:** -

One of the few magic items to come from the Taeshin Isles, this wooden box is lined with red velvet and contains a single bloodstained crossbow bolt wrapped in a bloodstained cloth. The blood on both is still as fresh as the day it was spilled. Both the box and its contents radiate magic.

The bolt is a +2 crossbow bolt that deals 2d8+2 damage on a successful hit. Upon striking its target, or otherwise being fired, it reappears in the box and can be used again, assuming that the box is available. The bolt can be used in either a light or heavy crossbow.

The cloth wrapping can be used by Clerics to boost Conjuration (Healing) spells and effects. If placed on the forehead of an injured patient, and any Healing spell or effect is then applied, the cloth adds 2d8+2 hit points to the total healing. Anyone can place the cloth in position, which is a move action.

**Construction requirements:** Craft Wondrous Item, *Produce Flame, Invisibility*

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Ravenblade

**Price:** 27,700 gp  
**Body Slot:** Hand (weapon)  
**Aura:** Strong conjuration; CL 14  
**Weight:** 2 lbs.

This ornate black short sword is etched with red enameled runes that emit smoke when the sword is within 60 feet of any undead. It functions as a +2 short sword that also possesses the *Fiercebane* ability against undead. The sword was said to have been forged for a Paladin of the Phoedran deity Aidonaia who fought the undead legions of Ekione.

**Construction requirements:** Craft Magic Arms & Armor, *Fiercebane* weapon enhancement

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Fiercebane

**Price:** +1 Bonus  
**Property:** Any Weapon  
**Caster Level:** 12th  
**Aura:** Strong conjuration  
**Activation:** None

_Carved into the handle of this weapon is a single rune representing the foe the weapon is dedicated to slaying._

_A fiercebane weapon glows when its designated foe comes within 60 feet, even if you cannot see or detect it. It acts as a bane weapon against the creature type/subtype to which it is attuned. Whenever it strikes its designated bane enemy, it begins to emit a low, eager hum, as if it were actually feeding off the victim’s life blood. In addition, the weapon deals extra damage on every successful critical hit, based on the weapon’s critical multiplier: X2, +1d0; X3, +2d10; X4, +3d10._

Projectile weapons bestow this property upon their ammunition.

**Creation Prerequisites** Craft Magic Arms & Armor, Summon Monster I  
**Based on:** [http://thecage.wikidot.com/enchantment-fiercebane](http://thecage.wikidot.com/enchantment-fiercebane)

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Raven Feathers (Omeshik-specific)

**Price:** 750 gp  
**Aura:** Faint transmutation; CL 5  
**Activation:** Standard (manipulation)  
**Weight:** -

This pair of black feathers bestow the power of flight on the user. Each feather must be
grasped by the base in either hand and the arms waved in a flapping motion to create the effect. Duration is calculated as if the user was undergoing the run action - the user can fly for as many rounds as his Constitution score, but then needs to make Constitution checks of DC 10+rounds over Con score. Holding the arms out straight while holding the Feathers lowers the user slowly to the ground. Letting go of a feather causes the PC to plummet as if in free fall. Movement while flying is in all other respects similar to the Fly spell.

Construction requirements: Craft Wondrous Item, Fly

**Ring of Divine Service**

**Price**: 20,000 gp (Type I), 40,000 gp (Type II), 70,000 gp (Type III), 100,000 gp (Type IV)

**Body Slot**: Ring

**Aura**: Moderate (no school); CL 11

**Weight**: -

This ring comes in four kinds, all of them useful only to divine spellcasters. The wearer’s divine spells per day are doubled for one specific spell level. A Ring of Divine Service I doubles 1st-level spells, a Ring of Divine Service II doubles 2nd-level spells, a Ring of Divine Service III doubles 3rd-level spells, and a Ring of Divine Service IV doubles 4th-level spells. Bonus spells from high ability scores, domains, or any other source are not doubled.

Construction requirements: Forge Ring, Minor Miracle

**Ring of Identity**

**Price**: 1,700 gp

**Body Slot**: Ring

**Aura**: Moderate abjuration; CL 7

**Weight**: -

Common among the Feldarin aristocracy, each of these rings is specially made for a single individual, and a drop of that individual’s blood is mixed in with the metal when the ring is forged. They are almost universally signet rings, bearing the owner’s personal seal. If the ring is ever worn by anyone other than that individual, it glows a bright red and emits a piercing alarm noise that is clearly audible for at 200 feet.

In addition to serving as a way to prove one’s identity, such rings also protect the wearer from attempts at mental control. As long as the ring is worn, it grants complete immunity to all spells of the compulsion subschool. This immunity applies even if the spell is cast from a magic item (such as a wand or scroll), or is cast as a spell-like, or even supernatural ability. It does not protect against extraordinary abilities that mimic such spells.

Construction requirements: Forge Ring, Alarm, Nondetection

**Ring of Substitution**

**Price**: 7,700 gp

**Body Slot**: Ring

**Aura**: Moderate transmutation; CL 7

**Activation**: See text

**Weight**: -

Each of these broad beautiful rings is constructed of soapstone wound with silver wire topped with a bar of platinum. The bar takes the shapes of different objects commonly used in spellcasting, such as a coin, bell, or glass rod, changing only when no one is looking.
The ring allows a spellcaster to substitute one material component for another of equal or greater gold piece value. If, for example, a spell requires 250gp worth of diamond dust, and the caster has no diamonds, she can use a 250gp bottle of wine, a 500gp ruby, or even 250 gold coins as the component as long as the substitution is of equal or greater value.

The ring does not affect the requirement for a spell focus, alignment or race restrictions, required feats, or any other aspect of casting a spell beyond mundane material components.

Activating the ring is not an action, and occurs automatically as part of the spell casting. However, preparing substitute components may require some time to complete before casting the spell (e.g. pulling a bottle of wine from a bag of holding). The ring is useable once per round.

Construction requirements: Forge Ring, Fabricate

**Robe of Fateful Luck**
**Price:** 5,600 gp  
**Body Slot:** Body  
**Aura:** Moderate divination; CL 7  
**Weight:** 2 lbs.

*This mottled grey robe is covered in patches, stitches, and scorch marks.*

If the robe wearer fails an attack roll, saving throw, or skill check by 5 or more, they may choose to reroll it with a +5 Luck bonus. This power may only be used once per day.

Construction requirements: Craft Wondrous Item, Good Fortune (Luck Domain), Heroism

**Rod of Fusion**
**Price:** Crystal, 2500 gp; Iron, 4000 gp; Hybrid, 7500 gp  
**Aura:** Crystal, Faint (DC 15); Iron, Moderate (DC 20); Hybrid, Strong (DC 25) transmutation; CL Crystal, 5; Iron, 7; Hybrid, 9  
**Activation:** Standard (command word)  
**Weight:** –

This simple rod is commonly tipped with either a pointed crystal or an iron point. When two materials touching each other are touched by the Rod of Fusion it will bond and fuse the seam of the two materials so that they will become as one piece. There are a number of varieties of these rods but the most common is the crystal version which will bond any mineral with any other mineral. The iron version bonds metal to metal, and there is also a hybrid version which will bond either mineral or metal to the other. The Rod may only be used 3 times per day, one use consisting of fusing one contact point regardless of length. No versions of this Rod are known to exist that are effective on magic items.

Construction requirements: Craft Wondrous Item, Make Whole, Fabricate

**Scarab of Arcane Echoes**
**Price:** 16,200  
**Body Slot:** Neck  
**Aura:** Moderate evocation; CL 9  
**Activation:** Immediate action (mental)  
**Weight:** –
This ghostly white scarab appears to have been crafted from crystal

Once per day, upon mental command, the next 4th level or lower spell cast within 30 feet of the scarab within one round is absorbed and stored by it. The wearer may then spend a standard action to cast that spell themselves, making new decisions where applicable, at the minimum caster level needed to cast that spell, even if they cannot normally cast it. Once the Scarab has cast a spell, it remains inactive for 24 hours.

Construction requirements: Craft Wondrous Item, *Imbue with Spell Ability*

**Scepter of the Flame Prince**

*Price:* 5,700 gp  
*Aura:* Moderate transmutation; CL 5  
*Activation:* Standard (command)  
*Weight:* -

These ornate, dragon-shaped scepters were originally gifts to the most trusted vassals of the Flame Prince of the Al-Barajah Desert, a legendary figure of the Baran people. When discovered, a scepter usually has 1d20 charges. One charge may be expended to emulate the effects of a *Fireball, Flaming Sphere, or Burning Hands* spell. All spell-like effects from the scepter operate as if they had been cast by a 5th level caster.

Construction requirements: Craft Wondrous Item, *Fireball, Flaming Sphere, Burning Hands*

**Scroll Cases of Sending**

*Price:* 6,400 gp  
*Aura:* Moderate conjuration; CL 9  
*Weight:* -

These scroll cases function as a pair, and are often used by military commanders and spy networks to communicate with their agents. One user may send one message per day to the other on the same plane by writing the message on a piece of paper, rolling it up, and placing it inside the scroll case. Only ink and paper are sent, any other item such as seals or ribbons are left in the tube. These are a favorite of Feldarin military commanders. Curiously, inanimate matter seems unaffected by the failure chance for Teleportation on Ursoule.

Construction requirements: Craft Wondrous Item, *Teleport*

**Shadowcloak**

*Price:* 7,700 gp  
*Body Slot:* Shoulders  
*Aura:* Moderate conjuration; CL 7  
*Activation:* Standard (command)  
*Weight:* -

Shadowcloaks are tenebrous garments created by Morvanima Elves. A shadowcloak grants its wearer the ability to use *Dimension Door*, but the character must both enter and leave through a patch of deep shadow. A shadowcloak may be used in this way three times per day. Furthermore, a shadowcloak can conceal a single one-handed weapon within its folds of impenetrable darkness; this weapon will remain hidden even if the wearer is searched, and is considered to be in a pocket dimension.

Construction requirements: Craft Wondrous Item, *Dimension Door, Dim (Tears of Blood)*
Shadow Incense
Price: 5,300 gp
Aura: Moderate abjuration; CL 7
Activation: See Text
Weight: 1 lb.

This rectangular block of faintly-scented incense is a deep shade of grey.

When lit, the wispy smoke of this incense forms spiraling patterns on the floor, recognizable through a DC 15 Spellcraft check. When an arcane caster lights a block of Shadow Incense and then spends 8 hours meditating under its effects, the incense enables him to cast any spell with the Shadow descriptor as though affected by the Empowered Spell feat. Spells are memorized at their normal level, not at two levels higher as with the standard feat. Each block of Shadow Incense burns for 8 hours and the effects last for 24 hours.

Construction requirements: Craft Wondrous Item, any spell with the Shadow descriptor, Empower Spell Feat

Shadow’s Retaliation
Price: 3,000 gp
Body Slot: Shoulders
Aura: Faint abjuration; CL 5
Activation: Immediate (mental command)
Weight: 2 lbs.

This dark blue cloak seems to stick to its wearer’s back, as if glued in place.

This cloak helps its wearer respond to physical attacks. When attacked, the wearer may think the command word as an immediate action to gain the benefits of both the Cloak of Shadow and Dark Mist spells once per day as if cast by a 5th level caster.

Construction requirements: Craft Wondrous Item, Cloak of Shadow, Dark Mist (both ToB)

Spear of Tch’Kala (Omeshik-specific, unique item)
Price: 120,300 gp
Aura: Strong evocation; CL 15
Activation: Standard (command word) and continuous
Weight: 6 lbs.

This legendary keen thundering cold iron shortspear +3 is said to be made from the wood of the oldest oak in the former Omeshik realm, capped with a metal head made of a meteorite that felled that same oak. Holding them together is the sinew of an ancient Blue dragon.

In addition to its keen and thundering bonuses, the Spear has the following abilities (all command word standard actions):

*Lightning Bolt*, DC 20, 3/day, CL 9
*Control Water*, DC 22, 3/day, CL 11
*Chain Lightning*, DC 22, 1/day, CL 11 (*Lightning Bolt* is unavailable for 24-hours after the use of *Chain Lightning*)
*Sunburst*, DC 26, 1/day, CL 15, center is the tip of the Spear (wielder is immune)
*Control Weather*, DC 24, 1/week, CL 13
Tch’Kla was the last ruler of the Omeshik nation and legends say he was slain in the final conflict with the Yujung, using the Spear to protect the flank as the tribes fled northward. The price listed is in non-Omeshik lands, as to the Omeshik this item is priceless.

**Sphere of Sequestration**  
**Price:** 6,000  
**Aura:** Strong abjuration; CL 15  
**Weight:** 5 lb.

*This small metallic sphere is completely smooth and surprisingly heavy*

When this small, smooth sphere successfully hits a target, it disintegrates and the target is removed from existence for 1d4+1 rounds. If the sphere misses its mark, it does not disintegrate but requires a DC 20 Perception check to find again. The target is placed on the Plane of Shadow and is unable to move from that spot but can otherwise act normally, including casting spells. Upon expiration the target appears in their previous location.

Construction requirements: Craft Wondrous Item, *Sequester*, *Shadowmend* (Tears of Blood)

**Staff of Walking**  
**Price:** 5,200 gp  
**Aura:** Moderate transmutation; CL 9  
**Weight:** 4 lbs.

As long as this staff is held while walking, the user will not tire due to the normal effects of travel by foot, however the user will still need to sleep and eat, as it does not allow indefinite use without food or rest. Also, if traveling through difficult terrain, the staff insures that the user always gets the best footing, reducing movement penalties in half. It grants a +2 bonus to saves against web, entangle, or similar movement-impeding spells.

Construction requirements: Craft Staff, *Longstrider*, caster must have the Travel domain

**Summoning Circle**  
**Price:** 77,700 gp  
**Aura:** Moderate transmutation; CL 10  
**Activation:** Standard (command)  
**Weight:** -

Unlike other magic items, a summoning circle is not meant to be worn or even carried by its user. Rather, it must be installed in the floor of a room, fixed in place. Circles are wrought from pure silver inlaid into the floor and bear a number of glyphs and sigils inscribed on their surface. Once installed, a summoning circle can function as an inward-focused *magic circle* spell for the purposes of calling extradimensional creatures (such as with the *planar binding* spell). The summoning circle can trap any extraplanar creature, regardless of its alignment, and is automatically treated as though the caster had employed a calling diagram (preventing trapped creatures from using their spell resistance to escape the circle, and increasing the Charisma check to escape the circle by +5). Finally, any extraplanar creature called into a circle is automatically affected as though by *dimensional anchor*.

Because the summoning circle’s effects are continuous, it can trap a creature indefinitely, although the creature may make a new save each week to escape, at the same DC as the original save. It cannot be used to trap a creature while any other creature is trapped inside it. The summoning circle has no effect on creatures that enter it by means other than an
effect of the calling or summoning sub-schools.

Construction req.: Craft Wondrous Item, Inscribe Rune, Magic Circle, Dimensional Anchor

**Tokens of Ursoule**
**Price:** 700 gp  
**Aura:** Moderate transmutation; CL 5  
**Activation:** Standard action  
**Weight:** -

These items are single use and, while low-key, they serve a purpose. More powerful items are possible and scale up accordingly. All bonuses are untyped and stack accordingly.

- **Dragon's Scale** – a single scale of glittering silver-gold that grants a +2 to Armor Class for four rounds.
- **Direction Mirror** – a small round mirror that will reflect a single spell of level 2 or less back to its caster and then shatters.
- **Voiceless Bell** – a small jade bell with no clapper that creates silence for two rounds when “rung.”
- **Scorpion's Tail** – palm-sized indigo scorpion stinger that paralyzes for two rounds on a successful hit (Fort, DC 13).
- **Sheepcount** – a woolen boll that causes sleep for 1d4 rounds on contact (Will, DC 13).
- **Blessed Kiss** – silver prayer beads that allow a single Turn Undead as a Cleric, DC 12 to resist.
- **Time Arrow** – a colored dart that grants a single extra standard action in the following round when hurled into the ground at the wielder’s feet.
- **Sage’s Insight** – a small illuminated scroll that grants +1 to a single save type for 1d6 rounds (there is a different scroll for each of the three types of saves: Fort, Ref and Will)
- **Decree of Order** – a golden orb that grants a +2 bonus against chaos for two rounds when crushed.
- **Will of Discord** – a scarlet spiral that grants a +2 bonus against law for two rounds when crushed

**Essence Fang** – a shard of solid elemental energy (splash of water, tongue of flame, coil of air, clod of dirt, etc.) that inflicts d6+1 hit points of damage of the appropriate type of energy on contact (see chart at right for energy types). Other types may also exist. Reflex save for half, DC 14.

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Construction requirements: Craft wondrous Item, access to appropriate spell or effect

**Tool of the Dwarven Artificers**
**Price:** 7,700 gp  
**Aura:** Moderate transmutation; CL 15
Weight: 1 lb.

In its inert form, this item appears to be no more than a small rod of smelted iron. When held aloft the wielder can utter “Praise be to ...” and name a specific Dwarven saint, causing the item to transform into a particular tool depending on the saint invoked: Narfi the Forger (blacksmith’s hammer), Gnackli the Carver (chisel), Morgli the Bender (crowbar), Restnar the Cleaver (woodsman’s axe), Loria the Mender (shears), and Terlak the Sapper (miner’s pick). When not held the Tool reverts to its inert form. If used in combat, it immediately reverts to its inert form, but can be used to attack as an iron rod. Each tool is of Masterwork quality and is generally indestructible.

Construction requirements: Craft Wondrous Item, crafter must be Dwarven, Minor Miracle

Twin Puzzles of Calim Yor
Price: 7,700 gp
Aura: Moderate transmutation; CL 9
Activation: Standard (command)
Weight: 1 lb.

These twin puzzle boxes are identical and made from rosewood. Each has a hidden button; when the button on one box is depressed, the user is instantly transported to wherever the second box resides. The boxes then reset and can be used again as desired. Finding the hidden control can be difficult, as it is said to change position on the box randomly. Several sets of boxes have been reported, some of which have caused their users to vanish.

Construction requirements: Craft Wondrous Item, Teleport

Warpaint of the Omeshik
Price: 1000 gp
Aura: Moderate abjuration; CL 5
Weight: -

This enchanted warpaint is used by the warriors of an obscure tribe of Omeshik who dwell along the Taliesin River in the foothills of the Vartesiat Mountains. Once applied on the face, neck, and arms, the warpaint grants the wearer +2 deflection bonus on armor class and +2 on all attack and damage rolls for one hour. When it expires, however, the warpaint causes 1d8 points of subdual damage. Many Omeshik wear the warpaint without expecting to survive its use.

Construction requirements: Craft Wondrous Item, Shield of Faith, Guidance

Woodrot Armor
Price: 5,700 gp
Aura: Moderate abjuration; CL 7

This armor functions as +2 leather armor with the additional property that whenever a wooden weapon – such as a club or staff – hits the wearer, the weapon takes half its maximum hit points in damage and gains the broken condition. A second hit causes the weapon to immediately crumble into dust. Any plant-based creature that hits the wearer takes 3d6+5 points of damage, Reflex DC 15 for half.

Construction requirements: Craft Arms & Armor, Shatter
Organizations in the World of Ursoule

This section contains previously released material.
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<td>Ilnezhit A’dran (“Hidden Death”)</td>
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<td>197</td>
<td>Kvрин</td>
<td>Human</td>
<td>Cult</td>
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</table>

**Area** refers to the geographic area of influence, or the most common area where found  
**Race** refers to the most common (or in some cases only) race among the membership  
**Type** refers to the general purpose of the group. The types are Sect (Arcane), Cult (Divine), Martial, Rebel, Trade and Other.

**General Note on Gnomish organizations:** Many of the Gnomish organizations are connected in ways designed to be useful to a DM. For example, the Grinning Dragon Trade Association gets training on the surface world from the Shadows of the Sunlit World. But some in the Grinning Dragon resent the Shadows because they are associated with the Sunlit Shadows of Law, who enforce the stringent Gnomish “Surface Laws.” This can lead to some interesting situations if both groups are encountered, or come into direct contact.
**Aulay’s Axes, commonly called “the Axes”**

Author: Total_Viking_Power

**Type of Organization:** Cult, open only to Dwarves, open across Dwarven Clans

**Location:** Found everywhere their Dwarven Clans take them, their strongest influence is in the Clan *Nine-Fathers’-Sons*, a traditionally nomadic Somerled-affiliated clan.

**Demographics:** Open to Dwarves only. Outsiders may be used as tools or even allies, but are ultimately seen as inferior pawns used to execute the will of Aulay.

**Beliefs:** Traditional Dwarven beliefs do not allow Dwarves to neglect service to their gods. It does, however, give clans and individual Dwarves the right to favor one of the deities over the others, only honoring the rest on their proper Holy Days. This has enabled the secretive Aulay’s Axes to survive and flourish. Their belief strays from standard Dwarven doctrine on two points, the first being that Aulay, God of War and Allfather, is the only true Dwarven god, and the other gods are merely servants of lesser divine measure. The second is that Aulay desires war. Lusts for it even. War is a holy duty unto itself. In the past this doctrine had little favor with anyone but most martial Dwarves, but since *The Weeping*, many have come to hold a bleaker and more destructive view of the world.

These beliefs are condemned as heresy by most Dwarven clergy, but little can be done, as the cult is now vast and scattered, and its members openly observe all the proper religious rituals. *The Weeping* is the best thing that ever happened to the once tiny cult. First it gained prominence in the Nine-Fathers’-Sons, and then it began to spread among Dwarves with a thirst for vengeance or those just searching for some meaning to their existence. Thus the plague is seen as a sign from Aulay, that the “Time of Strife” has come, the prophesied final hour of Dwarves in this world.

Individual members are referred to as Axes, or when addressing each other: Brother Ax, Sister Ax, or Brethren Ax. Other local names may exist, as no practice of the cult forbids it.

**Size:** No one knows the exact number of Axes, as there is no formal structure that keeps track of members. In the Nine-Fathers’-Sons, almost 300 cultists exist, gaining influence as time passes. Other cadres are up to the individual DM. The core of the Nine-Fathers’-Sons cadre consists of 20 members: 5 clerics of Aulay (one of whom is the cult leader), 10 fighters and rangers in high positions in the clan hierarchy, and 5 others of varied background, mostly rogues and barbarians, who relay decisions and ordinances from the inner circle to the other cadres and various contacts of the cult.

**Alignment:** Though varying greatly among the lower ranking members, most tend toward Chaotic (Neutral or Evil). The leader is Chaotic (Neutral), and none in the inner circle are either Good or Lawful. Though war is their purpose, slaughtering the innocent has never been an agenda of the Axes, hence Neutral.

**Rituals/Observances:** Most members seem to care little for such things, and only differ from their non-Axe brethren by occasionally neglecting prayers to the other gods and often appearing joyful and celebratory instead of grim and determined in times of bloody warfare.

In clans with powerful and devoted Axe cadres, especially in Nine-Fathers’-Sons, rituals unique to the cult are performed. The chief of these are the “Offerings of War,” where captured enemies are sacrificed on pyres, and cult members chant and fight ritual duels.
Among these rituals are the "Brothers’ Pact." A close bond with your battle mate is often essential for survival, but this is Dwarven bonding taken to an extreme. The Pact is a bare-fisted fight to the last Dwarf standing (through blood loss or head trauma). Some cadres take it a step further and perform ritual scarification of the bodies of the losers, usually somewhere from the neck down so as to be hidden by armor.

**Symbols:** The standard crossed weapons of Aulay is always worn by members, and is always crossed axes, but refinements to this design are common. Often the Axes become red, or double edged. Personal markings are also used to indicate a closer bond with Aulay. As mentioned, many members are ritually scarred. These scars may vary according to the demeanor and artistic talent of one’s Brother or Sister Ax. Some of them attempt to depict scenes of carnage, or terrifying monsters. Most however are just masses of badly treated scarification and seem to the untrained to be nothing more than battle scars.

**Tactics:** The cult does not usually fight as a unit itself, since its members are Dwarven mercenaries already in a Clan army. If discovered and challenged by the established Dwarven clergy, however, they will fight as a unit, back to back if surrounded, shoulder to shoulder if not. Any Axes who are within sight of a fight involving others of the cult will often rush to their aid, even if doing so compromises their otherwise unchallenged cover. Lower ranking members are sometimes even told to do so. Higher ranking members will only reveal themselves if doing so gives them or the cult an advantage.

However, the cult does frequently try to influence their clan’s tactical dispositions, pressing for combat at every turn. Many fine tacticians have become Axes of late, and not all the proposed actions are as reckless as they sound.

**Leaders and Important NPC’s**

**Ragnulf Hargasax:** A cleric of Aulay in the Nine-Fathers’-Sons, he is the nominal leader of Aulay’s Axes. He gained his position in the inner circle of the sect during the height of The Weeping. The former cult leader, Mugundyr, failed to see the great opportunity the plague held for the Axes, and was outmaneuvered by his younger apprentice. Since the duel that ended Mugundyr’s life, Ragnulf has gathered more influence in the Clan, and argues for expansion both in and out of the Nine-Fathers’-Sons. His motives are first and foremost to gain total control of his clan, preferably as its High Priest. He also vows to throw the entire Dwarven population into war. Not on any particular side, or to any one goal, but to have them all fighting in open warfare at once. When this is achieved, he believes, the End will come, and Ursoule will break under the wrath of Aulay. He is deranged, but in a cold and calculating manner, making him even harder to expose. While not cruel, he is indifferent, and his dealings with others bear witness to this. He is not very well liked within the Clan, although he is fiercely respected and revered by the warriors. Though he does not impress with his lack of certainty on the will of any god but Aulay, he has other ways of influence. He is openly opposed to the politics of the High Priest, who wants to unite and regroup the scattered Clans rather than to seek out combat whenever possible. Ragnulf has so far escaped the wrath of the Council and the Chieftain, but he somewhat angers the less gifted and experienced High Priest, who feels he is losing grip on the hearts of his Clanmates.

**Sigfran Fäham:** A ranger and lieutenant of Nine-Fathers’-Sons, his Cult duties are as a liaison to various other cadres. He is a well liked and influential officer in the ranger battalion of the Clan. He does not seem the type to crave war and destruction, with an easy-going manner and an intense interest in keeping his warriors alive. This is, however, a mask he carries. He never publicly supports Ragnulf, rather the opposite. All in all, he would be the last one the High Priest suspects, if ever the cult is discovered. This fact and his skills
both in the field and as a honey-tongued diplomat make him the most important agent of the cult. Encounters with a ranking member of the cult outside Nine-Fathers'-Sons will most likely be with Sigfran or his aide, Fylga, a female Dwarven scout.

**Gunröd Ylvasdottir:** A young priestess of Aulay, she is the next generation, the one who must complete the great work of Ragnulf should he perish before he succeeds. Personally, she would rather see the world ended sooner than later, but not out of lack of ambition. Her devices are what keep the High Priest from unraveling the conspiracy of the Axes. Her high birth makes her influential enough to have a say in any important matter of the Clan, and her wits and the cunning strategy she and Ragnulf have devised keeps her just out of suspicion of being on his side, while still backing him (grudgingly, it appears). Slowly she has gained the confidence of the High Priest, who is glad to have a “loyal colleague” with whom to share his secret concerns. The loss of her father, brothers and a great many friends to The Weeping is what nudged her already somewhat strained sanity off the peg, making her a willing victim of Ragnulf's cunning persuasion. She longs to end her life, but is too proud to do it any other way than by taking the world and all Dwarvenkind with her.

**The Ayuvites** (also called “The Order of the Third Eye”)
Based on an original by: Mephibosheth

**Type of Organization:** Cult, open to anyone

**Location:** Found wherever Ayudh is worshipped, and outside of Pahal the sect has little (if any) influence or presence. Members of the sect are concentrated around the plague-ridden city of Chamakila Pura, where the sect’s teachings of non-aggressive vigilance and defense are quite popular and the worship of the god is strongest. The temple of Ayudh in Chamakila Pura is the organizational and spiritual center of the movement.

**Demographics:** Most Ayuvites are Human monks, bards, or divine spell-casters, though the movement welcomes anyone who worships Ayudh and espouses the doctrines of defense and non-aggressive vigilance. As the movement gains in popularity, its members are starting to include people of all walks of life, though the more martial classes (Fighter, Paladin, etc) are understandably under-represented. The Ayuvites are mostly Pahali humans, though some Halflings and Baran humans have joined the sect as they encounter the worship of Ayudh on trade visits to Pahal. The demographics of the sect are limited mostly due to the lack of familiarity with Ayudh outside of Pahal.

**Beliefs:** Not much is known about the founding of the Ayuvite sect. It is commonly believed that the sect originated with a particularly charismatic priest named Mohan. Shocked by the violence of the nearby Feldarin invasion and the near-catastrophe for Chamakila Pura after The Weeping, he turned to Ayudh's teachings of non-aggression as the salvation of the people. As his influence in Chamakila Pura’s political and spiritual communities increased, his teachings began to spread to the common people of the city and its surrounding lands, and he took the title of Udhapa to lead his followers. Since then, the sect has grown slowly as wandering monks from Chamakila Pura have brought the teachings to other villages.

The core teachings of the Ayuvites are relatively simple. They believe that only he who truly practices non-aggression can meet Ayudh, and that the way to spiritual fulfillment is only by eliminating aggression in all forms. It also teaches that one should be vigilant in all aspects of life, from preparing for invasion to keeping a lifestyle in accordance with the teachings of Ayudh. The sect is overwhelmingly lawful, and trains its monks in what is called “The Disciplines,” a series of defensive techniques and verbal judo designed to forestall violent
combat. Many of the Monks in the cult take the Vow of Peace to show their devotion.

**Size:** The total number of Ayuvites is unknown, but the leadership estimates that there are around 2500 Ayuvites in and around Chamakila Pura. The sect is growing quickly, however, and is rapidly expanding throughout Pahal.

**Alignment:** The Ayuvite sect is a religious group that seeks to increase the influence of non-aggressive teachings. People join the group seeking security against danger and spiritual fulfillment in these teachings. The sect teaches that true non-aggression is the only way to truly meet with Ayudh. The group also seeks to increase the political influence of its passive defense techniques and philosophies. This emphasis on non-aggression leads most of its members toward Neutral and non-evil alignments.

**Rituals/Observances:** The Ayuvites are a religious movement dedicated to spreading the teachings of Ayudh, the Pahali aspect of war and peace. They focus particularly on his teachings of non-aggressive vigilance and defensive techniques as a method of dealing with enemies. It is commonly believed that the formation of the Ayuvites was prompted by a short-lived Feldarin incursion into Pahal in 390 A.L. that, although it ended in failure, showed the Pahali what could happen in the future.

The Ayuvites are centered in the temple of Ayudh in Chamakila Pura, where the Udhapa is their spiritual leader, as well as controlling the worldly aspects of the sect. Except for the temple staff, the sect is extremely diffuse and disorganized, with little capacity for collective action except by spiritual inspiration and mass movement.

**Symbols:** The “Begging Bowl” and stylized “Eye of Ayudh.” Ayuvites are often seen with a stylized eye painted on their forehead in gray pigment or ashes. This has led to the group’s members being called “The Order of the Third Eye” by some.

**Leader:** The leader of the Ayuvites is a Bhukshai who is called Udhapa Mahinsa. Udhapa is a title that means “teacher” and is always bestowed upon the leader of the Ayuvites. This is the spiritual leader of the group with direct influence over the members. Under the Udhapa are a small group of monks who assist the Udhapa and a larger group of monks who are sent out by the temple to wander and preach the teachings of Ayudh. These monks always have levels in the Monk class, and they almost always take levels of the Ayuvite Prestige Class (detailed below). The group places little emphasis on hierarchy and, despite the individual discipline of the members, is rather unorganized.

**Allies & Enemies:** Typical of Pahali religious belief, the Ayuvite sect is not openly opposed by any religious groups, nor does it openly reject the teachings of any other group. On the whole, the movement is relatively benign, though it is often opposed politically by other, more aggressive groups and religious sects, particularly those devoted to Khastijit. It has also aroused the ire of the Samraath from time to time as it works to counteract aggressive policies enacted by the central government, who are also concerned over the Feldarin.

**Ayuvite Prestige Class**

Ayuvites may enter into melee preserve life (but not property) when no other option is available. Those who gain levels in the Ayuvite prestige class have access to certain class abilities that would make them formidable in combat, yet they are only allowed to use these to further non-violence or for defense, and cannot use them in combat in any offensive way.

**Hit Dice:** d8
**Requirements:** BAB +5; *Flurry of Blows* class feature; Knowledge (arcana) 5 ranks, Knowledge (religion) 5 ranks; must worship Ayudh and be a member of the Ayuvite cult.

**Class Skills:** Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Skill Points at Each Level:** 4 + Int modifier

**Table: The Ayuvite**

<table>
<thead>
<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Reflex</th>
<th>Will</th>
<th>Special</th>
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<tr>
<td>1</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Monk abilities; Disciple of the Sun 1</td>
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<tr>
<td>2</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Bonus Feat; Sanctuary 4/day</td>
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<tr>
<td>3</td>
<td>+2</td>
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<td>+1</td>
<td>+3</td>
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<td>4</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
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<td>5</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
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<td>6</td>
<td>+4</td>
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<tr>
<td>7</td>
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<td>+5</td>
<td>+2</td>
<td>+5</td>
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<tr>
<td>8</td>
<td>+6/+1</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
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<tr>
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<td>+6</td>
<td>+3</td>
<td>+6</td>
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<tr>
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<td>+7</td>
<td>+3</td>
<td>+7</td>
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**Class Features**

**Weapon and Armor Proficiency:** Ayuvites gain no proficiency with any weapon or armor.

**Monk Abilities:** Beginning at first level and continuing at each level beyond that, an Ayuvite gains increased power and endurance. The Ayuvite’s *Flurry of Blows* bonus, *Unarmed Damage*, *Armor Class* bonus, and *Fast Movement* increase as if he had gained a level in the Monk base class. No other Monk abilities are gained for levels of Ayuvite.

**Spells (Sp):** Beginning at 2nd level, Ayuvites gain access to defensive spells to aid them in their work. The caster level for all spells is equal to the total class levels in Ayuvite.

**Bonus Feats:** At 2nd level, an Ayuvite may select a bonus feat from the following list: Improvised Weapon Mastery, Bodyguard, Snatch Arrows, Sidestep, Greater Grapple, Gorgon’s Fist, and Improved Disarm. At 7th level, an Ayuvite adds the following feats to their list: Disarming Strike, In Harm’s Way, Disengaging Feint, and Whirlwind Attack. An Ayuvite must meet the prerequisites normally required for these feats to select them.

**Disciple of the Sun (Su):** Beginning at first level, an Ayuvite can emit an aura of light as a standard action. Any opponent within 20 feet of the Ayuvite must make a Fortitude save (DC 15 + ½ the Ayuvite levels + the Ayuvite’s wisdom modifier) or be Dazzled for 1 round per Ayuvite level. At fifth level this becomes a Move action and any opponent affected by the **Disciple of the Sun** is Dazed and Dazzled for 1 round per Ayuvite level. At ninth level this becomes a Swift action and any opponent affected by the **Disciple of the Sun** is Stunned, Dazed and Dazzled for 1 round per Ayuvite level. Those more than 20 feet from the Ayuvite are unaffected, including those previously affected who can remain more than 20 from an Ayuvite for at least one round. This can be done a number of times per day equal to the Ayuvite’s Charisma modifier.

In addition, any use of this ability on another creature must be for the purpose of either
Disciple of the Breath of Life (Sp): Beginning at third level, the Ayuvite's advanced understanding of the nature of life enables them to separate their spirit from their body and influence the actions of others. A number of times per day equal to their Wisdom modifier, they may attempt to influence the behavior of any single humanoid within 60 feet. If unwilling, the target may make a Will save (DC equal to 15 + ½ the Ayuvite's class levels + the Ayuvite's Wisdom modifier) to resist the effect. If the save fails, the target behaves as if under the influence of a Charm Person spell.

Establishing this control is a full-round action that provokes an attack of opportunity. The Ayuvite may take a -2 penalty to the DC to establish control without provoking an attack of opportunity. Once control is established, the Ayuvite may direct the subject within the limits allowed by the effects of the spell as a free action. Maintaining control requires a standard action, and the Ayuvite may only move at ½ speed while concentrating on this ability. If the Ayuvite’s body is damaged while controlling a subject, he/she must make a Concentration check (DC 15 + ½ damage dealt) or lose control.

In addition, any form of control over another creature must be for the purpose of either non-violence or defense. Using this ability in any offensive way violates the Ayuvite's vows and removes all their Ayuvite abilities. These abilities can be regained only by fulfilling a quest directly from the Udhap.

At 6th level, Disciple of the Breath of Life is a Move action and mimics a Suggestion spell. At 10th level, it is a Swift action and mimics a Dominate Person spell.

Disciple of the Dancing Moons (Su): Beginning at fourth level, an Ayuvite’s movement is enhanced. The Ayuvite walks 1d6 inches above any solid surface, and can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at normal speed without taking damage or suffering any other impediment. This ability does not allow normal movement through terrain that requires a Climb or Swim check, nor through terrain or undergrowth that has been magically altered to impede movement. Ayuvites with this ability will often wear a lengthy Monk’s robe to conceal the fact that their feet are not touching the ground. Beginning at eighth level, the Ayuvite may expend a move action to use Dimension Door as a spell-like ability a number of times per day equal to their Intelligence modifier, with a caster level equal to their total class levels.

(The) Beautiful People
Author: Elvaris

Type of Organization: Cult, open to anyone [secret, see below]

Phoedrans are, as a culture, preoccupied with self improvement. Some of history's most enlightened philosophers, noble heroes, and greatest athletes have come from the Poleis. Only the search for wisdom rivals the quest for physical perfection in a Phoedran's life.

Though in some cases, it's a losing battle.

The Beautiful People are a cult of mostly young and vain Phoedrans who have chosen the physical ideal they idolize and attempt to emulate: the Elves. More than a few cultists have
been seen around Teionascus dressed in Elven clothing, conversing in the Elven tongue (or what they think is Elven), and even going so far as to attach "extenders" to their ears. While most of the Beautiful People are so self-obsessed that they would seem useless, they do offer several options that a clever adventuring group can take advantage of.

First, they welcome outsiders in the normally xenophobic poleis. While adventurers are normally distrusted amongst the Phoedrans, the sighting of an adventuring Elf may be all it takes to convince a Beautiful People cultist to arrange a room at an inn without the usual "outsider markup." A party containing an Elf will practically be an object of worship. The cult may bring the party gifts, free meals, and act as go-betweens in a normally unfriendly town.

Second, as they are citizens, and in some cases children of highly placed citizens, Beautiful People can speak up for a group of outsiders should a dispute arise that requires a trial-by-assembly. What members of the cult lack in modesty, they tend to make up for in oratory. Again, as foreigners, most adventurers tend to be regarded poorly in Phoedra, and a word or two from a member of this cult can go a long way toward receiving a fair hearing (or in some cases an unfair hearing in their favor).

**NewFeat: Fickle [General]**

*You can use your charm to get your way.*

**Benefit:** You designate a target creature and receive a +2 bonus to all Charisma based skills used against that creature for 1 hour. You may only have one target designated at a time, and must target that same creature for the entire hour. Whenever you designate a new target, your previous target gets a +4 bonus to resist any of your Charisma based skills for the following 24 hours.

**What's Really Going On in the Beautiful People**

Unfortunately, this group is not as harmless as it first appears. Behind all the pretty faces lurks a madman, Lucia Hanatos, who is obsessed with the Elves for a very different reason.

Lucia is handsome, but the years of study have been hard on the truly striking looks he had in his youth. For most men, this would not matter, but Lucia has driven himself mad looking for a way to retain his beauty. He refuses to accept the passage of time as inevitable, and his madness has led him to contemplate the one thing no mortal should ever hope to recreate: the **Ritual of the Spheres** that created the Elves.

Lucia obsessively researches the Ritual, seeking out every last detail, seeking for himself the spark of divinity that the Elves acquired. While his quest remains unfulfilled, he believes the one being he needs to complete the rite is the Plague Fiend himself. And the only ones who can lead him to the Plague Fiend are the Elves.

He realizes that the Fiend cannot be the focus of a second Ritual, but he hopes to get the secret from the Fiend and then alter the Ritual enough to steal the strength from another outsider, though how he intends to capture an Outsider is unknown. He is aware that another Ritual may have similar consequences, but he just doesn't care.

**The Bloodknights**

**Author:** Gaimar

**Type of Organization:** Order of Knighthood open to Humans, Feldarin and Dwarves
**Location:** Originating in the mountains near Chevengrad, they now have a strong presence in much of the Northern Territories of the Feldarin Empire. The headquarters and Scarlite production facility are in Chevengrad, and the leaders also reside there.

**Demographics:** Scholars, diplomats and warriors, the Bloodknights are a mix of Humans, Feldarin, and Dwarves. Other races are not trusted enough to have the influence that the Bloodknights have in the Empire. There are many others who work for them, but the true Knights are Human, Feldarin, or Dwarven. They are either martial (Fighters, Paladins, some Rangers, Rogues and some Clerics) or scholarly (Wizards, Loremasters, Experts, Adepts and some Sorcerers) and many higher ranking members have levels in Aristocrat as well. There is a small diplomatic arm of the Order consisting of Bards, Aristocrats and Clerics.

**Year founded:** The Bloodknights began as the effects of *The Weeping* began to subside.

**Size:** There are few actual Knights of the Order, perhaps a hundred of varying ranks. These knights command an army of about 6000 strong, so they are a serious force in the Empire. Most of their influence is economic, but they can defend themselves when needed.

**Background:** The Bloodknights are a very young Knightly Order in the Feldarin Empire. When word spread that a new material called "Scarlite" was a ward against *The Weeping*, some Kvrin merchants began to make large profits by selling it. The Empire wanted control over this discovery and tried to force the creator into giving up the secret of Scarlite. However, its creator had by then raised enough money to hire a Dwarven mercenary Clan which had been attracted by the wealth and those looking for ways to spend it.

The Feldarin Empire struck a deal with the creator, formalizing the distribution of Scarlite as small metal tokens called "Scarlite Marks" which bear the likeness of the last Emperor, Deriah, and which have an Empire-set value of 10 platinum pieces.

Emperor Deriah created the official *Order of Knights of the Weeping*, who were given free reign in creating and distributing Scarlite as long as it didn’t devaluate the regular currency. The order’s members came to be called *Bloodknights*, not only due to the tears caused by *The Weeping*, but also in how effective they are at protecting their investment.

**Symbols:** Members always wear red, or wear a silver rectangle with either red diagonal stripes or an image of Deriah, the last Emperor, on a silver field trimmed in red.

**Goals and Motivation:** Originally created to distribute and control Scarlite, new goals have replaced the old as *The Weeping* lessens in scope. The Bloodknights realized they needed to find another reason to exist besides the Scarlite, and had already set up a protected network of safe-houses, guild-houses and banks. They decided to put this network to work at other tasks, and quickly gained a reputation as trustworthy and discreet. This led to the Bloodknights being hired for dangerous jobs and secret missions, chosen by the leaders.

**Leaders:** Final authority rests with the Emperor, but the Order is governed by three leaders. The inventor of Scarlite, the Kvrin human named Cody Co’alan, leads the Financial arm. The Militia is led by the Dwarven mercenary General Carl Hertz-Grauper, and the Special Projects arm is led by the Feldarin Paladin Sophia Lucia Reductus. The Bloodknights are mostly lawful, but have been known to bend the law on occasion.

**Resources/Benefits:** A full Knight of the Order can call upon vast amounts of money, and has access to the highest circles of society. If a Knight needs a place to stay, there are banks with sleeping accommodations in every major city in the Feldarin Empire.
accommodations are always well protected, and higher ranking members will be able to get most things done there. Lower ranking members must go through a lengthy series of administrative processes to get most things done, so usually they don’t bother.

**Gather Information/Knowledge DC’s for the Bloodknights**

**DC 10:** “The Bloodknights? Sure, they’re the guys that run the banks, right? I heard they have some military muscle too. They had that Scarlite healing metal.”

**DC 15:** As DC 10, plus, “Ah yes, I know them. They’re that new bunch of Feldarin Knights who run the banks and distribute that new Imperial paper money.”

**DC 20:** As DC 15, plus the fact that only the Bloodknights know the secret of Scarlite and they seem to have connections to organizations that specialize in secrets and information.

**DC 30:** As DC 20, plus details about their organizational structure and current leaders. Also the hushed rumor that Scarlite does nothing to The Weeping, and it seemed that way only because it was already on the way out when the material was invented.

**The Callers of the Summer Rain**

Author: Mephibosheth

**Type of Organization:** Cult open only to Pahali humans

**Location:** Only known to exist on the Plains of Pahal

**Demographics:** Only Pahali humans are members of the Callers of the Summer Rain, and the Callers are very demanding on those seeking to join them. Only the finest hunters, the most devout and knowledgeable priests, and the most pious monks are allowed to take part in the rituals. The current members scrutinize all applicants and select new members from the most accomplished. It is common for the application process to include intense combat, long debates with scholars, difficult wilderness survival, and similar tests. Only the best are admitted to the Callers. Clerics, Druids, Monks, and Rangers dominate the membership to such an extent that there are very few members from other classes.

**Beliefs:** The early months of summer in Pahal are among the hottest and driest months of the year. Plants wither and die, wild animals and livestock become emaciated and lethargic, and life in general seeks nothing more than escape from the heat. Humans are no exception to this imperative.

As long as the Pahali have worshiped the gods, the Callers of the Summer Rain have preserved a vital ritual known as the “Shaagyaa,” which is believed to appease the rain god Bharshii, and brings life-giving summer rains to the region after the hard months of early summer. As a small, dedicated group of priests, monks, and hunters, the Callers have the responsibility of conducting the Shaagyaa Ritual and protecting the Shaagyaa Cat (a large cat, usually a tiger, which is chosen to be sacrificed at the end of the ritual) as it wanders the land. They see their mission as of utmost importance, and are ruthless in ensuring its proper completion. At any given time there are between 50 and 60 members of the organization, most of them involved in watching and protecting that year’s Shaagyaa Cat.

The Shaagyaa Ritual is an exceedingly complex and difficult one to complete. In late summer (after the rains have begun), the hunters (known as the Hands of the Rain) begin the search for the Shaagyaa Cat for the following year’s rituals. The Cat must conform to a bewildering number of requirements, and only the most perfect animal is chosen for the Ritual. Once the perfect animal is found and captured (no easy task, since the animal’s
blood must not be spilled in the process of its capture), it is brought to the priests for purification. The purification process takes one week to complete, and involves bathing the Cat repeatedly with purified water from the River Jiva. After the purification is complete, the animal is released and allowed to roam the countryside for ten months, during which time it cannot be touched by mortal hands or the Ritual will fail. During that time, the Hands of the Rain follow it and ensure that no unwitting hunter or farmer lays a hand on the sacred animal. At the end of the ten months, the Hands herd the Cat back to the priests, who ritually sacrifice the Cat to Bharshii, ensuring the summer rains for the following year.

The Callers of the Summer Rain exist for the sole purpose of catching the Shaagyaa Cat, purifying it with the necessary rituals, protecting it as it roams, and conducting the proper sacrifice at the end of the Cat’s wandering.

**Size:** Currently around 500, although nearly all Pahali recognize its importance. The typical distribution of Class levels is shown in the Table: Distribution of Classes below.

**Alignment:** The Callers of the Summer Rain are Lawful to a man, caring little about anything other than the traditional rituals. They are almost all Neutral as well, seeing their actions as working toward the good of all but not above committing what others might see as heinous and ruthless acts to ensure their proper completion.

**Rituals/Observances:** No one knows when the Callers of the Summer Rain began their rituals, as even the oldest texts and legends refer to the group and its ritual. It would seem that the organization has been around as long as men have worshiped the gods.

The Callers’ unknown origin notwithstanding, history is full of stories about the ruthlessness of the Callers and the importance of its mission. Thrice in the memory of man has the Shaagyaa failed, once because a perfect animal was not found, once because the Cat was touched during its wanderings by a farmer trying to drive it away from his livestock, and once because the Cat killed the priest on the altar and escaped before the sacrifice could be completed. Whether by chance or divine providence, each time the ritual has failed, the summer rains never came, and the land suffered from the resulting drought.

**Symbols:** Members of the Callers are marked with a tattoo of a raindrop on their right cheek that shows them as members. These tattoos almost always gain the bearer discounts on most services in Pahal, and the Temples often help Callers of the Rain for little or no fee.

**Tactics:** The Callers of the Summer Rain are very well-funded and well-equipped. Wealthy patrons from all over Pahal donate generously to the Callers to ensure the prosperity and fertility of their lands. The Callers can easily acquire any item or service valued up to 50,000 GP, and can acquire items and services valued at much higher amounts if the need is dire.

**Leaders:** The “Supreme Hand of the Rain,” and the current High Priestess of Bharshii.

**Shikah – Supreme Hand of the Rain**
Male Human [Pahali] Ranger 10/Hand of the Rain 10
Shikah is the current leader of the Hands of the Rain, organizing all Hand activity with ruthless efficiency. He is an aloof, almost cruel leader, who is fanatically devoted to the Ritual and to the organization.
Padari – High Priestess of Bharshii
Female Human [Pahali] Cleric of Bharshii 20

Padari is the current High Priestess of the Callers of the Summer Rain, deciding when the Ritual is to begin and participating in the completion of the Ritual itself, including the sacrifice. She is far warmer and friendlier than Shikah, and makes more effort to ensure that no one is hurt by the conduct of the ritual than Shikah does. The two occasionally clash over the proper methods of conducting the ritual, with Padari usually prevailing over Shikah.

Other Important Figures:

Rishi – Scholar of the Summer Rain
Male Human [Pahali] Monk 15
Rishi is the most learned scholar in the organization and is frequently consulted on matters of the proper conduct of the Ritual. In his youth he loved to accompany the Hands on their hunting trips, but he now prefers to remain with his studies and meditations.

Gather Information/Knowledge DCs for The Callers of the Summer Rain:

- **DC 10**: "The Callers of the Summer Rain? Sure, everyone knows about them. They have that ritual that ensures the summer rains. But don’t cross them, or you’re liable to be hurt bad. They don’t allow interference with the ritual. If you see someone with one of those rain tattoos, stay away if you know what’s good for you."

- **DC 15**: Details of the Shaagyaa Ritual and the doctrines of Bharshii.

- **DC 20**: Details of the location and current membership of the Callers, the status of the current Ritual.

Adventure Hooks:

- While wandering in the wilderness, the party happens upon the Shaagyaa Cat. If they make any threatening gestures toward the Cat, the Hands of the Rain will intervene. How will the party handle this sort of encounter?

- The Hands of the Rain are able to subdue the party, believing that they had attempted to attack the Shaagyaa Cat, but the Hands were impressed with the party’s abilities. They heal the party and offer them the opportunity to apply for membership in the organization.

- The party is sent by their patron to apply for membership in the organization. Their patron hopes that they will provide him with eyes and ears inside the organization and that his “offering” of new members will make the organization friendlier to him.

- The party is sent by their patron to kill the Hands of the Rain and ruin the ritual, claiming that it unbalances the natural course of Nature. Whether or not the party goes along with this assignment is up to them.

- Someone in the party tries to touch the Shaagyaa Cat. In the ensuing melee with the Cat’s guardians, the Hands of the Rain assigned to guard the Cat are killed. Soon thereafter, a member of the Callers appears in the midst of the party and attempts to force/persuade them to take the place of the previous Hands, if only temporarily.

- As above, except the Callers of the Summer Rain distribute the party’s names and descriptions far and wide, inciting hostility against the party wherever they go. How will the party deal with the situation?
The Hand of the Rain Prestige Class

Requirements: BAB +6, Survival 7 ranks, Handle Animal 8 ranks, Craft (Trapmaking) 5 ranks, Track ability, and the character must swear an oath to uphold the practice of the Shaagyaa Ritual at all times and to never allow anyone to touch a purified Shaagyaa Cat

Hit Dice: d8

Class Skills: Acrobatics, Climb, Craft, Escape Artist, Handle Animal, Heal, Intimidate, Knowledge (nature), Knowledge (geography), Perception, Ride, Stealth, Survival, and Swim

Skill Points per Level: 3 + Int modifier

Table: Hand of the Rain Prestige Class

<table>
<thead>
<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Reflex</th>
<th>Will</th>
<th>Special</th>
</tr>
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<tbody>
<tr>
<td>1</td>
<td>+1</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Favored Enemy +2; Trap Focus</td>
</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Improved Bull Rush</td>
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<tr>
<td>3</td>
<td>+3</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Dance of the Rain 1/day</td>
</tr>
<tr>
<td>4</td>
<td>+4</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Subdual Mastery</td>
</tr>
<tr>
<td>5</td>
<td>+5</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Favored Enemy +4/+2</td>
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<tr>
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<td>+6/+1</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Dance of the Rain 2/day</td>
</tr>
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<td>+7/+2</td>
<td>+5</td>
<td>+2</td>
<td>+5</td>
<td>Subdual Mastery</td>
</tr>
<tr>
<td>8</td>
<td>+8/+3</td>
<td>+6</td>
<td>+2</td>
<td>+6</td>
<td>Intercept; Favored Enemy +6/+4</td>
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<tr>
<td>9</td>
<td>+9/+4</td>
<td>+6</td>
<td>+3</td>
<td>+6</td>
<td>Dance of the Rain 3/day</td>
</tr>
<tr>
<td>10</td>
<td>+10/+5</td>
<td>+7</td>
<td>+3</td>
<td>+7</td>
<td>Hand of the Tempest</td>
</tr>
</tbody>
</table>

Class Features

Weapon and Armor Proficiency: Ayuvites can use only light or medium armor and any shield except tower shields. They do not gain any additional weapon proficiency.

Favored Enemy (Ex): Beginning at first level, a Hand of the Rain gains Favored Enemy (Animal) as the Ranger ability with a +2 damage bonus that applies only when dealing non-lethal damage. At fifth level the Hand of the Rain gains Favored Enemy (Human) with a +2 damage bonus that applies to all damage, and the Favored Enemy (Animal) damage bonus increases to +4. At eighth level, the Favored Enemy (Animal) damage bonus increases to +6, and the Favored Enemy (Human) damage bonus increases to +4. If the character already has the Favored Enemy ability, this bonus stacks with any matching Enemy types.

Trap Focus (Ex): Beginning at first level, a Hand of the Rain gains a competence bonus to Craft (Trapmaking) equal to his/her class level. This bonus applies only when the trap is designed to work without drawing blood. Pit traps without spikes, snares, nets, magic traps that capture, immobilize, or deal subdual damage are all examples of this type of trap.

Improved Bullrush (Ex): At second level, a Hand of the Rain gains the Improved Bullrush feat, even if he/she does not meet he prerequisites for the feat. If the Hand of the Rain already has Improved Bull Rush, they gain Greater Bull Rush instead.

Dance of the Rain (Sp): Once per day beginning at third level, a Hand of the Rain can select a target creature within 100 ft that is no more than one size category larger than them and attempt to physically swap positions with that creature. Both the Hand of the Rain and the target must share a common surface such as the ground, a bridge, or even a rope.
The target is allowed a Will save (DC 10+½ Hand of the Rain’s Level+ Int modifier). Objects carried by the target up to their maximum load go with them, but other creatures do not, even if carried. This movement is instant and does not provoke attacks of opportunity if it results in leaving a threatened square. One additional use is gained at sixth level, and this ability becomes a Move action. One additional use is gained at ninth level, and this ability becomes a Swift action.

**Subdual Mastery (Ex):** Beginning at fourth level, a Hand of the Rain becomes adept at dealing subdual damage with a weapon normally intended to deal lethal damage. The penalty for dealing subdual damage with a lethal weapon is reduced by ½. At seventh level, the Hand of the Rain can deal subdual damage with a lethal weapon at no penalty.

**Intercept (Ex):** Beginning at eighth level, a Hand of the Rain can attempt to Charge and Bullrush any target within normal Charge distance as an Immediate action. A Hand of the Rain gains a +4 bonus to this Bullrush attempt instead of the normal +2 bonus, and gains a +4 dodge bonus to AC against attacks of opportunity incurred while making this Bullrush attempt. This ability can be used twice per day. The Bull Rush is otherwise treated normally.

**Hand of the Tempest (Su):** At tenth level, a Hand of the Rain gains the Hand of the Tempest power. Once per day a Hand of the Rain may double the number of melee attacks made while performing a full attack action. If a hand of the Rain uses this ability in conjunction with the Dance of the Rain ability, the full attack action becomes a Standard action instead of taking a full round. A Hand of the Rain using this ability does receive an extra attack from the *Haste* spell, but does not gain any other bonuses from that spell.

**Bharshii** She who Nourishes, patron deity of the **Callers of the Summer Rain**

*bah-ruh-shih*-ee

**Pahali goddess of rain and water [Nature]**

**Symbols:** A drop of water, a grey cloud heavy with rain, a plow, a tiger or other large cat

**Alignment:** CG; Bharshii is as unpredictable as the weather, but is a benevolent deity and almost always listens to the prayers of her devotees

**Domains:** Plant, Air, Water, Weather

**Favored Weapon:** Shortbow or crossbow

**Description** - Bharshii sends the life-giving rains to the plains of the Pahali and ensures the success of their crops. She is a benevolent, motherly goddess who stays close to humanity while many of the other gods stand aloof from them. While she is generally benevolent, her emotions are as changeable as the wind. When angered, or if her sacrifices are ignored, she can be capricious and spiteful. Bharshii is most often depicted as a young woman working on a farm, and often with four arms. Two arms steer a plow through the earth, a third wipes sweat from her brow with a towel, and the fourth wrings out this sweat onto the earth as rain. Her skin is often light blue in color, and she has a raindrop symbol on her right cheek.

**Author’s Note:** The Callers of the Summer Rain is an organization specific to the Tears of Blood setting. It is a religious cult designed for a specific group of humans that are part of that setting. However, it is easily adapted to other settings. The Callers of the Summer Rain fits very well within any agrarian society that relies on annual rains to maintain their crops, and especially if it is located in an area with alternating rainy and dry seasons. It also works best when used with a culture that worships a pantheon of deities that includes a rain or weather deity, and that practices (or at least condones) animal sacrifice. By replacing all references to the Pahali culture or the region of Pahal, the Callers of the Summer Rain can be inserted into almost any setting. The Shaagyaa Cat can be replaced with another animal appropriate to the setting, and names can be changed to fit within the local cultural mold.
The Cleansers of the Plague
Adapted from an original by: soylentplaid

"In the first years of The Weeping, it ravaged the surface. The Gnomes remained hidden deep underground, mostly unaware of the disaster unfolding above them. Strange tales of people dying as their bodies twisted and wept blood filtered in through the few surface traders that came back, but were dismissed as completely mad. A magic resistant plague, sweeping over the entire surface world? Preposterous! How could any such thing be?

Then, it came to the Holy City.

To give the Gnomes credit, they reacted quickly enough. The NMS Thunderflight was a Nethership that had been sent two months prior from the Holy City to a Halfling colony to trade ore for grain. Many Netherese, and even a few Aether, were gathered by the dock to greet the ship on its return. The Thunderflight soared in through the main tunnel, floating majestically toward the twin basalt columns that held the gates at the entrance to the city. Gleaming iron plating and twin plumes of smoke were illuminated by the magic lanterns of the tunnel, making for a beautiful sight. One enthusiastic Netherese raised a spyglass to his eye so he could view the hardy crew of such a magnificent ship.

What he saw instead made him reel backward in sheer horror.

Pale, twisted mockeries of nature walked the vessel's decks. Their clothing was torn and stained red, as were Thunderflight's banners. They wept blood. The deck was scattered with the twisted bodies of the dead and dying. Unknown to those waiting dockside, they had caught the plague from the Halfling colony and had made a mad, desperate rush home. All of them in pain, all of them desperate and feral, all of them quite insane, all of them come to bring the blight to the Holy City.

The Gnome cried out, and the sentries sighted in. The Captain of the Watch made a painful decision. He ordered every watchtower in the city to turn on the Thunderflight and open fire. Deafening explosions burst above the cavernous city as arcane thunder and flame were loosed by the Mages of the Watch. The Aether and Nether Gnomes joined together to defend their city. The insane stories of The Weeping, the ravaging of the surface world, it was all true. And it must not come here. The Thunderflight was destroyed and fell just short of the city gates. It crashed in a massive cloud of smoke and flame, its cries and shouts suddenly stopped, and a deathly quiet descended over the Holy City.

Afterward, most Gnomes dismissed the plague as a surface problem that should now be contained, and left it to the surfacers to deal with. One Gnome, however, suspected the truth. Uruk Al'Azred, the Gnome with the spyglass, swore over the burning wreckage of the ship that the plague would be cleansed, by any means necessary.

It took years. As The Weeping raged above, Uruk Al'Azred kept working. At first he made proposals to the ruling council for his creation. They were rejected time after time. The plague was a threat, true, but not one worth wasting valuable resources on while there were still arcane secrets undiscovered in the Holy City, let alone elsewhere in The Beneath. Tired of the council's hypocritical stance and failure to see the greater danger right above them, Uruk struck out on his own.

He needed raw materials, so he bought what he could and stole the rest. One thing was certain, Uruk was devious, and though it took many years, he finally gathered the raw materials he required. During the intervening time, he kept busy with other pursuits. His
home, once a simple laboratory and artificer’s forge, became the center of grisly, inhuman experiments. He kidnapped Plague victims and their families from the surface, kept them contained in special cages, and experimented. Uruk did whatever was necessary to gain even a small understanding of The Weeping, and in this time he learned much. He subjected his "patients" to extreme temperatures, living autopsies, and every sick and twisted experiment imaginable. In the end, he learned all he needed to.

His creations were magnificent: living constructs of steel and mithril, immune to all disease, able to hunt down and eliminate the infected, as well as any who had dealt with them. The perfect synthesis of slashing blades, cleansing fire, and the cold will required to do what was necessary. Only through careful pruning of the population, and all those infected, was The Weeping to be stopped. These were perfect. He called them Cleansers, a hundred living metal instruments for the surgical removal of the plague from the world.

Then, with a word, he turned them all on at once.

Too quickly, they achieved sentience. The first being they saw was Uruk, and they knew he had handled the diseased. Perhaps Uruk would have been able to reason with them, explain that he had taken all the necessary precautions to avoid infection, had the Cleansers not opened their flensing blades and fire spray and taken Uruk apart on the spot. Then, without a word, they left the artificer’s lab a smoking ruin, and moved toward the surface.

~"The Loss of the Thunderflight" from "The Combined Adventures of Jorn Tenbrier"

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**Background:** Rumors have surfaced from time to time of metal horrors leveling entire villages. Even as the plague died out, villages simply disappeared, with people too afraid to investigate the sudden loss of contact for fear of catching The Weeping themselves. A few years later a Ranger named Jorn Tenbrier came across an amazing discovery. Jorn's favored enemy was Plaguetouched, a damned race that had risen from the ashes of The Weeping. Jorn felt only hatred for these creatures, for they represented the plague, which had taken his family, and the filth of the Plague Fiend. He had murdered hundreds of Plaguetouched, and was now at a small farmhouse where several of their kind had taken shelter, when he witnessed a remarkable thing. First he heard horrible screams, then he saw metal spheres slicing apart the infected and burning the ground. Were they perhaps cleansing the plague? It was so brutal, so efficient. It was a manifestation the strongest will to do what was needed to clean up the plague. Jorn was moved.

No one knows why Jorn wasn't taken apart instantly by the Cleansers. All that is known is that, for several years, Jorn "discovered" new sources of infection for them to "cleanse," acting as their scout and fixer. Jorn was rumored to have agents throughout Ursoule helping him track down Plague victims and the Plaguetouched. Once confirmed, with their coldest of hearts and most ruthless execution, the Cleansers would arrive to "cleanse" the situation. He named his merry band The Cleansers of the Plague.

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**Cleanser Drone**

**Small Construct**

**Hit Dice:** 6d12+10 (51 hp)

**Initiative:** +7

**Speed:** Fly 50 ft. (Good)

**Armor Class:** 20 (+3 Dex, +6 natural, +1 Size), touch 14, flat-footed 17

**Base Attack/Grapple:** +8/+6

**Attack:** Flensing Blade +6 melee (1d6+2/18-20) or Slam +5 melee (1d4+2)

**Full Attack:** 3 Flensing Blades +6 melee (1d6+2/18-20) or 2 Slams +5 melee (1d4+2)
Space/Reach: 5 ft./10 ft.
Special Attacks: Cleansing Fire, Flensing Blades
Special Qualities: DR 5/-, Construct traits, darkvision 60 ft., low-light vision, SR 15, Detect Infection, Purge Infection, Hive Mind
Saves: Fort +4, Ref +7, Will +6
Abilities: Str 12, Dex 16, Con Ø, Int 14, Wis 14, Cha 10
Skills: +8 Survival, +7 Perception, +8 Knowledge (Anatomy), +6 Heal, +4 Craft (Drone)
Feats: Combat Expertise, Skill Focus (Survival), Improved Initiative, Weapon Focus (Flensing Blades)
Environment: Any
Organization: Solitary, Team (3-10+Controller), Swarm (11-100+1 Controller/10 drones)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 7-10 HD (Small)
Level Adjustment: —

A metallic sphere roughly the size of a Gnome, its featureless metal plating hangs over a sleek, curved frame, and is highly polished to a silvery, reflective shine. Two amethyst eyes shine coldly in its blank face. Three long, segmented tentacles protrude from its back and wave in the air, ending in wickedly curved blades, and a small nozzle occasionally pokes out from under its face plate at approximately where a mouth would be.

Cleanser Drones act as the main force for The Cleansers of the Plague. A Drone will doggedly track down those it considers even remotely infected with The Weeping and attack without mercy, whether its target is a fully grown Orrk warrior or an infant child. Drones use their flensing blades to dissect their targets, and thoroughly disinfect both the remains and the surrounding area with their cleansing fire. Any Cleanser that is reduced to 1/3 or fewer hit points loses the ability to fly, but is still capable of attack and defense.

Drones are often broken up into small hunting parties that some have dubbed "teams," and it isn't unusual to find solitary drones acting as scouts for a much larger force. A lone Drone can potentially be reasoned with, but since it considers almost every being it comes into contact with as tainted, that may prove difficult.

Cleansers speak Gnome, and can communicate with any other Cleanser within sight telepathically.

Flensing Blades (Ex): Treat these blades as +1 cold iron weapons. They have a variable reach of up to 10 feet and can be used to attack adjacent opponents.

Cleansing Fire (Sp): A Cleanser Drone can unleash a cone of super-heated fire as a standard action. It is 15 feet long and deals 3d6 fire damage per round, with the flames persisting for three rounds (DC 14 Reflex for half). Those who make their saves do not take damage past the first round. Once used, a Cleanser Drone cannot spew fire for 1d4 rounds.

Detect Infection (Sp): Cleanser Drones were designed to ruthlessly track down victims of The Weeping and those who have ever been in any sort of contact with it. Of course, this doesn't leave a lot of "non-infected" people. At will, a Cleanser Drone can detect plague victims as the Detect Plague spell cast by a 5th level cleric. This enhanced version can also detect creatures who have ever been in contact with either a Plague victim or a Plague-touched, or who have been in the repeated presence of them, who glow sickly gray to the Drone. By spending a fourth round of concentration, the Drone can detect anyone who has
had secondary Plague contact (contact with someone who has had contact with one).

**Purge Infection (Ex):** With its detailed knowledge of anatomy and biology, a Cleanser Drone has a +2 insight bonus to attack and damage versus Plaguetouched and those actually infected with The Weeping.

**Hive Mind (Ex):** All Cleansers within 25 miles of each other are in constant communication and are aware of the location of each one. If one is aware of a particular danger, they all are aware of that danger. Additionally, if one of the connected Cleansers is not flat-footed, none of them are, and no Cleanser in a hive mind is considered flanked unless all the Cleansers in that hive are flanked.

**Cleanser Controller**  
**Medium Construct**  
**Hit Dice:** 16d12+20 (124 hp)  
**Initiative:** +2  
**Speed:** Fly 50 ft. (Excellent)  
**Armor Class:** 28 (+3 Dex, +15 natural), touch 13, flat-footed 20  
**Base Attack/Grapple:** +11/+16  
**Attack:** Flensing Blade +18 melee (2d6+3/18-20), or Slam +17 melee (1d6+3), or Cleansing Fire  
**Full Attack:** 3 Flensing Blades +18/+13 melee (2d6+3/18-20), or 2 Slams +17 melee (1d6+3), or Cleansing Fire  
**Space/Reach:** 5 ft./15 ft.  
**Special Attacks:** Cleansing Fire, Flensing Blades  
**Special Qualities:** DR 10/-, Construct traits, darkvision 60 ft., low-light vision, SR 15, Detect Infection, Purge Infection, Controlling Mind  
**Saves:** Fort +6, Ref +6, Will +6  
**Abilities:** Str 20, Dex 16, Con Ø, Int 14, Wis 14, Cha 10  
**Skills:** +18 Survival, +16 Perception, +16 Knowledge (Anatomy), +14 Heal, +14 Intimidate  
**Feats:** Alertness, Combat Expertise, Great Fortitude, Skill Focus (Survival), Weapon Focus (Flensing Blades)  
**Environment:** Any  
**Organization:** Solitary, Team (with 3-10 Drones), or Swarm (d10 plus d100 Drones)  
**Challenge Rating:** 16  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 17-19 HD (Medium)  
**Level Adjustment:** —

A much larger version of the Cleanser Drone, still spherical shaped but almost as big as a Human. Cleanser Controllers are the commanders for the Drones and sometimes lead cleansing teams against particularly dangerous or elusive foes.

A Cleanser Controller has the same qualities as a Cleanser Drone except as shown above and as noted here. Controllers were not part of the original force, and evolved over time as the Drones fixed and repaired themselves, improving along the way.

**Cleansing Fire (Sp):** A Cleanser Controller’s Cleansing Fire deals 8d6 fire damage per round (DC 16 Reflex) in a 20 foot cone and persists for 6 rounds. A save avoids damage past the first round.

**Detect Infection (Sp):** - Instead of a cone, the area of a Cleanser Controller's Detect
**Infection** ability is a 120 foot diameter sphere centered on the Controller. Caster level 15.

**Purge Infection (Ex):** A Cleanser Controller has a +4 insight bonus to attack and damage versus Plaguetouched and those actually infected with the Weeping.

**Controlling Mind (Ex):** All Controllers within 50 miles of each other are in constant communication and are aware of the location of each one. Any knowledge possessed by one is possessed by all of them. Unlike the Drones, Controllers can be caught flat-footed, but cannot be flanked. Each Controller is capable of directing the actions of up to 10 Drones.

**Jorn Tenbrier, Neutral Evil Human, Ranger 13**

**Hit Dice:** 13d8+13 (89 hp)

**Initiative:** +7

**Speed:** 30 ft.

**Armor Class:** 25 (+5 Dex, +10 armor), touch 13, flat-footed 20

**Base Attack/Grapple:** +13/+15

**Attack:** +3 Plaguetouched Bane Composite Longbow +22 ranged (1d8+5/x3) or +2 shortsword +17 piercing (1d6+4/19-20)

**Full Attack:** +3 Plaguetouched Bane Composite Longbow +22/+17/+12 (1d8+5/x3) or +2 shortsword +17/+12/+7 piercing (1d6+4/19-20)

**Space/Reach:** 5 ft./5 ft.

**Saves:** Fort +9, Ref +13, Will +7

**Abilities:** Str 14, Dex 16(20) Con 12, Int 12, Cha 15, Wis 16

**Skills:** Escape Artist +20, Knowledge (nature) +10, Survival +12, Perception +16, Stealth +25, Handle Animal +8, Climb +8, Ride +5, Swim +5

**Feats:** Point Blank Shot, Precise Shot, Rapid Shot, Manyshot, Improved Precise Shot, Stealthy, Weapon Focus (Longbow), Improved Critical (Longbow), Improved Initiative

**Spells:** 1st-Speak with Animals, Summon Nature’s Ally 1. 2nd-Speak With Plants, Snare

**Animal Companion:** Hawk, +4 HD, +4 Nat. Armor, +2 Str/Dex, 3 extra tricks, Link, Share Spells, Evasion, Detection

**Class Abilities:** 1st, 2nd, 3rd, favored enemies, Track, Wild Empathy, Archery Combat Style, Endurance, Improved Archery Combat Style, Swift Tracker, Evasion, Archery Style Mastery, Camouflage

**Favored Enemies:** Humanoid (Plaguetouched) +6, Monstrous Humanoid +4, Humanoid (Elf) +2

**Possessions:** +3 Plaguetouched Bane Composite Longbow, +2 shortsword, +3 chain shirt, Gloves of Dexterity +4, Lesser Bracers of Archery, Boots of Elvenkind, Cloak of Elvenkind, Bag of Holding Type IV, Amulet of Natural Armor +3, Goggles of Night, 150 platinum pieces, 340 gold pieces

**Plot Ideas**

- The party comes across a disheveled, half-crazed man on the road, cut up badly and on the brink of death. He manages to spit out one word, “cleansers.." before he dies.

- The party is hunting a Plaguetouched criminal through a forest when they are approached by a strange man in hunting leathers, apparently a Ranger. The man reeks of death. He takes one look at the party, sneers in disgust, and disappears into the trees. Strange encounter. Should be the last they hear from him. Besides, it’s almost time to make camp...

- Cleansers have come to a small town and have deemed the entire population
"tainted". The townsfolk have so far managed to keep the small scouting party at bay with only moderate casualties, but it's only a matter of time before the night air is filled with the cold, efficient "cleansing" of the main force.

- The party has caught word of a man named Jorn at the local Inn who has what he calls "the perfect cure" for The Weeping. With several [family members/close friends/other PCs] stricken with the Plague, fortune seems to have smiled on them. Will they be so happy when they find out what the "cure" is, and will they already have divulged the locations of their [family members/close friends/other PCs]?

- A Plaguetouched PC has met an unusual Gnome with an unusual offer – he claims that Uruk Al'Azred had a backup lab near the surface, and most of his research still exists in archival form there. This may be the needed breakthrough to finally come up with an end to the Cleansers. All that needs to be done is find the lab and raid it. Simple, right? One has to wonder, though, did Uruk make any early prototypes?

Cult of the Ancient
Author: Trolof

**Type of Organization:** Rebel group open only to humans

**Location:** This Cult exists within the Feldarin Empire, where its members are employed in all kinds of jobs. They tend to be better educated than the average commoner, primarily due to the education received after joining the Cult.

**Demographics:** Cult membership consists of only humans. The cult relies greatly on secrecy. Those who have class levels are either roguish or have some magical aptitude. Many are trained by senior cult members to further their skill in their area of expertise.

**Beliefs:** The Cult sees the Feldarin as cruel oppressors, and they believe The Weeping was sent by the gods to weaken the Empire. They use the plague and the widespread panic it has caused among the commoners to inspire hatred towards the Feldarin.

**Size:** No one keeps track, but it is estimated to be around 500.

**Alignment:** Generally chaotic, with good tendencies. They fight for the greater good of humankind, and freedom from the oppressive Feldarin Empire. Their tactics include lying, sabotage, manipulation and starting riots to undermine the law and order of the Empire.

**Rituals/Observances:** Five centuries ago, when the Feldarin invaded Ursoule, some rebel leaders saw the strength of their rebellion failing. They chose to abandon the rebellion and instead infiltrated the newly born Feldarin Empire, staying alive to fight another day. They created a secret society known as the "Cult of the Ancient" and swore to teach their children the ancient ways. They would wait until the time was right to overthrow the Empire.

Over time the size of the cult has grown, as the children of members have joined. Not all children are asked to join, only those genuinely interested in the ancient teachings are ever introduced to the Cult. Then a series of tests of loyalty weeds out the dangerous and unfit. The cult has never been very big. At its peak, about 300 years ago, it numbered nearly 1000 members. Since then the number has dwindled due to The Weeping and a declining interest in the ancient ways among the young.
Cultists are sworn to secrecy. During their meetings and rituals, all members wear masks and hooded cloaks and use an alias. No member knows any other member’s real identity, other than the parent who introduced them to the cult. This prevents timely communication when they are not gathered at a meeting or a ritual, so the Cult meets frequently, usually monthly. During these meetings the Cult discusses recent events and designs for the future. They also decide on the time and place of the next 2 meetings, allowing for a member to miss a meeting without falling out of the cult.

Although The Weeping caused a drop in membership, it also weakened the Empire, and the cult believes this to be the Time of the Rebellion. The cult has come out of hiding and masterminded a number of minor rebellions in smaller cities, and riots in larger ones, to test the Feldarin defenses. A number of rebel leaders have been caught and questioned, but so far all they have told is that a hooded and cloaked person came to their town and talked about the time before the Feldarin, a time without plague and poverty. The rebels all claim that the plague was sent by the gods to weaken and destroy the Feldarin Empire.

**Symbols:** None, except their hooded cloaks and masks, which are only worn at meetings and rituals. These come in a myriad of different colors and shapes.

**The Cult of the Ascension**

**Author:** paddyfool

**Type of Organization:** Cult open to Feldarin, others only by selection

The Cult of the Ascension is a secret organization that recruits its members very cautiously from higher level clergy among the Feldarin and, to a lesser extent, their subject races. The Cult's history suggests that similar beliefs may have been held by some of the first Elves, although if such beliefs persist, the Elves of today have no contact with the Cult.

The Cult's own history describes its origin as a response by Feldarin scholars to the multiplicity of similar, yet distinct, deities among the cultures they encountered in their conquests on Ursoule. Perplexed by the fact that these alternate versions of the Five Gods appeared equally beneficent in granting prayers, even among the bewildering variety of gods worshipped by the Pahali, various theories were exchanged. One popular view was that they were all worshipping the same gods, but the natives had the details wrong. Another view was that the native clerics were very skilled con artists and tricksters, and a third was that the gods they were worshipping were warped, diabolical reflections of the Five Gods of the Feldarin. But some scholars began thinking along the dangerous line that perhaps all these gods were reflections of a greater principle. When discussing, quietly, how a god could have so many individual faces, they came to the conclusion that perhaps each one was supported by a faction of higher beings, most likely outsiders. Some scholars placed the Feldarin as the prime faction, thus the superiority of the Feldarin over all others.

Some scholars were doubtful of this idea, however, since it was so against the teachings of their religion, and also because it lacked a reason why. Why such a multiplicity of deities? Why, also, would these deities obfuscate the existence of a wider body of other deities in the teachings they provided? There needed to be a purpose, and one group of scholars provided it. Perhaps, they proposed, these higher beings hoped to gain more of their kind by encouraging a gradual process of greater spiritual awareness among their worshippers. Perhaps each faction simply hoped to achieve this through different means, or was in charge of a different stage of the process. The Nature faction might be encouraging nature to provide candidates for this “Ascension,” hence the multiplicity of different intelligent races.
The War faction might be encouraging progress through conflict, culling the weak and enabling the strong to advance. The Magic faction might be encouraging progress through the understanding of arcane mysteries, while the Travel faction encouraged exploration and curiosity, and the Death faction judged the lower beings at the end of their time.

Cult dogma says that a few of these scholars then took the dangerous step of praying to these "Factions of Ascension." Many were startled when their prayers were answered. And they were further startled when they were approached by a "higher being" in person, wishing to shed his own divinity in order to enable their rise toward godhood.

This small body of scholars was divided on how to respond. Some took this as a test of faith, believing such a shortcut to godhood would not be truly offered. Others believed the offer, and went about recruiting more Feldarin who were sympathetic to this concept. This decision was to be prophetic.

Although not directly associated with these scholars, another group of Feldarin artists, poets and sages would gain the Empire's attention by enacting a ritual that caused the arrival of the Plague Fiend and transformed them all into a new race, Elves. This event drew Imperial attention to all scholars involved in divine research. Some repented of their beliefs. Others, convinced they had come closer to a greater truth, continued their research in secret. They found that they could still gain power by worshipping the Factions of the Ascension who were associated with their patron deities, and not always by worshipping the deities directly.

Since then, this Cult has continued in tight secrecy to the present day. For their research into the true nature of the divine, they have taken a great interest in the nature of all religions that the Empire encounters, more than any other part of the Church. They have also, more recently, arrived at the conclusion that close examination of other intelligent races might yield information on their "progression," with a particular emphasis on experiments on Elves to discern the true nature of the Plague Fiend's gift, and they have begun a program of kidnapping and examination by experiment.

Note: a prestige class was planned for this cult, called "Initiate of the Ascension."

**Custodis Imperia**

Author: Tantolian

**Type of Organization:** Militia open to Feldarin, Dwarves, and anyone loyal to the Emperor

**Location:** The Feldarin Empire and any other locations under Feldarin control, mainly the cities of Cadothim, Port Conastinium, Monsordithim, and Caradeithim.

**Demographics:** Feldarin Paladins and Dwarven Mercenaries, other races usually do not join this group due to the requirements and the allegiances sworn. Members must swear an oath to the Empire to lay down their lives if needed.

**Year Founded:** The Custodis Imperia accompanied the Feldarin invasion of Ursoule.

**Size:** There are currently around 1150 members spread out over the Feldarin Empire.

**General Description:** Military and militant, loyal to the Emperor.
History: The Custodis Imperia existed as a trained militia long before the Feldarin came to Ursoule. After proving during the Landing that they could take care of the fighting better than anyone else, and showing that they truly were a formidable force, Empress Conastinia installed them as an elite group of guards and mercenaries to ensure her personal safety from assassins and other attacks while in the field of battle. After the Landing, they were offered a special place in the Feldarin army, and became known by their present name.

During the Time of Many Emperors (356 - 360 A.L) the Senate flexed its power and also wanted protection, so they decreed that the Custodis Imperia would be loyal to not only the Emperor, but also to the Senate and to certain powerful nobles. Claiming a desire to prevent any single person from abusing the might of the Custodis, they made it more versatile and much larger than at any time in its history.

Now, with no Emperor, and the Senate and nobles weakened due to The Weeping, the Empire truly does rely on the Custodis Imperia to protect it from being overrun. In many areas, they are the last line of defense against all-out anarchy.

Symbol: A crowned sword on a purple field (shown at right).

Goals and Motivation: The Custodis Imperia protects and defends the sanctity and safety of the Feldarin Empire, and keeps the Emperor safe no matter where he or she may go.

The Custodis Imperia lives to protect the Feldarin Empire. Any that oppose this sanctity and peace are considered enemies of the state, and are dealt with as quickly as possible. The Militia is considered to be under the Custodis Imperia, and follow their orders when given.

Leader: The Commanding General of the Custodis Imperia is a Feldarin General appointed by the Emperor. By tradition, the leader must be a father to at least three children. When he takes the position, all his children are sent to court under the care of trusted nobles or royals. If the Commanding General tries to seize the throne, or any other treachery, then his children can be used as leverage against him (true Feldarin politics at work).

A new Commanding General is picked from among the ranks by the Emperor whenever a ruling General falls in battle or is no longer able to command. That General then picks his officers from the ranks to fill the spots below him. It is claimed that the rank structure is an earned privilege, but that is not always the case. This position is currently empty.

Elegant Surprises (The Guild of the Hidden Death; The Spider’s Web)
Author: Doshi

Type of Organization: Merchant House open to Gnomes [with a secret]

Location: “Elegant Surprises” is a well-known merchant headquartered in the Gnome capital of Nekrazzarbar.


Year Founded: Approximately sixty years ago.
**Size:** Approximately 300 as the effects of The Weeping are receding.

**Description:** Officially, Elegant Surprises is a profitable business owned by Semledda Crafter Elegant-Design and is located in the Gnomish capital city of Nekrazzabar. The company designs and manufactures mechanical death traps, which are sold to wealthy clients who wish to deter thieves. Behind this comparatively innocent façade lurks a criminal Assassin’s Guild, called The Guild of the Hidden Death, which is considered one of the best Assassin’s guilds currently operating on Ursoule. And behind that sinister façade lurks a group of Gnomish Erimimoth clerics who are studying The Weeping, who call themselves The Spider’s Web. The layers are like an onion when peeled back, and can be confusing.

The Spider’s Web hides within, and secretly controls, The Guild of the Hidden Death, which is itself hiding behind Elegant Surprises. Many of the employees of Elegant Surprises have no idea that their business is associated with an Erimimoth cult, and some of the Assassins in the Hidden Death don’t know about the Spider’s Web (though most wouldn’t be surprised, given that the involvement of Erimimoth cults in Assassin’s Guilds is no real secret among Gnomish criminals).

The headquarters of both the Guild of the Hidden Death and the Spider’s Web are located in a secret cave complex several days travel from Nekrazzabar. It is known to its members as The Temple of Certainty. The Guild of the Hidden Death has cells in most Gnomish cities. Since the plague has lessened, it has begun to operate in a few surface cities as well.

**History:** Why does a Gnome decide to worship Erimimoth? At least until very recently, only a small minority of Gnomes were attracted to Death’s worship. In the aftermath of The Weeping, the worship of Death has suddenly begun to acquire more Gnomish followers than ever before, but it’s still unclear whether Erimimoth worship can become a significant force within Gnomish society.

The Spider’s Web was started about sixty years ago as one of a long series of Death cults that has appeared and attracted some worshipers, mostly from the criminal underclass of Gnomish society, and then been largely suppressed by the Dracolich. The Church of Currindor and some other groups have also actively attacked such cults whenever they have been discovered. If one group of Erimimoth worshippers had not found a profitable niche by becoming professional Assassins, the whole religion might have died out long ago.

Erimimoth cults have traditionally been divided on the issue of whether or not it is allowed to use Death Magic to cause Death. Some Death worshipers believe it is perfectly acceptable to use the tools of Erimimoth’s great rival, Currindor, to advance the cause of Death. Others see any use of the arcane by Death worshipers as a betrayal of Erimimoth’s “Axiom of Inevitability.” After all, a true servant of Death should not, it is argued, need to rely on magic. Death alone should be sufficient for Death. This long standing theological debate among Gnomish Death worshipers still troubles some members of the Spider’s Web today.

Most Erimimoth cults throughout Gnomish history were started by murderers or assassins. The Spider’s Web has always been slightly different than the average Death cult because one of its early leaders was a Craftsman who specialized in the creation of mechanical death traps. It was because of his work that Elegant Surprises was founded. Being able to hide behind the façade of a well respected business has made it easier for both the Guild of Hidden Death and The Spider’s Web to escape notice.

More Gnomes have begun to worship Erimimoth since The Weeping, which has made it much easier for The Guild of the Hidden Death to expand. The plague was a forceful
reminder to many Gnomes of the power and inevitability of Death. It was bad enough that many Gnomes died of the Plague. But it also caused some Gnomes to question their belief in Currindor and magic. There were two things about the plague that challenged the beliefs of Gnomish society. First was the fact that it could not be cured by magical means. Since the great majority of Gnomes have always believed that magic could solve any problem, the failure of magic to cure The Weeping was shocking. Second was the fact that anything, even intelligent Undead, could die of the plague. This was a revelation to many Gnomes, because Gnomish theology has traditionally pointed to Undeath as an example of the way magic could liberate sentient beings from Erimimoth’s Inevitability.

The clerics of The Spider’s Web are currently working to learn all they can of the plague, in order to understand how it relates to Erimimoth. They have cautiously begun to seek more information about it on the surface. But some members of The Spider’s Web are concerned that the plague might, like Death magic, be a diversion from the real path to Erimimoth’s True Inevitability. If they decide the Plague Fiend is an enemy of Erimimoth, these concerns will become more important. On the other hand, the plague offers the potential at least to show all Gnomes just how powerful Death really is. And that gives Death worshipers a reason to be more optimistic about their future than ever before.

**Symbols:** The symbol of Elegant Surprises is a diagram of a complex death trap. The Guild of the Hidden Death and The Spider’s Web do not have official symbols.

**Goals and Motivation:** Magic alone can not prepare one to face the Inevitability of Death. Death is real and ultimately inescapable. If we are to accept Death we must understand it, and the only way to fully understand Death is to cause Death. Thus, assassination is the Sacred Rite of Erimimoth. Not to kill thoughtlessly or randomly, but rather to carefully contemplate every aspect of any death you cause. Plan out every stage of an assassination, and acquire a good understanding of your victim before you kill, so that you gain as much knowledge of the nature of Death as possible from every Sacred assassination. Remember that Death should serve only Death. Do not become dependant on Death magic. The use of magic to cause Death may be occasionally acceptable, but do not forget we serve Erimimoth and not Currindor. Learn as much as you can about The Weeping Plague, for it is the greatest manifestation of Death in recent memory.

The members firmly believe in preserving the secrecy of the Guild of the Hidden Death and The Spider’s Web, and in performing each assassination with all the care appropriate of a sacred ritual. Do not forget that Death is greater than Magic, for everything ultimately dies, including Magic. Do not fear your own Death. It is far better to die than to be captured by the enemies of Erimimoth.

**Leaders:** Valannu Writer Wanderer (Male Nethergnome, Cleric 7/Assassin 8, Neutral Evil), Semledda Crafter Elegant Design (Female Nethergnome, Cleric 4/Expert 10, Neutral Evil)

**Allies and Enemies:** The Spider’s Web has some contacts with other groups of Erimimoth worshipers scattered through Gnomish society. They also have a very loose connection to a small cult in Kobold society that worships their Death god. They feel a slight sympathy towards Gnomes who worship Nature, Travel and War, but they wouldn’t hesitate to accept a contract to assassinate a member of one of those cults. Their worst enemies are the Dracolich and the clerics and paladins of Currindor.

A few members of the Guild of Hidden Death have trained with the Guild of Sunlit Shadows, but they’ve so far kept their association with an Erimimoth cult a secret from the Shadows. The Hidden Death has recently renewed its operations on the surface, in part because they
want to learn more about how the plague affected the surface races, and also because assassinating surface dwellers may give them new insights into Death. The Shadows have begun to suspect that a group of Gnomish assassins may be operating on the surface, and have begun investigations aimed at learning who the culprits are.

**Elven Council**
Compiled from several sources

**Type of Organization:** Council of Elven Scholars and Sages, open only to Elves

The Elven Lords can call together a **Council of the Highest** to give advice and make decisions for all the Elves in the world. The Council takes place at the **Tree of the World**, an ancient Albion holy site whose true location is kept secret, even from some of the attendees. The Council is called together only in times of great stress on the Elves (an Elven Lord called a Council after the outbreak of **The Weeping** with only mixed results; the Morvanima refused to attend, and many other communities were dealing with the effects of the plague). Another Council is expected to be called again in the near future.

To the Elves, few things are more treasured than knowledge. The Five Gods of the Elves instill a love of knowledge into all Elvenfolk. Many Elf-lords own cathedral-like libraries, housing aging tomes full of knowledge unknown to many of the other races.

In the massive trunk of the Elven Council's **Tree of the World** lies the **Grand Library and Archive**. Appearing to occupy one third of the trunk, the Library is impossibly large when entered, suggesting arcane power at work. The walls are lined with shelves, all of which are packed to capacity with books and tomes from every era, even from before the Landing.

Navigating the Library is an impossible feat for many, and many Rogues have gone mad (and subsequently perished) attempting to filch one of the many priceless tomes held within. In fact, only three people possess the ability to locate any given work without the aid of one of the Arcane Servants: The High Lord of the Elven Council, the High Priest of Zierapparat, God of Magic, and the Archivist Llewellyn, who maintains the Library.

**The Archivist's Stair** (by AngelSword, GitP Home Brew Forums)

This green marble disc is roughly three feet in diameter and intricately carved with a long Elven proverb along its edge. It hovers a few inches above the ground when not in use.

Crafted as a gift to the Elven Archivists from the Temple of Zierapparat, the stair is able to carry the user to the precise location of any book the user desires. By speaking the true name of any book held in the Library, the disc carries its user to the section in which the book is located, and up to its shelf, putting the book at eye level. In addition, if a user asks for a topic, the stair will take them to the three most relevant books on that subject in order.

Faint divination; CL 3rd; Craft Wondrous Item, *floating disk, locate object*; Price 12,000 gp.

**The Archivist Llewellyn** (by AngelSword, GitP Home Brew Forums)

*Wizard 10/ Loremaster 10*

*Size/Type: Medium Humanoid*

*Hit Dice: 20d4 -19 (46 HP)*

*Initiative: +2 (+2 Dex)*

130
Speed: 30 ft.
Armor Class: 21 (+8 armor, +2 Dex, +1 Dodge)
Base Attack/Grapple: +10/+9
Attack: Llewellyn’s Sword +13 (1d8 + 2)
Full Attack: Llewellyn’s Sword +13/+8 (1d8 + 2)
Space/Reach: 5 ft./5 ft
Special Attacks: Spells
Special Qualities: Elven traits
Saves: Fort: +11 Ref: +12 Will: +21
Abilities: Str 8, Dex 14, Con 8, Int 22, Wis 16, Cha 14
Skills: Knowledge (Religion) +30, Knowledge (Arcana) +30, Knowledge (History) +33,
Linguistics +35, Perform (Comedy) +6, Profession (Archivist) +26, Spellcraft +30
Feats: Skill Focus [Knowledge (History)], Scribe Scroll, Extend Spell, Silent Spell, Spell
Mastery (Legend Lore, Locate Object, Comprehend Languages, Tongues, True Seeing),
Improved Counterspell, Craft Wondrous Item, Improved Familiar, Spell Penetration,
Toughness

Gear: Bracers of Armor +8, Robe of the Archmagi (gray), Ioun Stone (clear), Greater Cloak
of Displacement, Boots of Levitation, Llewellyn’s Sword (+3 Dancing Longsword)

Archivist Llewellyn is a quiet, studious old Elf, whose only love in life is his beloved Library.
It is rumored that he is the original developer of it, but most think this story a derisive jab
at his age. Llewellyn is fluent in common, elven, draconic, dwarven, celestial, infernal,
abyssal, and sylvan, and can grasp any other language after a short time.

Since he can locate any book within the Library in a matter of moments, he maintains no
spellbook of his own, but has access to nearly every spell put to parchment (any spell that
is considered ‘core’ is in the library, non-core spells have a 75% chance of being here, and if
the spell is from a setting other than Tears of Blood there is a 25% chance it will be here).

Combat: During combat, Llewellyn’s first concern is for his Library, and he will do anything
to keep it from harm. He prefers to prepare spells to disable an assailant, instead of
eliminating them, but will always have Time Stop prepared to retreat and lock down the
Library should it become necessary.

Chosen Secrets: Secret Health, The lore of true stamina, Dodge Trick, Weapon Trick,
Instant Mastery

Greater Lore (Ex): Llewellyn can understand magic items as with the identify spell.

True Lore (Ex): Once per day Llewellyn can use his knowledge to gain the effect of a Legend
Lore spell or an Analyze Dweomer spell.

**Followers of Baa’Te**
Author: Appolo

*Little Shalla was picking berries in the field with her new basket she got for her fourth
birthday. It was such a wonderful birthday. First, she got a new basket from her uncle, and
then Momma said she could go and pick berries for her birthday cake! Shalla loved cake.*

*A shuffle in the grass brought her attention to a strange person, standing with his back to
her. He looked like a man, but his skin was all flaky and disgusting. It was grey and smelled*
bad, but Shalla new there were people who were very sick with an illness her momma and dadda called "the Wheeping," maybe this man had it. He was dressed in a very pretty, shiny suit, and had a sword on his back. He reminded Shalla of the travelers who had come to town last week, and how nice they were. Maybe he was nice too.

She ran over to him to share some berries, and tugged at his cloak, but he wouldn’t pay attention. He just kept looking into the distance. After failing to get his attention, she was about to go picking berries again when she noticed a group of people headed her way. They looked scary. There were big things flying in the air, and huge masses of stuff she didn’t recognize. Shalla was scared, but as long as she had this traveler with her, she felt safe.

Suddenly, a loud voice shot out into the summer air, “What do you have there, Llurch?”

The strange man replied in a language Shalla didn’t understand, but then the loud voice replied, "Bring her to me, she might be useful.”

With a speed she never expected from the one she now knew was called Llurch, the sick-looking man scooped her up and started carrying her towards the advancing host.

No longer scared of the nightmarish horde because the nice stranger liked them, Shalla began whistling and talking to Llurch. He didn’t talk much, maybe he couldn’t speak her language, like that big traveler last week who just grunted a lot. Shalla and Llurch came to a stop in the middle of the host. There were many more people who looked like Llurch. There were some who must have suffered greatly. Their skin was all gone, and all that was left were their bones. They were all grinning, and looked funny, and Shalla giggled.

"Is something humorous, little girl?” asked a man who strode out from the sea of creatures. Everything was silent but the flapping of wings, and the mutterings of the damned.

"Your people are funny. They do nothing but smile.” She giggled, pointing at a skeleton.

"Yes they do, you are very observant. Now stop giggling, it demeans what I’m doing here.”

"What’s that, Mr…?” Shalla’s voice faded away, asking two questions at once.

"Val is my name, after Valhalla, the legendary Hall of Heroes. As for what I’m doing, I am going to make your town like us.” He answered, motioning to the assembled host.

"You’re gonna make’em sick?” Shalla asked, suddenly becoming frightened.

"Yes. I’m ‘gonna make’em’ very sick. Starting with you.” And with a flick of his wrists he motioned to Llurch.

The townspersons at Riversdale heard the screams, but couldn’t begin to imagine the doom awaiting them, as the unholy army moved closer and closer.

**Type of Organization:** Cult worshiping a charismatic leader

**Location:** The Followers go from town to town, and either infect the populace with **The Weeping** or convert them all into undead. In this way, you could say they are “nomadic.”

**Demographics:** Includes Plaguetouched, Fleshwrought, undead, and minor demons/devils with small groups of Feldarin, Gnomes, and other races. The hierarchy of followers starts
with Sergeants (the leader's personal cadre), then Plaguetouched and Fleshwrought, then Demons and Devils, Undead, Gnomes, Feldarin, and any others. Any class may be present except those that require Lawful alignments. No Lawful alignments will ever be found here, as their ethos would grate against the Demonlord.

**Beliefs:** The Followers of Baa'Te believe that the Demonlord Baa'te is a "god" worthy of challenging any deity. They believe that his arsenal of evil includes The Weeping, undead, and all evil outsiders. The Followers view being stricken with the plague, or being spawned into undeath, to be the Highest Blessings of Baa'Te. Therefore they believe that infecting others, or spawning them as undead, leads them to more and more power.

**Size:** Varies, depending on the success of their most recent "rituals."

**Alignment:** Since chaos and law are the main alignments in Ursoule, there are actually some Good-aligned NPCs in The Followers. The Main alignment is Chaotic Evil, followed by Chaotic Neutral, Neutral Evil, then a very few Chaotic Good. Since Baa'Te isn't particular about who "worships" him, he accepts any evil or chaotic person willing to do so.

**Rituals/Observances:** Baa'Te works his Followers up into a frenzy whenever his scouts report a village or other settlement small enough for them to "convert." This includes capturing sacrifices for the "ceremony" and Baa'Te lecturing the masses in Abyssal.

**Symbol:** No symbol or other way to recognize a "Follower" is known.

**Tactics:** The Followers recruit by force, mainly by raiding towns and villages, and then infecting the inhabitants with The Weeping or raising the slain as undead. They welcome anyone who wants to join of their own volition, and many Plaguetouched and Fleshwrought have joined this cult after being ostracized elsewhere.

**Leader:** The Demonlord Baa'te, a demon nearing god-hood. He is the "Demon of Doors,“ and rewards his followers in many different ways. He is known to his followers as "Val."

**Typical Composition:** most followers take class levels as Blackguards, due to the bias shown to them by Val. Known as the Masters of Darkness, they get preferred treatment and rewards. In addition to the Blackguards there are Clerics, Rogues, and a few Wizards and Sorcerers. Many who join often multi-class as Barbarians for higher combat capabilities. Barbarians are used as the main combat force, backed up by any undead able to fight.

**Gnaritas Occultus** (The "Knowledge that Lies Hidden")

**Type of Organization:** Sect open to anyone except Gnomes and Halflings

**Locations:** This group is headquartered in Port Constantinium but can be found anywhere in the Feldarin Empire and The Beneath.

**Demographics:** Wizards, Clerics, Sages, and any who are jealous of Gnomish magic, membership is open to all humanoid races except Gnomes and Halflings. New members are selected from the senior ranks of wizards, clerics and sages. Progression is by knowledge, secrets discovered, and secrets learned or kept from the Gnomes.

**Year Founded:** Shortly after The Landing, when the Feldarin became aware of the Gnomes.
**Size:** Small, approx. 400-500 members.

**General Description:** The Gnaritas Occultus is a society of Feldarin and a few others who dedicate themselves to the acquisition of power and ancient magic through channels known and unknown.

**History:** Most members of the Occultus are Imperial patriots on one level or another, but some simply thirst for power and control. The Occultus can provide that to its members in full. Members of the group have infiltrated (or are recruited from) almost all known political and military organizations. Only the most professional and talented are ever extended an invitation, and no one has ever declined – the invitee is always evaluated before the offer is made. Only Gnomes and Halflings are excluded due to race – the Occultus knows that in the final analysis, it will be the Gnomes against the rest of the world, and too many Gnomes have been caught in the surface world disguised as Halflings.

Secrecy is the guiding law over everything the Occultus does. It fears that if the Gnomes were ever to get a whisper of such an organization, the game would be up. They would close up the entrances to **The Beneath**, completely pull out of the Universities, and that would be it. No one would ever be able to learn long forgotten secrets, and the Gnomes will have won.

But if the secret is kept safe, then they feel they have a chance. Eventually they hope to learn enough to overcome the Gnomes, and force them to deal as equals, not as some poor, uneducated vagabond “taught by them out of pity.”

The greatest secret of the Occultus is that they have recently acquired an intact Aethergnome Skyship, and are furiously studying it. The Gnomes only know that the AMS Whisperwind has gone missing, not what happened to it. Some have attributed its loss to **The Weeping**. Woe to them found with that ship when the Gnomes come looking for it.

Currently neither the Occultus nor the Athu Kimitu are aware of each other. Were that to change, it could result in a very bloody behind the scenes war, unknown to the general populations of both the surface and **The Beneath**, but with dire consequences for both.

**Symbol:** No symbol is known for this secret society.

**Goals and Motivation:** Founded by Feldarin mages the night the first Aethergnome Skyship was spotted in the skies over their lands, the Gnaritas Occultus has become one of the most powerful forces on the surface of Ursoule. That night, three wise sages met to discuss what they had seen, and to determine what omen it might be. A decision was made to investigate the occurrence, and eventually it was determined to be a Gnome ship. Gnomes with the power of flight! Such a thing could not be allowed to stand. So the three, along with some friends, met and founded the Gnaritas Occultus, a society dedicated to acquiring and learning all that can be found of Gnome technology and, if possible, other undiscovered ancient secrets. Secrecy above all, finding ancient secrets, studying them, and consolidating its power is what drives the Gnaritas Occultus.

**Leader:** Officially, the Concilium Tredecim (Council of Thirteen), the most powerful members of the Occultus, leads the organization. Unofficially, Primoris Tredicim (First of Thirteen) is Arcturus Principe, the most powerful non-Gnome wizard outside **The Beneath**, and possibly in all of Ursoule. Unknowing allies include most military, political, and merchant organizations on the surface world. Enemies are the Athu Kimitu and the Athzu Buxinnu.
The Gnomes of the world of Ursoule have, over the centuries, developed several secret societies dedicated to various purposes. The following are two of the largest and best organized, although feel free to develop your own for your campaign.

The Athu Kitimtu (the “Brotherhood of Secret Knowledge”)

**Type of Organization:** Sect open only to Gnomes

**Location(s):** Gnomish Empire, the Beneath, occasionally above ground on secret missions

**Demographics:** All Gnomes. New members are selected from the senior ranks of Gnome wizards and clerics. Progression is tied to knowledge, secrets discovered, secrets stolen from outsiders, etc. Ran as a meritocracy, not an “assassinate your way to the top” type organization. Other races are sometimes hired as mercenaries.

**YearFounded:** Shortly after the founding of the Gnomish Empire.

**Size:** Low, perhaps 100 members at any given time.

**Description:** The Athu Kitimtu is a secret cabal at the highest ranks of Gnome society whose primary purpose is the recovery, study, and use of all ancient magic and artifacts, while at the same time preventing their use by anyone other than those deemed worthy, and never by non-Gnomes. The cabal has no official power outside The Beneath.

Controlled by the most powerful Gnome wizards and clerics, the Athu Kitimtu is ever vigilant in their pursuit of ancient secrets and in their persecution of those who would spread those secrets beyond the Gnomish race. Whether this prohibition against spreading knowledge comes from a desire to protect the Gnomes from uneducated use of these secrets, or from simple greed, is uncertain, as both attitudes have been reported.

The group remains secret for many reasons. First and foremost is the existence of some “foolishly naïve” Gnomes who feel that knowledge can be used for the betterment of Ursoule as a whole, while the Athu Kitimtu know that the surface races are not ready for such knowledge and that it would be dangerous and irresponsible to release it to them. They also fear that if the outside world knew of this prohibition against spreading ancient knowledge, there would be surface dwellers who would band together to force the Gnomes to give up their secrets. The second reason is self-defense. If the Gnomes keep the knowledge secret, and war ever comes between them and the other races, they will have the clear advantage. If nothing else, every member of the Athu Kitimtu is a staunch Gnomish patriot.

These two reasons together define one of the characteristics of the Athu Kitimtu – they would rather destroy ancient knowledge than see it fall into anyone else’s hands. Partly to protect the secrets, and partly for self-defense so it could not be used against them. Many members have also become obsessed with the accumulation of the mystic energies that drive them ever on to find more and more knowledge.

The secondary purpose of the Athu Kitimtu is operating the Ahwzu Buxinnu (“Lamp of
The Ahwzu Buxinnu is a public organization that searches tirelessly for ancient knowledge, and conducts research into it. The leader of any Ahwzu Buxinnu expedition is always one of the highest ranking members of the Athu Kitimtu, and is expected to bring the most important artifacts and darkest secrets to the Athu Kitimtu for their own uses.

**History:** Little is known of their history. Rumors persist of cooperation with subterranean dragons to study ancient texts and artifacts, but these are unconfirmed.

**Symbols:** No known symbols exist for this secret society.

**Goals and Motivations:**
- Find ancient and long lost secrets before anyone else does
- Study the secrets that they find, possibly discovering how to use them
- Protect the Gnomish race from all outsiders
- Keep those secrets from the unworthy among the gnomes and all other races

**Leader:** Known as the Enuru ("Lord of Secrets")

**Allies and Enemies:** Most members of the Ahwzu Buxinnu are believed to be unwitting allies, as are certain subterranean dragons that study ancient knowledge for their own uses. There is some cooperation and sharing of secrets between Gnomes and Dragons, sometimes grudgingly, sometimes as acts of friendship. All Gnome wizards and clerics support the Ahwzu Buxinnu, and thus by extension also support this organization. Enemies include any in search of ancient or Gnomish knowledge besides themselves. Currently neither the Athu Kimitu nor the Gnaritas Occultus are aware of each other. Were that to change, it could result in a bloody behind the scenes war, unknown to the general populations of both the surface and the Beneath.

**The Ahwzu Buxinnu** (the Lamp of Learning)

**Type of Organization:** Scholarly sect open only to Gnomes

**Locations:** Gnomish Empire, The Beneath, occasionally above ground on expeditions.

**Demographics:** Gnomish Wizards, Clerics, Artificers, Archeologists, Explorers, Delvers and others. New members are apprenticed to existing members.

**Year Founded:** Shortly after the founding of the Gnomish Empire.

**Size:** Approx. 5000

**General Description:** The Ahwzu Buxinnu is a public society whose purpose is to seek out ancient knowledge and adapt it for the betterment of the Gnomish race, and eventually the world, under the control of the Gnomes. It has no official power outside The Beneath, but has some influence due to the surface-dwelling mages interested in their activities.

Society members are an eclectic mix of wizards, scholars, archeologists, clerics, tinkerers, and others who recover ancient artifacts and knowledge, bring it back to the Nekrazzabar Lyceum for study, and who divine their secrets for use by the Gnomes.

Progression within the organization is based on the discovery of ancient artifacts and
knowledge and their successful application to Gnomish life. Ran as a meritocracy, not an “assassinate your way to the top” type organization. Other than academic disagreements, the members are generally polite and friendly to each other.

For the most part, the members of the Ahwzu Buxinnu are altruistic and believe that what they are doing is for the betterment of their race. Very few of them realize that they are actually agents of the Athu Kitimtu, who make sure that the most promising discoveries are studied only by those the Athu Kitimtu deems “worthy.”

**History:** little is known of the history of this organization; except that it has existed almost as long as there have been Gnomes.

**Symbol:** An open book.

**Goals and Motivation:** Find ancient secrets, forgotten knowledge, study it, and adapt it for use by Gnomes.

**Leader:** Known as the Lamadu (la-MAY-du, “He Who Knows”)

**Allies and Enemies:** Most law-abiding citizens of the Gnome Empire are respectful of the Ahwzu Buxinnu, and will actively assist if they can. Surface-dwelling mages will also be respectful of this organization, as they realize it is the only place where they may be able to learn new magic.

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**The Grinning Dragon Trade Association (GDTA)**

Author: Doshi

**Type of Organization:** Merchant Guild open to non-Feldarin (controlled by Gnomes)

**Location:** There are Grinning Dragon Trade Association agents on most Nethergnome Deepships and on many Aethergnome Skyships as well. The headquarters is in the capital city of Nekrazzabar, located roughly between the Nethergnome and Aethergnome sections of the city. There are smaller offices in the Nethergnome cities of Maqtar, Kalmat, and Quaqq. Other locations include some cities on the surface where the Gnomes obtain goods.

**Demographics:** Members include Merchants, Wizards, Rogues, Sorcerers, and Clerics of Currindor, the Gnomish god of Magic. Nethergnomes are about 35% of the membership, followed by Aethergnomes at 25%, Half-dragons at 20%, Halflings at 8%, Elves at 5%, Dwarves at 4%, Humans at 3%, and a few members of other races that live in the Beneath such as Kobolds, and reportedly including at least one Mind-flayer. Only Gnomes and Half-dragons are allowed in the City. No Feldarin have ever been allowed to join the Guild.

**Year Founded:** Even millennia ago, when the ancestors of the Gnomes entered The Beneath, the role of the trader was a respected one in Gnomish society. The Gnome’s most ancient historical records mention groups that conducted trade, either with surface dwellers or with the other races of The Beneath. Some members of the Grinning Dragon Trade Association like to claim that they can trace the origins of the Guild back to those ancient days. However, the Guild’s records show that its current incarnation was founded about 500 years ago.

**Size:** Approximately 225 core members, known informally as “Grinners.”
**General Description:** This group believes it is both profitable and religiously desirable to encourage some trade between the different races. They specialize mostly in the trading of spell components and magic items. The Gnomish government passed some laws centuries ago regulating what magic knowledge and items Gnomes can trade to other races, and the Gnomish Church of Currindor, the God of Magic, monitors the Association to make sure these laws are obeyed.

**History:** As is the case with most things Gnomish, the Grinning Dragon Trade Association began as a plan by the Dracolich. For centuries before the Feldarin Empire was founded, a few Gnomes found it profitable to trade with the Halflings, Dwarves and Humans for various spell components. Most of this trade was loosely supervised by a few families of Half-dragons who had been instructed by the Dracolich to keep track of it. But the massive disruptions of surface society caused by the Feldarin invasion disrupted these trading relations, so the Dracolich decided she needed a slightly more organized system.

The primary purpose of the Association was to carry on this trade in a controlled fashion. The Dracolich did not want the trade to attract too much attention from the surface dwellers, especially the newly formed Feldarin Empire. So at her direction the Association recruited a few members from the "surface" races, (mostly Halflings, Elves, and Dwarves, but also a few Humans) who were willing to keep the fact that they were trading with Gnomes a secret. Most guild members who are from surface dwelling races belong to families that have been quietly involved in the Association for centuries. They also tend to worship their own culture's aspect of the God of Magic.

Recently, when a trade allowed the guild to acquire an item that was of special interest to the Dracolich's "other" race of followers, the Kobolds, the Dracolich decided to allow a few Kobolds to join the Association as well. Most Kobolds hate Gnomes, but this is not universally the case, particularly among those Kobolds with close ties to the Dracolich. The Kobolds in the Association tend to be much more tolerant of Gnomes than normal, which means they also keep their ties to the Association confidential. Still, the fact that Gnomes and Kobolds are both involved in the Association has led it to pay more attention to trade in The Beneath. In the last century they have even begun to trade with the Neolethids.

**The Weeping** was a horrific disaster for the Association, because it forced the Gnomes to temporarily sever most of the connections they had with other races. However, as soon as the Gnomes realized that the plague was ending, the Association began to reestablish these connections as quickly as possible.

**Symbol:** A smiling Dragon and the letters "GDTA." Sometimes the Dragon will be in a circle of eight coins, although this is generally used for more important shipments.

**Goals and Motivation:** While the Association is interested in financial profit, they share the general Gnomish fascination with magic. They believe they are performing a public service for their race by increasing the availability of certain spell components and other materials. Most of the guild members want to make sure that they learn of any important magical secrets that are discovered by the other races they are trading with. Because there are laws regulating what magical knowledge and items Gnomes can share with other races, the Gnomes in the Association need to maintain a certain degree of secrecy. Some believe that their God of Magic would prefer them to be less secretive about magic than Gnomish laws allow. They reason that the growth of magical knowledge among all races will increase those races' understanding of it, and increase the worship of the god of Magic.

While they would do nothing that could harm the magical supremacy of the Gnomes, they
will sometimes advance the "cause of Magic" by making certain spell components available. They will try to establish mutually beneficial trade with those who understand and value magic. They try not to let political differences - such as the rift between Nether and Aether Gnomes - get in the way of profitable trade in magic-related items. They keep their activities secret from most surface dwellers, because most of them do not fully understand and value magic in the same way as Gnomes.

Leaders: Honored Chairman of the Board of Directors Mahat Wizard Dreamseeker (Male Copper Gnome Half-dragon, Wizard 16/Expert 3, Lawful Neutral), Chief Librarian Jasmis Archivist Starseer, (Female Aethergnome, Expert 13/Cleric (Magic God) 5, Lawful Good), Beneath Trade Coordinator Salanna Merchant Dealmaker (Female Nethergnome Wizard 3/Expert 18, Lawful Evil), Surface Trade Coordinator Adimpol (Male Halfling, Sorcerer 9/Dragon Disciple 5, Lawful Neutral). Every member of the Association must own at least one voting share in the Association. Every eight years, Association members can bid on shares and then vote to determine who sits on the Association's eight person Board of Directors. The Board then elects one of its members as Honored Chairperson, who receives two votes on the Board. The majority of the shares are held by about twenty individuals with close ties to the Dracolich, so in reality she decides who will be on the Board.

Allies and Enemies: The Association does not believe it is profitable to have enemies, so they try to avoid making any. All of the Half-dragons and most of the Gnomes and Kobolds in the Association are very loyal to their own races and to the Dracolich. They tend to share a common sympathy for anyone who worships the God of Magic. They tend to dislike any group that seems to be opposed to magic, causing some of them to dislike the Feldarin Empire due to its attempts to regulate magic use through The Watchers.

All Gnomes who visit the surface have received at least Basic level accreditation from the Guild of Sunlit Shadows (see separate entry), and sometimes take advantage of the network of safe houses the Shadows have established on the surface. On the other hand though, the Sunlit Shadows are responsible for enforcing the Gnomish Surface Laws, and have occasionally arrested members of the Association for violations of those laws.

Halfpint Holesale Merchant’s Guild
Author: Tantolian

Type of Organization: Merchant Guild open Halflings (some others)

Locations: The Halfling Isles and all major port cities across Ursoule. Guild agents can be found across the open oceans, near the Halfling islands, and even as far out as the Orrkish continent. They have some dealings with the Feldarin, the Phoedran, the Yujung Empire on occasion, and also the lowland Caltan people.

Demographics: Mainly Halflings with a few Humans. Most other races are allowed to buy passage on Guild ships, but the Halflings do not truly trust the other races enough to include them on the “inside.” Mostly they are afraid that others may learn trade secrets that they have fought long and hard to keep for themselves.

Year Founded: Originally founded in the year 26 B.L. by the great Captain Rendu B’Marne, the great, great, great, great, great, great grandfather to Renard.

Size: There are around 6,500 core Guild members, with a fleet of about 100 ships for transporting goods, supplies and passengers across the seas.
Description: The Halfpint Holesale Merchant’s Guild will usually deal in just about anything that can be bought or sold, with an eye toward decent quality. For a price, they will usually take passengers from one port to another (race usually determines the cost they have to pay). They have been known to travel to the Orrkish continent for trade, though so far they are not known to have taken anyone to there as a passenger. They have gotten very good at hitting their mark, whether it be a price on merchandise or the seam of a pirate ship’s sail to slow it down.

History: Not much is known about the history of this guild, except that it once helped the Halflings in a long sea war with the Baran Navy. Both sides claimed victory.

Symbol: A white ship, masted and sailed, on a blue field.

Goals and Motivation: This guild is primarily motivated by all the basics: gold, fame, and even a hope for some glory. The rules are simple, and to the point: “If the Guildmaster says it, and it ain’t gonna kill us, we do it!”

Leader: The most recent Guildmaster was Admiral Renard B'Marne, who died from The Weeping and has not yet been replaced. A new Guildmaster is usually chosen by the previous one, which has lead to the current vacancy. Usually it is a child of the current leader who has proven they can do the job, and want to. This has jumped a few generations of the B'Marne line, though, when either the children were not interested and a grandchild was chosen, or an in-law showed that they could and would hold up the Guild. This stable method has not only gotten the approval and support of the Guild itself, but also of many of their customers over the years. Usually the new Guildmaster purchases a new flagship to operate from, as the old flagship is retired with the former Guildmaster as his or her retirement home. Advancement is by hard work, and a high level of determination to succeed at all odds to get to the top, or to the desired position. Several of Renard’s children and in-laws are currently vying for the title of Guildmaster.

Allies and Enemies: This guild does not have many true alliances, though all Halflings seem to band together when the threat is large enough. Some of the Orrks that they deal with would fight very hard alongside them, if they knew that it was needed. There have even been sightings of Orrks on some of their ships. Since the incident with the Baran Navy, they are very cautious of anyone that even looks of Baran descent.

Ilnezhit A’dran (loose translation: “Hidden Death”)  
Author: Infernus

Type of Organization: Mercenary Guild open to anyone

Location: Formerly only in Port Conastinium, now all over the Feldarin Empire and possibly operating in other lands as well, most notably in Baran territory. The Guild headquarters is reportedly still in the Canal City.

Demographics: Mercenaries, thieves, thugs and the like, but mostly mercenaries. Racially composed of around 2,000 Humans, 1,600 Dwarves, 600 Feldarin, 400 Halflings, 100 Giantkin, and around 300 of other races. Also a number of slaves, mostly monster races.

Year Founded: 491

Size: Roughly around 5,000 members, as outlined in Demographics.
Description: This peculiar mercenary guild is incredibly secretive. The identities of its rulers, as well as its core of elite troops, are not known to the public. Only the lower ranking mercenaries reveal themselves as members. The guild draws money both from bidders in need of mercenary services and from the many rogues it secretly has under its control. The guild is in no way lawful, and if a job fails, or too many lives are lost, they are very likely to kill the person who paid to have the job done. Even successful jobs often end with a very high ranking officer of the guild appearing in the job-giver's room and extracting some extra gold, or other goods, if need be. They often arrange jobs of their own, to gain more power or for the simple excitement of their founder, who seems to enjoy the chaos. They like to work subtly, through assassination or more often by simple persuasion rather than open warfare, which, if it comes to it, they send their slaves in first, followed by the low-ranking mercenaries if need be. Most high profile jobs are handled by the elite core troops.

History: The Guild was founded in the year 491 by an aspiring Feldarin, and although most would call him overly aspiring and even reckless, he has held the Guild together with the fewest possible casualties, even during The Weeping. As it spread over the Empire, jobs were restricted to a single, or small group, of spies handling only essential business. Their leader has ruled for over 20 years, and he plans to stay until either his death or the need to abandon the guild and flee, tough he does whatever he can to avoid either possibility. When the plague struck, there were many casualties, and some even say the leader is now a Plaguetouched, tough few have seen him recently, and those who have are either dead or too loyal to betray his status. It is known that any member who becomes Plaguetouched is welcome to remain in the Guild.

Symbol: A downward turned dagger with a stream of green flowing down its blade. Some stylizations include a skull in the design of the pommel.

Goals and Motivation: For the Feldarin leader the only goal is power and gold, though he often does things of no particular benefit to him or the Guild, other than simple enjoyment, like seeing two groups fight about something the Guild planted without their knowledge.

Leader: He is usually referred to simply as Guildmaster, but he is sometimes referred to by a name: Artax Jarteril. Little else is known about him. The guild’s second in command, an Archmage General, fears him highly. Below the Archmage General are the Elite Mercenary Captains, followed by the Elite Guard itself, and under that are the normal Mercenary Captains and their Mercenary Soldiers. Below these are the rogues, thugs, and merchants (most of whom only belong to the Guild because they were forced to) who are required to deliver a high portion of the money they make or steal to the Guild vault. At the bottom are the slaves, who aren’t really guild members and are only used as fodder.

Allies and Enemies: The Guild does not openly ally themselves with anyone, unless it is needed by the job. There are rumors that they have allied with the Imperial Guard in the past, or that some of the Guard’s higher ranking members belong to this Guild. There are few enemies, as other aspiring guilds openly fear this one, and the law can easily succumb to things such as bribes or threats, though this Guild more often chooses the second option.

Oaths and Codes: The only code is to stay loyal and do as you’re told, or you are dead.

The Imperial Loyalty and Equality Alliance (ILEA)
Author: Doshi

Type of Organization: Political group open to anyone
**Location:** In the cities and provinces where the Feldarin Empire is strongest, primarily in the capital of Cadothim and in Port Conastinia.

**Demographics:** Wealthy Human merchants, some Human land owning aristocrats, a few Fighters and Wizards. Racial distribution: Humans 90%, Feldarin 6%, Halflings 3%, Nethergnomes (disguised as Halflings), ~1%.

**Year Founded:** Approximately ninety years ago.

**Size:** Approximately 255 core members.

**Description:** Not all politically ambitious Humans have reacted to the recent political instability in the Feldarin Empire by deciding they want to commit treason and overthrow it. There are some wealthy Humans who have profited from the existence of the Empire and who live in the central provinces where the Feldarin are strongest.

Many of these Humans want the Empire to survive, and make sure that the next Emperor is friendly towards their interests. They also want to see Humans admitted to the Senate, and generally feel that they should be allowed to become more politically influential than they currently are. They see the current situation as a golden opportunity to advance their interests. They do have enough wealth and influence to make some Feldarin who would like to be the next Emperor want to gain their support.

**History:** Over the course of the five hundred year history of the Empire, the number of Humans who command some measure of wealth and influence within the Empire has gradually increased. About a hundred years ago, a charismatic Human merchant named Hasim Jumblundi decided to form an organization designed to represent the interests of that increasingly wealthy and influential class of Humans. Because he wanted to make sure that there was no suspicion that he and his fellow Humans were conspiring against the Empire, he worked hard to persuade some influential Feldarin to also join the group that became the ILEA. A few did, and there have always been some Feldarin in the group ever since.

In its early years the organization never really gained much influence. It attracted some support by advocating improvements in the status of wealthy Humans in the Empire, and by encouraging Humans to be more loyal to the Empire. For years it was little more than a social club for some wealthy Humans and a few Feldarin sympathizers. Jumblundi’s family continued to be successful merchants, and they remained part of the ILEA. The current leader, Ali Jumblundi, is Hasim’s grandson.

When *The Weeping* swept over the Empire, it left the Imperial Throne empty. Suddenly there were many different factions after the throne, each looking for any supporters they could find. Suddenly, the ILEA mattered. Over a hundred wealthy Humans, ten respected Feldarin, and even some Halfling Merchant princes make up the current ILEA, and they look for any way to make their political opinions heard. Some members still genuinely want to improve relations between the two races. Others think they can use their ties to the ILEA to advance their own careers in some way.

**Symbol:** A circle enclosing two hands joined together, representing Human and Feldarin

**Goals and Motivation:** To advance the interests of wealthy Humans (and others) within the Empire. To make sure that the next Emperor owes the ILEA some significant favors in return for their support. To persuade the Feldarin nobility to allow some Human members of the ILEA to join the Senate. And finally, to make sure the ILEA is not accused of treason or
disloyalty to the Empire. They have recently made a public effort to hunt down and kill any known Human traitors in the Nexorum (see separate entry) who have attacked the Empire, and thereby silence the Feldarin doubters who accuse them of having ties to that group.

**Leaders:** Master Trader Ali Jumblundi (Expert 15/Aristocrat 2, Baran Human, Lawful Neutral), Baron Alexandros Panlogos (Aristocrat 4/Wizard 5/Fighter 4, Phoedran Human, Neutral), Captain Sir Antonius Casada, (Aristocrat 2/Fighter 16, Feldarin, Lawful Neutral).

**Allies and Enemies:** Some Feldarin resent the fact that any Humans would try to meddle in Imperial politics. A few have even accused the ILEA of being the “political arm” of the Nexorum (see separate entry). However, this accusation is mostly unfair. True, there are some members of ILEA who sympathize with the Nexorum. But most members of both groups would deny any suggestion that there was a direct connection between the two. The Nexorum officially considers the "Illies", as they call the members of the ILEA, to be a bunch of cowards and collaborators. Some Nexorum cells have carried out terrorist attacks on Human members of ILEA who have publicly called on Humans to remain loyal to the Empire. Most members of ILEA would like to see the Nexorum hunted down and hung as the seditionist rabble they are.

As a family of successful merchants, the Jumblundis also have longstanding ties to some Halfling groups (one of which Ali Jumblundi suspects is really a Nethergnome controlled group). He’s encouraged his Halfling connections to join the ILEA. The Halflings have started forming ties with some of the members besides Jumblundi. One Gnomes who has openly joined is a Wizard who has formed a friendship with another of the leaders of the ILEA, the Kvrin Baron Alexandros Panlogos, a staunch supporter of Kvrin Arch-Duke Brilev.

Every member of ILEA has to pay a yearly fee of ten gold pieces. Every member who has fully paid their fee can vote in a yearly election for a five person Council of Trustees. The Council then meets and decides on the actions of the Alliance. The ILEA has a charter, which can only be modified by a two thirds vote of all current members in good standing. The Council of Trustees must approve new members, but their decision can be overruled by a vote of the full membership. The charter states that at least one member of the five person Council must always be a Feldarin in good standing with the Empire. Two seats are currently vacant due to **The Weeping**.

**Oaths and Codes:** The Empire deserves our loyalty because it treats Humans honorably. As the Empire moves closer to granting Humans full equality, the Empire will only grow stronger. By working together, the members of the ILEA can advance our political interests and make the Empire a better place for both Humans and Feldarin, thereby making the Empire better as a whole.

**Inculpators**

Author: ajkkjjk52

"They may call themselves Lindarin, but we know what they are. They are the disgraced Feldarin; a race of our noble people who betrayed the rest of the beings of Ursoule, and who have now brought upon us this most horrendous of calamities. They may call themselves Lindarin, but we know that they are The Fallen, and we condemn them!"

- High Pursuer Azokus, in a speech given to the Fourth Council of the Inculpation.
**Type of Organization:** Militia open to Feldarin

While the Shame of the Elves is ancient history to many of the non-Elves of Ursoule, not all of the Feldarin have forgotten their origin. While many Feldarin long considered the Elves as cowards or betayers, it was not until **The Weeping** that the Inculpation was formed. In the mind of the cult’s “Council Pursuant,” the “Elves” not only fled from their Feldarin heritage, but in doing so brought about the plague. These Feldarin became known as the Inculpators.

The Inculpators call Elves “**The Fallen**” because they do not believe that the ritual done with the Plague Fiend created the Elves. Instead, they believe it stripped the participating Feldarin of their noble Feldarin traits. They see Elves not as a new form of Feldarin, but as a regressed one, biologically Feldarin but without the true dignity of their ancestors.

The Inculpation is not a branch of the Feldarin government, but it operates openly with no fear of curtailment. Their goal is simple: hunt down and destroy Elven communities. While they consider the Morvanima the worst of the worst, they grant no leniency to the Vanimar either, despite their own sorrow over their actions. When Inculpator scouts find an Elven settlement, or are tipped off by cooperative locals, they notify the Council Pursuant, who gathers as many Inculpators as they can (often up to 60% or more of the entire force) and they sweep in, killing every Elf they can find, women and children included, and destroying everything Elven that they find. Though their exterminations are unmerciful, they are not savage. There is a methodical precision to their work, and Elves who submit will be given a quick, clean death.

Many Feldarin view the Inculpators as overzealous fanatics who have leapt to incorrect conclusions about **The Weeping**. But at the same time, there is an unspoken sense of satisfaction among many Feldarin at the humiliation of a people who turned their backs on Feldarin society and thought themselves superior.

The Inculpators recruit mostly from the military class, particularly those who have lost family to **The Weeping**. For a young person who just lost their parents, an easy scapegoat is an attractive one, and the evidence presented by the Inculpators is especially convincing to someone raised to think that the Elves are cowards. The idea of craven weaklings betraying their warrior heritage, and selling out their life to a fiend, are easy to accept for one raised with the Feldarin concept of honor.

Only the highest-ranking Pursuers work full time for the Inculpation. The vast majority of the Inculpators are volunteers: Feldarin noblemen and tradesmen who have the financial resources to leave their homes once or twice a year for up to a month to go on a raid. This volunteer nature makes them more of a loose-knit society than a formal organization.

Cult rankings are numerical, based on the number of raids an Inculpator has been on. Thus, a 5th rank Inculpator has been on five raids. Within their ranks, a higher-ranking Inculpator will informally refer to a lower-ranking member by their number as a form of good-natured ribbing, (i.e. Hey Four, get us some more wine!) but in more formal contexts an Inculpator’s name will be used with their ordinal. (i.e. “Second Russil reported Elven movements around the edges of the Al-Barajah desert after our strike”). An Inculpator who has never gone on a raid is called an Initiate.

When an Inculpator reports the location of an Elven settlement, they receive the special title of Pursuer, which is placed after their ordinal (i.e. Sixth Pursuer Sallus).

The five highest-ranking Pursuers form the Council Pursuant, the highest body in the
Inculpation. They are responsible for evaluating reports and declaring a raid. The Council Pursuant participates in nearly every raid, leading from the front in order to justify their place, as well as to show the Elves how a real Feldarin acts. Members of the Council receive the title High Pursuer, and within the council there is no hierarchy.

**Composition:** In general, it is safe to assume that an Inculpator will have Class levels equal to their rank, although at higher ranks this may fall off a bit. Inculpators tend to be rangers or fighters, although many are also paladins. There are also many clerics, who have learned of the Shame of the Elves in their religious studies and renounced them as heretics. Arcane casters are exceedingly rare among this group.

All Inculpators are Feldarin, and they provide their own equipment, which can vary widely. The only unifying feature of all Inculpators is a blue hat, helmet, or facepaint, which has become an iconic feature of their order, and a terrifying sight for an Elf.

The typical Inculpator Soldier will be a Feldarin with a Masterwork chain shirt and shield, a Masterwork bow, and a Masterwork kukri and levels in both Aristocrat and something martial, such as Fighter or Ranger. They will ride a Light warhorse but be trained for ground combat. If a Ranger, they will have Elves as a Favored Enemy.

The typical Inculpator Elite will be a Feldarin with a +1 chain shirt, +1 longsword, and a cold iron glaive and several levels in both martial and stealthy classes, such as Fighter and Rogue. If a Ranger, they will have Elves as a Favored Enemy. They will ride a medium warhorse and be trained in mounted combat.

A typical High Pursuer will be a Feldarin with minimum +1 full plate, a +1 *Flaming, Elfbane* greataxe, and other supporting equipment with levels in Paladin, Cavalier, or Cleric. If a Ranger, they will have Elves as a Favored Enemy. They will ride a heavy warhorse and be trained in mounted combat.

**Plot Hooks:**

**As enemies:** Defending an Elven village from an Inculpator Warband is a challenge beyond anything that most adventuring parties can manage. However, an Elven village could entreat them to eliminate a Pursuer scout who had located the village.

**As allies:** If the Party knows the location of any Elves, a member of the Inculpation will personally pay them a small fortune for this information. The chance to please the Council Pursuant is so lucrative that this information is extremely valuable.

**The “Ironthunder” and Her Crew**

Author: levi

[Note: this description includes firearms. If your campaign does not use firearms you will need to make some changes]

*Author’s note: Unfortunately, not all the NPCs presented here are fully statted out. However, many of them are and the others have a list of their classes and levels for those that wish to use them. There are various plot hooks sprinkled throughout the descriptive texts, but they are not called out as such.*

**Type of Organization:** Privateer Skyship with a mostly Gnomish crew
Description

Captain Kugan makes a living, unlike other Gnomes, as a merchant of sorts. His primary business is fencing various goods (often magical or exotic) of questionable provenance. He also engages in more mundane trade and isn't above a bit of piracy on occasion. He always has some reason for piracy, such as somehow acquiring a charter as a privateer (usually under false pretenses), or claiming to have been hired to attack a specific vessel or fleet.

The vast majority of non-Gnomes he does business with never see him or his ship and don't even know that they're dealing with a Gnome. He has several non-Gnomish agents who do the actual dealing with their respective races, and deals are conducted in a no-questions-asked semi-anonymous manner. A notable exception is in dealings with a few Halfling pirates. While many Halflings despise Gnomes for their aloofness and tendency to disguise themselves as Halflings, Kugan's valuable services have gained him some slight trust among those who have goods they wish to discretely sell. It is by this relationship that he has acquired many powerful weapons for his ship, in exchange for the sinking of certain vessels.

All of the Gnomish members of Ironthunder's crew have been with her since before The Weeping. When the plague spread to the ship, several of her crew abandoned her in fear, but most stayed, knowing that the cities had the plague as well, and that the few ships that hadn't been exposed where not accepting new crewmembers. Of those that stayed, five died from the illness (including Kugan's wife) and several were affected but survived with varying degrees of mutation.

As The Weeping began to pass, the Ironthunder was shunned to some extent by other Gnomes due to the presence of Plaguetouched onboard. During this time, its business became more and more illicit and erratic, until the current scheme of fencing goods was settled upon. This provided both a steady income and a lack of any required contact with Gnomish settlements. It was also during this time that Ironthunder was rebuilt several times to its current, highly unorthodox, configuration. Originally an elegant ship of Halfling design, she was heavily damaged several times and very nearly destroyed on one occasion. After that event, the hull was rebuilt in a utilitarian, warship fashion, inspired by Halfling warships, and gained some of the heavy iron plating of Nethergnome Deepships.

The non-Gnome members of the crew are those who replaced the plague losses and have proven invaluable to Kugan's business as a smuggler. While they may appear to have joined up in a series of bizarre coincidences, they were actually carefully selected such that their desperate circumstances would insure their loyalty to Kugan for helping them out of their "unfortunate" situations. They are quite possibly the only non-Gnomes to have an intimate understanding of Skyship technology, but due to their fierce devotion to the ship and her captain, they are very unlikely to reveal any of this knowledge.

Kugan Captain Ironthunder

Kugan is a middle aged Gnome, with graying brown hair and a slightly wrinkled face. He is short, even for a Gnome, and stocky, but well muscled. He bears a number of scars and has a slight, but chronic cough (a remnant of a youth spent tending engine fires and several injuries to the lungs over his years as a warrior). He spends much of his waking hours in his thick armor. It is enameled black (to hide the soot) and has a helm that incorporates goggles and a gas mask.

The Captain runs his ship through a combination of mutual respect and intimidation. If his crewmembers perform their duties swiftly and without complaint, he treats them well and
pays them a good wage. However, for those that balk at orders or lay about, a heavy backhand is their reward. His current crew is competent and loyal, so he hasn't had to resort to such measures in a long time.

When he finds himself in combat, he prefers to open with a volley of ballista and cannon shots. If he has time, he'll reload for another blast. Once he gets into melee range, he tends to fire pistols and then drop them (they are on lanyards and only fall to waist level), wading into battle wielding his massive two-handed pick. However, he does have the skills to safely reload in combat and has been known to fire a well placed shot to aid his crew whilst being assaulted himself.

Kugan Captain Ironthunder: Male Gnome Fighter 10; CR 10; Small Humanoid (Gnome); HD 10d10+20; hp 90; Init +0; Spd 15'; AC 20 (+1 size +9 armor), touch 10, flat-footed 20; Base Atk +10; Grp +11; Atk Great Pick +15 melee (1d8+6 19-20/x4 P) or Pistol +12 ranged (2d6 19-20/x3 P 80'); Full Atk Great Pick +15/+10 melee (1d8+6 19-20/x4 P) or Pistol +12/+7 ranged (2d6 19-20/x3 P 80'); SA spell-like abilities; SQ darkvision 90', Gnome traits; AL N; SV Fort +9, Ref +2, Will +4; STR 15 (+2), DEX 10 (+0), CON 14 (+2), INT 15 (+2), WIS 12 (+1), CHA 13 (+1).

Skills and Feats: Craft (small arms) +4, Diplomacy +3, Intimidate +6, Profession (deck hand) +6, Profession (navigator) +6, Profession (pilot) +6, Sense Motive +6; Combat Loading, Exotic Weapon Profiency (small arms), Improved Combat Loading, Improved Critical (great pick), Negotiator, Power Attack, Quick Draw, Weapon Focus (great pick), Weapon Focus (pistol), Weapon Specialization (great pick).

Spell-Like Abilities: 1/day -- dancing lights, ghost sound (DC 11), prestidigitation. Caster level 1st. The save DCs are Charisma-based.

Possessions: Full plate (+1), Great Pick (+1), Two Military Pistols (14 rounds), Bandoleer of Strength (+2), Gloves of Dexterity (+2), Signet Ring (50 gp), Coinage (79 gp).

Zime First Mate Ironthunder

The daughter of Kugan and one of his "wives," Zime is young and attractive even for a Gnome. Her adolescent figure is just starting to show the curves of womanhood. Her hair is long and dark and falls to the small of her back. She is fair skinned and has penetrating green eyes (like her mother's, she claims). While she possesses a fine breastplate which is enameled a deep blue, she wears it only when her father insists she do so. She prefers to wear tight blouses, short skirts, and knee high boots.

She has a carefree attitude and views her life as a continual adventure, but often becomes bored on long journeys. She resents the isolationist attitude of Gnome culture and is especially annoyed that Ironthunder never docks at major non-Gnomish ports. If given the opportunity, she would run away from Ironthunder, but her father keeps a close eye on her and she hasn't gotten away yet.

Zime fights with vigor, wielding her cutlass with enthusiasm but not much skill. She tends to favor mobility and keeping her distance from the enemy. While she sometimes uses her small pistol to make a quick shot, she'd rather not be in melee and never reloads in combat.

Zime First Mate Ironthunder: Female Gnome Ftr 1; CR 1; Small Humanoid (Gnome); HD 1d10+1; hp 11; Init +1; Spd 20'; AC 18 (+1 size +1 dex +5 armor +1 shield), touch 12, flat-footed 16; Base Atk +1; Grp -1; Atk Cutlass +4 melee (1d4+1 18-20 S) or Holdout.
Pistol +3 ranged (2d4-2 19-20/x3 P 20'); SA spell-like abilities; SQ bleeding eyes, Gnome traits; AL C; SV Fort +4, Ref +1, Will +0; STR 12 (+1), DEX 13 (+1), CON 12 (+1), INT 10 (+0), WIS 10 (+0), CHARA 15 (+2).

Skills and Feats: Craft (small arms) +5, Perception +2, Profession (deck hand) +2, Profession (pilot) +1; Exotic Weapon Proficiency (small arms), Improved Initiative.

Spell-Like Abilities: 1/day -- dancing lights, ghost sound (DC 12), prestidigitation, touch of fatigue (DC 12). Caster level 1st. The save DCs are Charisma-based.

Possessions: Breastplate (MW), Buckler (MW), Cutlass (MW), Holdout Pistol (swivel barrel, 6 rounds), Jewelry (200 gp), Coinage (34 gp).

Iziganak Mage Ironthunder

Iziganak’s body is twisted and deformed. Not a single one of his limbs are straight and his torso isn’t symmetrical, the left side being much larger than the right. His head is larger than it ought to be and sits heavily on his short neck. His bloodshot eyes are sunk deep into his skull and constantly stream forth a sluggish flow of sticky, dark red blood. His flaxen hair is patchy and he keeps it cropped short.

Iziganak dresses in a flowing white hooded robe and carries a heavy oaken staff which he uses to balance his unsteady gait. His waist is wrapped about several times with a white silk belt, the folds of which are stuffed with all manner of obscure items. He carries himself with dignity, not allowing his disease to sully his self-respect.

Iziganak Mage Ironthunder: Male Plaguetouched Gnome Wiz 7; CR 7; Small Humanoid (Gnome); HD 7d4+14; hp 35; Init +2; Spd 20'; AC 15 (+1 size +2 dex +1 armor +1 deflection), touch 13, flat-footed 13; Base Atk +3; Grp -3; Atk Quarterstaff +3 melee (1d4-1 B) or Heavy Crossbow +6 ranged (1d6 19-20 P 120'); SA spells, spell-like abilities; SQ darkvision 90', bleeding eyes, deformed bone structure, summon familiar, gnome traits; AL N; SV Fort +4, Ref +4, Will +5; STR 6 (-2), DEX 14 (+2), CON 14 (+2), INT 18 (+4), WIS 10 (+0), CHARA 15 (+1).


Spell-Like Abilities: 1/day -- dancing lights, ghost sound (DC 11), prestidigitation. Caster level 1st. The save DCs are Charisma-based.

Wizard Spells Prepared (4/5/4/3/2; Save DC 14 + spell level): 0th -- Message, Resistance, two slots open; 1st -- animate rope, burning hands, floating disk, magic missile, true strike; 2nd -- fog cloud, locate object, mirror image, scorching ray; 3rd -- dispel magic, fireball, shrink item; 4th -- flame arrow, greater invisibility;

Spellbook (6050 gp, copper bound, vellum pages, hardness 7, hp 8, 7 lb.): 0th -- all; 1st -- animate rope, burning hands, floating disk, identify, magic aura, magic missile, true strike; 2nd -- arcane lock, fog cloud, locate object, mirror image, scorching ray; 3rd -- dispel magic, explosive runes, fireball, shrink item; 4th -- hallucinatory terrain, flame arrow, greater invisibility;

Possessions: Bracers of Armor (+1), Ring of Protection (+1), Quarterstaff (MW), Crossbow
(MW, 20 bolts), Ring of Feather Falling, Spellbook, Dried Blood, Pearls (2, 100 gp ea), Gold Dust (50 gp), Blood Ink, Pen, Coin (44 gp).

**Ulaulla Helmsman Ironthunder**

Ulaulla is a lithe fellow, tall for a Gnome, and quick on his feet. He keeps his blond hair trimmed short, but it's often unkempt. His blue eyes are always darting about and, like the rest of him, can't seem to keep still. Dressing in simple hemp clothing, he sometimes looks more like a Halfling sailor than a Gnomish Skyship crewman.

Despite his restless nature, Ulaulla manages to keep a steady hand when piloting the ship. (His feet, on the other hand, never seem to stop tapping.) When not flying the ship, he tends to scurry about, going from level to level, performing odd jobs, but never for more than ten minutes or so before he's off to do something else.

Ulaulla Helmsman Ironthunder: Male Gnome Expert 5; CR 4;

**Zeladara Mechanic Ironthunder**

Zeladara is very small and thin. Under the grease and soot, she's a good looking woman. She keeps her medium length brow locks tucked into a close fitting leather hat to keep them out of her way. When working, she wears heavy leather clothing with a large apron, the pockets of which are stuffed with all manner of tools and parts. When not working, she tries to clean herself up and wears nice outfits.

A mechanical genius, Zeladara was the designer of the rebuilt Ironthunder. She is unhappy about being exiled from Gnomish society because she wants to keep track of all the latest developments in her field. However, she's not willing to leave this ship and the years of work she has put into its intricate mechanisms. She hopes to convince Kugan to return to Gnomish society and would even be willing to turn the non-human members of the crew over to authorities if it would achieve this goal. The captain is unwilling to do so, and this occasionally creates tension between them.

Zeladara Mechanic Ironthunder: Female Gnome Expert 5; CR 4;

**Dubsar Supercargo Ironthunder**

Dubsar is a hulk of a Gnome. (It's sometimes rumored he has dwarf blood in his ancestry) Tall and wide, his thick body and limbs are well suited to his work. His face is dominated by a continual wide grin, overshadowing his brown eyes. His hair falls to shoulder length in the back, but the bangs are cut short.

While he may appear to be nothing more than a big dumb ox, Dubsar is actually very bright. He has a keen head for figures and manages the inventory and cargo of the ship. He is at his happiest when the cargo hold is full and isn't pleased when transporting a single high-value item rather than a large quantity of goods. While not a good salesman, he hopes one day to own a merchant ship of his own.

Dubsar Supercargo Ironthunder: Male Gnome Exp 5; CR 4;

**Zuzikumak Gunner Ironthunder**

Zuzikumak has the body of a hardened soldier. Her thick muscles have all but obscured any
hint of feminine curves. She shaves her head, which unfortunately emphasizes her plain features. Her dark grey eyes are continually fixed in a steely gaze, as if looking for the next target to shoot. She's always wearing her armor, even sleeping in it.

She lives to shoot heavy weapons. In her youth, she specialized in ballistae, but has recently fallen in love with the newly installed cannon. Of all the crew, Zuzikumak is the most “pirate” at heart. She wishes Ironthunder saw more combat than it does and is often bored and brooding when on the more usual trading missions. If not for her loyalty to the captain, she'd have likely fallen in with a Halfling pirate crew by now.

Zuzikumak Gunner Ironthunder: Female Gnome War 2; CR 1; Small Humanoid (gnome); HD 2d8; hp 9; Init +1; Spd 15'; AC 20 (size +1 dex +1 armor +8), touch 12, flat-footed 19; Base Atk +2; Grp -4; Atk Greatsword +1 melee (1d10-2 19-20 S or P) or Heavy Crossbow +5 ranged (1d8 19-20 P); SA spell-like abilities; SQ Gnome traits; AL C; SV Fort +3, Ref +1, Will +1; STR 7 (-2), DEX 13 (+1), CON 10 (+0), INT 13 (+1), WIS 12 (+1), CHA 8 (-1).

Skills and Feats: Craft (cannoneer) +6, Intimidate +1, Perception +3, Profession (deck hand) +3, Profession (siege engineer) +3; Ballista Training.

Spell-Like Abilities: 1/day -- dancing lights, ghost sound (DC 9), prestidigitation. Caster level 1st. The save DCs are Charisma-based.

Possessions: Fullplate, Heavy Crossbow (MW, 20 bolts), Greatsword, Grenade, Tinder Twigs (3), Coinage (45 gp).

Masdara Hand Ironthunder

Masdara is of average build and height. His brown eyes and short hair are fairly nondescript. His face is round and well proportioned, but somewhat forgettable. He dresses in simple clothing without much adornment. He and his brother are often seen together.

Masdara and his twin brother Adabar joined the crew just before The Weeping hit the major Gnomish cities. He is eager to learn Skyship operations and has quickly adapted to shipboard life. He finds the politics of Ironthunder's relations with the outside world frustrating, but feels that it's not his place to question the captain and his position.

Masdara Hand Ironthunder: Male Gnome Com 2; CR 1; Small Humanoid (gnome); HD 2d4; hp 5; Init -1; Spd 20'; AC 10 (+1 size -1 dex), touch 10, flat-footed 10; Base Atk +1; Grp -4; Atk Gaff Spear +2 melee (1d3-1 x3 P) or Gaff Spear +2 ranged (1d3-1 x3 P); SA spell-like abilities; SQ gnome traits; AL L; SV Fort +0, Ref -1, Will +1; STR 8 (-1), DEX 9 (-1), CON 11 (+0), INT 12 (+1), WIS 13 (+1), CHA 8 (-1).

Skills and Feats: Craft (woodworking) +6, Perception +3, Profession (deck hand) +9, Profession (navigator) +3, +4; Skill Focus (deck hand).

Spell-Like Abilities: 1/day -- dancing lights, ghost sound (DC 9), prestidigitation. Caster level 1st. The save DCs are Charisma-based.

Possessions: Gaff Spears (2, MW), Knife (MW), Airship Tools (MW), Gas Mask, Backpack, Silk Rope (50'), Grappling Hook, Grenades (3), Smoke Grenades (3), Flasks of Acid (3), Tinder Twigs (12), Coinage (424 gp).
Adabar Hand Ironthunder

As an identical twin, Adabar looks almost exactly like his brother Masdara. To make matters worse, they cut their hair the same and they share clothing to the point that almost no one can tell them apart. The rest of the crew has learned to read subtle body language that tells which is which, but even they get it wrong from time to time, which the brothers find highly amusing. They often communicate in a language that only they understand (unique slang).

Unlike his brother, Adabar is serving on the Ironthunder because of the pressure exerted by their father to continue the family trade and a desire to stay with his twin. Although he doesn't mind the work and does his job well, his heart's not in it. He would rather have studied wizardry, and isn't unhappy with how his life has turned out so far. He's begun attempting to learn magic from Iziganak, but has yet to pick up the art.

Skills and Feats: Knowledge Arcana +7, Perception +2, Profession (deck hand) +4, Spellcraft +6, Use Magic Device +5; Magical Aptitude.

Spell-Like Abilities: 1/day -- dancing lights, ghost sound (DC 11), prestidigitation. Caster level 1st. The save DCs are Charisma-based.

Spellbook (1050 gp, copper bound, vellum pages, hardness 7, hp 8, 7 lb.): 0th -- Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Light, Prestidigitation, Ray Of Frost, Read Magic; 1st -- Magic Missile.

Possessions: Quarterstaff (MW), Spellbook, Spell Component Pouch, Scrolls of Magic Missile (3, CL 3rd), Wand of Ray of Frost (39 charges), Ink and Pen, Knife, Coinage (124 gp).

The Story of Jesilae the Elf

Jesilae is outcast from Elven society for reasons she chooses not to reveal. Some suspect she worships the Plague Fiend, while others claim she's a wanted murderer. Still others tell a sordid tale of romance gone wrong which, depending who tells it, varies from adultery, to rape, to incest, to an arranged marriage she wanted no part of. She generally views these speculations with scorn. She sometimes drops subtle hints that the darker of these tales may be true, but this may be only to cultivate fear among the other crewmembers.

The first non-Gnome to join Ironthunder's crew, Jesilae was approached by captain Kugan to replace the ship's previous cleric who had died from the plague. She was staying in Nekrazzabar and had raised considerable ire by attempting to learn about Skyship designs. Having a hard time finding an experienced healer willing to join the crew of an "infected" ship, he decided to offer her a position aboard Ironthunder. This was lucky for her, as it had been recently decided (in secret) to have her put to death to protect Gnomish interests.

It wasn't so lucky for Kugan or his crew. Due to his act, he is also considered a traitor, and has a substantial price on his head. Shortly after this was decreed, several attempts to earn the bounty where made, but the devastating firepower of the Ironthunder repelled all attempts and no one has attempted to capture him recently. Officially, he is charged with
treason, murder, and heresy. The last two charges may be considered trumped up as he has never made any statements contrary to Gnomish religious beliefs. The charges of murder stem from the failed attempts to capture or kill him by bounty hunters.

As a result, the Ironthunder has gone from merely ostracized, to completely exiled from Gnomish society. While it occasionally stops in smaller Gnomish settlements, it hasn't been to any of the major Gnomish cities in years.

**Jesilae Medic Ironthunder**

Jesilae is a tall and thin Morvanima Elf. She is quite aged, but her features, other than her platinum hair, do not show it. She dresses in long, tight-fitting, black dresses, and often has her hair done up in an elaborate coif with silver combs. Her face is long and pale and is dominated by her large grey eyes and their long lashes. She does not wear any visible arms or armor and reveals no hint of her class from her outward appearance.

Jesilae is the only non-Gnome member of Ironthunder’s crew to have added a Gnomish profession title to her name or to use “Ironthunder” as a surname. Sometimes, she even goes by the assumed Gnomish name of "Urmanusak."

In combat, she prefers to feign helplessness until the enemy gets close enough to touch, at which point she lays into them viciously, usually with Inflict spells. She fights determinedly, but without honor, and will not give up her life to save another. If overmatched, she will attempt to retreat and will surrender if necessary. As a prisoner, she is not to be trusted and will attempt to kill her captors or escape if an opportunity presents itself.

**Jesilae Medic Ironthunder:** Female Morvanima Elf Clr 7; CR 7; Medium Humanoid (Elf); HD 7d8-7; hp 32; Init -1; Spd 30'; AC 18 (-1 dex +9 armor), touch 9, flat-footed 18; Base Atk +5; Grp +3; Atk Great Falchion +9 melee (2d6+3 18-20 S) or Longbow +6 ranged (1d8+2 x3 P 110'); SA spells, spell-like abilities, rebuke undead (X/day); SQ low-light vision, elf traits; AL LE; SV Fort +4, Ref +1, Will +7; STR 14 (+2), DEX 8 (-1), CON 8 (-1), INT 12 (+1), WIS 16 (+3), CHA 15 (+2).

Skills and Feats: Diplomacy +7, Heal +15, Knowledge (religion) +9, Perception +4, Profession (deck hand) +8, Spellcraft +10, Combat Casting, Martial Weapon Proficiency (longbow), Precise Shot, Exotic Weapon Proficiency (great falchion), Weapon Focus (longbow).

Spell-Like Abilities: 2/day: detect magic, message, touch of fatigue; Caster Level 7, save DCs are Charisma-based.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; Save DC 13 + spell level): 0th -- cure minor wounds (3), guidance, resistance (2); 1st -- bless, cure light wounds (2), deathwatch, magic weapon*; 2nd -- bear's endurance, cat's grace, cure moderate wounds (2), death knell*; 3rd -- cure serious wounds (2), magic vestment*; 4th -- death ward, divine power*.

*Domain Spell. Domains: Death (death touch), War (longbow proficiency and focus).

Possessions: Full plate (+1, Glamered), Great Falchion (MW), Composite Longbow (MW, Mighty +2, 60 Arrows), Silver Unholy Symbol, Healer's Kit, Notebook (Skyship design notes), Ink and Pen, Coinage (179 gp).
**Jaryn and Lazia**

Lazia was the younger daughter of a minor Feldarin duke. She was raised to believe that humans deserved their fate. Her bland existence as a highborn with little hope of real power caused her to become bored with her life. She spent her time partying and sought to drown her meaningless existence in wine. This caused Caltan rebels based in the Emaich Forest to believe she’d be an easy target to assassinate, which is how she met Jaryn.

Jaryn was a Free Caltan assassin assigned to kill Lazia. He accepted the mission with vigor because he viewed her as a spoiled rich girl living off the labors of his fellow serfs. When the time came to do the deed, he hesitated. He’d killed several Feldarin before - officials, guards, oppressive landholders - but never a defenseless young woman, hardly more than a girl, passed out in her bed. Lazia claims it was "love at first sight," and it may have been, but Jaryn always says he just didn't see how her death would support the revolution.

Instead, he ended up kidnapping her. Originally, he had planned to ransom her for arms and supplies, but her father decided to respond with force instead. Meanwhile, Jaryn was accused of compromising his fellow rebels and, thus, he was marked for death by both sides. After a pair of assassins nearly killed them both, he fled the country, with her in tow.

After various misadventures and numerous attempts by Lazia to kill Jaryn, they began to develop a strange mutual affection. Still on the run from both the Free Caltan and the Feldarin, they were seeking transport on a Halfling vessel when Kugan offered them a position as part of his crew. Passing as a Halfling, he offered them passage to "anywhere in the known world" in exchange for one year of service on board his ship. Desperate and nearly out of money, they accepted these steep terms.

By the time they realized the truth about their employer, they had already signed a binding magical contract and it was too late to back out. Their contract has been expired for several years, but they've stayed on, serving out of a true loyalty they have developed despite the deception involved in their initial hiring. Several years after joining the crew, Jaryn and Lazia where married by captain Kugan in a simple ceremony attended only by the other crewmembers.

**Jaryn A'Ruark Ironthunder:** Male Human Ftr 3 Rog 2; CR 5;

**Lazia A'Ruark Ironthunder:** Female Feldarin Ars 3 Rog 2; CR 5;

**A Trio of Orrks - Eztli, Tlaloc, and Coco**

**Eztli**

Eztli is of about average height and muscular build. She wears red leather armor and a helm made from a large bird’s skull. Her long brown hair is kept in braids and she has worked numerous wood and bone carvings and semiprecious gems into it. Her face is round, with no nose to speak of and large black eyes. Her skin is of a grey cast and tanned from the sun and wind.

It was Eztli’s idea to run away to save her friend Coco from the sacrificial altar. While she had rejoiced in the deaths of many warriors she’d captured, she didn't want to loose her friend. She believes that the only reason Coco was selected for sacrifice was that she had rebuffed the high priest’s advances towards her. In her travels outside Orrk lands, she's
learned that other races do not make blood offerings to the gods, and she has begun to question her religious beliefs. At times this makes her wonder if she's tainted her soul with all the blood of the captives she's taken who were sacrificed.

Eztli Ironthunder: Female Orrk Barbarian 4; CR 4;

Tlaloc

Tlaloc is a tall and handsome warrior. He tends to wear little clothing, which reveals his muscular build and numerous tattoos. His broad face is marked by several scars which give him a rugged quality. His eyes are black and his skin a dark green, but his long hair is red. When in battle, he wears Masterwork quality armor of black leather.

Tlaloc is troubled by his current circumstances. He still believes that the gods demand blood, but his (so far) unrequited love for Coco drove him to defy his elders in the matter of her sacrifice and escape with her. He is aware that these actions have not won him her love and is now unsure of what to do. Sometimes he considers returning to the Orrk lands and offering her as a gift to the gods, while at other times, he contemplates suicide.

Tlaloc Ironthunder: Male Orrk Barbarian 2 Rogue 2; CR 4;

Coco

Coco is an exceedingly attractive young Orrk woman. Her unusual violet eyes are unforgettable and matched only by her waist length black hair. She dresses lavishly, her rich clothing acquired as gifts from ardent suitors when she still lived in Orrk lands. She moves her well proportioned limbs with a grace and fluidity that belies her underlying strength. Her light green skin has a nearly flawless complexion.

As beautiful as she is, Coco has a hard time being taken seriously as anything other than a sex object. She resents the way that others tend to see her and is saddened that her looks have led to her friends being outcast. She finds the cramped and unnatural quarters aboard Ironthunder disturbing, but stays because she doesn't want to abandon her friends after all they've done for her, and out of a loyalty to the captain for rescuing them.

Coco Ironthunder: Female Orrk Aristocrat 1 Druid 3; CR 4;

The HMS Ironthunder

The Ironthunder is a hulking mass of wood and metal. Her basic shape is best described as a coffin. Approximately rectangular, her sides taper back into a narrow stern, and also, although not as much, towards the helm in the bow. Her beam is the widest about a third of the way aft, with the front and rear squared off and the upper and lower deck plates level. She is armored with heavy steel plates securely fastened with iron bolts. Rusty streaks run down from these, tarnishing the gleaming blue steel.

The cockpit is paneled with thick windows of transparent crystal. Rimmed with brownish sooty grime, it's a wonder they can be seen through at all. Adamantine shutters cut through with narrow slits lie beside these portals. In the center of the stern, a similar shutter without a slot sits closed. Four heavy iron doors line each side, hinged with corroded bronze rings at the top.

Down each side of the cockpit, a set of heavy brass rungs form ladders going from ground
level to the deck above. A short wrought iron railing festooned with sharp spines lines the
deck, lending a fearsome appearance. Two massive hatches are the only notable features
on the bare steel deckplate, one towards the bow and another, larger one, near the stern.
Each one features a thick brass wheel mounted in the center of the square doors and well
greased bronze hinges.

Two sets of three short copper smokestacks rise from her stern deck. They belch forth
plumes of blue grey smoke, spreading a haze behind the vessel. Twelve stout legs sprout
from her underside, each pair ending in a battered skidplate.

At first glance, she appears to lumber ponderously through the sky, but when pressed into
full power, her arcane engines push forward with incredible speed. It would be stretching
the truth to say she flies with grace, but she posses an uncanny swiftness and bold
maneuvering.

**Interior Description**

The interior of Ironthunder is split into three decks about five feet in height, except for the
forecastle, which is split into two taller decks, the larger of which houses the helm. The aft
of the ship is occupied on all three levels by the smoky engine and its arcane firebox.

The uppermost deck houses the crew's quarters and the galley. The main crew quarters are
little more than tightly packed bunks. Space is at a premium, especially after the addition of
several members of larger races to the crew. The officer's quarters are hardly any better
than the crew quarters, again, basically just tightly packed bunks.

The captain's quarters, occupied by Kugan and Zime, are somewhat more spacious. They
are lavishly decorated, but no amount of effort can keep the dirt and grime that permeates
the ship from dulling even this space. The galley is compact and utilitarian, much of the
space being occupied by a large stove and some creaking tables. Stores of food line the
walls, but most of the supplies are stored below, in the cargo hold.

The cockpit is an expansive room, paneled on three sides, with thick crystalline viewports.
In the center of the room are the complex levers and other mechanisms that control the
ship. The back wall is festooned with maps and star charts. These maps show everything
from continents, to seas, to passages of the Beneath. Scrawled across them in obscure
Gnomish handwriting are notes and figures.

The middle deck is dominated by a number of large siege engines. Four very large ballistae
and two large cannon line each side of the open chamber. Each of them is mounted on a
complex mechanical platform that can be rigged to fire from the sides of the ship by means
of large portals set in the walls. Two more of these platforms allow for ranged or melee
combatants to exit the ship during combat. A large winch with a thin iron chain is mounted
next to each of the ballistae. The center of the room is occupied by ammunition (ballista
bolts, cannon balls, barrels of gunpowder) and miscellaneous cargo, all lashed down by
strong nets to prevent it from moving about.

The lowest deck is the cargo hold. It is filled with a maze of barrels, crates, and loose items
all held in place by a sea of netting. Towards the rear, it is filled with burnable materials.
Wood, coal, dried corpses, and even barrels of sticky black oil are used to fuel the mighty
arcane engines. The firebox has two doors that open into the hold to allow the crew to
steadily feed the hungry flames.
In the center of the rear, a large freight elevator can be extended up through all levels of
the ship, and exits onto the main deck when the large hatch is open. This allows for large
quantities of cargo to be moved into and out of the ship quickly. However, it does leave a
gaping hole in the decks and occupies a lot of space. In particular, getting from one side to
the other of the second level is rather tedious unless the elevator is parked on that level.
During combat, it is moved to the fighting deck and locked into place.

At the front of the hold is a massive cannon and its supplies of ball and powder. Unlike the
other weapons, its mounting is fixed and does not extend from the ship. It merely has a
large gunport out of which it fires in line with the heading of the ship herself.

Three pairs of ladders run from the bottom to the top of the ship. The front most of these
connects the cargo hold to the helm. The second connects all three decks, passing through
the galley and crew quarters to a hatch that opens onto the upper deck. The third pair also
connects all three decks and provides access to the crew and officer quarters, but not out of
the ship.

Statistics

Author’s Note [edited]: These statistics are from a 3rd edition Spelljammer conversion.
(Specifically, the Shattered Fractine ship combat rules.) No formal decision was reached by
the design team on airship rules, so I decided to use what I’m familiar with. If someone
wants to convert this to whatever system they use, feel free to do so.

Name: Ironthunder
Tonnage: 24.5 spelljammer tons
Cost: 319,525 gp
Hit Dice: 34d10+80 (260 hp)
Initiative: As Helmsman
Tactical Speed: 80 ft. (16 squares 2 hexes)
Tactical Maneuverability: Average
Armor Class: 12 (-8 size +10 natural)
Armament: Blunt Ram, Heavy Cannon, 2 Light Cannons, 4 Heavy Ballistae
Special Qualities: --
Crew: Y / Z
Air Capacity: 4096 Man Days
Landing, Land: Yes
Landing, Water: No
Hardness: 10
Material: Steel
Power Type: Gnomish/Massu Engine
Cargo Space: 6.5 spelljammer tons
Keel Length: 180 ft.
Beam Length: 50 ft.

Armament

Ironthunder's armaments are all Gargantuan weapons, so Medium creatures take a -6 to
fire them and Small creatures take a -8 to fire them. However, they are mounted on
specially constructed platforms that negate -4 of this penalty, bringing the penalties down
to only -2 and -4 respectively.

1 Heavy Cannon (6d8 19-20/x3 P 200')
2 Light Cannon (6d6 19-20/x3 P 160')
4 Heavy Ballistae (4d8 19-20 120')

Please adapt and modify the Ironthunder to your campaign as you see fit.

The Mah’kaarite Cult
Author: Mephibosheth

Aditi tiptoed furtively into the temple, totally overwhelmed by the immense, cavernous stone space. The large empty room seemed to consume her, and the line of dim oil lamps seemed to draw her inexorably toward the shrine in an alcove at the far end of the hall. Carefully stepping over the threshold, she clutched a small plate of herbs colored with red powder to her chest, careful lest she spill any of the offering on Mah’kaari’s floor and incite his anger. Her mother has always said that Mah’kaari’s temples must be kept clean.

When she reached the far end, she knelt before the alcove, placing the plate of reddened herbs in front of her before prostrating herself on the ground. Out of the shadows in the alcove stepped one of the silent priests of Mah’kaari, his bare skin still wet from one of countless ritual baths and a faint aroma of purifying alcohol surrounding him. He reached down to inspect the plate and, looking at Aditi’s prostrate form, quietly grunted acceptance of her offering and gestured that she should cross the threshold into the shrine itself. Shaking with fear, Aditi rose, took the plate from the priest’s hands, and brought it before the image of Mah’kaari himself. She knelt again at the base of the image and placed the plate at its feet before beginning the slow, lilting song that was her individual performance offering. Then, having completed her song, she lifted the plate overhead and upended its contents onto the idol with shaking hands before backing slowly out of the shrine. Once back in the main hall, she turned and ran from the temple, tears of fear and relief coursing down her cheeks. She had assuaged Mah’kaari and ensured another month of safety for her and her family. Hopefully, her brother could make the trip next month.

Type of Organization: Cult dedicated to Mah’kaari, the Pahali God of the Plague

Details: A plague known as The Weeping has wracked the land, leaving devastated people, unanswered questions, and paranoia in its wake. Some blame its ravages on the Plague Fiend, an entity who governs disease and pestilence. Most fear and hate this figure, hesitating even to speak his name. A few secretive groups are devoted to serving and worshipping him. Many deny his existence and attribute the plague to a bewildering variety of other causes both mystical and mundane.

In Pahal, where divinities take countless forms, a new deity has risen to prominence in the wake of The Weeping. Known by the name “Mah’kaari,” this new god is widely believed to be responsible for the spread of the deadly disease. Unlike the hatred inspired by the Plague Fiend, Mah’kaari’s name is freely spoken in Pahal. However, few – if any – are devoted to the service of Mah’kaari, for he is seen as a master impossible to please who demands the ultimate sacrifice of his servants. Instead, Mah’kaari is placated, and offerings are made at his temples and shrines as a way of ensuring that the supplicant and their family will avoid the deadly wrath of the deity, and The Weeping.

Background
Official representatives of the Mah’kaarite sect are few, often only one or two clerics at each temple. They are also widely dispersed and largely unorganized, having at least some presence in almost every town where The Weeping hit but lacking much central direction.
Most often, individual clerics conduct the affairs of their temples independently.

The nominal leaders of the cult are located in the city of Milanaa, one of the hardest hit by The Weeping. It is often said that the worship of Mah'kaari originated in this city. This rumor is more than likely true, though the rapidity of the cult's spread makes it difficult to trace its origin. Nonetheless, such guidance as there is for the larger cult flows from the clerics at Milanaa. The Mah’kaarite cult is primarily a religious group, making little effort to involve themselves in politics. However, some of the more active clerics attempt to pressure local rulers to institute public health services, and all its clerics try to secure the patronage of their local powers and prominent local citizenry.

The Mah’kaarite ritual is complex and laborious, especially for the clerics who engage in the ritual ablutions at least ten times daily, hoping to purify their bodies and ward off disease. These baths are vigorous and intense, and involve scraping the body with ritually-pure implements and the application of several kinds of salves and soaps. Priests also refrain from all but the most basic conversation and keep their mouths covered with an alcohol-soaked scarf, hoping to prevent the transmission of disease through their breath.

Mah’kaarite temples are kept spotlessly clean and ritually pure. Often, fragrant herbs and spices are burnt in incense burners in all corners of the temple so that their healing smoke can waft through the building and prevent disease. Lay devotees often offer a selection of medicinal herbs to the deity in hopes of placating him. These herbs are always sprinkled with red powder to represent the tears of plague victims. Visiting a Mah’kaarite temple is often a frightening and emotionally draining experience for the lay devotee, with silent clerics and the perpetual chance of catching disease or offending the god with improperly performed rituals. Often, the sick are brought to the temples to make special offerings for cures and health, contributing to the risk of infection at a Mah’kaarite temple.

While local organization is light and most members of the cult are concerned only with their own rituals and struggles, there are factions of the cult operating throughout Pahal. One is known as the Tears of Mah’kaari and is a benevolent organization that seeks to heal and assuage the wounds caused by disease, especially The Weeping. Another is known only as The Censers, a shadowy and little-known organization that researches the spread and transmission of disease, often with the purpose of intentionally aiding it.

**Temple Architecture**

Above all, Mah’kaarite temples are symbolic, representing the nature of Mah’kaari and the overall goal of the devotees (i.e. dealing with disease). When viewed from above, the temple structure itself looks like an angular teardrop which, combined with the reddish sandstone almost always used to construct them, reminds the viewer of the bloody tears of both The Weeping and Mah’kaari himself. Mah’kaarite temples are always located adjacent to a source of running water; either a river or a man-made channel or canal. The temple structure and grounds are always constructed in a recession in the ground of about 7 feet deep (again, either natural or man-made), and water is diverted over the outer wall of the structure and the doorway. This water is released slowly through small holes in the door frame, producing a constant shower of water. As devotees enter the temple through this door, they are required to spend a few
moments cleansing themselves before entering the temple grounds. The area surrounding
the central temple structure is always perfectly flat and is usually marked by one or more
bathing pools, where clerics and devotees frequently conduct vigorous cleansing rituals.

The inside of a Mah’kaarite temple is always kept spotless, and is a remarkably clean space.
It is supported by a series of pillars that guide the devotee from the front door to the shrine
of Mah’kaari at the back. Oil lamps are mounted on these pillars, adding to the few beams
of sunlight that come in through the front door. In all corners except near the front door,
incense burners remain constantly lit, filling the temple with fragrant smoke that is believed
to kill any diseases that may be present. The shrine itself is found at the back of the tear-
drop shaped structure, and is separated from the rest of the temple by a wall and door. A
temple cleric always sits near this door, awaiting any devotees that require his attention. A
statue of Mah’kaari sits behind the door, and is always constructed of red sandstone and,
depending on the wealth of the temple, may be lavishly decorated.

**Purpose**
The Mah’kaarite cult is exceedingly diverse and relatively disorganized. Most clerics only
seek to maintain their local temple and continue to placate the god. Most devotees only
seek to protect their immediate families from disease.

The Tears of Mah’kaari and The Censers, however, have much more well-defined goals. The
Tears seek to prevent epidemics and efficiently treat diseases that do occur. They conduct
intense magical research into methods of curing and preventing diseases and disperse their
agents throughout Pahal, seeking to become involved at the local level in preventing
disease. They often take up residence in or near Mah’kaarite temples to give themselves
better access to those that need their services.

The Censers, on the other hand, work to understand methods of disease transmission and
creation. They often work to prevent anti-disease efforts and try to guide the course of
epidemics in what they believe to be natural patterns. At other times they seek to start or
facilitate epidemics, using disease as a tool to re-establish natural population patterns.
Sometimes their activities are guided by political or economic concerns, and the services of
individual Censers can occasionally be bought.

**History**
While the popularity of Mah’kaari worship is a relatively new phenomenon dating only to the
spread of *The Weeping*, Mah’kaari is actually a much older figure worshiped in the small
villages of Pahal. The tropical climate of this region combined with its frequent contact with
foreigners visiting the seaports, have made disease a relatively common occurrence and
encouraged the development of Mah’kaari as a local deity to deal with the ravages of the
various diseases that plagued the towns and villages.

As *The Weeping* swept through Pahal, people began to seize on anything that could
possibly prevent and cure the plague. As a result, worship of Mah’kaari began to spread
quickly to all corners of the land, and people flocked to the temples that were sprouting up
to offer their collections of herbs and assuage the wrath of the disease god.

Even now, as the plague has largely subsided and life is beginning to return to normal, a
steady stream of nervous suppliants trickles into and out of Mah’kaarite temples, and plates
of herbs are offered with shaking hands to appease Mah’kaari clerics.

**Resources and Benefits**
The average Mah’kaarite temple has very little resources. Most of the contributions to the
The only exceptions to this are the two major factions within the organization. The Tears of Mah’kaari earn substantial revenues by selling medicines and preventative measures. These monies go to fund their research and distribution efforts. Members of the Tears can usually acquire any item or service up to 10,000 gp with a little effort, and can sometimes acquire items or services valued at up to 50,000 gp in dire situations.

The Censers tend to be wealthier than the Tears, “earning” their revenues by extorting money in exchange for plague cures, looting towns destroyed by disease, and similar activities. The Censers can acquire any item or service up to 20,000 gp with a little effort, and can sometimes acquire items or services valued at up to 100,000 gp if the need is dire.

Demographics
The Mah’kaarite cult is very racially homogenous, with the vast majority (about 95%) of the membership being Pahali humans. Indeed, all of the clerics and most worshippers are humans. There are a few Halfling and Baran devotees of Mah’kaari, but most of them are among the traders that set up shop in centers of commerce like Milanaa and Phataka. The cult leadership is slightly more diverse among classes, and is divided as shown below:

- **Cleric:** 50% - Mostly levels 5 and lower, though many of the sect’s leaders, high priests, and members of the two active factions are higher-level Clerics. Many of the temple priests are Cloistered Clerics.
- **Monks:** 20% - Along with Clerics, Monks help serve at temples, and some temple priests are Monks. Monks also feature prominently in the ranks of the Tears of Mah’kaari.
- **Rangers:** 10% - Rangers are especially prominent in both the Tears of Mah’kaari and the Censers, where their travel and wilderness abilities help extend the reach of these factions and give them access to the wider world.
- **Druids:** 5% - Druid members of the sect are mostly engaged in research into the nature of diseases and how diseases progress when left unchecked.
- **Arcane Casters:** 5%
- **Other:** 15% - Mostly members in administrative roles (including Rogues, Bards, Experts, and other classes). Very few Fighters and Barbarians are members of the organization, and no Paladins.

The Censers and the Tears of Mah’kaari
The Tears of Mah’kaari and the Censers are the two most active factions within the Mah’kaarite cult, both in the world at large and against each other. Two sides of the same coin, these two organizations coexist within the Mah’kaarite hierarchy but rarely work together and frequently clash over the general direction the leadership should take.

The Censers
The Censers believe that disease is a part of nature and should be allowed to run its course. The ideology they espouse is one of the superiority of natural processes and patterns, especially the importance of maintaining “natural” population levels and allowing epidemics to run their course as a natural part of life.
The Censers are involved in a variety of projects, ranging from the theoretical to the concrete. They research the nature of disease creation and transmission, including patterns of disease outbreaks and plagues, population levels and birth/death rates, and the influence magic can have on disease. Agents of The Censers occasionally act to start diseases, releasing carefully-prepared pathogens into water and food supplies or starting magical infections in selected targets. They also work to allow diseases to spread, interfering with quarantine and treatment efforts and helping to guide the progress of diseases.

Individual Censers operate with a high degree of independence, and don’t necessarily follow the dictates of their leaders to the letter. It is often possible to compromise, bribe, or otherwise sway a member of the Censers, and many politicians and power-brokers work to maintain influence with at least one member of the organization.

**The Burning Censer Prestige Class**

The militant arm of The Censers, a Burning Censer is an expert in disease creation and transmission and use their unique abilities to start infections and interfere with efforts to stop the spread of disease.

**Requirements:** Sickening Spell; Knowledge (Geography) 5 ranks, Heal 13 or Profession (Doctor) 13 (or similar, at DM's discretion); Ability to cast Contagion as an arcane or divine spell; Membership in or acceptance by The Burning Censers

**Class Skills:** Craft, Heal, Knowledge (Arcana), Knowledge (Geography), Knowledge (Nature), Knowledge (Religion), Linguistics, Profession, Perception, Spellcraft

**Skill Points at Each Level:** 2 + Int modifier

**Table: The Burning Censer Prestige Class**

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<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Spellcasting</th>
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<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Diseased Body; Disease Scent</td>
<td>+1 Level of existing spellcasting class</td>
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<td>2</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
<td>+3</td>
<td>Rapid Degeneration; Sickening Touch</td>
<td>+1 Level of existing spellcasting class</td>
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<tr>
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<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Sickening Spells; Aura of Decay</td>
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<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Deadly Disease; Disease Immunity</td>
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</table>

**Class Features**

**Spells per Day:** When a new level is gained in Burning Censer, the character gains new spells per day as if they had also gained a level in any one spellcasting class they belonged to before adding the prestige class. This does not grant any other benefits a character of that class would have gained. If a character had more than one spellcasting class prior to becoming a Burning Censer, they must choose to which class this increase applies. Once chosen, this choice cannot be changed except by level loss that is restored naturally (i.e., restored by normal gaining of experience, not by spell, class ability, item, etc.).

**Diseased Body (Su):** Beginning at 1st level, a Burning Censer’s frequent exposure to disease grants a bonus equal to their total class levels on saves to resist diseases. In addition, they gain a bonus to their natural armor equal to their Burning Censer class level.
**Disease Scent (Ex):** Beginning at 1st level, a Burning Censer’s frequent exposure to disease makes them aware of the scents given by diseases. As a standard action they can detect the scent of disease on any single target within a 60 foot radius. At 3rd level this detection is a Swift action. A successful Heal check reveals what kind of disease the target creature may possess. The Heal DC is 10 + the HD of the target creature and this may be done as a free action.

**Rapid Degeneration (Su):** Beginning at 2nd level, when a Burning Censer casts the *Contagion* spell, the frequency of the disease changes to 1/round. Beginning at 4th level, the effects of the disease are doubled.

**Sickening Touch (Su):** Beginning at 2nd level, when a Burning Censer succeeds at a melee touch attack, the target becomes *Sickened* (–2 on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) unless they make a Fortitude save, DC 10 + ½ Censer levels + Censer’s Wisdom modifier.

**Sickening Spells (Ex):** Beginning at 3rd level a Burning Censer can add *Sickening Spell* to any spell they cast without increasing the target spell’s level.

**Aura of Decay (Ex):** At 3rd level a Burning Censer gains an aura which weakens the immune system. All targets within 30 ft., including allies, gain –2 on saves against disease. A Burning Censer may turn this aura on or off as a swift action.

**Virulent Disease (Su):** Beginning at 4th level, any creature that has any ability score (not just Constitution) reduced to 0 by the effects of a Burning Censer’s *Contagion* spell must make an additional fortitude save or die.

**Nauseating Touch (Su):** Beginning at 4th level, when a Burning Censer succeeds at a melee touch attack, the target becomes *Nauseated* (cannot attack, cast spells, concentrate on spells, or take any action requiring attention; only a single move action per turn) unless they make a Fortitude save, DC 10 + ½ Censer levels + Censer’s Wisdom modifier.

**Deadly Disease (Sp):** Beginning at 5th level, a Burning Censer gains the ability to use the *Contagion* spell to infect their foes with a unique disease known as *The Fragrance*. This disease is particularly deadly, dealing an instant 2d6 points of Constitution damage if the target fails their fortitude save vs. the *Contagion*.

**Disease Immunity (Ex):** Beginning at 5th level, a Burning Censer is immune to all diseases.

**New Spell – Awaken Disease**

**School:** Transmutation **Level:** Cleric 6  
**Casting Time:** 24 hours  
**Components:** V, S, M (herbs and oils worth 4,000 GP), DF  
**Range:** Touch  
**Target:** Diseased square, creature, or container (max. 5x5x5)  
**Duration:** instantaneous  
**Saving Throw:** No  
**Spell Resistance:** Yes (Special, see description)

You awaken a disease to human-like sentience. To succeed, you must make a Will save (DC 10 + Base DC of the Disease). Further, if the target is within an area protected by any sort of Spell Resistance, you must also overcome that resistance. The awakened disease will ignore you as long as there are other creatures in the area. You have no special empathy or
connection with a disease you awaken, although it may serve you in specific tasks or endeavors if you communicate your desires to it. Further castings of Awaken Disease on the same creature have no effect.

An Awakened Disease gains the Ooze and Swarm types, has blindsight out to 60 feet, and communicates telepathically. An Awakened Disease has 3d6 Intelligence, 1d3 Charisma, +2 HD and cannot serve as a companion, familiar, or special mount. Its Skills are Fly and Stealth.

**The Tears of Mah’kaari**

The Tears of Mah’kaari fight all diseases and their effects. They research cures, provide care for those suffering from diseases, and helping enforce quarantines. Often, this mission brings them into conflict with The Censers, and it’s often difficult to believe that the two factions are part of the same religious group.

The hierarchy of the Tears of Mah’kaari is much tighter than that of The Censers, and individual members most often travel with detailed orders and on specific missions. The organization also operates clinics attached to Mah’kaari temples in a few major cities, though their resources aren’t large enough to support these at all locations.

The Tears of Mah’kaari aren’t entirely benevolent, however. They can act ruthlessly to stamp out disease, should the need arise. The history of the sect records a few seldom-mentioned incidents when the Tears destroyed the populations of entire villages to halt the spread of The Weeping. These incidents of killing the patient to cure the disease are few in number, but there is always a fear that every mission the Tears undertake will degenerate into this kind of strategy.

**Healer’s Tears Prestige Class**

The Healer’s Tears are the front lines of the Tears of Mah’kaari. They are dispersed throughout Pahal, fighting diseases and epidemics wherever they go. As such, they are infinitely familiar with the kind of physical and mental degradation that disease can visit upon an individual, and have developed many unique techniques for enhancing their effectiveness at combating this sort of damage.

**Requirements:** Maximize Spell; Heal 10 ranks, Profession (Herbalist) 5 ranks; Ability to cast Remove Disease and Restoration as divine spells; Membership in or acceptance by the Healer’s Tears

**Class Skills:** Craft, Diplomacy, Heal, Knowledge (Arcana), Knowledge (Religion), Knowledge (Nature), Profession, Perception, Spellcraft, Survival

**Skill Points at Each Level:** 2 + Int modifier

### Table: Healer’s Tears Prestige Class

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<thead>
<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Special</th>
<th>Spellcasting</th>
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<tbody>
<tr>
<td>1</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>+2</td>
<td>Heightened Immunity; Check Health</td>
<td>+1 Level of existing spellcasting class</td>
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<td>2</td>
<td>+1</td>
<td>+3</td>
<td>+0</td>
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<td>Healing Efficiency; Curing Touch</td>
<td>+1 Level of existing spellcasting class</td>
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<tr>
<td>3</td>
<td>+2</td>
<td>+3</td>
<td>+1</td>
<td>+3</td>
<td>Improved Healing; Aura of Health</td>
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<td>+3</td>
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<td>+1 Level of existing spellcasting class</td>
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<tr>
<td>5</td>
<td>+3</td>
<td>+4</td>
<td>+1</td>
<td>+4</td>
<td>Killing Cure; Disease Immunity</td>
<td>+1 Level of existing spellcasting class</td>
</tr>
</tbody>
</table>
Class Features

Spells per Day: When a new level is gained in Healer’s Tears, the character gains new spells per day as if they had also gained a level in any one spellcasting class they belonged to before adding the prestige class. This does not grant any other benefits a character of that class would have gained. If a character had more than one spellcasting class prior to becoming a Burning Censer, they must choose to which class this increase applies. Once chosen, this choice cannot be changed except by level loss that is restored naturally (i.e., restored by normal gaining of experience, not by spell, class ability, item, etc.).

Heightened Immunity (Ex): Beginning at 1st level, a Healer’s Tears’ constant exposure to disease gives them an improved immune system. They gain a bonus equal to their class level on saves against diseases. In addition, they gain a DR/- equal to their Healer’s Tears class level.

Check Health (Ex): Beginning at 1st level, a Healer’s Tears can detect whether any single target within a 60 foot radius is diseased as a standard action. At 3rd level this detection is a Swift action. A successful Heal check reveals any diseases the target creature possesses. The Heal DC is 10 + the HD of the target creature and this may be done as a free action.

Healing Efficiency (Ex): Beginning at 2nd level, a Healer’s Tears’ ability to care for illness and injury improves. Any time a Heal check is made that requires more than a standard action, the time required is halved. Alternatively, the Healer’s Tears can care for twice as many individuals, though the time required is not reduced. Finally, the Healer’s Tears can provide First Aid as a Move action instead of a standard action.

Curing Touch (Su): Beginning at 2nd level, Healer’s Tears can Remove Disease with a successful melee touch attack. At 4th level, they can cast Remove Disease at Close Range. They can do this a number of times per day equal to their Wisdom modifier.

Improved Healing (Su): Beginning at 3rd level, whenever a Healer’s Tears casts a spell that heals ability damage or removes ability penalties, they can make a Heal check as a free action to increase the amount healed. A DC 20 Heal check adds 1d4 points to the amount of damage healed, and every 10 above 20 adds an additional point (Hitting DC 30 heals an 2 extra points, etc).

Aura of Health (Ex): At 3rd level a Healer’s Tears gains an aura which strengthens the immune system. All targets within 30 ft., including allies, gain +2 on saves against disease. A Healer’s Tears may turn this aura on or off as a swift action.

Immunize (Su): Beginning at 4th level, a Healer’s Tears can grant immunity to disease to any creature. They can only provide immunity to a disease they have experienced (either through personal suffering or observation). The Healer’s Tears makes a Heal check that is opposed by the disease’s fortitude save DC, accepting a -5 penalty to represent the increased difficulty of providing immunity. Each immunity lasts a number of weeks equal to half the Healer’s Tears’ class level, and any given creature can be immunized against a number of diseases equal to their Constitution modifier (minimum 1).

Restoring Touch (Su): Beginning at 4th level, Healer’s Tears can cast Restoration with a successful melee touch attack and without the need for any material components. At 5th level, they can cast Restoration at Close Range. They can do this a number of times per day equal to their Wisdom modifier.
**Killing Cure (Su):** Beginning at 5th level, a Healer’s Tears’ devotion to eliminating disease reaches a fever pitch, and they gain a potent but dangerous healing ability. When making a successful melee touch attack, a Healer’s Tears can force all foreign particles and organisms from the body of the target. This automatically cures all diseases and poisons afflicting the target and restores all ability damage, but also inflicts 2d6 points of damage per level the Healer’s Tears has reached (max 5, for 10d6 damage). A successful fortitude save (DC 10 + ½ class level + Wisdom modifier) halves this damage. This ability can be used 3 times/day.

**Disease Immunity (Ex):** Beginning at 5th level, Healer’s Tears are immune to all diseases.

**Adaptation and Adventure Hooks**

The Mah’kaarite Cult can easily be inserted into any campaign taking place in Pahal or any area influenced by Pahali civilization (likely only a few cities on the southwestern coast of the Baran desert). Because the widespread worship of Mah’kaari is a recent phenomenon, it is quite possible that a party might not have encountered it at all until the DM introduces it. In fact, the only region that absolutely must have a Mah’kaarite presence is Milanaa and the region immediately surrounding it. The sect can be introduced in a multitude of ways. There might be a Mah’kaarite temple or shrine in the town the party passes through. They might cross paths with an adventuring member of either The Censers or the Healer’s Tears. They might have been stricken with a disease and go to a Mah’kaarite cleric for healing.

The Mah’kaarite Cult can serve almost any role in a campaign. A member of The Censers could be a major or secondary villain, attempting to thwart efforts to end a plague. A member of the Healer’s Tears could also be a major or secondary villain, attempting to kill the party or their loved ones, or random strangers, in an effort to wipe out a disease. Alternately, the party may be the ones starting the disease and look to The Censers for help to fight against the Healer’s Tears efforts to stop the plague. The cult could also be a background organization, affecting the politics of the setting and adding verisimilitude.

**Adventure Hooks**

- The local Mah’kaarite temple is overwhelmed by an outbreak of a disease. No other agents of the cult are available in this isolated area, so the temple cleric turns to the party for help.
- One of the PC’s is stricken with a deadly disease and goes to the Mah’kaarite temple for healing, where he/she is quickly rebuffed and sent away by an obviously nervous cleric. If the party investigates, they find that the disease was started by a Burning Censer and that the PC was picked as a carrier to spread the disease.
- The local Mah’kaarite temple, which is known throughout Pahal as a pilgrimage center where people have received miraculous healing, has suddenly lost its power to heal. The cleric begs the party to investigate.
- The party is approached by a Burning Censer who wants their help to infect the local well with a virulent disease. What will they do?
- A small village is infected with a deadly disease, and the Tears of Mah’kaari are at a loss for what to do. They ask the party for help to cure the disease/eliminate the population/maintain the quarantine [choose one] until the disease burns itself out.
- A family of villagers has run out of sources for herbs to donate to Mah’kaari, and it’s almost time for the monthly offerings. They ask the party to track down some rare, important healing herb.
• The party are agents of the Tears of Mah’kaari and find themselves suddenly falling ill after an encounter with some other devotees of the god. How did this happen? Are the other devotees Burning Censers? What will the party do?

**Mah’kaari – Pahali God of the Plague**

*Mah’kaari image by BearofbadNews*

**Iconography and Symbols**: Mah’kaari is most often represented as an emaciated figure, clad in a loincloth made of the leaves of a wide variety of plants (usually stylizations of important herbs). He is usually seated in a meditative pose on a stool made of the bodies of his victims. He has 10 arms, each holding a vial or incense-burning device (the exact nature of these implements depends upon location and the prominent diseases of the area). His hands are usually posed to indicate waving or shaking as he distributes disease over the world.

His symbols include an incense burner, a stoppered vial, a leaf, a scarf, and a drop of water or blood drawn in ash.

**Alignment**: Mah’kaari is usually presented as Neutral, his diseases being nothing more than a part of life, though he spreads them with a wantonness and joy that many find disturbing. However, as happens so frequently within Pahali religions, this view is far from universal. Some factions within the sect represent him as Neutral Evil, and the bringer of destruction. Others represent him as Neutral Good, and one who prevents plagues when properly placated. Mah’kaari’s actual alignment is the providence of the individual DM.

**Domains**: Chaos, Death, Healing, Madness

**Favored Weapon**: Light Flail

**Personality**: Mah’kaari is most often depicted as a dangerous god who must be placated to forestall disease and epidemic. In some dogma he is vindictive and will instigate a plague at the slightest provocation. In others he is more benevolent, preventing outbreaks of disease but ultimately bound to set them free on occasion. His personality differs from temple to temple and village to village. The only universal in this cult is the need to placate him, lest disease be set free.

**Broader Association**: Mah’kaari is associated with Life and Death in the Pahali pantheon, linking him closely with Jekhaharti. Indeed, he is often seen as nothing more than a form of Jekhaharti, created to fulfill some important role in the play of life.

**Campaign Notes**: Essentially, this is a religious cult that arose in Pahal after The Weeping went through. The Pahali religious tradition is one of a multitude of gods, with the division into the Five categories used on the rest of the continent being a more recent addition to Pahali religious faith. Thus, many local deities like Mah’kaari are still worshiped in Pahal.

The Mah’kaarite Cult can easily serve as a foe or a friend for the party, most likely through interaction with the
organization’s leaders or the two active branches: Healer’s Tears and The Censers. For example, if the party is trying to cure a disease in a small village, a member of the Healer’s Tears might assist them in their search for the cure while a member of The Censers might serve as the BBEG, having started the disease in the first place. Alternatively, the sect might merely serve as background for the campaign, with a temple or small shrine in almost every village and city the party visits. Finally, this sect is likely limited to the Pahali region, with perhaps a few shrines and temples in any foreign lands Pahali live (likely only on the edges of the Baran desert).

The Nexorum
Author: Meat Shield

Type of Organization: Secret Militant Group open to anyone against the Empire

Location: Most major Feldarin population centers that also have a large non-Feldarin population. This includes most previous Caltan cities and some Kvrin strongholds.

Demographics: The Nexorum consists of groups of Humans residing in all major cities and some rural areas. Many locales have multiple independent groups operating at the same time, with no knowledge of the others to ensure that the elimination of one group does not remove all Nexorum influence in an area.

Year Founded: At about the same time as the Feldarin Invasion (or what they call the “Landing”)

Size: The number of members has fluctuated over the years, due to efforts of the Feldarin to quash all opposition and most recently due to The Weeping. The Nexorum currently numbers only a few thousand, but they are actively seeking new members and alliances.

Description: The Feldarin view the many recent acts of insurrection as a new rebellion begun since The Weeping spread across the Empire and weakened their hold on the populace. In reality, the rebels have been around almost as long as the Feldarin have.

History: The Nexorum came into being shortly after the Feldarin conquest. Over the centuries, they have gone from a small group of dispossessed humans meeting to communally vent their frustrations, to an extensive network of spies and saboteurs spread throughout the Empire. The membership has also grown to include non-humans who have become embittered with Feldarin rule. All see the current post-plague situation as an opportunity to finally remove the Feldarin boot from their lands.

Symbols: As a secret organization, no visual symbols are known to exist. Members recognize each other by hand signals. Some have attributed a newly seen symbol of a black letter “F” pierced by an upraised red sword to the Nexorum.

Goals and Motivations: Most Nexorum activities revolve around intelligence gathering, harassment, and sabotage. Occasionally however, ambushes and assassinations are carried out against the Feldarin and their allies.

Leader: The current leader of the Nexorum is a Human simply known as Aquillus. For mutual protection in case of capture, his real name is not known to any of his people, and he does not know the actual names of his immediate subordinates.
Aquillus has been in the Nexorum since childhood, starting out as a spotter for infiltrators and spies, then moving up to participating in, and then leading, raids on Feldarin troops and their Dwarven mercenaries.

Having seen his parents killed as a reprisal for Nexorum activity in his home village (when all they did was care for a wounded member), Aquillus has no pity when it comes to the Feldarin, and will ruthlessly pursue and dispatch any he views as a threat. His leadership style is no nonsense and direct – you always know exactly where you stand with Aquillus.

Although he is in his mid-thirties, he appears a decade older due to a lifetime of conflict and hiding from authorities. He has black hair that is graying at the temples, with light blue eyes. His face is heavily lined and, running from left temple to his chin, he bears the scar from a Feldarin longsword that nearly ended his crusade against the invaders.

The command and control functions of the Nexorum is handled by a surprisingly small group of dedicated anti-Feldarin zealots, mostly Human but with a few Elves, a Giantkin, and some Halflings (DM note: one of the Halflings may be a Nethergnome, planted by one of the secret Gnome organizations). The Giantkin is a powerful Druid who uses his animal friends to convey messages to various far-flung cells of Nexorum agents.

There has been some recent conflict with members of the Imperial Loyalty and Equality Alliance (ILEA, see separate entry), who are Humans seeking more involvement in Feldarin politics. ILEA openly supports all efforts to destroy any Human rebels to prove their loyalty to the Empire. The Nexorum considers them to be collaborators and traitors.

**Order of the Hidden Fire**

Author: Mephibosheth

> "It is said that a flame that is covered is useless, giving light to no one, for no one can see a flame that is covered, except he who covers it. To some, this can make all the difference, for a covered flame still burns."

- Henri B'Artaign, founder of the Order of the Hidden Fire

**Type of Organization:** Secret Order dedicated to helping Plaguetouched, others

**Location:** Anywhere there are Plaguetouched being persecuted.

**Demographics:** For those who discover its existence, joining the Order of the Hidden Fire is rather easy. The only real requirement is that the members actively work to assist the Plaguetouched and other individuals persecuted because of The Weeping. This assistance may take many forms, including providing sanctuary, resources, spellcasting, and other services.

Of the races on Ursoule, only Humans, Feldarin, Halflings, and Dwarves have any significant presence in the Order of the Hidden Fire. Elven Plaguetouched are very rare and are too reclusive to join the Order, Giantkin do not contract The Weeping, and Gnomes are too xenophobic to have any surface presence. Still, members of these races will occasionally join, either as outcasts from their communities or in order to help Plaguetouched.
Classes: The membership of the Order of the Hidden Fire includes members of every class. Rogues, rangers, bards, and arcane spellcasters tend to be slightly more common, as their talents naturally lend themselves to the secretiveness of the organization, but anyone can be a member so long as they are loyal to the organization and are willing to pitch in. Also, the percentages below are based on the number of members with class levels.

Year Founded: During the time of The Weeping.

Size: This is a large and loosely organized group whose numbers continue to increase as those who survived The Weeping become aware of its existence.

Description: In the wake of the ravages of The Weeping, a new and often persecuted minority arose: the Plaguetouched. These shaken survivors of the deadly disease carry with them permanent scars of the plague, as blood flows periodically from their eyes and their bodies and minds bear the lingering effects of the disease.

Along with the physical and mental aspects associated with their condition, Plaguetouched must contend with the societal prejudices brought about by The Weeping. Anything associated with the deadly plague carries immense social stigma, and many people are unwilling or unable to look past the link the Plaguetouched have with the disease, often persecuting them as carriers or causes of its spread. As the disease subsided and the population began to heal, organizations began to spring up seeking to aid those who were attacked or driven into exile by angry mobs.

One such organization consisted of Plaguetouched and a few of their supporters, who formed the Order of the Hidden Fire to work toward the safety of the Plaguetouched and all others scarred by The Weeping. The Order works in secret to establish safe-houses and resources for Plaguetouched in trouble, and works publicly (through “front” organizations) to educate people about the plague and to changing perceptions of the Plaguetouched.

History: The Order of the Hidden Fire was formed during the period of chaos when the ravages of The Weeping threatened to end peace and order the world over. Few were able to survive the plague, and even fewer were able to come through unscathed. Many that managed to survive were permanently scarred, becoming Plaguetouched, and suffer from a variety of afflictions as a result of their brush with death.

Early on, the Plaguetouched became associated with the suffering brought about by The Weeping, and almost as soon as their existence became known, people began to despise them, chasing them away from settled areas in unruly mobs, killing them on sight, and even forming groups bent on promoting the “greater good” by exterminating the Plaguetouched entirely. Many had to go under-ground (both literally and figuratively) to survive.

One day, in the land of Pahal, where the ravages of The Weeping were seen as a device of the civilization’s enemies to weaken its defenses, a Halfling merchant named Henri B’Artaign witnessed the persecution of a Plaguetouched man while on a visit to the city of Milanaa. The Plaguetouched, bleeding profusely from his eyes and convulsing from a combination of his Plague-weakened health and the torture of the mob, tried to fight them off by shooting rays of fire at them, evidently hoping to reduce the mob’s numbers and weaken its resolve. However, he was in danger of being overwhelmed by the angry citizens. Outraged and appalled, Henri and his crew ran forward, grabbed the man, swiftly carried him aboard their ship, and set sail from the harbor. On board the ship, the man, whose name was Zukam, told Henri about the persecution of the Plaguetouched in his homeland. Henri, who had heard similar stories and seen similar occurrences in other ports, decided to try and do something to protect the Plaguetouched and their kin. He realized that although overt fire
had failed Zukam in Milanaa, perhaps a hidden fire, one of solidarity and stealth, might be able to save the Plaguetouched from death and exile. Thus was born the Order of the Hidden Fire.

Whenever they stopped in a port, Henri and Zukam sought out the Plaguetouched of the area and also searched for allies. The two traveled throughout the world, seeking out Plaguetouched and sympathizers and establishing networks of safe-houses. It is during this time that Zukam developed the spells allowing the creation of the Plaguefire Rings, and the symbol and methods of the Order of the Hidden Fire were developed.

Since its founding, the Order of the Hidden Fire has grown quickly, as Plaguetouched everywhere joined in hopes of living safe lives once again. The leaders of the Order also expanded its scope, tacitly encouraging research into methods to aid Plaguetouched (spells, medicines, etc) and subtle campaigns aimed at promoting acceptance of the Plaguetouched. They hope to use the metaphorical light and heat generated by their hidden flame to bring about enlightenment in the populace and provide comfort and succor for Plaguetouched.

While the Order is widespread and well-known among Plaguetouched and their supporters, it has been remarkably successful in staying under the general radar. Many only know of its existence as a shadowy rumor, easily discounted. In the rare cases where members have turned traitor, they have been dealt with swiftly and brutally by those they tried to betray.

**Symbols:** The Order of the Hidden Fire uses symbols as a means of recognizing each other and communicating with members. Almost all members of the group eventually acquire Plaguefire Rings, a unique magic item created by members that produces a small green flame on command. Members of the Order use this flame as a signifier of their membership. The symbol of a hand holding a tongue of green flame is also used in a number of ways to denote Order safe-houses and locations friendly to Plaguetouched. Some members draw or tattoo the flame symbol on themselves to serve as an indicator of their membership until they are able to acquire Plaguefire Rings. Flames of all kinds have become symbols for the Order, and everything from candles in the window of a home to bonfires on the hills outside a town can signify the presence of the Order of the Hidden Fire.

**Goals and Motivation:** The Order of the Hidden Fire seeks to keep Plaguetouched hidden and safe, much the way a traveler keeps a flame within a lamp to protect it from the elements and to prevent its light and heat from aiding those he would keep blind to its existence. They also seek to shed light on the true nature of The Weeping and the Plaguetouched, much the same way a lamp or torch reveals that which is hidden by darkness. Finally, they seek to assist the Plaguetouched in removing the signs of their condition or alleviating the negative symptoms, much the same way a fire cleanses or provides comfort in the cold. It is normally a non-violent organization, though it will sponsor adventuring parties and certain limited violent actions from time to time. These actions are usually initiated by local chapters of the organization and hope to accomplish local aims (assassinations, thefts of important artifacts and documents, etc).

**Leaders:** While there is no official hierarchy for the Order of the Hidden Fire, there are a few individuals whose importance and power has placed them in a position to direct the general activities of the Order. These individuals were all instrumental in the founding of the Order, and continue to work to further the goals of the Order:

- **Zukam** (Plaguetouched Human [Pahali] Wizard 10, Loremaster 5)
  A powerful and wise wizard, Zukam was a member of the formative cadre of the Order of the Hidden Fire, and was the first member to undertake magical research to
disguise the effects of *The Weeping* and to work to cure the afflictions of the Plaguetouched. Over time, he has grown increasingly paranoid and reclusive, gradually withdrawing from open work for the Order. He still organizes research into new spells and items to help members of the Order.

**Henri B’Artaign** (Halfling Rogue 10, Legendary Captain 9)
Henri’s intervention in Zukam’s life, and his cooperation with Zukam to help Plaguetouched, sparked the formation of the Order of the Hidden Fire. While the diffuse nature of the Order makes it difficult to truly lead, Henri is able to nudge the Order in the direction he feels best. He has astounding influence among members of the Order, and he and his crew constantly sail the world, helping existing groups of Order members and establishing new safe-houses.

**Angelos Theopoulos** (Human [Phoedran] Bard 8, Virtuoso 4)
Angelos was a highly skilled poet who was one of the few in his hometown who was able to overlook the physical disabilities of the Plaguetouched and see the internal beauty that still resided within their broken frames. When Henri and Zukam first traveled to Phoedra, he was one of the few non-Plaguetouched to join the Order of the Hidden Fire. Since then, he has focused his considerable skills in persuasion, rhetoric, and leadership to spearhead the Order’s efforts to educate people about *The Weeping* and the Plaguetouched. His subtle campaigns have been crucial to maintaining the secrecy surrounding the Order while simultaneously spreading their message throughout the world.

**Resources/Benefits:** The Order of the Hidden Fire is a diffuse organization. It has little by way of a central treasury, relying mostly on the resources of its members to accomplish its goals. Thus, the resources available to members are highly dependent on the location and circumstance of those with whom one has contact.

Members of the Order of the Hidden Fire can access the resources of the members of the Order in any given location to receive protection and housing. Often, members will provide goods and services to other members at a discount, including magic items and spellcasting.

**Gather Information/Knowledge DCs, Order of the Hidden Fire:**

- **DC 15:** “Yeah, I heard something about the Order of the Hidden Fire once. Something about those *spit* Plaguetouched creatures. Sounds dodgy.”
- **DC 20:** “Ah, the Order of the Hidden Fire! I’ve heard that they actually try to *protect* the Plaguetouched! They think that they’re not actually responsible for *The Weeping*. Load of nonsense if you ask me.”
- **DC 30:** “The Order of the Hidden Fire! No one’s asked about them in a while. I heard that they’re behind all these guys trying to teach us about *The Weeping*, and that they have a bunch of hideouts and secret labs. Bet they’ve got some pretty heavy disguise spells in the works. Maybe even a cure for the Plaguetouched, or for *The Weeping* itself!”
- **DC 40:** Reveals the names of the Order’s founders, or of specific members in a city.

Note that discrete use of flame symbols while Gathering Information will lower these DC’s by 5 and will result in a 20% chance of contact by a member of the Order. Use of a Plaguefire Ring will lower the DC’s by 10 and result in a 40% chance of contact by a member of the Order.
Adventure Hooks

- Zukam has become increasingly reclusive in recent years, finally disappearing from sight completely. Henri is worried about his old friend, and asks the party to find out what happened to him.

- Important members of the Order in the city in which the party is currently staying have been captured by an anti-Plaguetouched organization. The party must rescue them before they are forced to divulge information that could spell doom for the Order.

- An agent of the Order of the Hidden Fire has infiltrated the [royal palace, city hall, etc] and attempted to kill the [king, mayor, etc.], who barely escaped. The [king, mayor, etc.] asks the party to hunt down the local Order and eliminate it.

- An anti-Plaguetouched riot breaks out in the city. Will the party join in, or will they attempt to aid the Plaguetouched?

- Henri asks the party to travel to a particularly dangerous area to investigate the state of things in the region, possibly starting new chapters of the Order if none exist already.

Order of the Hidden Fire - New Spells

**Plaguefire Flame**

**School:** Evocation [Fire]  **Level:** Brd 0, Clr 0, Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 Swift Action  
**Range:** 0 ft  
**Effect:** A small tongue of flame in the palm of your hand  
**Duration:** Concentration (up to 1 round/level)  
**Saving Throw:** None  
**Spell Resistance:** No

This spell was developed by Zukam as a method of identifying members of the Order of the Hidden Fire. Using this simple spell, many rings were crafted that allowed the spell to be used by non-casters, making it a symbol of membership in the Order of the Hidden Fire.

This spell creates a small tongue of bright green flame appears in the palm of your hand. The flame sheds light as a candle, and can be used to set combustible objects on fire. This flame cannot be used to set a creature on fire.

The flame produced by this spell can also be caused to flicker in any pattern the caster desires, allowing it to function for the transmission of short coded messages.

**Mask**

**School:** Illusion [Glamer]  **Level:** Brd 1, Sor/Wiz 1  
**Components:** S, V, F  
**Casting Time:** 1 Standard Action  
**Range:** Touch  
**Target:** 1 Creature Touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will Negates (harmless)  
**Spell Resistance:** Yes (harmless)

This spell was developed by Order of the Hidden Fire researchers to provide a quick, easy, and cheap way to disguise the facial features of Plaguetouched. When cast by a powerful enough caster, it even allows them to cover the bloody tears that mark the Plaguetouched.
This spell allows the caster to alter the minor facial features of the creature touched. Changes are limited to: changing eye color, covering or adding scars/birthmarks/etc, altering the shape of facial features, and other minor changes of a similar scope. The appearance of the target’s face is altered at the time of casting the spell, and does not change (however, see below).

In addition to altering already-existing facial features, this spell allows the caster to attempt to anticipate future changes in appearance. Whenever the facial features of the subject of this spell change (i.e. gets a scar or a burn, eyes bleed, etc.), make a Spellcraft check using the modifier of the caster of the spell. The DC to successfully cover the change in facial features is 15 + 2/hour since the casting of the spell. If this check is unsuccessful, changes appear on the target’s face as normal.

This spell only changes the appearance of the subject’s face. It does not disguise the texture of the subject’s skin, nor does it prevent any other senses from detecting the subject’s true features. This spell grants a +5 bonus to Disguise checks when used to create a disguise.

*Focus Component:* A mask of any type

**Obscure Symptoms**  
**School:** Illusion [Glamer]  
**Level:** Brd 3, Sor/Wiz 2  
**Components:** S, V, F  
**Casting Time:** 1 Standard Action  
**Range:** Touch  
**Target:** 1 Humanoid Touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will Negates (harmless)  
**Spell Resistance:** Yes (harmless)

This spell was developed as a more robust version of *Mask* to obscure some of the more dramatic symptoms of the Plaguetouched.

This spell can be cast on any humanoid that has been affected by a disease or is currently suffering from a disease. The spell seeks out the remnants of the disease, determines the external, physical symptoms of that disease, and masks those symptoms so that it appears to all observers that they are not occurring. This spell only obscures visual evidence of the symptoms. Other senses may register the symptoms as normal.

This spell grants the target a +10 bonus on Disguise checks to appear whole and healthy when his/her symptoms would otherwise be apparent.  
*Focus Component:* Some bandages or other health-related material taken from the target.

**Suppress Symptoms**  
**School:** Conjuration [Healing]  
**Level:** Clr 3  
**Components:** V, S, M  
**Casting Time:** 1 Minute  
**Range:** Touch  
**Target:** 1 Creature Touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Fortitude Negates (harmless)  
**Spell Resistance:** Yes (harmless)

One of the greatest breakthroughs of the Order of the Hidden Fire’s researchers, this spell can be used to suppress the symptoms of any disease for a period of minutes, allowing
Plaguetouched to exist in normal society for a short period of time.

Upon completion of casting, all disease symptoms suffered by the target are suppressed. Any physical evidence of the disease temporarily disappears, and all ability scores are temporarily restored to normal. Sores recede, tremors cease, any seizures that would be suffered during this time period do not occur, etc. This spell effects even diseases immune to Remove Disease. At the end of the spell’s duration, the symptoms return.

*Material Component:* Healing oils and ointments

**Order of the Hidden Fire - New Magic Item**

**Plaguefire Ring**

This simple pewter ring is set with a small piece of circular green glass. These are commonly used to indicate membership in the Order of the Hidden Fire. Whenever a command word is spoken (usually something simple and unobtrusive that can be whispered), it allows the wearer to cast *Plaguefire Flame*.

*Faint Evocation; CL 1st; Forge Ring, Plaguefire Flame; Price 900 gp*

**Sample Chapter of the Order of the Hidden Fire**

The Order of the Hidden Fire located in the town of Brasov (located to the north of Osijek in the midst of the Kvrinzemyan Mountains) is a typical rural chapter of the Order, focused on providing safe-houses to Plaguetouched that pass through on their way to other locales as well as protecting the identity of the few Plaguetouched who have remained in Brasov. The town itself is intensely prejudiced against Plaguetouched, having suffered heavily from *The Weeping* and from an intense bout of thievery blamed on Plaguetouched who were driven from the surrounding communities and sought shelter here.

The members of the Order in Brasov are very careful to maintain a low profile, and are very reluctant to attempt the type of education campaigns going on in other cities. They focus on getting Plaguetouched safely through the town, hiding them from the authorities, and supplying them with provisions and necessary items. They even have a small stock of Plaguefire Rings to give to new members of the Order. They also maintain a bonfire on the hills above town indicating their presence. This bonfire occasionally flickers green for a few seconds, ensuring that the right message is communicated.

There are a few members of the Order in Brasov that chafe under the secrecy and relative inaction required to survive in the town. A few of the younger members have begun to contemplate violent action in retribution for offenses against Plaguetouched.

Around 20 people in Brasov are members of the Order. Most provide supplies and services to the Order, but a few operate safe-houses in their homes and in the surrounding hills.

**Important Members**

Andrew Alexandru (Male Human [Kvrin] Wizard 8)

Andrei was among the first non-Plaguetouched in Brasov to join the Order of the Hidden Fire, and has since risen into a leadership role, providing guidance for the Order as a whole in Brasov. He’s a very cautious man, advocating secrecy above all other goals. Some of the younger members of the Order chafe under his leadership, wanting to act more openly and aggressively.
Bogdan Cezar (Male Plaguetouched Human [Kvrin] Rogue 6)
Bogdan is Andrei’s most trusted agent, acting as a second-in-command when required and helping Andrei communicate with the other members of the Order. He too recognizes the need to be exceedingly careful, having had a few brushes with discovery himself.

Ioana Laurentiu (Female Human [Kvrin] Expert 2, Rogue 2)
Ioana operates Brasov’s largest safe-house for Plaguetouched in the secret basement of “Brasov’s Best,” the Inn she owns and operates. A complex series of secret passages have been constructed to hide this safe-house, which can accommodate 15 people, or 25 in a pinch. Ioana falls into the same camp as Bogdan and Andrei, believing secrecy to be necessary. She’s paranoid of being discovered and sometimes regrets joining the Order, but she remains committed to the cause (though how far her loyalty will go is unknown/up to the DM to decide).

Vlad Silvio (Male Plaguetouched Human [Kvrin] Rogue 5, Assassin 1)
Vlad recently moved to Brasov from a larger city he refuses to name, and bringing with him the more active tendencies of the Order in larger cities where secrecy is easier to achieve. He has become bored and angry at the Brasov Order’s inaction, and is something of a rabble-rouser for younger Plaguetouched in Brasov that support taking more overt action. Currently their violent tendencies are being kept in check by older and more powerful members of the Order, but who knows what tomorrow may bring.

Adventure Hooks

- Andrei has become worried that Vlad and his followers will strike against the mayor of Brasov in retribution for a recent anti-Plaguetouched riot. He asks the party to watch over the mayor in secret and prevent any assassination attempts without the townsfolk being any the wiser.

- The wealthiest landowner in Brasov (a noted hater of Plaguetouched) has recently heard a rumor about the Order of the Hidden Fire, and asks the party to look for evidence of its existence.

- The party are Plaguetouched (or supporters) passing through Brasov on their way out of the mountains, and they need to access the safe-house run by Ioana. In return for their stay, she asks them to help her construct improvements to the safe-house (perhaps requiring some exotic substance or a specific spell).

- The Order in Brasov has been exposed! The authorities found a minor safe-house, and the party has to rescue a captured member from the local jail to help preserve the secrecy of the rest of the Order.

- Vlad comes to the party with news that Ioana has buckled under the pressure and plans on turning the Order over to the authorities. Is this true? Is Vlad just trying to provoke violence? What will the party do?

- The bonfire in the hills has gone out, and the two members sent to investigate have disappeared. Andrei asks the party to investigate.

Author’s Notes: So, the Order of the Hidden Fire is done, I think. I encourage people to examine it and provide feedback. I have a couple of specific requests:
1. I’m unsure as to the balance of some of the crunchy content. At this point, I'm unsure
that 3rd level is too high for Obscure Symptoms, since its benefits are very situational and specific. On the other hand, it is powerful and can be extremely useful. Any input?

2. It's difficult for me as someone involved with Tears of Blood to view this organization without the influence of my familiarity with the setting. If those of you who don't use the setting would provide input on how to make the organization more well-defined and clear for those who aren't familiar with the setting. Any assistance would be appreciated.

I may add some more crunchy content, and may flesh out the flavor, and add some more images. I hope you like it. Again, any comments are welcomed.

I know that it the Order of the Hidden Fire is pretty setting-specific and that not everyone is going to want to convert/use it, especially since it relies so much on the existence of Plaguetouched in the setting.

However, I do think that you could adapt it without too much work, replacing references to Plaguetouched with some other oppressed group, and have the organization work to protect them. Suppress Symptoms wouldn't be that useful in that case, but the other spells would, and I think that the conversion would be pretty easy. But you're right, it is intended to be used in the Tears of Blood setting, and is written from that frame of mind. I guess I'll just have to hope that people can look past the specificity ;).

Thanks for your comments!  Mephibosheth

The Order of Salvation
Author: Fire_Wolf

"They’ll save you, even if it kills you.” ~found written on the wall of a town destroyed by OS

"To reap the infected and harvest a new world.” ~Order of Salvation official Motto

Type of Organization: Paramilitary Order dedicated to wiping out all signs of the plague

Formed after the onset of the plague, the Order of Salvation (OS) is a group dedicated to the eradication of The Weeping and Plaguetouched at all costs. Their devotion knows no bounds, leading them to wipe out entire populaces to prevent them from catching the plague from nearby villages, similar to the way forest fires are stopped by a fire break. OS members believe that they serve the good of all people, not realizing the atrocities they commit in their fervor. To them, they are the heroes of the people and think of themselves as Lawful Good. The chain of command in the OS is:

High Councilor (level 15+, varies) - the head of the OS, a successor is usually chosen by the current High Councilor shortly before they die
The Elders (level 12-15, spellcasting and leadership roles) - the three commanders serving under the High Councilor, they organize the efforts of the OS
Liberators (level 10-12, spellcasters) - powerful figureheads sent into cities and political positions throughout society to further the OS agenda
Scythes (level 8-10, melee, melee spellcasters, others) - advanced hunters, usually sent in task forces of 6-12 for eradication of settlements
The OS headquarters is The Sanatorium, sometimes called “the Insanitorium” by those who have visited it. This massive structure sits in a remote area of the Empire’s Western Province, and is surrounded by wasteland for several miles. The building is described as a plain looking cube of steel. From the positioning of a few sparse windows, it appears to have four floors, yet the maze-like halls of the building are a mystery even to the most seasoned OS member. The roof is home to a large wing of gargoyles (5d4 at any one time), who watch for approaching threats. Once a herd of Plaguetouched is brought to the Sanatorium, they are either dropped into “The Pit” or are carted off to its many laboratories to be studied. OS members are entitled to many services including crafters, labs, libraries and merchant goods. Guests reside on the second floor, while living quarters for staff are on the third floor. A war room and living quarters for the Leaders are on the fourth floor. A Chapel to the Five Gods is also on the fourth floor, and is used to initiate newcomers and for spellcasters to meditate if needed.

In the middle of the first floor, on a straight path from the giant metal entry doors of The Sanatorium, is the opening to The Pit. A 20'x20' metal grate about one foot thick covers the opening, which takes four winches to open, one on each corner. The grate covers a fifty foot deep hole with a foul stench of death rising from it. The gate can be dropped instantly by releasing all four winches at the same time, which is possible with a master lever located nearby. At the bottom of the pit is a pool of liquid and plague victims. The bottom is shaped like an upside-down pyramid. Those who survive the fall tend to move out to the slopes of The Pit to await their eventual deaths. All manner of tortured spirits dwell at the bottom, including Undead. Victims succumb to the plague quickly in these fetid depths, and The Pit also causes nausea (Fort, DC 30) from the decay and filth. Four crystals are placed on the underside of the gate at each corner. Each one radiates an anti-magic field across The Pit.

The High Councilor of the OS is Sandori Thesar, a human Rogue 3/Fighter 4/Duelist 10. He has run the OS for a year now, but shortly after his initiation as High Councilor he was infected by the plague in a botched attack he personally led on a small fortified city. Now a Plaguetouched, Sandori tries to hide his affliction from his followers while maintaining his goal of wiping out the plague. Several victims he has infected have been secretly thrown into The Pit to cover up his curse. To disguise the visible symptoms, Sandori wears his signature “Mask of the Skull” and a gray Dueling Cloak. He knows that he will have to kill himself to complete his task, but first the OS leader must rid of the world of The Weeping.

The three Elders have different roles in the Order’s actions, though the High Councilor may override any decision they make. Collectively, the three branches in the Order are referred to as Elderships. The “Elder of Eyes” operates the intelligence gathering efforts of the OS, the “Elder of Fists” organizes the Order’s military efforts, and the “Elder of Fervor” is the public relations and diplomatic branch of the Eldership, and also handles recruiting. The Eldership came about in the second year of the Order of Salvation. The First High Councilor, Evarik Olandir, had a second-in-command, Javori Telthern as Prime Councilor, rather than having the Elders. However, Telthern betrayed Olandir by trying to create a schism in the Order to destroy it. Olandir killed Telthern after the traitor failed to complete even a single Order mission. He was cast into The Pit, which had been created beneath the Sanatorium only months before. To replace the Prime Councilor, Olandir created the Eldership.

The typical OS member is a melee fighter or divine spellcaster. Paladin, Monk, and Fighter are common. Psions are also common, usually employing their powers to keep the infected at a distance or move bodies without coming into contact with them. Clothing consists of white robes and cloaks atop medium armor with a balaclava or similar accessory to obscure
the face. Almost any other color is attributed to some negative aspect of The Weeping (black for decay, red for blood, etc.) and is avoided. Favored weapons are the scythe and sickle, and these weapons and the motto is a part of the OS sigil: a skull under the curved blade of a large sickle (the handle to the bottom right), a scythe crossing under it (handle to the bottom left), and a strip of parchment trailing from the left with, “To reap the infected and” weaving into and out of the eye sockets and ending on the right with, “to harvest a new world.” This elaborate tattoo is put on the backs of initiates and serves as a flawless symbol of their entry into the OS. Each member refers to their peers as “brother” or “sister”, even among different ranks. Altogether, there are about two-hundred fifty agents spread across the Empire with about a fourth of them are stationed at the Sanatorium. Recruitment into the Order has slowed as The Weeping has lessened in recent years.

OS combat is fast and furious, seeking to bring down opponents in as little time as possible, with no concept of collateral damage or innocent deaths. Overkill is to be expected, and they take no chances when it comes to their missions. OS soldiers achieve an almost suicidal vigor when attacking, though they take great care to not become a part of what they are fighting. Devout zealots will end their lives upon infection, while newer members may try to flee. Fire is commonly a first tactic to wipe out as many targets as possible and purge the area. Sickles are sent in on foot while Scythes strike major targets with spells. Decapitation is the preferred method of execution. Sometimes orders are given to take captives if the stock at the Sanatorium is low. Captives are taken with bolas, then are bound in animated nets and ropes and levitated into carts to prevent exposure to them. OS soldiers commonly find their white clothes soiled and bloodied after an attack on a village. The OS Doctrine of Purification relies totally on eradication rather than finding prevention. Some OS mages seek cures, but by no means are they pressured to find one any time soon.

Initiates must contact a Liberator at the Sanatorium and have brought in at least four Plaguetouched. The average initiate is human, and gender is generally equally mixed. Those who try to leave the OS are sent into The Pit as traitors. Showing mercy to any plague victim is forbidden and inexcusable. Former members have their tattoos forcibly (and painfully) removed, resulting in horrific scarring. They are devout followers of the Death God (which the OS always refer to as “The Purifier”) and are enemies of the Plague Fiend (referred to as “The Defiler”).

Specific Members

High Councilor - Sandori Thesar, male human Rogue4/Fighter4/Duelist10

Elders (Branch)
-Obrek Almderas, female human Paladin 15 (Fists)
-Ekir Daen, female halfing Rogue 8/Sorceror 8 (Eyes)
-Cayor Nightwind, male human Cleric 16 (Fervor)

Making an OS guild member from Sickle to Liberator

Determine race, rank and time spent as an Order member on the following tables:
Roll a d8 for race on the following table:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Race Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Human</td>
</tr>
<tr>
<td>2</td>
<td>Halfling</td>
</tr>
<tr>
<td>3</td>
<td>Elf (Any except Morvanima)</td>
</tr>
<tr>
<td>4</td>
<td>Feldarin</td>
</tr>
<tr>
<td>5</td>
<td>Dwarf</td>
</tr>
<tr>
<td>6</td>
<td>Ork</td>
</tr>
<tr>
<td>7</td>
<td>Giantkin</td>
</tr>
<tr>
<td>8</td>
<td>Other/DM Choice</td>
</tr>
</tbody>
</table>

Time as an Order of Salvation member

<table>
<thead>
<tr>
<th>Time</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sickle</td>
<td>1d4 months, + 1 per 3 class levels</td>
</tr>
<tr>
<td>Scythe</td>
<td>2d6 months, + 1 per 2 class levels</td>
</tr>
<tr>
<td>Liberator</td>
<td>3d8 months, + 1 per class level</td>
</tr>
</tbody>
</table>

Roll a d12 to determine rank, if randomized:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Rank Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sickle (Fighter level 4-6)</td>
</tr>
<tr>
<td>2</td>
<td>Sickle (Ranger level 4-6)</td>
</tr>
<tr>
<td>3</td>
<td>Sickle (Rogue level 5-7)</td>
</tr>
<tr>
<td>4</td>
<td>Sickle (Other [Monk, Psion, etc.] level 4-6)</td>
</tr>
<tr>
<td>5</td>
<td>Scythe (Melee Focus, see subtable)</td>
</tr>
<tr>
<td>6</td>
<td>Scythe (Caster Focus, see subtable)</td>
</tr>
<tr>
<td>7</td>
<td>Scythe (Stealth Focus, see subtable)</td>
</tr>
<tr>
<td>8</td>
<td>Scythe (Other Focus, see subtable)</td>
</tr>
<tr>
<td>9</td>
<td>Liberator (Divine Caster, see subtable)</td>
</tr>
<tr>
<td>10</td>
<td>Liberator (Arcane Caster, see subtable)</td>
</tr>
<tr>
<td>11</td>
<td>Liberator (Divine/Arcane caster, see subtable)</td>
</tr>
<tr>
<td>12</td>
<td>Liberator (Other, see subtable)</td>
</tr>
</tbody>
</table>

Determine the class levels by rolling on the following charts. Feel free to set up your own tables for the class levels of OS members in your encounters, this is just a random set for quick play. However, all level, races, and feats should be similar to what is listed here.

**Subtable: Scythe Class Levels by Focus**

<table>
<thead>
<tr>
<th>Class/Focus</th>
<th>Melee</th>
<th>Caster</th>
<th>Stealth</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paladin</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranger</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fighter</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cleric</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wizard</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rogue</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Monk</td>
<td>1d3+7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rogue/Wizard</td>
<td>1d3+2/1d2+3</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Subtable: Liberator Class Levels by Focus**

<table>
<thead>
<tr>
<th>Class/Focus</th>
<th>Divine Caster</th>
<th>Arcane Caster</th>
<th>Combo Divine/Arcane</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleric</td>
<td>1d3+9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wizard</td>
<td>1d3+9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rogue/Cleric</td>
<td>1d4+2/1d3+3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rogue/Wizard</td>
<td>1d4+4/1d3+1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Other caster</td>
<td>1d2+9</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Multiclassing is fairly common, especially for OS members sent out on specific missions. Only higher ranked members (Liberator+) tend to take prestige classes. Templates are rather rare, but you may use them for 'Other' when determining race. Just re-roll for the base race. Low cost templates are most common, rarely exceeding +1 LA.

Feats for OS members are usually geared around their classes without being too optimized. They may take part of a feat chain but rarely complete it at low levels. A member may also have a few random feats such as Lightning Reflexes, Skill Focus, or similar. The higher the level, the greater the chance that they will have optimized feats. There is a 50% chance that a member with an appropriate class ability will choose an Order Feat (see below).

Each member has completed the **Order of Salvation Initiation**:
**Order of Salvation Initiation**
Requirement: kill at least 4 Plaguetouched and have visited the Sanatorium; non-infected

You may join the ranks of the Order. Upon your next arrival to **The Sanatorium**, you are branded with the sigil of the Order and are an official member. You may gain ranks in the Order as you progress. You receive a +2 bonus to all Charisma skill checks involving Order of Salvation members and they are automatically friendly to you.

After 1d3 months of membership, you become devoted to the Order. As a devotee, you cannot willingly harm or obstruct the Order of Salvation, its agenda, or its members, and gain a second saving throw against any magical effect that would cause you to do so (being told to attack an Order member by the **Suggestion** spell, for example). You must also make a Will save (DC 20+months in the Order) to leave the Order, and the DC for someone to persuade you to leave increases by 3 + the number of months you have served the Order (typical attempts use skills like Bluff, Diplomacy, Intimidate, etc.).

Leaving the Order removes all bonuses and marks you as a traitor to the Order of Salvation. Order members are automatically hostile and will try to kill you on sight. Death squads may be sent out, with a 5% chance of such an encounter per day until they are sure (or can be convinced) that you are dead. Apprehension near **The Sanatorium** will result in being thrown into **The Pit**.

**New Feats**
The following feats modify existing class abilities for use against the Order’s enemies:

**Command of the Order [Salvation]**
**Prerequisites:** Turn/Rebuke class ability; Order Initiation; Ritual with the High Councilor
**Bonus:** You may turn or destroy Plaguetouched (rebuke turns Plaguetouched as well) and those infected with **The Weeping** as you would any other creature you can turn/rebuke.

**Fist of the Order [Salvation]**
**Prerequisites:** Smite class ability; Order Initiation; Ritual with the Elder of Fists
**Bonus:** You may use your Smite attempts against those with the Plaguetouched template.

**Eyes of the Order [Salvation]**
**Prerequisites:** Able to cast Detect spells; Order Initiation; Ritual with the Elder of Eyes
**Bonus:** You may alter any of your Detect spells to Detect **The Weeping** at the time of casting. Only one Detect can be in effect at any given time.

**Fervor of the Order [Salvation]**
**Prerequisites:** Favored Enemy class ability; Order Initiation; Ritual with the Elder of Fervor
**Bonus:** You may replace any one of your Favored Enemies with Plaguetouched, or you may take Plaguetouched the next time you gain a Favored Enemy.

**Plague Hunter [General]**
**Prerequisites:** Order Initiation
**Bonus:** +2 morale bonus to all melee and ranged attacks on Plaguetouched or those infected with **The Weeping**. Cannot be flanked by a Plaguetouched.

**The Order of the Sword and Shield, Magical**
Author: Doshi
**Type of Organization:** Paladins of Currindor, Gnomes only

**Location:** The Paladins of the Order travel on both Nether and Aether Gnome ships, and defend all of the cities of the Gnomish Race. The headquarters is in the City of Nekrazzabar.

**Demographics:** Nether and Aether Gnomes who are Paladins or Clerics of Currindor, the Gnomish god of Magic.

**Year Founded:** The Order was founded approximately 700 years ago by Shakka Planner Victory, a Paladin of the Gnomes.

**Size:** Slightly over 800 official members.

**General Description:** Gnomish theology recognizes that there are Gods besides Currindor. But to some in the Gnomish world, the gods of Travel, Nature, War and Death are spiteful, vile entities who are bitterly hostile to Gnomes. The Gnomish race in general, and the Church of Currindor in particular, must be defended from the followers of these monstrous hateful gods. And so the god of Magic, in its limitless wisdom, empowers some Gnomes with the Magical powers of a Paladin, that they might defend his Church and People.

**History:** About 700 years ago, a Half-dragon Paladin known as Shakka Planner Victory was so successful in fighting against the followers of the Four Evil Gods and their suspected Neolethid allies that he was granted the great honor of Undeath by the Dracolich herself. Since then, other Paladins of the Order have been granted the honor of Undeath as well.

Shakka originally divided his new Order into eight different groups, four of which were dedicated to hunting down and destroying the followers of each of the four other gods: Travel, Nature, War and Death. The other four groups were dedicated to defending against the followers those same four evil gods. Each of the eight groups was given specialized training to make them more effective in their respective missions.

About 600 years ago, the group of Paladins that were fighting against the god of War were infiltrated by War cultists. They were eventually discovered, but not before they had done a lot of damage to the Order's reputation. The Dracolich then decreed that the Order would be supervised in the future by Clerics of Currindor, who would be led by a Judge of Theology. It would be the duty of the Judge to make sure that the Order never deviated from the True Orthodox path of worship of Currindor again.

The recent split between Nether and Aether Gnomes was a difficult problem for the Order. Because some of its greatest leaders are older than the split, it remains the official policy of the Order that Nether and Aether Paladins shall work together against their common foes. Some younger Paladins from both groups strongly dislike members of the other, and have suggested that the Order be divided into a Nether Order and an Aether Order. "That will happen over my dead body," Shakka the Lich has reportedly replied.

Because the members of the Order are almost all Paladins, they have always played a significant role in fighting outbreaks of disease. Disease has been one of the weapons used by cultists of the gods of Nature and Death. When the first Gnomes fell victim to The Weeping, members of the Order's Enemies of Nature, led by Shakka and the other leaders of the Order, rushed to intervene. But it was soon discovered that Paladins, even Undead ones, were not immune to this horrible new disease. Shakka and some of his highest ranking followers fell victim to the plague, though in time Shakka recovered as a Plaguetouched.
Since the day Shakka was afflicted by The Weeping, the Order of the Sword has resolved to fight a new enemy, in addition to the Four Evil Gods. Now they also fight the followers of the Plague Fiend. Shakka has created two new groups within the Order, one dedicated to fighting and one to defending against this new, and in some ways more dangerous, foe.

**Symbol:** A glowing sword pointing downward underneath a dragon's skull made of silver, against a background of black.

**Goals and Motivation:** The Paladins of the Order are utterly dedicated to the worship of Currindor. They also feel a strong loyalty to the Dracolich, who grants their greatest leaders the ultimate honor of becoming Undead. Every Paladin of the Order strives to earn that greatest of all accolades.

**Leaders:**

The Sword and Shield of Wizardry, Shakka Planner Victory (Male Gold Gnome Half-dragon Plaguetouched Lich, Wizard 2/Paladin 18, Lawful Evil)

Her Holiness Laandir Cleric Truthseeker, Judge of Theology for the Order of the Sword and Shield Magical (Female Nether Gnome Paladin 1/Cleric 15/Expert 2, Lawful Neutral)

**Allies and Enemies:** The Order shares the same allies and enemies as the Dracolich and the Gnomish race. All who oppose Currindor, the True God of Magic, must be defeated. Efforts have just begun against the Plague Fiend, and alliances with other groups that also oppose the Fiend are possible. Immediately under Shakka, whose title is The Sword and Shield of Wizardry, are ten sub-leaders. Five are called The Swords of the Enemies (the Sword of the Enemies of Death, the Sword of the Enemies of Travel, the Sword of the Enemies of the Plague, etc.). The other five are the Shields of the Enemies (the Shield of the Enemies of Death, etc.). Before the plague, the eight Swords and Shields were all Undead liches. But the Swords of Nature, Death and Travel, and the Shields of Nature and War, died of the plague. Shakka has appointed new mortal Paladins to fill those offices, along with the new offices of the Sword and Shield of the Enemies of the Plague.

Individual Paladins can and do transfer between the ten different subgroups within the Order. Though many Paladins specialize in fighting one particular Enemy, a certain amount of cross training is also valued. It is difficult, though, for a Nethergnome paladin to get assigned to work on an Aethergnome ship and visa versa. The amount of prejudice that most Nether and Aether Gnomes have for members of the other faction make it hard for Gnome Paladins to work across that cultural divide, though a few do manage it successfully.

All of these leaders, including even Shakka himself, can be questioned in matters of faith by the Judge of Theology, who is always a mortal Cleric of Currindor.

**Red Sun Rising Merchant House**

Author: Tears of Blood Design Team

**Type of Organization:** Merchant Guild specializing in transporting goods and passengers

**Location:** On the open ocean is where these fierce merchants can be found. They travel between ports to carry merchandise for sale, or for transfer to local allied merchants to be delivered, and also carry passengers.
**Demographics:** Merchants of all races, mostly human.

**Year Founded:**Uncertain

**Size:** Roughly 75 large ships and around 4000 guild members on Ursoule. This includes officers, sailors, merchants, warriors, and diplomats (usually mages and clerics). The Guild is also present on multiple other worlds and is one of the few ways to travel (and ship) to and from Ursoule safely. (Note: the existence of other “worlds” is not widely known)

**General Description:** Red Sun Rising is a powerful merchant guild that can easily double as a powerful and destructive fighting force. While it is usually difficult to agitate them, once done, very few survive to tell the tale. Their ships sail in groups of five to fifteen in a formation that could be construed as either protection from bad weather for a merchant convoy, or a strategic military formation. They prefer to come out ahead on any deal, but will make an even trade if no other option is available. The sailors that crew the ships are the reason for their hard core reputation as a military force. Tales are told of one sailor taking out six assassins with nothing more than a strange wand (DM note: pistol), while another tale claims that a sailor bested eight armed guards while unarmed.

**History:** Red Sun Rising first came to Ursoule in the year 293 BL, and started trading with the Halflings, as they seemed to be the most developed, civilized group on the world. Over time they started to trade with the Orrks as well (174 AL), to alleviate some of the burden that was falling upon the Halflings to supply the Orrks with merchandise. During that time, Red Sun Rising also helped the Halflings upgrade their ships to faster, more efficient designs. Red Sun Rising also lost a few ships when hostilities broke out between the Baran and the Halflings, and consequently will not currently trade with any Baran. At the first outbreak of **The Weeping**, they withdrew from Ursoule and placed it under quarantine to avoid spreading the disease to other worlds, and also tried to find a cure. They have lost some people to the plague, though not many. The Red Sun Rising is just now starting to resume contact, which comes at a crucial time for Ursoule as production of many staple items is down, and most farmers are currently in need of seed and animals to recover from those bad times. While it will be some time before full recovery from **The Weeping**, Red Sun Rising is trying to assist in this process.

**Symbol:** Gold and Red Suns on Blue field.

**Goals and Motivation:** Little is truly know about the goals of the Red Sun Rising Merchant Guild. While they are a very prosperous trading company, they have in the past made deals that seemed to benefit those they traded with more than it helped them in any way.

**Leader:** Guildmaster Vartesiat Bladesilver. Bladesilver is said to be the direct descendant of the originating founder of the guild, and spent years working among the ranks in every possible position before taking over from his predecessor. The next Grandmaster will likely be one of his children, if one proves that they can handle every aspect of the guild. Due to the way that the guild is run, all of its members fully support the Guildmaster, and are willing to die for him if he were to ask it of them. He also has firm alliances with multiple other worlds, and Lord Bladesilver has been known to frequent these worlds on merchant trips. Control is maintained by respect, honor, love, and even some fear. But mostly, all who work for him know that they will be treated fairly and respectfully and will get exactly what is due them. The guild members also get healthy bonuses for doing well in the guild, within the rules and guidelines set down.

Advancement is done through honest hard work, and by being the best at what they do.
People have advanced within the guild to the level of being a fleet admiral in charge of several hundred ships and their respective crews. Different ways to progress are as a sailor, as a merchant, or as a warrior to defend the others. Usually though, most of the people try to advance in all three to be better for their Guildmaster.

**Allies and Enemies:** On Ursoule, Red Sun Rising has allied with the Halflings to bring them supplies from far away worlds to trade with mainlanders, as well as allying with the Orrks to bring them much needed supplies that the Halfling traders are not always able to bring. Off-world, they are allied to the Star and Moon Merchant Guild, Gaerbath’s Merchant guild, The Order (from the world of K’Slarisbor), and “The Guild” (about which little is known).

**Oaths and Codes:** The “rules to live by” for Guild are very near those of a paladin in nature, though there are no true paladins among the guild currently. All members should be respectful, always hold true to the Guildmaster and his ways, not attack unless provoked, never leave a job unfinished, always help those in need if at all possible, always give a fair deal, and continue to bring in a profit for the guild where possible.

**Servants of the Red Tear**  
Author: Capfalcon

**Type of Organization:** Cult dedicated to an ancient evil

**Location:** The Servants of the Red Tear live in a cavern system that used to be an old mine near a Kvrin mining city. A “nice underground cavern near a source of fresh blood.”

**Demographics:** Former miners and those who have been kidnapped.

**Beliefs:** The Servants of the Red Tear serve a vampire named Starkald who had been staked in the recesses of a mine. During the chaos of The Weeping, several tremors in the area caused cave-ins and caused Starkald’s stake to be removed. Starkald quickly learned what had happened during his absence and hatched a plan to regain some of the influence he had when he was last active. He used his gaseous form to quickly scout out the area and search for food. He found the miners and quickly extracted oaths of fealty, killing those who refused, and rescuing the others. He repeated the process with the surrounding mines, gathering about 100 followers. In the process, however, he contracted The Weeping. He did not die from it, but became a Plaguetouched, and this ate at his sanity.

Since then, he has started kidnapping children from nearby settlements and training them in the arts of war and the arcane. He also instilled them with a fervent belief in his divinity. The cult is not large enough to take the town, but it is growing, and if something is not done, maybe not this generation, maybe not the next, but eventually the entire area will fall under the sway of Starkald. After all, he has eternity to wait.

The former miners live in constant fear of attracting Starkald’s wrath, but the newly trained and indoctrinated members see Starkald as a divine being.

**Size:** The cult is near a mining town, but it doesn’t control it. The mining town knows that there is a cult in one of the nearby mines, but they can never pin the cult down due to the number of mines and the fact that the cult moves frequently. However, the town could stamp the cult out if it was a straight up fight, but the vampire is slowly bleeding the town dry. The cult has about 100 commoners (former miners), 20 fighters, 10 spellcasters (trained from birth and raised to worship the vampire), and the vampire himself.
Alignment: Entirely Chaotic (Evil).

Rituals/Observances: None known at this time.

Symbols: A fang with a tear drop of blood dripping from it.

Tactics: Starkald is dismissive of the lives of his cultists. However, he realizes that he will be swiftly crushed without their aid, so he mostly feeds from the town, sending cultists into town under cover of darkness to kidnap a few midnight snacks. If confronted in his lair, he will use his cultists as fodder to set up flanking for the fighters and to run interference for the wizards. If the fight turns against him he will flee.

The Shadows of the Sunlit World (Commonly called: The Shadow Guild)
Author: Doshi

Type of Organization: Sect dedicated to enforcing the Surface Laws of the Gnomes

Location: In The Beneath, the Guild has bases in all Nethergnome cities. On the Surface, they have safe houses in most major Halfling cities. The College of Shadows is located in the capital city of Nekrazzabar.

Demographics: Illusionists, Rogues, Wizards, Experts, Clerics, Sorcerers, and Assassins who are mostly Nethergnomes, Aethergnomes, and a few Dragons and Half-dragons.

Year Founded: According to legend, over 3,500 years ago. The College of Shadows was founded over 2,000 years ago.

Size: Over 10,000 Gnomes have completed the eight month course needed to receive the Basic level of Guild Accreditation, but very few of them are ever on the surface at any particular time. The Shadows have around 2000 permanent members.

General Description: It is not against Gnomish law for any Gnome to go the surface and under disguise, usually as a Halfling. Such a law would be very difficult to enforce, given that many Gnomes could easily slip away to the surface if they really wanted to. But it is against the law for a Gnome to reveal to any surface dweller, either intentionally or unintentionally, that he or she is a Gnome falsely pretending to be a Halfling. Therefore, any Gnome even considering going to the surface is strongly encouraged to pass the eight month Basic course offered by the College of Shadows.

Besides teaching Gnomes how to pass as Halflings, the College also reminds students of all the laws regulating their behavior while on the Surface. The Guild is also responsible for monitoring the actions of Gnomes who visit the surface, and has powerful magical tools to help them do so. They will arrest Gnomes who reveal to surface dwellers that they are really Gnomes in disguise, or who commit crimes such as unauthorized killing or stealing while disguised as a Halfling. They also try to rescue Gnomes who are captured or imprisoned by surface dwellers. Gnomes arrested by the Guild are tried by the Ecclesiastical Courts run by the Ministry of Currindor’s Law. The only Gnomes who are legally allowed to commit thefts or assassinations while disguised as a Halfling are those which have received proper authorization from a legitimate Gnomish Authority.

Gnomes must understand that while they have the right to visit the surface and infiltrate its societies, they also have responsibilities. Gnomes who visit the surface must not do
anything that makes it harder for other Gnomes to become Gnomish infiltrators. They must not reveal to surface dwellers that Gnomes disguise themselves as Halflings. They must not commit crimes while disguised as Halflings that could turn surface dwellers against them, unless they have the proper authorization to do so. They must be careful not to spread diseases like The Weeping to other Gnomes. If they agree to gather information for the scholars of the Sunlit Shadows of Knowledge, they must be careful to gather and report accurate information. They must help other Gnomish infiltrators whenever possible.

**History:** Long ago, the first Gnomes to visit the surface discovered that they could “pass” as Halflings. The Dracolich instantly recognized that this was a valuable ability that should be preserved and developed. She knew that if the Halflings became too paranoid about the possibility of Gnomish infiltrators, it would become much harder for Gnomes to adopt this disguise. She made it illegal for any Gnome to reveal this ability to disguise as Halflings, but she knew the secret would eventually leak out anyway. She also knew that some Gnomes would be tempted by the anonymity provided by disguising themselves, and might decide to commit crimes while disguised. If a surface race discovered that Gnomes – disguised as Halflings – were killing them or stealing from them, there would be powerful efforts made to detect all Gnomish infiltrators.

So the Dracolich also passed strict laws that forbade any Gnome from harming surface dwellers unless they had proper authorization to do so. The ability of Gnomes to infiltrate Halfling society was just too important to allow a few Gnomes to damage it for their own personal amusement or profit.

Having made the Surface Laws, the Dracolich needed to create an organization to enforce them. This was the beginning of the Sunlit Shadows of Law. At first, it was not too hard for a Gnome to successfully disguise themselves. But as the two races and their cultures matured over the centuries, Gnomes found they needed more and more training and preparation to deceive the Halflings. The training provided by the Guild became steadily more elaborate, until eventually The College of the Shadows was established.

As more Gnomes decided to visit the surface, the Guild began to acquire secret safe houses in some Halfling cities for their use. Over the centuries, these secret facilities gradually became more elaborate. The need to cut off contact with the surface during The Weeping disrupted some of this infrastructure, but the Guild is currently in the process of restoring its network of surface assets.

About a century after the formation of the College, the function of the Shadows was expanded to include the gathering of information about a wide variety of subjects. At first, subjects of critical interest were investigated by permanent members of the Guild. But it was soon found that many students who did well at the College could easily gather less critical knowledge during their visits to the surface. They were offered the opportunity to make additional money from their visits to the surface by investigating certain matters that surface dwellers did not consider secret, and then detailing their findings for use by Gnomish scholars. This was how an offshoot of the organization known as the Sunlit Shadows of Knowledge began. After the split between Nether and Aether Gnomes, the Sunlit Shadows of Knowledge were also split into two groups, but the leadership of the Nether and Aether Shadows of Knowledge still cooperate with one another.

**The Weeping** forced the Gnomes to temporarily halt all contact with the surface world, which naturally disrupted Guild operations. At present, significantly fewer Gnomes wish to visit the surface than did before the plague. But as fears of the plague decrease, the number of Gnomes interested in visiting the surface is once again increasing, so the Guild
has begun reestablishing itself.

Symbol: A picture of a ship casting a shadow. The details of the shadow are slightly differently from those of the ship, and indicate rank in the Shadows. Gnomes are also taught Shadowsign, a secret sign language by which they can be identified to other Gnomes, even while disguised as a Halfling. This language is never shared with others.

Goals and Motivation: In Gnomish culture, the surface has a reputation for being a strange, mysterious place filled with weird foreign races. The idea of visiting the surface is attractive to those Gnomes looking for excitement or adventure. Many of the Guild’s permanent members believe the surface cultures are potentially very dangerous to Gnomes, and see themselves as the Gnomish race’s first line of defense against the surface dwellers. This view has become more prevalent within the Guild since The Weeping. Many of the Sunlit Shadows of Law, in particular, worry that irresponsible Gnomish infiltrators could someday start a war between the surface dwellers and the Gnomes.

Other members of the Guild see the surface primarily in terms of profit, both of an intellectual and monetary nature. In the past, some Gnomes have learned valuable spells and other occult secrets from the surface dwellers. The leaders include:

College of Shadows: Chancellor Ascandor Infiltrator Slippery Serpent, H.E.S, Male Nether- gnome, Illusionist 13/ Infiltrator 5/ Cleric of Currindor’s Law 2, Lawful Good

Lord of the Sunlit Shadows of Law: Salandra Spy Anonymous H.E.S., Female Nether- gnome, Rogue 6/Assassin 5/Infiltrator 7, Lawful Evil

Lord of the Sunlit Shadows of Persuasion: Kallina Cleric Dragon’s Faith, M.S.S., Female Aethergnome, Cleric of Currindor’s Trickery 9/ Infiltrator 6, Lawful Neutral


Aether Lord of the Sunlit Shadows of Knowledge: Rolindi Trickster Skyspy, Scholar of Shadow, S.S.S.. Female Aethergnome, Illusionist 8/ Infiltrator 8, Lawful Good

In order to join the Guild, a Gnome must pass the eight month training course offered by the College of Shadows, and become a Basic Shadow (B.S). Some Guild members advance past the Basic level to higher levels of accreditation: Journeyman Shadow (J.S.) requires that the Gnome has successfully visited the surface at least once, and passed additional courses at the college. Intermediate Shadow (I.S.), Advanced Shadow (A.S.), Expert Shadow (E.S.), Master of Sunlit Shadows, (M.S.S), Scholar of Sunlit Shadows (S.S.S.) and Honored Embodiment of Shadow (H.E.S) all require successful visits to the surface of a specific nature and further studies.

Reaching each of the Eight levels requires a Gnome to demonstrate that they possess an increasing degree of knowledge regarding the surface world, and an increasing degree of skill in successfully infiltrating and manipulating surface societies. The Dracolich is known within the group as the Eternal Embodiment of Shadow, and personally interviews any candidate for entry into the ranks of the two highest levels: the Scholars of Sunlit Shadows, and Honored Embodiments of Shadow.

Allies and Enemies: The worst enemies the Guild has are other Gnomes who, for whatever reason, either commit really serious crimes on the surface or who try to expose Gnome
infiltrators. Some Gnomish worshipers of War and Death have occasionally attempted to commit both of these two types of crimes.

The Shadow Guild also opposes any surface group that is hostile towards Gnomes, or seeks to steal Gnomish secrets. They also secretly oppose any group that is unreasonably hostile towards Halflings. Since the Guild is made up of Gnomes disguised as Halflings, any nation or group that discriminates against Halflings can easily cause problems for the Guild as well. The members of the Guild share the common Gnomish fascination with magic, and therefore tend to sympathize with surface groups that wish to advance the arcane sciences, unless of course they intend to accomplish this worthy goal by stealing Gnomish secrets. They also approve of surface dwellers that have the good sense, as they see it, to worship a god of Magic, as opposed to a god of Travel, Nature, War, or Death.

The Sisters of Pleasure
Author: Tears of Blood Design Team

"You can have anything you want... for a price." – ‘Mother’ Terbon McTly

Type of Organization: Network of Pleasure-for-hire Houses, some spying for hire

Location: Found in every major Human city, and some others.

Demographics: Primarily made up of attractive Commoner females, there are also quite a few NPC’s who work in the background keeping the Sisters in business. The general distribution of classes, for both local chapters and the group as a whole, is shown below:

- 75% 0 lvl Commoner females, mixed races, Cha 14+
- 8% 1 lvl Fighters (bouncers, double as male prostitutes as needed)
- 2% 3 lvl Fighters (guards and lookouts)
- 5% 3 lvl Rogues (spies, females, mixed races, Cha 17+)
- 5% 5 lvl Rogues (spies, females, mixed races, Cha 17+)
- 1% 5 lvl Wizards (tactical and mission support)
- 2% 5 lvl Clerics (Remove Disease, anyone?)
- 2% 10+ lvl Rogues (local leaders, mixed races, Cha 18+)

Year Founded: The Sisters of Pleasure first appeared approximately 20 years ago.

Size: Uncertain, some local units have a few dozen members, some have hundreds.

General Description: Known as harlots, prostitutes, and unclean women, the Sisters of Pleasure have bases of operation in every major human city. Even the most tired traveler gets a small smile when he sees the Sign of the Sisters: a man and a woman intertwined in passion on a black background. While the rank and file of the membership caters to more carnal desires, the organization also makes money by trading in secrets and intrigue.

History: “Mother McTly” (she has never revealed her actual name) was born in the Baran city of Sharbai and had a rough life. Sold into slavery at a young age and “pressed” into service, she eventually became the favored treat of a young prince. She convinced him to “acquire” a considerable amount of wealth and run away with her. Unfortunately for the prince, he soon found out that he was expendable.

Symbol: A man and a woman intertwined in passion on a black background.
Goals and Motivations: The overall goal of the Sisters is to infiltrate all the major noble houses of the world. They then use positions of trust to learn useful information, which is then sold to the highest bidder. Officially, the Sisters of Pleasure deny that this is the case.

In addition to espionage, they are also rumored to specialize in assassination. Although few would agree to use a dagger, there are other ways that are less noticeable. As most of their working women have diseases in various ways, it is not uncommon for them to attempt to pass a disease as a stealthy way to kill a person. Sometimes even worse than killing the person is killing the reputation, so another source of income comes from blackmail.

New Item – Sister’s Brooch

This brooch of metal and glass allows its wearer to contact any other creature wearing a similar brooch as the Sending spell once per day except as described here. The brooch does not work in dead magic areas or across planes. The recipient must be known to the sender, but the effect is otherwise identical to a Sending spell. Creatures not wearing a brooch cannot be contacted using this item. Activation is a spell-like ability that requires a standard action and does not provoke an attack of opportunity. Note that using a brooch may allow the recipient to determine the location of the sender. It has an AC of 13, 1 hit point, a hardness of 5, and a break DC of 18.

CL: 9th; Prerequisites: Craft Wondrous Item, Sending; Market Price: 16,200 gp; Weight:—

Important NPC’s:
Mother Terbon McTly - Human – NE Bard 10
Str: 12 Dex: 14 Con: 12 Wis: 16 Int: 17 Cha: 20
Although she admits that her current position is somewhat hypocritical, she does not let that get in the way of her quest for coin.

Bad Bart - Human N - Fighter 10
Str: 19 Dex: 12 Con: 16 Wis: 10 Int: 13 Cha: 11
Bad Bart was one of the bouncers at Mother McTly’s original place of employment and he helped her escape with the young prince. Of course, he also helped her escape “from” the young prince. Since then he has been her most loyal servant. It has been rumored that the two are lovers, however, whoever spreads the rumor has a tendency to end up missing.

Typical tactics for local organizations:

They begin by purchasing one large building in a run down portion of town and open a house of pleasure. They soon begin acquiring 'talented' women either by purchasing them, taking them from orphanages, and of course hiring them. This initial investment comes from the head group. Each individual organization keeps in constant communication with the head group so they can maximize the usefulness of their information.

Once a presence is established they will attempt to gain influence in the noble houses, usually from 'special' arrangements with the nobles. They need to do this quickly in order to ward off any attempts from religious groups to drive them out of town.

Plot hooks for PCs:

Quests:
1. Someone stole my [insert item here], please retrieve it for me.
2. Someone is beating up my women. Please take care of them for me.

Double-cross:
1. Stop in for a night of pleasure only to get magical items stolen from them.
2. While in a drunken stupor they let slip their masterful plan to sneak into a local mages tower and steal treasure. The mage happens to pay a lot for information.

Exotic:
1. Six months after returning to the same house of pleasure, one of the PCs learns that the woman he had is now pregnant.
2. One of the party members is attacked by a jealous boyfriend after doing the deed, who the PC must now defeat naked and weaponless.

The Slaves of Telus
Author: Wunderhund

“Legends speak of a great guardian, fashioned in a long-forgotten age by Teon, god of war, to forever protect a sea-nymph he loved. Leaving her on her island with the giant automaton, Teon went off to war for many years. But he had instructed his creation poorly, and it prevented the nymph from ever returning to the sea. When Teon returned, many years later, he discovered to his grief that the nymph had wasted away and died. Broken-hearted, he returned to the home of the gods, never to return - but he gave no thought to the guardian, which some say still paces round and round the island, doomed to guard it till the end of the world.”

-Phoedran storyteller

Type of Organization: Cult on a remote island

Location: The Isle of Etecre, a small island off the Phoedran coast not far from Cardith.

Demographics: Composed of islanders who survived The Weeping, and a band of Plaguetouched who have set themselves up as the “Prophets of Telus” and rule the others.

Beliefs: The cult believes an ancient prophesy that Telus has watched over and guarded the island since the dawn of time, only awakening in times of dire need. When The Weeping arrived, it came to life once more to protect the inhabitants of the island. The “Prophets of Telus” (the Plaguetouched) are believed by the cultists to have died of the plague and been resurrected by Telus to serve as his Clerics. The cult is not inherently evil, but they believe that the only way to prevent the plague from returning to their island is to prevent anyone from landing on it. They also believe that if the outside world thinks the island has been abandoned, no one would come there. Anyone who does succeed in landing must be given to Telus, to prove to him that the cultists are obeying his will and defending the island.

Size: 25 Plaguetouched Fighter/Monk “Prophets of Telus”; around 200 low-level NPC class or Commoner “Slaves of Telus”

General Description: Known in happier times as a welcoming seaport and a source of excellent dyes, Etecre now appears to be abandoned. Since the onset of The Weeping its population all but disappeared. Sailors putting into the island’s main harbor for water and supplies have reported that the town seems deserted. It was assumed that the entire population was either killed by the plague or fled to the mainland.
Recently, however, treasure-hunters and scavengers have begun returning to the island to pick through the ruins. Many have not returned, and derelict ships have been reported adrift in the vicinity of the island. Just a few days ago, a ragged vessel arrived in Cardith with hardly a crewman aboard. They reported encountering a bizarre cult on the island.

According to their account, dozens of survivors are still on the island. However, they have come under the sway of a band of Plaguetouched who have set themselves up as the rulers of the island. They worship a being they call Telus, which the sailors claim is a giant bronze statue that has been given some kind of unholy life. They say it patrols the shores of the island, attacking any who attempt to enter or leave. These sailors claim they waited until it was patrolling on the far side of the island before landing to investigate, whereupon they encountered the cult. They were quickly overpowered by the numerous cultists and tied up on the beach as offerings to Telus. Thanks to a concealed knife, one of the sailors managed to get free of his bonds and released a few others just before the bronze giant arrived and slaughtered the rest of the crew.

**Alignment:** Neutral. Although they have taken things to extremes, the cultists believe they are rational people doing the only rational thing they can in the face of an apocalypse.

**Rituals/Observances:** Captives are immediately taken before the “Prophets.”

**Symbols:** Crude bronze dolls and statues, made by melting down bronze tools and temple decorations. They are supposedly meant to represent Telus and are worshipped daily.

**Tactics:** Although the island appears deserted, it is regularly patrolled by groups of cultists looking for intruders. These will typically include one or two “Prophets of Telus” who are 6-7th level Plaguetouched Fighters or Monks. Additionally, there will be anywhere from 10 to 30 “Slaves of Telus” who are low-level fighters or commoners armed with simple weapons (adjust their level as needed to suit the encounter). These bands will attempt to capture the intruders alive (or coerce them to come willingly) so that they may be brought to the cult leaders located in a desecrated temple of the Phoedran war-god Teon. There the “Prophets” will pass judgment on them, which is invariably that they must be sacrificed.

At this point the cultists will attempt to overwhelm the party, tie them up, and leave them on the beach to be found by Telus, who patrols relentlessly around the island. Telus himself turns out to be a Bronze Golem whose instructions were to “guard the island.” Curiously, all someone has to do to avoid this is stay motionless when Telus walks by. He will only attack if he sees creatures moving on the beach.

If some intruder manages to figure this out, the cultists become friendlier, believing Telus has spared them for some higher purpose. If Telus is somehow slain, the cultists’ faith is shattered and they beg the party to protect them from the return of The Weeping.

Rumors abound relating to the abandoned Tower of Mencidides, formerly the island’s resident wizard. If located, his diary reveals the truth: in the earliest days of the plague, Mencidides decided that the island could be protected from it by a quarantine. So he created the Bronze Golem, modeling it after a local legend, to prevent anyone from coming or going. Unfortunately he was mistaken and The Weeping arrived anyway, killing many of the island’s inhabitants, including Mencidides himself. The party may be able to use this diary to convince the cultists of the truth.

**DM Note:** The diary may also contain instructions for altering the golem’s “programming” or destroying it altogether. Mencidides’ tower would also be a good place for the party to find...
magical items and/or information pertinent to an ongoing campaign.

**Possible Adventure Hooks:** The party could be hired by a merchant who tells them that the island is abandoned and that its treasures will be easy pickings. Or, the captain of a ship who has lost most of his crew on the island could hire the adventurers to return there with him to try to rescue them. Or, the island could be rumored to be the location of a powerful magical item, treasure, or person the party (or someone else) is looking for.

**The Stehngaard (Knights of Honor)**

*Author: General Leitmann (modified from the original to fit Tears of Blood)*

**Type of Organization:** Order of Paladins and Fighters dedicated to fighting oppression

This knightly order of Kvrin humans began as the defenders of a remote outpost known as Ouran Keep, nestled high in the Kvrinzemya Mountains. It is the elite of the garrison's bravest and boldest knights. The current Order has only seven members, led by the Stehnmarshal Marius Vannov. They gained stature after a Humanoid invasion of Sonumburg Dale, the province in which Ouran Keep is located. The Keep sent all its warriors except for ten who were to guard the Keep. While the main force went to meet the hordes, a flanking force of Humanoids attacked Ouran Keep directly. The ten warriors fought fiercely and used their knowledge of the area to their advantage. Of 250 invaders, only a dozen remained alive at the end of the day with six casualties among the ten Kvrin guards. The Kvrin Archduke Viktor Greathern IV commended them on their efforts, knighted each survivor, and presented each with his own garrison and village in the area of the Keep. These villages grew and eventually merged to form a single settlement that was recognized by Archduke Greathern as its own autonomous zone.

The Knights were invited by Archduke Greathern to become his personal guard, but they all refused this invitation. Instead, the Knights agreed to become the Archduke's word and his arm. They perform his will as he commands it, frequently taking on suicidal missions of rescuing besieged outposts and protecting ancient sites.

It is a tradition for each of the Knights to select an heir to replace them if they die in battle, or when they become too frail to continue the fight. The heir is selected after a tournament of all the prospective heirs, organized by the respective Knight.

Unlike most orders, they have no oath to swear but to their liege. As for religion, each member is entitled to his own deity.

**Symbol:** A sword facing upwards surrounded by a walled castle.
**Ranks:** The leader is called the Stehnmarshal, everyone else is a Knight Errant.

**Origin of name:** The name means “Honor Guard” in an ancient Kvrin language that is no longer in common use. The name was chosen for the ten soldiers of the garrison who had shown the greatest mental and physical prowess. By royal decree it became their title.

**Allies:** They assist any lord who is fighting an invasion. They have no quarrels with any other order near them, and they know little or nothing about other orders in farther lands.

**Enemies:** Being spiritual and religious knights, they battle oppression in all its forms.
**Class types:** The Knights themselves are Paladins, but the Stehnmarshal is a fighter, as he doesn't devote himself to a single deity, and follows the lawful orders of the Archduke. His knights know his word as law.

**Goals:** To protect the Kvrin lands by force if necessary, to die for their liege, and to serve until that death.

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**Terdusas Adventurer’s Guild (TAG)**

Author: Citizen Joe

**Type of Organization:** Guild dedicated to Adventurers on the continent of Terdusas.

**Location:** All major cities of the Empire, most other major cities in nearby lands.

**Demographics:** Adventurers make up the majority of TAG. There is no typical member.

**Year Founded:** Approximately five years ago.

**Size:** The TAG has swelled over the past five years to hundreds of members.

**General Description:** This Guild was formed by the Feldarin government after looting, rioting, and talk of revolt broke out as *The Weeping* subsided.

**History:** Due to the plague, much of the Imperial militia has disbanded, leaving many adventuring men and women without income. Fearing armed banditry in addition to its other problems, the Empire created this Guild as a means to keep tabs on adventurers and as a force capable of responding to threats on short notice.

Most other Guilds think derisively of TAG. Some say it's just a collection of human refuse and losers. Others believe it to be some sort of spy system for the Empire. Some keep a close eye on it, ready to poach potential members for their own guild or organization if someone proves themselves worthy.

Many Imperial lands know of TAG, and some small hamlets use its members as a makeshift constabulary. However, most people view its members as a mixed blessing. Adventurers have a tendency to attract trouble, but if they remain in good standing with the Empire, and tend to stay on task, they are accepted by most as productive members of society.

In order to maintain the liquidity of Imperial gold, TAG uses a scrip/credit system for their members. In place of hard currency, TAG offices reward members with credit or scrip which can be exchanged for other TAG services such as food and lodging, spells, healing, and minor magic (typically healing scrolls and potions). Some private shops are also TAG authorized and accept the scrip. On the one hand, credit is hard to steal, on the other it only has value so long as the Empire backs it up, giving members a vested reason to keep it so. Eventually, if a member retires out of TAG they may cash out at the rate of 1 gold per 2 credits, and only after a two week audit to verify the credit balance.

Services at Guild Halls include food and lodging, free nightly entertainment, and dance and social etiquette lessons (ANYTHING to keep them away from the general populace). Some Guild Halls also offer limited scribe work and translation (suitable for sending and receiving letters). Guilds Halls in larger towns and cities offer concierge and pawn services. Foreign currency exchange is done with no fee when converting to credits or scrip and at a good
rate when converting to local currency (although the quantity could be limited). Large scale money transfers are normally done with letters of credit.

TAG also tries to foster a benevolent attitude towards different cultures and races. Although this is mostly just a facade with some resentment still running deep, members accept that understanding and acceptance is the grease that allows the Guild system to work. Open hostility is rare and generally handled in tribunals or quiet disappearances when out on the frontier. Troublemakers are rarely missed.

**Symbol:** An outline of the continent with the capital letters TAG across it with a crossed spear and sword behind.

**Goals and Motivations:** Publicly, to better the lives of those with adventuring backgrounds by providing supplies, training, and employment. The Empire also uses the Guild to keep those busy who might otherwise want to cause trouble for the Empire.

**Leaders:** TAG is under the control of a branch of the Feldarin Empire, and as such its leadership is subject to frequent change.

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**The Timeless Fellowship**  
Author: Fire_Wolf

"*In the afternoon strangers came to me at the eastern-most site. There were only a few of them, backs red under the sun, and nearly dead from thirst and starvation. Though only fools cross the desert unsupplied, I took them into my tent and gave them my aid. But though they seemed weak, suddenly one of them, looked like he'd seen a devil, leaped up and forced me away from the others! He told me to leave the ancient Pyramids, which I have studied for over twenty years! But by the Sages, that man's face was all the persuasion I needed. I shall be on my camel tonight, that's for sure.*"

- from the recovered diary of Abadum Shayambru, Baran scholar.

**Type of Organization:** Cult serving an evil outsider

**Location:** The two eastern-most Haunted Pyramids in the depths of al-Barajah, and the lesser tombs around them.

**Demographics/Size:** Jafid and 8 surviving soldiers.

**Beliefs:** It has long been the thankless task of many to watch the burning desert. Across al-Barajah, watch towers are home to those who are charged with observing the movements of monsters, barbarians, and other evils of the desert. In a land where the air is too hot to breathe, where the sun has no mercy, alone, near-forgotten, and exhausted, many go mad.

At one such watchtower, a merchant by the name of Jafid came to bring the soldiers their weekly rations. Little did he know he had brought them more. When Jafid next returned to that tower, he found many of the men suffering from pains and fevers. He sent up a distress flare, and the men of the nearest tower came to give medical aid, but once Jafid realized that this was the plague he had seen back in the city, he fled in fear.

As he crossed the sands, Jafid himself slowly succumbed to **The Weeping**, but rather than die, strange mutations helped him to survive. He went mad from the sun and sickness,
loosing his path. On the verge of maddened suicide, he was visited by a devil: "In the deepest desert lie the burial grounds of an ancient folk," it told him. "Gather your people and take them there, and time cannot hurt them."

Jafid did what he had been told, telling the dying soldiers that only he could save them. Those able to walk followed him, dragging the rest along. In the end, only a few survived the harsh journey, but true to the devil's word, they found hundreds of pyramids stretching for miles. Resting amongst the undead each night, protected by the devil's evil, they ended the ravages of *The Weeping*, but sacrificed their sanity in the process.

They believe that the devil Jafid encountered was a messenger from the Wise Sages (gods), and Jafid to be a Prophet. As the pyramids stop the sickness, starvation, and slow death, they believe they are the immortal chosen of the Sages.

**Alignment:** Chaotic (Neutral). Though all once good men, the soldiers have gone mad from the hardships they faced, and have descended into savagery and selfishness. Jafid is Chaotic (Evil) due the effects of his particular madness and his encounter with a devil.

**Rituals/Observances:** None in common use, although the soldiers will sometimes give unholy prayers to the desecrated icons of their prophet, or to the strange gods of the ancient civilization whose graveyard they inhabit.

**Symbols:** None, although Jafid always wears a strange amulet on a chain around his neck.

**Tactics:** Although Jafid and his followers are all weak opponents (level 5 commoner and level 4 warriors, respectively), they are somehow able to command the undead in the tombs to fight for them. The undead return to normal if Jafid is killed or the amulet is destroyed.

**Possible Adventure Hook:** A Baran lord has sent scholars to explore a rumored “field of pyramids,” but none have returned. Nearby watchtowers sit abandoned and show signs of some blasphemous beliefs. Mummies and skeletons have been reported wandering in the desert, far from their normal resting places. He hires the party to investigate.

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**The Weeping Lily**

Author: Maerok

[Editor’s Note: this organization’s description includes firearms. If your campaign does not use firearms you will need to make some changes]

"From the shores of your small coastal village, you look out onto the open ocean in awe of its majestic blue expanse. The waves crash by your feet, erasing the footprints you left behind seconds earlier. Suddenly, there is an explosion and the healer's shack erupts into flames and shards of wood. Three more blasts ring out, followed by screams and smaller explosions. From the mountainous peninsula to the south emerges a huge ship. It is a wooden monstrosity; its sides painted red with the blood of its victims. From its mast hangs a skull and cross bones flag, with crimson tears pouring from its red eye-sockets. A horrific wail radiates from the terrible machine, and you run from the ruins of your village…”

- The Legend of the Weeping Lily

**Type of Organization:** Privateer Halfling ship

The HMS Lily was at one time the flagship of a great Halfling fleet that pirated the eastern
coast of Terdusas in general, and Phoedran shipping in particular. They were rarely heard of, as survivors of their attacks were few. After the onset of *The Weeping*, the fleet split into small groups and set off in different directions, planning to meet again in a few months.

When the time came to regroup, only half the ships returned. Of those, three-quarters had crews who were affected by *The Weeping*. This was realized too late on The Lily, as the other captains had already boarded her. The crew of The Lily fought valiantly, destroying the remaining ships and throwing the infected overboard to a watery grave.

The Lily wasn't without losses. Many of the crewmembers had been contaminated during or after the fight. Without proper aid or knowledge of who could be trusted, the crew soon met the same fate as the others. Thus, the "Weeping Lily" was born. From that battlefield on the high seas, they set off to continue their lives of pillaging and adventure. But the crew no longer lasted as long as they once did, and replacements were needed. So the *Weeping Lily* began to take captives, infecting them with the plague and locking them away in the lower decks to row the ship. Their laments can be heard as the ship approaches, causing fear and distraction. Those that join willingly are given higher roles among the crew, which has become mixed with those of other races. Plaguetouched are especially accepted.

Captain Re’dark Volshen runs *Weeping Lily*. He is a fierce commander and combatant, despite his height as a Halfling. The crew is completely loyal to the rather insane pirate captain. His insanity hasn't handicapped his abilities as a captain, but instead has made him all the more deadlier.

**Stats**
The crew of the ship is usually melee combatants. The chance of a spellcaster is rare, but possible. This chance increases with each rank. Multiclassing is very rare as well, it is preferred to take a Prestige Class. With the exception of Officers, the other ranks tend to lack specific character builds.

**Crew:** The crew consists of Slaves, Guards, Soldiers, Officers, and the Captain.

**Slaves:** The typical slave is a level 1d8 Commoner, Expert, or Aristocrat. They row from the lower decks and provide the sorrowful wail that frightens and distracts many of the ship's victims. A Sorcerer has joined them, but hides it from the crew, and is building a rebellion among the slaves seeking to escape.

**Guards:** This rank of the crew keeps an eye on the slaves to make sure that the work is carried out. The typical guard is a level 3d4 Fighter, Warrior, Ranger, Swashbuckler or Rogue. Prestige Classes are rare but may include Duelist and Assassin. Around 5% have spellcasting ability of some type.

**Soldiers:** Soldiers are the ones who actually get to plunder and pillage. They are organized into teams of 3d3 under the control of an Officer. 5d5 of these teams are sent out, on average, per assault. More or less may be needed to suit the size of the target. Their average level is 4d4, with levels in Fighter, Rogue, Ranger, and Corsair. Prestige Classes of Duelist and Assassin are rather common, at about 50% of the Soldiers when possible. Around 10% have spellcasting ability of some type.

**Officers:** Officers maintain the ship's discipline, controlling nearly every aspect of life on the ship. They lead raiding parties of Soldiers, scout for future targets, solve basic problems among crew, and serve as the Captain's bodyguards. Officers are trusted with important matters. An Officer is usually level 6d3, and usually gains a
Captain: Captain Re’dark Volshen (Chaotic Evil Plaguetouched Halfling, Rogue 8 [scale Rogue level to fit encounters]/Corsair 10)

The Weeping Lily is home to about 100 crew. It is 140 feet in length. Across each midside are nine cannon. The ship can fire 3 of its cannons in a single volley, and it takes 1d3 rounds to refill and prime a cannon. The tactic is to fire every third cannon in succession, never leaving all the cannons empty in any given round. However, if it would mean certain victory or the ship's defeat is possible, the firing sequence quickly loses its pace and becomes a fire-at-will tactic. Any survivors or captives are taken hostage and forced onto the ship by the Soldiers. The statistics for the cannon are:

BAB +12, 120' range (-1 for every 10' after 60'), 6d6 damage in a 10' radius, 18-20/x4

The cannon can attack a target on land or water, such as a specific building or a Large or larger creature, or another ship.

The Wives of Caerwyn
Author: Wunderhund

"Gethyn, ye say? Aye, I know where it lies - but why would ye seek that cursed place? 'Twas all but destroyed in the plague, so they say, all but Caerwyn and his witches. Cross the river and follow the old road north to find them if ye must - but I'll speak of it no more."

Type of Organization: Cult dedicated to a mysterious Sorcerer

Location: The Caltan village of Gethyn, located in a remote range of foothills on the south slopes of the Kvrinzezmyan Mountains. The area is moderately forested.

Demographics: The mad sorcerer Caerwyn, his "wives," and "daughters."

Beliefs: Caerwyn is regarded as the absolute leader of the town. Many of the "wives" willingly follow him and will willingly give their lives to protect him. Those few women (generally captured outsiders) who refuse to participate in the cult are kept in captivity in very harsh conditions until they relent.

Size: About 40 "wives" (women and girls); a handful of very young boys (sons of Caerwyn who have not yet been driven off or killed); and Caerwyn. See Tactics for descriptions of those who may become combatants.

Alignment: Chaotic (Evil). The cult is focused solely on the whims of Caerwyn, who is insane and focused only on building his own bizarre domain.

Rituals/Observances: Located in an isolated corner of the Old Caltan lands is the town of Gethyn. Nestled in foothills said to contain the barrows of long-dead kings, it was for many years an ordinary hamlet visited by few outsiders. Shortly before The Weeping arrived in Gethyn, a youth named Caerwyn began to display strange powers. Frightened, the townsfolk drove him away. Afraid to approach outsiders for help, he wandered the hills and forests around Gethyn, alone, and what befell him during this time is unknown.

During his exile, The Weeping arrived in Gethyn and took a grievous toll on the residents.
When the plague finally subsided, the decimated survivors were startled to see Caerwyn return to the village. Having grown into a healthy and charismatic young man, he cowed the townsfolk with demonstrations of his mighty powers. He claimed that he was “Beloved of the Five Gods,” and that the town had suffered so badly in the plague due to their treatment of him. Only if the remaining few worshipped and obeyed him would they be spared. Desperate for hope and in awe of his powers, most succumbed to his overpowering charm.

Gradually Caerwyn began to eliminate the remaining men, accusing them of "Heresies" and either driving them away or murdering them in displays of power. In time, only the women of Gethyn remained, transformed into a slavish harem dedicated unquestioningly to his will. When plague refugees from other areas began to arrive in Gethyn seeking shelter, the men and boys would be killed and the women and girls forced to join Caerwyn's nightmarish cult. A couple of years ago, an adventurer who stumbled unknowingly into the town managed to escape alive and tell this tale to the locals of nearby villages before leaving the area, never to return. Since that time, none have dared approach Gethyn, and it is considered ill luck locally to even speak of it.

Symbols: Unknown, although rumor has it that the town is adorned with bizarre phallic banners and carvings created by the "wives."

Tactics: Caerwyn himself is a powerful (and insane) 13th-level Sorcerer. If threatened, he will order his "wives" to attack en masse and has no compunctions about sacrificing them. While his enemies are engaged in melee with the "wives," Caerwyn will make full use of his sorcery to attempt to kill them. There are also a few young girls (presumably his daughters) who seem to have inherited his natural talent for magic. They will attempt to kill any men in the party and capture any women so that they may be forced to join the cult.

Caerwyn:
- Male Caltan human Sor13: Size M (6 ft., 0 in. tall); HD 13d4+39; hp 67; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +7/+2 melee, or +5/+0 ranged; SV Fort +7, Ref +3, Will +8; AL CN (E); Str 12, Dex 9, Con 16, Int 16, Wis 10, Cha 20.
- Languages: Common, Caltan, Feldarin, Dwarven
- Skills and feats: Craft - Alchemy +15, Craft - Traps +15, Knowledge (Arcana) +16, Profession - Courtesan +14, Scry +19, Spellcraft +17, Stealth -1; Combat Casting, Leadership, Scribe scroll, Skill focus (Alchemy), Skill focus (Knowledge – Arcana).

Daughters of Caerwyn (2d4):
- Female human (mixed) Sor5: CR 5; Size M (4 ft., 8 in. tall); HD 5d4+10; hp 28; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +3 ranged; SV Fort +5, Ref +2, Will +3; AL CE; Str 13, Dex 12, Con 15, Int 13, Wis 10, Cha 18.
- Languages: Caltan, Common
- Skills and feats: Craft – Alchemy +5, Perception +2, Profession – Cook +5, Scry +6, Spellcraft +5, Stealth +5; Great Fortitude, Improved Unarmed Strike, Skill Focus (Stealth).
• Sorcerer Spells Known (6/7/5) 0th: Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Ray of Frost. 1st: Charm Person, Mage Armor, Magic Missile, Sleep. 2nd: Acid Arrow, Protection from Arrows.

Wives of Caerwyn (2d20):

• Female human Com2: CR 1; Size M (5 ft., 6 in. tall); HD 2d4+4; hp 10; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +2 melee, or +2 ranged; SV Fort +2, Ref +1, Will +0; AL CE; Str 12, Dex 13, Con 15, Int 10, Wis 10, Cha 8.
• Languages Spoken: Caltan, Common
• Skills and feats: Handle animal +4, Perception +2, Stealth +5 Use rope +5, Survival +2; Simple weapon proficiency (staff), Skill Focus - Stealth

Possible Adventure Hooks:
• The party has heard about the ancient barrows in the hills around Gethyn, and that there may be ancient treasure, including magical weapons, in them. They discover to their dismay that the barrows are guarded by Wights, and supposedly only someone named Caerwyn knows how to placate them.
• Someone in a neighboring village hires the party to rescue a loved one (wife, daughter) who has been kidnapped by the Cult.
New Spells for use in the Tears of Blood Campaign Setting

This section contains previously released material.

The following new spells come from many sources, and not all of them were part of the original Tears of Blood campaign material. Some do have references to campaign themes, and the rest were chosen because they seemed to fit the campaign. Note that none have an alignment descriptor, another indication that the spell itself has no particular moral attribute, only the way it is used will reflect on the user.
## Table: Spells from the Tears of Blood Campaign

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<th>Spell Name</th>
<th>Level/Class</th>
<th>Brief Description</th>
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<tbody>
<tr>
<td>Abyssal Destruction</td>
<td>5 Clr/Sor/Wiz</td>
<td>5d10 Elemental + 1d6 Force/level (max 10d6)</td>
</tr>
<tr>
<td>Animate Dead</td>
<td>3 APal/CJ/Orc/Sor/Wiz</td>
<td>No longer just “Evil,” has a “Neutral” version</td>
</tr>
<tr>
<td>Animate Shadow</td>
<td>4 Sor/Wiz/Brd</td>
<td>Normal shadow becomes a Shadow creature</td>
</tr>
<tr>
<td>Arcane Explosion</td>
<td>4 Sor/Wiz/Brd</td>
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</tr>
<tr>
<td>Aria</td>
<td>2 Brd</td>
<td>Boost your Charisma-based effects</td>
</tr>
<tr>
<td>Awaken Disease</td>
<td>7Clr/6 Burning Censer</td>
<td>Target disease becomes intelligent</td>
</tr>
<tr>
<td>B’Artaign’s Selective</td>
<td>6 Sor/Wiz, 6 Nav</td>
<td>Reveals location of chosen creatures on a map</td>
</tr>
<tr>
<td>Location</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Banality</td>
<td>4 Ass/Brd, 5 Sor/Wiz,</td>
<td>Cause creatures to see you as mundane</td>
</tr>
<tr>
<td>Blend with the Mob</td>
<td>3 Sor/Wiz/Brd</td>
<td>Become creatures with those around you</td>
</tr>
<tr>
<td>Burst of Shadow</td>
<td>9 Sor/Wiz</td>
<td>D6 damage/level, Will ½, Fort or Blinded</td>
</tr>
<tr>
<td>Center of Gravity</td>
<td>6 Sor/Wiz, 6 Grav</td>
<td>Create a new center of gravity in an area</td>
</tr>
<tr>
<td>Chorus</td>
<td>4 Brd</td>
<td>Performance gains control of others actions</td>
</tr>
<tr>
<td>Cinder</td>
<td>0 Clr/Drd/Sor/Wiz, 1 Rgr</td>
<td>1 pt fire damage per round of contact</td>
</tr>
<tr>
<td>Cloak of Shadow</td>
<td>3 Sor/Wiz, 4 Ass, 5 Brd</td>
<td>Immune to non-magic ammo, AC bonus, Fly ability</td>
</tr>
<tr>
<td>Contentment</td>
<td>0 Sor/Wiz/Brd</td>
<td>1 HD or less target becomes calm</td>
</tr>
<tr>
<td>Creature Sense</td>
<td>6 Sor/Wiz, 6 Strat</td>
<td>Sense nearby creatures</td>
</tr>
<tr>
<td>Dark Avatar</td>
<td>6 Clr, 4 Blackguard</td>
<td>Creates an ally to fight for you</td>
</tr>
<tr>
<td>Dark Banishment</td>
<td>8 Sor/Wiz</td>
<td>Target sent to the Plane of Shadow</td>
</tr>
<tr>
<td>Dark Mist</td>
<td>1 Brd, 2 Sor/Wiz</td>
<td>Improved Obscuring Mist effect</td>
</tr>
<tr>
<td>Darkened Mind</td>
<td>1 Ass, 2 Brd/Clr</td>
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</tr>
<tr>
<td>Dark Terror</td>
<td>3 Sor/Wiz/Brd</td>
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<td>Darknet</td>
<td>2 Sor/Wiz</td>
<td>Net made of shadow traps target</td>
</tr>
<tr>
<td>Delay Gravity</td>
<td>1 Sor/Wiz, 1 Grav</td>
<td>Target unaffected by gravity</td>
</tr>
<tr>
<td>Detect Disease</td>
<td>0 Clr/Drd/Sor/Wiz, 1 Pal/Rgr</td>
<td>Reveals disease in a single creature, object, or area</td>
</tr>
<tr>
<td>Detect Plague</td>
<td>1 Clr</td>
<td>Reveals Plague victims, cone-shaped area</td>
</tr>
<tr>
<td>Detect Shadowspell</td>
<td>1 Clr/Sor/Wiz</td>
<td>Detects Shadow or Illusion spells</td>
</tr>
<tr>
<td>Dim</td>
<td>1 Sor/Wiz</td>
<td>Creates shadowy illumination in lighted area</td>
</tr>
<tr>
<td>Disperse Shadows</td>
<td>1 Clr/Pal</td>
<td>Creates shadowy illumination in darkened area</td>
</tr>
<tr>
<td>Divine Grip</td>
<td>1 Clr/Pal</td>
<td>Retain weapon on Critical Miss, Disarm</td>
</tr>
<tr>
<td>Duet</td>
<td>3 Brd</td>
<td>Performance gains control of 1 target’s actions</td>
</tr>
<tr>
<td>Ebon Seed</td>
<td>3 Sor/Wiz</td>
<td>Cast Shadow spells from a point of darkness</td>
</tr>
<tr>
<td>Eleven O’clock Number</td>
<td>6 Brd</td>
<td>Performance gains control of other’s actions</td>
</tr>
<tr>
<td>Empower Construct</td>
<td>8 Sor/Wiz</td>
<td>Enhance construct similar to Enlarge Person</td>
</tr>
<tr>
<td>Ensemble</td>
<td>5 Brd</td>
<td>Performance gains control of other’s actions</td>
</tr>
<tr>
<td>Ensoal Ship</td>
<td>1 Cleric (Andmere)</td>
<td>Treat ship as temple to Andmere</td>
</tr>
<tr>
<td>Ephemeral</td>
<td>7 Sor/Wiz</td>
<td>Gain the Dark Fae template permanently</td>
</tr>
<tr>
<td>Transformation</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Escape Tactics</td>
<td>4 Brd, 6 Sor/Wiz</td>
<td>Create copies of targets as a distraction</td>
</tr>
<tr>
<td>Explosive Blast</td>
<td>3 Sor/Wiz</td>
<td>Object explodes in a 10 ft burst of damage</td>
</tr>
<tr>
<td>Featured Moment</td>
<td>0 Brd</td>
<td>Boost your Charisma-based effects</td>
</tr>
<tr>
<td>Fortress of Secrecy</td>
<td>9 Sor/Wiz</td>
<td>Extradimensional space with special powers</td>
</tr>
<tr>
<td>Spell Name</td>
<td>Level/Class</td>
<td>Brief Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-------------</td>
<td>----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Gravity Arc</td>
<td>4 Sor/Wiz, 4 Grav</td>
<td>Affect a projectile’s speed</td>
</tr>
<tr>
<td>Gravity Well</td>
<td>9 Sor/Wiz, 9 Grav</td>
<td>Center of gravity with a planar gate</td>
</tr>
<tr>
<td>Gravity’s Full Weight</td>
<td>8 Sor/Wiz, 9 Grav</td>
<td>Increase weight of object by 500 per cent</td>
</tr>
<tr>
<td>Hardfall</td>
<td>2 Sor/Wiz, 8 Grav</td>
<td>Counters the effects of Featherfall</td>
</tr>
<tr>
<td>Heisenberg’s Impossible Split</td>
<td>3 Sor/Wiz</td>
<td>Short Teleport and create a Mirror Image as a Move action</td>
</tr>
<tr>
<td>Heisenberg’s Improbable Jump</td>
<td>3 Sor/Wiz</td>
<td>Short Teleport as a Swift action</td>
</tr>
<tr>
<td>Heisenberg’s Uncertain Hop</td>
<td>1 Sor/Wiz</td>
<td>Spontaneous teleport effect grants +4 to AC</td>
</tr>
<tr>
<td>Hunter of the Night</td>
<td>2 Drd/Rgr 2</td>
<td>Target animal gains Darkvision, Dex buff, more</td>
</tr>
<tr>
<td>Hush</td>
<td>1 Brd/Sor/Wiz</td>
<td>Distraction forces concentration check</td>
</tr>
<tr>
<td>Imperceptible</td>
<td>9 Sor/Wiz</td>
<td>Greatly improved form of Invisibility</td>
</tr>
<tr>
<td>Increased Gravity</td>
<td>2 Sor/Wiz, 2 Gravity</td>
<td>Penalty to movement, STR and DEX</td>
</tr>
<tr>
<td>Mapmaking</td>
<td>3 Sor/Wiz, 4 Nav</td>
<td>Create a map or enhance an existing one</td>
</tr>
<tr>
<td>Mask the Plague</td>
<td>1 Sor/Wiz/Brd</td>
<td>Changes the appearance of a Plague victim</td>
</tr>
<tr>
<td>Merge into Shadow</td>
<td>4 Sor/Wiz</td>
<td>Merge into the shadows</td>
</tr>
<tr>
<td>Minor Gravity Resistance</td>
<td>0 Sor/Wiz, 0 Gravity</td>
<td>Floats an object above the ground</td>
</tr>
<tr>
<td>Minor Miracle</td>
<td>7 Clr, 7 Luck</td>
<td>Divine form of Limited Wish</td>
</tr>
<tr>
<td>Mnemonic</td>
<td>0 Sor/Wiz/Brd</td>
<td>Create a memory of spoken words</td>
</tr>
<tr>
<td>Merturoid’s Spell Slicer</td>
<td>6 Sor/Wiz</td>
<td>Counter a spell, prevent its casting for d4 rounds</td>
</tr>
<tr>
<td>Negate Gravity</td>
<td>3 Sor/Wiz, 3 Gravity</td>
<td>Up to 100lbs/caster level becomes weightless</td>
</tr>
<tr>
<td>Net of Shadow</td>
<td>2 Sor/Wiz</td>
<td>Creates a physical net made out of shadows</td>
</tr>
<tr>
<td>Null Gravity</td>
<td>5 Sor/Wiz, 5 Gravity</td>
<td>Reduces effects of gravity on objects/creatures</td>
</tr>
<tr>
<td>Obscure the Plague</td>
<td>3 Sor/Wiz/Brd</td>
<td>Changes the appearance of a Plague victim</td>
</tr>
<tr>
<td>Phantasmal Pack</td>
<td>4 Drd</td>
<td>Conjures incorporeal allies that follow commands</td>
</tr>
<tr>
<td>Phantom Avatar</td>
<td>8 Clr</td>
<td>Creates avatar of your deity, damage/panic/etc</td>
</tr>
<tr>
<td>Pin Shadows</td>
<td>2 Clr, 3 Sor/wiz</td>
<td>Target’s shadow is pinned, target is immobilized</td>
</tr>
<tr>
<td>Plaguefire Flame</td>
<td>0 Clr/Sor/Wiz/Brd</td>
<td>Used by the Order of the Hidden Flame to show membership</td>
</tr>
<tr>
<td>Plot Position</td>
<td>3 Sor/Wiz/Brd, 3 Nav</td>
<td>Shows your location on a map</td>
</tr>
<tr>
<td>Preincarnation</td>
<td>7 Sor/Wiz, 6 Brd/Drd</td>
<td>Creates previous copy of Reincarnated creature</td>
</tr>
<tr>
<td>Purify Water</td>
<td>1 Clr/Drd</td>
<td>Makes water drinkable, ruins Holy/Unholy Water</td>
</tr>
<tr>
<td>Purify Water, Greater</td>
<td>3 Clr/Drd</td>
<td>Improved version of Purify Water</td>
</tr>
<tr>
<td>Purifying Aqueduct</td>
<td>4 Clr</td>
<td>Aqueduct or pipe purifies water passing thru it</td>
</tr>
<tr>
<td>Reverse Gravity</td>
<td>7 Sor/Wiz, 7 Grav</td>
<td>Added to the Gravity Domain for Clerics</td>
</tr>
<tr>
<td>Sarina’s Awareness</td>
<td>4 Brd</td>
<td>Target gains insight bonus to AC</td>
</tr>
<tr>
<td>Sarina’s Evasion</td>
<td>5 Brd</td>
<td>Target gain Evasion as a Rogue</td>
</tr>
<tr>
<td>Sarina’s Great Agility</td>
<td>4 Sor/Wiz, 3 Brd, 4 Trav</td>
<td>Target gains 18 Dex and the Dodge feat</td>
</tr>
<tr>
<td>Sarina’s Frenzy</td>
<td>2 Sor/Wiz, 1 Brd</td>
<td>Make an extra attack, +2 Insight to Initiative</td>
</tr>
<tr>
<td>Secret Soul</td>
<td>6 Sor/Wiz</td>
<td>Removed heart becomes a refuge for soul</td>
</tr>
<tr>
<td>Selective Sight</td>
<td>4 Sor/Wiz</td>
<td>Invisibility, allows your allies to see you</td>
</tr>
<tr>
<td>Sense of Timing</td>
<td>7 Sor/Wiz, 7 Audacity</td>
<td>You do not provoke Attacks of opportunity, and you gain Combat Reflexes</td>
</tr>
<tr>
<td>Sensory Overload</td>
<td>6 Sor/Wiz</td>
<td>Overload the target’s senses</td>
</tr>
<tr>
<td>Shadowmeld</td>
<td>3 Sor/Wiz</td>
<td>You fade away into the shadows</td>
</tr>
</tbody>
</table>
## Spell Descriptions

### Abyssal Destruction

**School:** Evocation  
**Level:** Clr 5, Sor/Wiz 5  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** 1 creature +1/caster level no more than 20’ apart  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell resistance:** Yes

The caster extends his fingers forward, is if clutching the air in front of him, and a prismatic surge of power shoots forth from his hand. The surge often takes a different form every time it's cast - a cluster of lightning, a flaming orb, a glowing sphere of liquid - but it always shimmers with multiple colors. When a creature is struck, it takes 5d10 points of damage divided as follows: 1d10 each of fire, sonic, electricity, cold and acid damage, plus 1d6 points of force damage per caster level (max 10d6). This destructive force may also strike...
others around the target, depending on how close they are to it. If there are more targets than the spell can affect within range of the original target, the caster chooses who it does affect, and if there are less, it affects everyone in range. This spell can also damage objects and terrain around the target.

**Material Component:** A drop of blood pricked from the casters finger  
**Divine Focus:** A lit candle

**Animate Dead**  
**School:** Necromancy  
**Level:** Antipaladin 3, Clr/Orcl 3, Sor/Wiz 4; Death 3  
**Components:** V, S, M/-

Within the Tears of Blood Campaign, *Animate Dead* has 2 versions: using onyx gems as a material component creates traditional evil undead; a Plaguetouched caster using the spell *blood money* and a secret rite instead creates “Plaguers,” a type of zombie used for menial labor (see *Undead of Ursoule* in the *Tears of Blood Campaign Setting*, Pg 333).

**Animate Shadow**  
**School:** Enchantment [Shadow]  
**Level:** Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 full round  
**Target:** one area of shadow in 5 ft radius  
**Duration:** 1 round/level

You bind one normal shadow into a creature which serves you. The target becomes a shadow, as the creature. When the spell ends the shadow dissipates back to normal.

**Material Component:** A jet, obsidian or onyx gem worth at least 100 gp

**Arcane Explosion**  
**School:** Evocation [Sonic]  
**Level:** Sor/Wiz 4, Brd 4  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft + 5ft/2 caster levels)  
**Area:** 15 ft radius  
**Target:** Any point within range.  
**Saving Throw:** None  
**Spell Resistance:** None

This spell creates an area of bright colors, dazzling lights and deafening thunder. While not directly harmful, concentrating is difficult. Any creature in the area using an action requiring concentration must make a Concentration check (DC 10+1/2 caster level) or suffer 1d10 per 2 caster levels of subdual damage and their action fails. Perception checks in the area suffer a -4 penalty. The spell lasts for one round per 2 caster levels (maximum 5 rounds).

**Material Component:** A pinch of sulphur in a hollow tube

**Aria**  
**School:** Enchantment (Charm) [Sonic]  
**Level:** Bard 2  
**Components:** V  
**Casting Time:** 1 full round  
**Range:** Close (25 ft + 5ft/2 caster levels)  
**Target:** All sentient creatures within a 15 foot radius burst
**Duration:** 10 minutes  
**Saving Throw:** Special (Will)  
**Spell Resistance:** No

When casting this spell, the caster may specify any targets he wishes to leave unaffected.

As he begins casting this spell, the caster makes a Perform check (DC 25) using an instrument of his choice. This Perform check does not allow the use of any modifiers due to Charisma, feats, spells, items, or other bonuses. Only the actual Perform ranks alone may contribute to this roll.

Upon completion of casting, the caster spends two minutes Performing, after which the targets must each make a Will save (DC = 20 + X, where X = the caster’s actual ranks in Perform). Once this save is failed, the caster gains a +5 bonus to all Charisma-based checks against that target, except Perform checks, for the duration of the spell.

If the caster fails his initial Perform check, or a target succeeds at his Will save, the caster incurs a -5 penalty to all Charisma-based checks against that target, except Perform checks, for the duration of the spell.

**Restrictions:** This spell may only be cast on a particular target once per day, regardless of success. If a target has been attacked by the caster or his obvious allies within an hour prior to the casting of this spell, failure, with all associated penalties, is automatic.

For a target to be affected by this spell, he must be able to perceive the performance and understand any language involved.

For example, a blind character cannot be affected by this spell at all if the caster chooses to dance. If the caster chooses to sing or speak, the target must be able to hear and understand the language. If a target cannot be affected for one of these reasons, the spell is used up, but does not incur benefits or penalties.

Certain types of creatures are too alien to be affected by this spell. Targeting any of the following types of creatures will use up the spell, but will not incur benefits or penalties: Construct, Outsider, and Undead.

### Awaken Disease

**School:** Transmutation  
**Level:** Cleric 7, Burning Censer 6  
**Casting Time:** 24 hours  
**Components:** V, S, M (herbs and oils worth 4,000 GP), DF  
**Range:** Touch  
**Target:** Diseased square, creature, or container (max. 5x5x5)  
**Duration:** instantaneous  
**Saving Throw:** No  
**Spell Resistance:** Yes (Special, see description)

You awaken a disease to human-like sentience. To succeed, you must make a Will save (DC 10 + Base DC of the Disease). Further, if the target is within an area protected by any sort of Spell Resistance, you must also overcome that resistance. The awakened disease will ignore you as long as there are other creatures in the area. You have no special empathy or connection with a disease you awaken, although it may serve you in specific tasks or endeavors if you communicate your desires to it. Further castings of Awaken Disease on the same creature have no effect.

An Awakened Disease gains the Ooze and Swarm types, has Blindsight out to 60 feet, and
communicates telepathically. An Awakened Disease has 3d6 Intelligence, 1d3 Charisma, +2 HD and cannot serve as a companion, familiar, or special mount. Its Skills are Fly and Stealth.

Awakened Disease

An **Awakened Disease** is created when the spell, *Awaken Disease*, is cast on an infected area, creature or container.

**XP var.**
N Fine *ooze* (swarm) (augmented)
*Init* –5; *Senses* blindsight 60 ft.; *Perception* +1

**DEFENSE**
*AC* 17, *touch* 17, *flat-footed* 17 (–5 *Dex*, +12 size)
*hp* 18 (4d8)
*Fort* +0, *Ref* –5, *Will* –5
*Defensive Abilities* *ooze* and *swarm* traits; *Immune* weapon damage, see text
*Weaknesses* vulnerability to fire, swarm traits

**OFFENSE**
*Speed* 10 ft., climb 10 ft., fly 30 ft. (perfect)
*Melee* *swarm* (except distraction)
*Space* 10 ft.; *Reach* 0 ft.
*Special Attacks* infect (Save, Onset, etc. are same as the base disease)

**STATISTICS**
*Str* 1 (–5), *Dex* 1 (–5), *Con* 10, *Int* 12 (+1), *Wis* 1 (–5), *Cha* 2 (–4)
*Base Atk* +1; *CMB* —; *CMD* —
*Skills* Fly +13, Stealth +23; *Racial Modifiers* +8 Fly, +8 Stealth, +6 Perception
*Languages* telepathy 100 ft.
*SQ* amorphous

**SPECIAL ABILITIES**

**Infinitesimal (Ex)**
An Awakened Disease consists of a microscopic cloud of viruses, and as such is undetectable by normal means much of the time. Detect spells will work on it, and some magic items as well. An Awakened Disease leaves no tracks, has no scent, and makes no sound. As such, it does not have the Distraction ability that is common to most swarms.

**Immunity (Ex)**
As a creature, and no longer a true disease, spells such as *Remove Disease* and even *Heal* have no effect on either an Awakened Disease or an infected creature. Defenses and remedies for afflictions such as Mummy Rot do not work, since no curse is involved. Physical defenses that normally work against a Swarm, such as Damage Reduction, are ineffective. However, an Awakened Disease is vulnerable to fire and to spells that affect swarms.

**Infect (Ex)**
An Awakened Disease is an intelligent form of a normally more common or mundane disease, and being sentient it can choose where it goes and who it tries to infect. It ignores incorporeal creatures. When it infects a corporeal creature, it deposits a small amount of itself and moves on to the next target, and can cause a widespread outbreak in a short
amount of time. If a creature dies from its effects, the Awakened Disease leaves that creature to seek out a new host. Any creature that is normally unaffected by disease can become a carrier, and the Awakened Disease will infect any other creature that comes into contact with it. The specifics of the disease, such as Save, Onset and Effect remain the same for the base disease that was Awakened.

ECOLOGY
Environment any land or underground
Organization solitary or colony (2–5)
Treasure none

An Awakened Disease is a small quantity of a normal disease that has been given sentience through the power of the spell *Awaken Disease*. Composed of a cloud of viruses, they are very difficult to detect visually, sometimes appearing as sheen on a solid surface or as a faint, misty cloud. Awakened Diseases reproduce by infecting a host creature and attaching to its cells, increasing in number as the host’s cells normally grow and reproduce over time. In this way, only a tiny amount of the Awakened Disease needs to infect a host in order to keep the disease spreading. Since it is intelligent, it can choose courses of action and make decisions based on what it perceives around it.

See: Burning Censer Prestige Class, * Organizations in the World of Ursoule

**B’Artaign’s Selective Location**

School: Divination  Level: Navigation 6, Sor/Wiz 6  
Components: V, S, F  
Casting Time: 10 minutes  
Range: Unlimited (see text)  
Target: Group of up to 10 creatures/level  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

This spell functions similarly to *Plot Position*, with the exception that it allows the caster to find the location of a group of creatures numbering no more than 10/level. These creatures must be linked by a common characteristic (i.e. all Plaguetouched, all Iron Golems, all magic users, etc). This can be of any type of characteristic, but only detects those of that chosen type.

To cast this spell, the caster spreads a map out on a flat surface and places a pile of small stones or markers in the center of the map. As the spell is cast, the stones spread out to show the exact location of each group of 10 members of the specified group (similar to the functioning of *Plot Position*). The spell reveals all creatures (up to the spell’s limit) within the area shown on the map, regardless of the size of the map.

Focus: A map and a number of small stones or markers equal to 1/caster level.

**Banality**

School: Illusion (Phantasm) [Mind-Affecting]  Level: Assassin 4, Sor/Wiz 5, Brd 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: 400 ft. + 40 ft./level emanation centered on you or object touched.  
Duration: 10 min./level (D)  
Saving Throw: Will partial  
Spell Resistance: No
You cloud the minds of creatures in the area, making them to see you as inconsequential, dull, and unappealing. You do not know what they specifically see, since each creature sees its own personalized image of absolute blandness appropriate to your surroundings. For example, while standing in the king’s court, onlookers might see you as just another courtier, or while passing through an Orrk village, anyone looking would see yet another unwashed Orrk grunt. This has two direct effects:

- Any creature in the area suffers a –5 circumstance penalty to any checks opposed to your Stealth or Disguise skills, and you can use the Stealth Skill with regard to such creatures even when they are directly observing you. They also suffer a –5 circumstance penalty to any Perception check to hear you, as their befuddled mind rationalizes any sounds you make as being normal ambient noise.
- Any opponent attempting to strike or otherwise directly attack you, even with a targeted spell, must make a Will save (with a +4 circumstance bonus if you have made a physical attack against that opponent during the current encounter). A save allows them to attack normally and make no further Will saves to attack you for the remainder of the spell, although they are still affected by circumstance modifiers provided by the spell. If the save fails, they are fooled into believing you are too insignificant to waste the energy required to attack you. The opponent cannot follow through with the attack, and do not realize that this decision has not been made of their own volition. They are still free to use the action they would have employed against you to take any other course of action, including attacking a different creature. They are also free to attempt a new Will save on any subsequent round if they again wish to attack you.

You may also cast this spell on an unattended object, which causes it to appear exactly as any other nearby object of the same type. Creatures affected suffer a –10 circumstance penalty to their Perception checks to locate an object emanating banality. This form of the spell can be made the subject of a permanency spell by an 11th level or higher caster who spends 7500 GP.

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**Blend with the Mob**

**School:** Illusion (Glamer)  **Level:** Brd 3, Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Target:** You  
**Duration:** 10 min./level (D)  
**Saving Throw:** Will disbelief (if interacted with)  
**Spell Resistance:** No

Drawing on the appearances and actions of those nearby, you make yourself look like you belong there. Your appearance becomes similar to those around you (within limits, as per *disguise self*); if there is more than one type of creature nearby, you may choose which to imitate, otherwise the spell selects the most common creature. You can only imitate creatures that you are aware of (generally those you can see), and you do not imitate a specific creature. You do get a +10 bonus to a Disguise made to look like someone else.

Furthermore, if there are at least three nearby creatures who are acting with a particular purpose (such as expressing hostile intentions towards a particular target), Blend with the Mob allows you to appear to act like them as well. You cannot read their minds with this spell, so any creature must be open about the intention you want to imitate. You get a +10 bonus to Bluff checks made to convince others that you are there to aid that group’s cause.
**Material component:** A small piece of chalk or soft clay.

**Burst of Shadow**

**School:** Creation/Illusion [Shadow]  
**Level:** Sorcerer/Wizard 9  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 20 feet  
**Area:** 20 ft. cone  
**Duration:** Instantaneous or Permanent  
**Saving Throw:** Will Half and Fortitude Partial  
**Spell Resistance:** Yes

As you complete the casting, you notice a tiny portal to the plane of shadows open up at your fingertips. Fostering it with your own magical energy, you force it to enlarge, spilling waves of shadowstuff upon your enemies.

All targets within the range of this effect take 1d6/level damage (maximum 15d6). Due to its partially illusory nature, anyone succeeding on a Will save takes only half damage. Any target that succeeds on their Will save must make an additional Fortitude save or become blinded as their sense of sight is overwhelmed by the assault.

**Center of Gravity**

**School:** Transmutation  
**Level:** Sor/Wiz 6, Gravity 6  
**Components:** V, S, M (small iron ball)  
**Casting Time:** 1 standard action  
**Range:** Medium (200 ft.+100 ft /3 levels higher than 12)  
**Area:** Up to one 10-ft. cube per two levels (S)  
**Duration:** 1 round/level  
**Saving Throw:** None; see text  
**Spell Resistance:** No

This spell changes the flow of gravity, instead of everything falling down, objects “fall” towards a central point of gravity you define at the rate of 60 feet per round, even if they have to fall upwards to do so. This point must be a stationary point or person within the range of the spell. Objects of less than 20 pounds will automatically move towards the center of gravity. Provided it has something to hold onto, a creature caught in the area can attempt a reflex save to secure itself when the spell effect happens.

Creatures gain their size adjustment or penalty to resist the effect of this spell.

If this spell is centered on a creature, it gets a will save to avoid the effect. The target will feel no negative effects from gravity, however, they will take 1d10 damage per round from random debris hitting them, more if the debris includes weapons or large animals.

The spellcaster is immune to the effects of this spell for the first round only, after which they can grab onto an object to prevent themselves from falling. Bracing and not moving will give a +4 to a creature’s reflex saving throw. Any round, when a creature or object is not fully tethered, they must make a reflex save to avoid being dragged towards the center point. Any round a character moves faster than 1/3 their normal base speed they must make an additional reflex save. Creatures who can fly or levitate can keep themselves from falling; but if they move more than 1/3 their normal fly speed, and require a reflex save. There is nothing intrinsically dangerous or lethal about this spell, creatures or objects are simply forced to move towards the center of the gravity well; however, cunning spellcasters may position the center of gravity in a dangerous place, such as a pit of acid or poison.
The caster must be standing on a firm surface to cast this spell. The material component for
casting this spell is a small iron ball which is dropped; when the ball hits the firm surface
the spell is cast. If the ball is caught or is prevented from completing its drop, the spell is
disrupted.

**Chorus**

**School:** Enchantment (Compulsion) [Sonic]  **Level:** Bard 4

**Components:** V, S

**Casting Time:** 5 Rounds

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

**Target:** All sentient creatures within a 20 foot radius burst

**Duration:** 10 Minutes

**Saving Throw:** Will Negates  **Spell Resistance:** No

When casting this spell, the caster may specify any targets he wishes to leave unaffected.
As he begins casting this spell, the caster makes a Perform check (DC 35) using an
instrument of his choice. All normal modifiers apply. If this check is failed, the spell
dissipates harmlessly, regarded as nothing more than a performance by caster.

Upon completion of casting, the targets must each make a Will save (DC = 20 + X, where X
= casters actual Perform ranks). Success renders the spell ineffective for that target. Failure
brings that target under the direct control of the caster for 3 minutes. During this time, the
affected targets and the caster perform as a group. The targets do not need ranks in
Perform, but will contribute in any way they are able, such as clapping or rhythmic
speaking. Both the targets and the caster must maintain concentration while Performing. If
a target fails a Concentration check (DC same as caster), he is freed from the spell. If the
caster fails a Concentration check, the entire spell ends immediately. The targets receive a
+1 bonus per performer in the *Chorus* to any such Concentration checks.

During the *Chorus*, the caster and his targets will sing, act out, or otherwise indicate a plan
they will enact. Once the *Chorus* is completed, the targets are once again capable of
independent thought and action, but upon command of the caster they will willingly enact
whatever plan was detailed in the *Chorus*, until the spell's duration expires. Thoughts and
actions unrelated to the plan are not affected. If a target takes damage while still under the
effects of *Chorus*, it provokes a Concentration check, with a + 1 bonus per performer at the
end of the *Chorus*. If this check is failed, the spell ends for that target.

Once the spell is ended, the targets retains a full memory of their activities and experiences
while under the influence of the spell, but are completely free of any effects of the spell.

**Restrictions:** This spell may only be cast on a particular target once per day, regardless of
success. If a target has been attacked by the caster or his obvious allies within an hour prior
to the casting of this spell, failure is automatic.

*Chorus* can only give a single set of instructions to an entire group, and cannot single out
individuals or smaller groups for different or extra instruction.

Attempting to use this spell to induce behavior that grossly violates a target’s moral, ethical,
or personal principles or values, (such as forcing a Paladin to attack a child) or involves the
target causing direct harm to himself (such as suicide or self-mutilation) may provoke a new
Will save or cause the spell to be broken for that target without a save, depending on the
severity of the violation. This is implemented at the discretion of the Dungeon Master.
If the caster uses a language-based Performing art, then a target that does not understand that language will be unaffected. Targets of which the caster is unaware are not affected by this spell. Certain types of creatures are too alien to be affected by this spell: Construct, Outsider, and Undead.

Cinder
School: Evocation [Fire] Level: Clr 0, Drd 0, Sor/Wiz 0, Rgr 1
Components: V, S
Casting time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels); see text
Effect: One smoldering ember
Duration: Instantaneous
Saving Throw: None    Spell Resistance: No

This spell conjures a small lump of smoldering material. As part of the casting of the spell, you can throw the cinder at a target within range, requiring a ranged touch attack; otherwise, you can simply cause it to appear anywhere within arm’s reach.

The cinder deals 1 point of fire damage per round to unprotected flesh or flammable objects; it will cause tinder or other highly flammable substances to catch fire in 1 round. The cinder will die in one minute, becoming an inert lump of charcoal-like material; however, it can be banked in ash or other insulating material to conserve its heat, and any time spent so insulated does not count against the one minute limit.

Cloak of Shadow
School: Abjuration [Shadow] Level: Sor/Wiz 3, Assassin 4, Bard 5
Components: V, S, M
Casting Time: 1 standard action
Target: You
Duration: 1 minute/level
Saving Throw: None    Spell Resistance: No

As the material components dissolve into the air, a black cape materializes around you, flowing as if in response to some unfelt breeze.

This spell makes you immune to non-magical projectiles except those used by siege engines and other over-sized sources and grants a +2 deflection bonus to Armor Class. You gain a fly speed of twice your normal speed with average maneuverability. If you do not end this movement on a solid surface, you begin falling from your current height above ground.

Material Component: a bat wing and a single drop of a demon’s ichor.

Contentment
School: Enchantment (Charm) [Mind-Affecting] Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1d4 rounds
Saving Throw: Will partial    Spell Resistance: Yes

A contentment spell causes a feeling of wellbeing to come over a single creature of 1 HD per caster level or less. The subject ceases to be agitated or distressed and will react calmly to
anything or anyone around it. If the creature fails a Will save, it is also fascinated.

Any cause of distress or agitation will affect the target once the spell ends. In particular, while this spell can suppress a barbarian's rage ability, any time spent under the spell's effects do not count against the rage duration, and the subject is not fatigued while the rage is suppressed. Also, it does not affect morale bonuses from spells such as bless or good hope. It otherwise functions as the spell calm emotions.

Creature Sense
School: Divination  Level: Sor/Wiz 6, Strategy 6
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration: Instantaneous
Saving Throw: None   Spell Resistance: No

You gain an immediate mental impression of nearby monsters, learning the distance, direction, size, and type (but not subtypes) of all creatures within range. You do not learn the specific kind of creature; for example, a minotaur would register only as a Large monstrous humanoid. This spell can be fooled by misdirection, nondetection, or polymorph magic. It can be blocked by a thin sheet of lead, but otherwise bypasses earth and stone.

Material Component: The brain of a bat.

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Dark Avatar
School: Evocation [Force, Shadow]  Level: Blackguard 4, Cleric 6
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One shadow duplicate of caster
Duration: 1 round/level
Saving Throw: None   Spell Resistance: Yes

As you crush the material component in your weapon hand, a large avatar appears nearby, armed and bearing your likeness, ready to attack your foes as you direct.

This spell creates a large creature at the specified location armed with a shadowy version of whatever weapon you are wielding, all made of force. It cannot move and has 5 hit points per caster level. Each turn, it makes one attack at your highest attack bonus, dealing 1d4/level damage on a successful hit, with a threat range and critical multiplier the same as your weapon. It will strike the enemy you designate, or whichever is closest if not directed. The creature can make attacks of opportunity, and the DC for Acrobatics checks to get past it is increased by ½ your caster level. It cannot flank or provide flanking.

It strikes as a force spell, and therefore can penetrate damage reduction and damages incorporeal creatures. It cannot be harmed by physical attacks, but can be affected by dispel, disintegrate, and similar spells. Its AC is equal to your caser level. If it attacks a creature with Spell Resistance, you must make a caster level check to overcome it.
Material Component: A drop of the caster’s blood, Blessed under a new moon.

Dark Banishment
School: Conjuration (Teleportation) [Shadow]  Level: Sorcerer/Wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature Touched
Duration: Instantaneous
Saving Throw: None (object) or Will Negates  Spell Resistance: Yes

As your hand makes contact with your foe, you watch their outline become blurred by shadow. Slowly, you watch them fade out of sight.

The target of this spell is sent to the Plane of Shadow. If the Target is a creature, they may make a Will save to negate this spell’s effects, otherwise the target is instantly transported.

Dark Mist
School: Illusion [Shadow]  Level: Bard 1, Sorcerer/Wizard 2
Components: S
Casting Time: 1 standard action
Range: 20 ft.
Effect: Illusory Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 round/level
Saving Throw: None  Spell Resistance: No

As you form the final gesture of this spell, an inky black smoke spreads from your hands. Despite its opacity, you can see through it easily, and your allies can still see you.

This spell creates an area of fog that acts to most as an obscuring mist spell. However, you and up to one creature/2 caster levels, chosen at the time of the spell’s casting, can see through the fog as if it weren’t there. Normal wind and fire cannot eliminate the cloud and this spell may be cast underwater.

Darkened Mind
School: Abjuration  Level: Assassin 1, Bard 2, Cleric 2
Components: V, S
Casting Time: 1 standard action
Target: You
Duration: 1 hour/level
Saving Throw: None  Spell Resistance: No

As the spell is cast, you feel your mind become immersed in a fog. Despite this apparent affliction, you remain able to think clearly.

While under the effects of this spell, the caster is immune to any attempt to read their mind or make telepathic contact with them, although other divination effects (such as those that divine alignment or location) function normally against the caster.

In addition, the caster’s manner becomes nearly as unreadable as their mind, imposing a –4 penalty on any Sense Motive check made against them.
**Dark Terror**  
**School:** Illusion [Shadow]  
**Level:** Sor/Wiz 3, Bard 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft + 5ft/2 caster levels)  
**Effect:** Shadow effect appears at desired location within range  
**Duration:** 1 round/level  
**Save:** Reflex for half, Will (see text)  
**Spell Resistance:** Yes

This spell creates a hideous clot of shadow which constantly forms and reforms into various gruesome images. All creatures within 25 ft of the illusion take 1d4 subdual damage per caster level (Reflex save for half, max 10d4) and if they fail the Reflex must make a Will save or be sickened for the duration of the spell (~2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks).

**Darknet**  
**School:** Evocation [Shadow]  
**Level:** Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft + 5ft/2 caster levels)  
**Target:** One creature in range.  
**Duration:** 1 round per level  
**Saving Throw:** Reflex negates  
**Spell Resistance:** Yes

A net of shadows flies from your hands and wraps around the target, impeding movement. The target takes 1d6 nonlethal damage, plus 1d6 per 4 caster levels (to a maximum of 3d6), and is entangled. A strength or Escape Artist check against a DC of the spell allows the target to slip free of the net.

**Delay Gravity**  
**School:** Transmutation  
**Level:** Sor/Wiz 1, Gravity 1  
**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One creature or object of size Large or smaller  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (harmless)

This spell leaves the target hanging in midair, for the subject is temporarily immune to the effects of gravity. Unless they are able to touch an object to direct their movement, or until acted upon by another creature or force (rope, weapon, spell, etc), the subject is unable to move from their suspended position.

**Detect Disease**  
**School:** Divination  
**Level:** Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature, one object, or a 5-ft. cube  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No
You determine whether a creature, object, or area suffers from or carries a disease. You can determine the exact type of disease with a DC 20 Heal check. A character without the Heal skill may try a DC 20 Wisdom check, or one may be tried if the other fails. This spell is blocked by 1 ft of stone, 1 in of common metal, a thin sheet of lead, or 3 ft of wood or dirt. This was an early attempt to detect The Weeping, which it is unable to perceive reliably. This spell has only a 50 percent chance of detecting The Weeping, failure yields no result.

**Detect Plague**
*School*: Divination  *Level*: Cleric 1
*Components*: V, S; DF (Holy/Unholy symbol)
*Casting Time*: 1 standard action
*Range*: 60 ft.
*Area*: Cone-shaped emanation
*Duration*: Concentration, up to 10 min./ level (D)
*Saving Throw*: None  *Spell Resistance*: No

You can sense the presence of The Weeping in other creatures. The amount of information revealed depends on how long you study a particular area or subject:

1st Round, Presence or absence of Plague infected or Plague-touched creatures.

2nd Round, Number of Plague infected or Plague-touched creatures in the area.

3rd Round, Plague infected creatures glow a sickly green in your eyes, while those who are Plague-touched glow a pale yellow to you.

**Detect Shadowspell**
*School*: Divination  *Level*: Cleric 1, Sorcerer/Wizard 1

Although they share many similarities, shadow magic is different from regular magic. By looking for distortions in the area, you can identify all nearby shadow magic.

Detect Shadowspell functions as Detect Magic except as follows. On the first round, you learn of the presence or absence magic auras with the Shadow descriptor. On the second round, you learn the number of auras and whether each one was cast as a spell, spell-like ability, supernatural ability, or extraordinary ability. On the third round, you learn the strength, location, and school of magic of each aura. Detect Shadowspell also detects spells of the Illusion school, with the same details revealed.

**Dim**
*School*: Evocation [Darkness]  *Level*: Sorcerer/Wizard 1
*Components*: V, S
*Casting Time*: 1 standard action
*Range*: 0 ft.
*Area*: 10 ft./level-radius emanation
*Duration*: 1 minute/level
*Saving Throw*: None  *Spell Resistance*: No

As you cast this spell, you watch the area around you go dark. It stops short of full darkness, however, at a twilight shadow.
All squares filled with bright illumination within range are lowered to shadowy illumination. Any light or darkness spell can dispel or counter Dim and vice versa.

**Disperse Shadows**  
*School:* Evocation [Light]  
*Level:* Cleric 1, Paladin 1  
*Components:* V, S  
*Casting Time:* 1 standard action  
*Range:* 0 ft.  
*Effect:* 10 ft./level-radius emanation  
*Duration:* 1 minute/level  
*Saving Throw:* None  
*Spell Resistance:* No

*As you cast this spell, the darkness is lifted as if by an unseen source of light, creating an area of dim illumination.*

All squares filled with darkness within range are increased to shadowy illumination. Any light or darkness spell can dispel or counter Disperse Shadows and vice versa.

**Divine Grip**  
*School:* Transmutation  
*Level:* Clr 1, Pal 1  
*Components:* V, S  
*Casting Time:* 1 standard action  
*Target:* You (see text)  
*Duration:* 10/min. caster level  
*Saving Throw:* None  
*Spell Resistance:* No

You are blessed with the might of your deity. Pick a specific weapon (not a type of weapon). If you roll a natural 1 on your attack, there is no chance that you drop this specific weapon while under the effects of this spell. Also, you gain a +1 per 2 levels (maximum of +5) insight bonus on checks to resist being disarmed. If you willingly drop your weapon, or are forced to by some means, you can pick it up as a free action and the spell is still in effect, as long as the duration has not ended. (This has no effect on whether or not you actually hit your opponent on a natural 1)

**Duet**  
*School:* Enchantment (Compulsion) [Sonic]  
*Level:* Bard 3  
*Components:* V, S  
*Casting Time:* 5 Rounds  
*Range:* Touch  
*Target:* Single Creature  
*Duration:* 10 Minutes  
*Saving Throw:* Will Negates  
*Spell Resistance:* No

As you begin casting this spell, make a Perform check (DC 30) using an instrument of your choice. All normal modifiers apply. If this check is failed, the spell dissipates harmlessly.

Upon completion of casting and a successful touch attack, the target must make a Will save (DC = 15 + X, where X = casters actual Perform ranks). Success renders the spell ineffective. Failure brings the target under the direct control of the caster for 3 minutes. During this time, the target and the caster perform a duet together. The target does not need ranks in Perform, but will contribute in any way he is able, such as clapping or
rhythmic speaking. Both the target and the caster must maintain concentration while performing or the spell ends immediately.

During the *Duet*, both the caster and his target will sing, act out, or otherwise indicate a plan they will enact. Once the *Duet* is completed, the target is once again capable of independent thought and action, but upon command of the caster they will willingly enact whatever plan was detailed in the *Duet*, until the spell's duration expires. Thoughts and actions unrelated to the plan are not affected. If a target takes damage while still under the effects of *Duet*, it provokes a Concentration check, with a +1 bonus per performer at the end of the *Duet*. If this check is failed, the spell ends for that target.

Once the spell ends, the target retains a full memory of his activities and experiences while under the influence of the spell, but is completely free of any direct effects of the spell.

**Restrictions:** This spell may only be cast on a particular target once per day, regardless of success. If a target has been attacked by the caster or his obvious allies within an hour prior to the casting of this spell, failure is automatic.

Attempting to use this spell to induce behavior that grossly violates a target’s moral, ethical, or personal principles or values, (such as forcing a Paladin to attack a child) or involves the target causing direct harm to itself (such as suicide or self mutilation) may provoke a new Will save or cause the spell to be broken for that target without a save, depending on the severity of the violation. This is left to the discretion of the Dungeon Master.

If the caster uses a language-based Performing art, then a target that does not understand that language will be unaffected.

Certain types of creatures are too alien to be affected by this spell: Construct, Outsider, and Undead.

**Ebon Seed**

*School:* Evocation [Shadow]  *Level:* Sorcerer/Wizard 3  
*Components:* V, S  
*Casting Time:* 1 standard action  
*Range:* Close (25 ft. + 5 ft./2 levels)  
*Target:* 1 5-ft. square  
*Duration:* 1 hour  
*Saving Throw:* None  
*Spell Resistance:* No

*You set a seed of darkness in the air, connecting it to yourself with a link of shadows. Using this link, you can launch certain subsequent spells from this seed of darkness.*

Once per round, as a swift action, you may cast an evocation, conjuration, or illusion spell of 2nd-level or lower with the Shadow descriptor using the Ebon Seed. The spell must have a casting time of 1 standard action or less. You may use either your line of sight or its line of sight (the Seed is treated as having darkvision 60 ft. for this purpose) but it does not allow you to see from its perspective and the target must have line of effect from the Seed.

**Eleven O’clock Number**

*School:* Enchantment (Compulsion) [Sonic]  *Level:* Bard 6  
*Components:* V, S  
*Casting Time:* 1 Minute  
*Range:* Long (400 ft + 40ft/caster level)
**Target:** All sentient creatures within a 30 foot radius burst  
**Duration:** 55 Minutes  
**Saving Throw:** Will Negates  
**Spell Resistance:** No

Before casting this spell, the caster may specify any targets he wishes to leave unaffected.

As he begins casting this spell, the caster makes a Perform check (DC 45) using an instrument of his choice. All normal modifiers apply. If this check is failed, the spell dissipates harmlessly.

Upon completion of casting, the targets must each make a Will save (DC = 30 + X, where X = casters actual Perform ranks). Success renders the spell ineffective for that target. Failure brings that target under the direct control of the caster for 5 minutes. During this time, the affected targets and the caster perform as a group. The targets do not need ranks in Perform, but will contribute in any way they are able such as clapping or rhythmic speaking. The caster must maintain concentration while Performing, but the targets cannot have their concentration broken. If the caster fails a Concentration check, the entire spell ends immediately.

During the *Number*, the caster and his targets will sing, act out, or otherwise indicate a plan they will enact. The caster is free to give out specialized instructions to any number of individuals or smaller groups within the *Number*.

Once the *Number* is completed, the targets are once again capable of independent thought and action, but will upon command willingly enact whatever plan was detailed in the *Number*, until the spell's duration expires. Thoughts and actions unrelated to the plan are not affected.

Once the spell ends, the targets retains full memory of their activities and experiences while under the influence of the spell, but are completely free of any direct effects of the spell.

**Restrictions:** This spell may only be cast on a particular target once per day, regardless of success. If a target has been attacked by the caster or his obvious allies within an hour prior to the casting of this spell, failure is automatic.

Attempting to use this spell to induce behavior that grossly violates a target's moral, ethical, or personal principles or values, (such as forcing a Paladin to attack a child) or involves the target causing direct harm to himself (such as suicide or self-mutilation) may provoke a new Will save or cause the spell to be broken for that target without a save, depending on the severity of the violation. This is implemented at the discretion of the Dungeon Master.

If the caster uses a language-based Performing art, then a target that does not understand that language will be unaffected.

Targets of which the caster is unaware are not affected by this spell.

Certain types of creatures are too alien to be affected by this spell: Construct, Outsider, and Undead.

**Empower Construct**  
**School:** Transmutation  
**Level:** Sor/Wiz 8  
**Components:** S, M  
**Casting Time:** 1 standard action  
**Range:** Touch
**Target:** One construct  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** No

This spell enhances the natural connection between you and a construct that you created personally, allowing you to enhance your creation with impressive combat powers. The construct grows one size category, granting it a size bonus to Strength (+2 if the new size is Tiny, +4 if it is Small or Medium, or +8 if Large or bigger) and a −2 size penalty to Dexterity. It suffers standard penalties to its AC and attack rolls based on its new size. It may gain additional temporary hit points to bring it up to the amount appropriate for a construct of its new size; for example, a Medium construct that normally gains 20 bonus hit points for its size would gain an additional 10 hit points when it becomes Large. If the construct uses equipment, it grows in size to match the construct.

The construct gains a base attack bonus equal to your caster level (unless its own base attack bonus is higher), and if forced to make a saving throw, may use your base saving throw or its own, whichever is greater. The construct’s natural armor bonus increases by +8, and the material of the construct hardens, giving it Hardness equal to one-half your caster level. This does not stack with any existing Hardness or damage reduction the construct might possess.

**Material Component:** A small piece of the material from which the construct was made.

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**Ensemble**  
**School:** Enchantment (Compulsion) [Sonic]  
**Level:** Bard 5  
**Components:** V, S  
**Casting Time:** 5 rounds  
**Range:** Medium (100ft + 10ft/caster level)  
**Target:** All sentient creatures within a 25 foot radius burst  
**Duration:** 30 Minutes  
**Saving Throw:** Will Negates  
**Spell Resistance:** No

Before casting this spell, the caster may specify any targets he wishes to leave unaffected.

As he begins casting this spell, the caster makes a Perform check (DC 40) using an instrument of his choice. All normal modifiers apply. If this check is failed, the spell dissipates harmlessly.

Upon completion of casting, the targets must each make a Will save (DC = 25 + X, where X = caster’s actual Perform ranks). Success renders the spell ineffective for that target. Failure brings that target under the direct control of the caster for 3 minutes. During this time, the affected targets and the caster perform as a group. The targets do not need ranks in Perform, but will contribute in any way they are able, such as clapping or rhythmic speaking. Both the targets and the caster must maintain concentration while Performing. If a target fails a Concentration check, he is freed from the spell. If the caster fails a Concentration check, the entire spell ends immediately. The targets receive a +1 bonus per performer in the Ensemble to any such Concentration checks.

During the Ensemble, the caster and his targets will sing, act out, or otherwise indicate a plan they will enact. The caster is free to give out specialized instructions to any individual or smaller groups within the Ensemble. Once the Ensemble is completed, the targets are
once again capable of independent thought and action, but will willingly enact whatever plan was detailed in the *Ensemble*, until the spell’s duration expires. Thoughts and actions unrelated to the plan are not affected. If a target takes damage while still under the effects of *Ensemble*, it provokes a Concentration Check, with a +1 bonus per performer at the end of the *Ensemble*. If this check is failed, the spell is immediately ended for that target.

Once the spell is ended, the targets retain full memory of their activities and experiences while under the influence of the spell, but are free of any direct effects of the spell.

**Restrictions:** This spell may only be cast on a particular target once per day, regardless of success. If a target has been attacked by the caster or his obvious allies within an hour prior to the casting of this spell, failure is automatic.

*Ensemble* can only handle a total of five different sets of instructions.

Attempting to use this spell to induce behavior that grossly violates a target’s moral, ethical, or personal principles or values, (such as forcing a Paladin to attack a child) or involves the target causing direct harm to himself (such as suicide or self-mutilation) may provoke a new Will save or cause the spell to be broken for that target without a save, depending on the severity of the violation. This is implemented at the discretion of the Dungeon Master.

If the caster uses a language-based Performing art, then a target that does not understand that language will be unaffected.

Targets of which the caster is unaware are not affected by this spell.

Certain types of creatures are unaffected by this spell: Construct, Outsider, and Undead.

**Ensoul Ship**
**School:** Transmutation  **Level:** Andmere 1 (available only to Clerics of Andmere)
**Components:** V, S, M; DF
**Casting Time:** 30 minutes
**Range:** Touch
**Area:** 1 water-going vessel
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No (object)  **Spell Resistance:** No (object)

Treat the target ship as a temple of Andmere for the duration of its voyage; grants those onboard +1 to all Profession (Sailor) checks and allows that Skill to be used untrained.

**Material Component:** a bottle of champaign

**Ephemeral Transformation**
**School:** Transmutation  **Level:** Sorcerer/Wizard 7
**Components:** V, S, M
**Casting Time:** 10 minutes
**Range:** Touch
**Target:** 1 willing or helpless creature
**Duration:** Instantaneous
**Saving Throw:** Will Negates  **Spell Resistance:** Yes
At the end of the long and tedious casting process, the target’s skin has darkened and their shadow has lengthened. They end the process as a new creature, a creature of shadow.

The target of this spell loses one level (or 2 points of Constitution, if they possess no levels) but permanently gains the Dark Fey template.

**Material Component:** The (mostly intact) remains of a Dark (Unseelie) Fey creature.

**Escape Tactics**

**School:** Illusion [Shadow]  **Level:** Bard 4, Sorcerer/Wizard 6  
**Components:** V  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** You + up to one willing ally/caster level  
**Duration:** 1d4 minutes  
**Saving Throw:** None (harmless)  
**Spell Resistance:** Yes (harmless)

As the final syllable of the incantation escapes your mouth, each of your targets becomes surrounded by illusory copies of themselves. For a brief second, each of the copies stands calmly. Then, each copy simultaneously starts screaming and running in random directions.

This spell creates 1d6+2 illusory copies of each of this spell’s targets anywhere within range. For the duration of the spell, each illusory copy runs around blindly, screaming, shouting curses, or challenging others to follow. Each illusion contains audible, olfactory, thermal, and tactile components, in addition to its visual component. Once cast, there is no maximum distance that these copies can travel. Each illusory copy has an AC equal to the touch AC of its original. Unfortunately, there is a connection between each copy and its original, and if a copy is dealt damage the original takes 1 point per caster level as nonlethal damage and that copy is destroyed.

**Explosive Blast**

**School:** Transmutation  **Level:** Sor/Wiz 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** One solid object, weighing no more than 10 lb/level, max 100 lbs  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (object) and reflex for half  
**Spell Resistance:** No (object)

You point your finger at a single unattended, inanimate, non-magical object weighing no more than 10 pounds per caster level (maximum 100 lbs). The target shatters, sending fragments flying in a 10 foot burst. All creatures within range take 1d6 points of bludgeoning damage per 10 pounds of weight the object possessed, a successful Reflex save cuts the damage in half. If the object is made of glass, pottery, or a similar material, the damage is piercing rather than bludgeoning, and if the object is of a soft composition (fruit, flesh etc) the damage is subdual.

Only inanimate objects may be targeted with this spell. The object targeted must be entirely independent of all other nearby objects. This spell cannot be used to destroy a part of a larger object, including component parts in complex structures such as buildings.

**Featured Moment**

**School:** Enchantment (Charm) [Sonic]  **Level:** Bard 0
Components: V
Casting Time: 1 Standard Action
Range: Close (25ft + 5ft/2 caster levels)
Target: Single Creature
Duration: 1 Minute
Saving Throw: Special (Will)  
Spell Resistance: No

As he begins casting this spell, the caster makes a Perform check (DC 15) using an instrument of his choice. This Perform check does not allow the use of any modifiers due to Charisma, feats, spells, items, or other bonuses. Only the Perform ranks alone may contribute to this roll.

Upon completion of casting, the target must make a Will save (DC = 10 + X, where X = caster’s actual Perform ranks). Once this save is failed, the caster gains a +1 bonus to all Charisma-based checks against the target, except Perform checks, for the duration of the spell.

If the caster fails his initial Perform check, or the target succeeds at his Will save, the caster incurs a -1 penalty to all Charisma-based checks against the target, except Perform checks, for the duration of the spell.

Restrictions: This spell may only be cast on a particular target once per day, regardless of success. If a target has been attacked by the caster or his obvious allies within an hour prior to the casting of this spell, failure, with all associated penalties, is automatic.

For a target to be affected by this spell, he must be able to perceive the performance and understand any language involved.

For example, a blind character cannot be affected by this spell at all if the caster chooses to dance. If the caster chooses to sing or speak, the target must be able to hear and understand the language. If the target cannot be affected for one of these reasons, the spell is used, but does not incur benefits or penalties.

Certain types of creatures are too alien to be affected by this spell. Targeting any of the following types of creatures will use the spell, but will not incur benefits or penalties: Construct, Outsider, and Undead.

Fortress of Secrecy
School: Conjuration (Creation)  
Level: Wiz/Sor 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Extradimensional Fortress, up to three 10-ft. cubes/level (S)
Duration: 2 hours/level (D)
Saving Throw: None  
Spell Resistance: No

As the spell is cast, a glittering, black passageway opens up where you have designated. Despite its opaque nature, you know that safe haven lies just beyond the doorway.

You create an extradimensional space with a single entrance. The entrance looks like a shimmering black portal that is 4 feet wide and 8 feet high and is invisible to all but you. True Sight or other similar effects will reveal its presence. Only those you designate (to a maximum of 1/level, including pets, mounts, and familiars) may enter the Fortress, and the entrance seals behind you when you enter, preventing any other creatures from following.
Any creature passing through the entrance finds the ruined remains of a grand fortress that looks as though it has been under siege for eons. The primary material is stone, but hinges and other fasteners are made of seemingly random materials, from iron to gold. You can create any floor plan you desire to the limit of the spell’s area of effect, and include any temperature and other environmental factors you desire. The place is roughly furnished, and contains sufficient food to feed a dozen medium sized creatures per caster level.

Once inside the fortress, no divination will detect any of its inhabitants, even if these would merely be gathering information about those inside. In addition, no exterior force can break into or dispel the Fortress once the entrance has closed. No inhabitants can be contacted by any means requiring the recipient to be on the same plane as the sender, unless both happen to be in the Fortress. Once per casting, as a standard action, the caster of the Fortress may send a message to any known creature on any plane with no chance of failure.

As a standard action, any inhabitant of the fortress can send themselves back to the Prime Material Plane. If they do so, they emerge near the original entrance to the Fortress. Planar travel by spell away from a Fortress is possible, but requires the caster and all those who want to leave to join hands (or be touching). The caster must succeed at a Caster Level check (DC 10+Caster Level of the Fortress+ # creatures). If successful, those doing so emerge at a random location on the destination plane, although multiple creatures moving to the same plane will arrive in close proximity to each other.

Anyone leaving the fortress finds the trip to be a one-way journey, with no way back to the extradimensional haven. When the original caster leaves the fortress the spell ends, forcing any other occupants back onto the Prime Material plane near the former Fortress entrance.

Gravity Arc
School: Telekinesis  Level: Sor/Wiz 4, Gravity 4
Components: V, S
Casting Time: 1 swift action
Range: Medium (100 ft. + 1 ft./level)
Target: One Large or smaller moving object
Duration: 1 round/level
Saving Throw: None (object)  Spell Resistance: No (object)

This spell enables the manipulation of a moving object by increasing or decreasing its speed. If an item is sped up, such as an arrow or rock, the damage inflicted is multiplied by 1.5 and any reflex save to avoid is increased in difficulty by +4. If used to slow an item down, the caster can choose whether the object will cause half damage or the target adds +4 to a reflex saving throw (as the danger becomes much easier to avoid). Only objects which have no natural means of movement can be affected by this power. Living creatures, undead and constructs are immune to this spell. The caster can affect any one object for the duration of the spell; but if they do so, they are unable to cast another spell that round as it requires all of their concentration to maintain the Arc. Other non-spell actions are allowed.

Gravity Well
School: Transmutation  Level: Sor/Wiz 9, Gravity 9
Components: V, S, M
Casting Time: 1 standard action
Range: 300 ft radius
Duration: 3 rounds
Saving Throw: None; see text  Spell Resistance: Yes
This spell changes the flow of gravity, similar to Center of Gravity, except the new gravity point also contains a planar gate, and anything that falls through will be destroyed unless it makes a Fortitude save, with success placing it at random on a random plane. Objects of less than 20 pounds will automatically move towards the center of gravity at the rate of 100 feet per round. Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell effect happens. Creatures able to fly or levitate can gain no advantage from their ability. Creatures gain their grapple size adjustment to resist the effect of this spell.

Creatures bracing themselves and not moving will gain a +4 to their Reflex saving throw. Any round that a creature or object is not fully tethered, another Reflex save is required to avoid being dragged towards the gate. Any round a creature moves faster than 1/3 their normal base speed they must make an additional Reflex save to avoid being lost to the force of gravity. The caster and anyone touching the caster for the full three rounds are immune to the effects of this spell; but if the touch ends for a moment, that creature is also subject to the Reflex saving throws as normal.

**Material Component:** The material component for casting this spell is a small ball comprised of a material from at least 2d4 other planes. If unavailable or not used, however, this spell works the same as the Center of Gravity spell.

**Gravity’s Full Weight**
**School:** Transmutation  **Level:** Sor/Wiz 8, Gravity 8  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (20 ft. + 5 ft./level)  
**Targets:** One creature or object  
**Duration:** 1 round per level, or Permanent (object)  
**Saving Throw:** Fort Negates (object)  
**Spell Resistance:** Yes (object)

This spell increases one object’s weight by 500%, preventing most creatures from using weapons effectively or even from moving. This spell is often cast when a target is in water or high altitude, causing them to plummet downwards.

**Material component:** A small bullette scale.

**Hardfall**
**School:** Transmutation  **Level:** Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart  
**Duration:** Until landing or 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell is the malicious creation of a wizard who worked for years trying to find an effective counter for feather fall. The result is not quite perfect; since it cannot be cast quite as quickly as that spell, but if the targets are falling far enough it can be quite effective.

The targets of the spell fall 50% faster than normal objects: 225 feet in the first round of descent, and 450 feet per round thereafter. They also take and deal extra damage upon landing, as if the fall were half again as far. The falling damage limit is increased to 30d6.
The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature’s maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, etc. _Hardfall_ dispels and counters _feather fall_.

**Heisenberg’s Impossible Split**  
School: Conjuration (Teleportation)  
Level: Sor/Wiz 3  
Components: S  
Casting Time: 1 swift action  
Range: Medium (100 ft. + 10 ft./level)  
Target: You  
Duration: Instantaneous  
Saving Throw: No  
Spell Resistance: No

This spell functions as Heisenberg’s Improbable Jump except as noted. When you teleport, you create a _mirror image_ of yourself. This copy functions exactly as the spell _mirror image_ except only one is created, and it is placed where desired within the spell's range. If the image cannot be placed where desired, it is placed in the closest open space to that location. You must have line of effect with the area where the image is being placed. You may control the image as a free action, and unless specified otherwise will move as you move and mimic your actions. The image has a duration of 1 round per caster level. If you or the image move beyond the range of the spell apart, the _mirror image_ effect ceases. Note that this spell can be cast in magic silence.

**Heisenberg’s Improbable Jump**  
School: Conjuration (Teleportation)  
Level: Sor/Wiz 2  
Components: S  
Casting Time: 1 move action  
Range: Close (25 feet + 5 ft./2 levels)  
Target: You  
Duration: Instantaneous  
Saving Throw: No  
Spell Resistance: No

You can teleport a distance up to your range. You may travel up to 10 feet higher or lower than your current height, but height is not a factor when calculating distance. The area that you wish to jump to must be within range and this spell can be used to teleport through solid matter. If you land in a square occupied by a solid object, you are shunted to the closest open square. Every 5 feet traveled through solid matter to find an open square incurs 1d6 damage. If you must travel more than your maximum range to clear a solid body and enter a free square, you take 4d6 points of damage and the spell fails.

After teleporting, you gain a 50% miss chance due to your body’s instability on the material plane until the beginning of your next turn. Note that this spell can be cast in magic silence.

**Heisenberg’s Uncertain Hop**  
School: Conjuration (Teleportation)  
Level: Sor/Wiz 1  
Components: S  
Casting Time: 1 standard action  
Target: You  
Duration: 1 round/level  
Saving Throw: No  
Spell Resistance: No
Your body begins spontaneously teleporting in random directions, never more than a few inches or so, several times each round. You gain a +4 circumstance bonus to AC. Note that this spell can be cast in magic silence.

**Hunter of the Night**
*School:* Transmutation [Shadow]  *Level:* Druid 2, Ranger 2  
*Components:* V, S  
*Casting Time:* 1 minute  
*Range:* Touch  
*Target:* Animal touched  
*Duration:* 24 hours  
*Saving Throw:* Will negates (harmless)  
*Spell Resistance:* No

As you weave incantations over the animal you touch, you prepare it to deal with darkness, weaving a bit of shadow into its being to aid the process.

The animal targeted by this spell gains darkvision out to 60 feet, a +2 enhancement bonus to its Dexterity score, and it gains immunity to fatigue and exhaustion.

**Hush**
*School:* Enchantment (Compulsion) [Mind-Affecting, Sonic]  *Level:* Brd 1, Sor/Wiz 1  
*Components:* V, S  
*Casting Time:* 1 standard action  
*Range:* Close (25 ft. + 5 ft./2 levels)  
*Target:* One intelligent creature  
*Duration:* Instantaneous  
*Saving Throw:* Will negates  
*Spell Resistance:* Yes

You make a short, sharp gesture and a shushing noise that interrupts and distracts the target.

If the target fails its Will save, any verbal communication it was making ceases momentarily. If the target was concentrating at the time (including making a vocal Perform check or casting a spell with a verbal component), it may instead make a Concentration check against the Will DC to ignore the distraction.

**Imperceptible**
*School:* Illusion (Glamer)  *Level:* Sor/Wiz 9, Illusion 9  
*Components:* V, S, M  
*Casting Time:* 1 standard action  
*Target:* You  
*Duration:* 10 min./level (D; see text)  
*Saving Throw:* No  
*Spell Resistance:* No

You become undetectable to all senses save touch, even those that are heightened or magically enhanced. You are invisible as if under the effect of *greater invisibility*, and cannot be seen even by creatures using *see invisibility* or *true seeing*. Any object of Fine size or smaller that touches you is turned invisible as well, preventing you from being discovered by *glitterdust*, *dust of appearance*, or similar methods and negating any penalty to Stealth checks from such a source. You remain invisible in the area of any spell that would cancel or reveal it, such as *invisibility purge*, and are immune to *faerie fire*. Discovering your location is more difficult as a result of these subtle improvements; while the Perception DC for noticing your presence remains the same, observers must beat the DC by 30 in order to
pinpoint your location (rather than by 20 as normal).

The spell masks all sounds (including sonic effects) from leaving the space you occupy, but does not prevent sounds from entering. This makes you effectively silent to others but does not prevent you from listening to your surroundings. It also does not prevent you from speaking, such as to cast spells with a verbal component, though your voice cannot be heard by any creature not occupying the same space. You cannot be sensed by blindsense, blindsight, or tremorsense, and neither do you register as a “blank spot” to creatures with these abilities. Your odor is completely neutralized, and you cannot be sensed or tracked by a creature using the scent special ability. You leave no footprints or tracks at all, as if under the effect of pass without trace.

Your imperceptible nature allows you to be ignored by all forms of divination spells and effects that would detect your presence or any information about you, including all detect spells, arcane eye, arcane sight, clairaudience/clairvoyance, discern location, locate object, scrying or any similar spell lower than 9th level. You do not trigger any magical effect that would normally react to your presence, such as alarm or glyph of warding, though you can still activate spells that trigger when read (such as explosive runes or symbol of pain).

At any point, you may temporarily suppress the effects of this spell as a free action. As long as the spell’s duration has not expired, you may subsequently return to your imperceptible state as a standard action.

**Material Component:** The eyeball of a creature capable of using true seeing, either as a spell or spell-like ability. The eyeball is swallowed during the casting of the spell.

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### Increased Gravity
**School:** Transmutation  **Level:** Sor/Wiz 2, Gravity 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One Large or smaller creature, plus 1 per 3 caster levels  
**Duration:** 1 min/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

This spell increases the effects of gravity, making it difficult to move. Any creature that fails its saving throw will have their movement reduced by 10 ft but never to less than 5 ft per round. It also imposes a -5 skill penalty on all strength or dexterity based skills. All missile attacks from those affected will likewise have a -2 penalty during this period. The caster affects an additional target for every three caster levels.

### Mapmaking
**School:** Transmutation  **Level:** Navigation 4  
**Components:** S, M  
**Casting Time:** 10 minutes  
**Range:** Close (25 feet + 5 ft./2 levels)  
**Target:** One map or writing surface  
**Duration:** Instantaneous  
**Saving Throw:** None (object)  
**Spell Resistance:** No (object)

This spell can either craft a new map or it can enhance and correct an existing map. During
casting, the caster spreads the material component on a flat surface and specifies the location he/she desires to map. Over the course of the casting, an accurate map of the desired location (up to 500 square miles) is created on the medium. If the medium is already a map, any errors are corrected and detail is enhanced as necessary. In order to map an area, the caster must have been physically present within the boundaries of the area or experienced the area through a divination spell of 3rd level or higher (or an equivalent), but does not need to be familiar with the entire location, nor does the caster's memory of the location need to be perfect.

Maps created by this spell are reasonably detailed and exceedingly accurate. They show mountain ranges and hills, major rivers and other bodies of water, major cities and roads, and other prominent geographical features (forests, deserts, etc).

**Material Component:** A map or writing surface (paper, hide, parchment, etc) of at least 10” x 10”. This material component becomes the map and so cannot be reused.

### Mask the Plague
**School:** Illusion [Glamer]  **Level:** Brd 1, Sor/Wiz 1  
**Components:** S, V, F  
**Casting Time:** 1 Standard Action  
**Range:** Touch  
**Target:** Creature Touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will Negates (harmless)  
**Spell Resistance:** Yes (harmless)

This spell was developed by the Order of the Hidden Fire to provide a quick, easy, and cheap way to disguise the facial features of the Plaguetouched. When cast by a powerful enough caster, it even covers the bloody tears that normally mark the Plaguetouched.

This spell allows the caster to alter the minor facial features of the creature touched. Changes are limited to hair and eye color, covering or adding scars/birthmarks/etc, tweaking the shape of facial features, and other minor changes of a similar scope.

In addition to altering already-existing facial features, this spell allows the caster to attempt to anticipate future changes in appearance. Whenever the facial features of the subject of this spell change (i.e. gets a scar or a burn, eyes bleed, etc.), make a Spellcraft check as the caster of the spell against a DC of 15 + 2/hour since the casting of the spell. If this check fails, changes appear on the target’s face as normal.

This spell only changes the appearance of the subject’s face. It does not disguise the texture of the skin, nor does it prevent any other senses from detecting the subject’s true features. This spell grants a +5 bonus to Disguise checks when used to create a disguise.

**Focus:** A mask of any type

### Merge into Shadow
**School:** Transmutation [Shadow]  **Level:** Sor/Wiz 4  
**Components:** V, S, F  
**Target:** You  
**Duration:** 10 min/level  
**Saving Throw:** None  
**Spell Resistance:** No

This spell enables you to merge your body and possessions into a single shadow. The
shadow must be large enough to accommodate your body in two dimensions, and when the casting is complete you and not more than 100 pounds of nonliving gear merge with the shadow. If either condition is violated, the spell fails and is wasted. Because of the nature of the spell, you exist partially on the Material plane, and partially on the Plane of Shadow. You can move among shadows as if you had Spider Climb without the hands free requirement.

While merged, you are visually aware of the material world and can cast spells on yourself while remaining hidden. Nothing else that goes on outside your shadow can be affected or perceived. Illuminating the shadow with non-magical light does not harm you, but any spell of 3rd level or higher with the “Evocation [Light]” descriptor cast into the shadow will expel you onto the Material plane and you take 3d6 points of damage unless you make a DC 18 Fortitude save, in which case you are merely expelled.

Any time before the duration expires, you can safely step out of the shadow, which also ends the spell. If the spell’s duration expires or the effect is dispelled before you voluntarily exit the shadow, you are violently expelled onto the Material plane and take 5d6 points of damage. The following spells harm you if cast upon the shadow that you are occupying:

- *Disperse Shadows* deals 2d6 points of damage but has no other effect.
- *Pin Shadows* reduces you to one-half movement unless you step out of the shadow.
- *Gate* expels you onto the Material plane and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled.

**Minor Gravity Resistance**

**School:** Transmutation  **Level:** Sor/Wiz 0, Gravity 0  
**Components:** V, S  
**Casting Time:** 1 free action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One object up to one pound weight  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

An object no heavier than one pound will float in midair. The caster can move the object by grasping it and moving it normally, but when they take their hand off the item, it will stop. If another creature moves the object, it will move as normal, but the spell will end that round. Used by some spellcasters while drinking in pubs, or for reading spells from scrolls.

**Minor Miracle**

**School:** Evocation  **Level:** Clr 7, Luck 7 (Replaces Spell Turning if this Domain is chosen)  
**Components:** V, S, DF/M (see below)  
**Casting Time:** 1 standard action  
**Range:** See text  
**Target, Effect, or Area:** See text  
**Duration:** See text  
**Saving Throw:** See text  
**Spell Resistance:** Yes

You do not so much cast a *minor miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. A minor miracle can do any of the following things:

- Duplicate any cleric spell of 6th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 5th level or lower.
• Undo the harmful effects of certain spells, such as geas/quest or insanity.
• Have any effect whose power level is in line with the above effects.

Alternatively, you can make a more powerful request for aid. Casting such a minor miracle costs 10,000 GP worth of diamond dust because of the powerful divine energies involved. Examples of especially powerful minor miracles of this sort could include the following:

• Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking up to a –7 penalty on its next saving throw.
• Moving you and your allies, with all your and their gear, from one place to another specific locale on the same plane with no chance of error.
• Protect a medium or smaller sized city (or equivalent geographic area) from an earthquake, volcanic eruption, flood, or other major natural disaster by partially mitigating the impact of the natural event.

In any event, a request that is out of line with the deity’s (or alignment’s) nature is refused. A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 7th-level spell. When a minor miracle spell duplicates a spell with a material component that costs more than 100 GP, you must provide that component.

Note: This is the Divine version of Limited Wish and is adjudicated similarly.

Mnemonic
School: Enchantment (Compulsion) [Mind-Affecting, Sonic]  Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)  Spell Resistance: Yes (harmless)

This spell imprints the subject's memory with any words you say during the round spent casting the spell. The memory becomes the subject's own and is not subject to dispelling, but can be forgotten like any memory.

Memorizing spoken words in this way does not necessarily impart any information or understanding to the target. In particular, if the target does not understand what is said, they merely recall the caster's words as sounds of no particular meaning. The target must understand and think on the words to gain any meaning or insight from them, just as if they were reading the words from a book.

Material Component: A knotted piece of string

Merturoid’s Spellslicer
School: Abjuration  Level: Sor/Wiz 6
Components: V, S
Casting Time: One immediate action
Range: Medium (100 ft. + 10 ft./level)
Target: One 5th level or below arcane or divine spell being cast
Duration: Instantaneous
Saving Throw: None  Spell Resistance: No
Once cast, the targeted spell is countered and has no effect. In addition, the opposing caster cannot cast the countered spell again for 1d4 rounds.

**Negate Gravity**  
**School:** Transmutation  
**Level:** Sor/Wiz 3, Gravity 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (20 ft. + 5 ft./level)  
**Target:** One Large or smaller freefalling object, or group of objects in 10 ft. radius  
**Duration:** 10 min/level  
**Saving Throw:** None (object)  
**Spell Resistance:** No (object)

This spell negates gravity, or more specifically the effects of weight on any one object, or all objects within a 10 ft radius as designated by the caster. The total weight affected can be no more than 100 pounds per caster level. This spell will not reduce the effective weight for the effects of other spell limits, such as the listed weight for teleportation. Objects affected by this spell also inflict no damage if thrown or by falling on a creature.

**Material component:** A 1 pound or heavier paperweight which is destroyed in the casting

**Net of Shadow**  
**School:** Illusion [Shadow]  
**Level:** Sorcerer/Wizard 2  
**Components:** V, S  
**Casting Time:** 1 immediate action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** Anchored net of shadow, up to 20 ft. to a side  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

*As you unleash a net of shadows, it launches out, anchoring itself vertically or horizontally.*

This spell requires at least two opposite surfaces as anchor points. If used horizontally, it stops falling objects with no damage and can support 200 pounds/level before breaking. Alternatively, it can be used to slow down flying or falling targets. If used to make a vertical net, it is limited to acting as a barrier, preventing pursuit for example. The net created by this spell has 5 hit points/level and has a break DC of 10+caster level. This spell cannot be used if any of the squares the net would occupy are already occupied.

**Null Gravity**  
**School:** Transmutation  
**Level:** Sor/Wiz 5, Gravity 5  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 1 ft./level)  
**Area:** Up to one 10-ft. cube per two levels (S)  
**Duration:** 1 min/level  
**Saving Throw:** None  
**Spell Resistance:** No

This spell creates an area of weightlessness where gravity is nullified and there is no up or down. Objects less than twenty pounds not affixed will start to float. Creatures immediately feel lighter in weight, and gain a +20 to all movement based skills (Acrobatics, Climb, etc). Creatures that jump will easily reach their maximum height but will then hang in the air. Creatures moving in a downward direction have the effects of a featherfall spell on them. If
caught midair, they are affected as if a delay gravity spell has been cast on them. While useful in an outdoor setting, inside a building or in an underground setting the spell has a devastating effect; as characters can jump off the walls or ceiling, using their momentum to inflict greater damage, or to attack and then jump upwards to get away.

**Obscure the Plague**

**School:** Illusion [Glamer]  **Level:** Brd 3, Sor/Wiz 3  
**Components:** S, V, F  
**Casting Time:** 1 Standard Action  
**Range:** Touch  
**Target:** 1 Humanoid Touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will Negates (harmless)  
**Spell Resistance:** Yes (harmless)

This spell was developed as a more robust version of Mask the Plague to obscure some of the more dramatic symptoms of the Plaguetouched.

This spell can be cast on any humanoid that has been affected by a disease or is currently suffering from a disease. The spell seeks out the remnants of the disease, determines the external, physical symptoms of that disease, and masks those symptoms so that it appears to all observers that they are not occurring. This spell only obscures visual evidence of the symptoms. Other senses may register the symptoms as normal.

This spell grants the target a +10 bonus on Disguise checks to appear whole and healthy when his/her symptoms would otherwise be apparent.

**Focus:** Bandages or other health-related material taken from the target

**Phantasmal Pack**

**School:** Illusion [Shadow]  **Level:** Druid 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Conjured shadow beasts  
**Duration:** Concentration+1 round  
**Saving Throw:** None  
**Spell Resistance:** No

*Drawing upon the natural ambient shadows around you, you create several beasts, each formed fully of nature’s shadows.*

You conjure 1d6+2 medium shadowy animals of a species you determine. The animals take no action other than attacks of opportunity if not otherwise directed. As a swift action, one animal can be made to move up to 30 feet in any direction. As a move action, one or more animals can be directed to attack adjacent foes using your caster level as their attack bonus and dealing 2d6+ your caster level in nonlethal damage with a successful attack, or twice that with a critical hit. The animals can also provide flanking.

Animals strike as a *force* spell, and therefore can penetrate damage reduction and damage incorporeal creatures. They cannot be harmed by physical attacks, but can be affected by dispel, disintegrate, and similar spells. Their AC is equal to your caser level. If they attack a creature with Spell Resistance, you must make a caster level check to overcome it.
**Phantom Avatar**

**School:** Illusion (Phantasm) [Cold, Fear, Mind-Affecting, Shadow]  **Level:** Cleric 8

**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 30 ft.-radius emanation, centered on a point in space  
**Duration:** Instantaneous, and then 1d4 rounds  
**Saving Throw:** Will negates or Will partial  
**Spell Resistance:** Yes

You draw upon a small fraction of your deity’s might, turning it into coherent form through the use of shadow, and then instilling fear through the use of phantasm. As the spell is cast, an avatar of your deity seems to rise from out of nowhere. As the avatar makes its attack, even you can feel a surge of cold pass over you.

This spell creates an illusory avatar of your deity to cause fear within your deity’s foes. All creatures of an opposed alignment to your deity in at least one axis must make a Will save or take 1d6 cold damage/level and become panicked for 1d4 rounds. All creatures opposed to the alignment of your deity in both the good-evil axis and the lawful-chaotic axis take half damage and become shaken for 1d4 rounds even if they make a successful Will save.

**Pin Shadows**

**School:** Necromancy [Shadow]  **Level:** Cleric 2, Sor/Wiz 3

**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** 1 creature that casts a normal shadow  
**Duration:** 1 round per two caster levels  
**Saving Throw:** Reflex negates  
**Spell Resistance:** Yes

In the blink of an eye, you pin your opponent’s shadow to the ground, thus rendering them prone and unable to move.

If the target fails their save, they are immobilized for the duration. A strength or Escape Artist check against the DC of the spell allows the target to slip free of the shadows.

**Plaguefire Flame**

**School:** Evocation [Fire]  **Level:** Bard 0, Cleric 0, Sorcerer/Wizard 0

**Components:** V, S  
**Casting Time:** 1 Swift Action  
**Target:** You  
**Effect:** A small tongue of flame in the palm of your hand  
**Duration:** Concentration (up to 1 round/level)  
**Saving Throw:** None  
**Spell Resistance:** No

This spell was developed by Zukam, both as a utility spell and as a method of identifying members of the Order of the Hidden Flame. Armed with this simple spell, he and other spellcasters crafted many rings that allow the spell to be used by non-casters, making it a functional badge of membership (so to speak) into the Order of the Hidden Flame.

When you cast this spell, a small tongue of bright green flame appears in the palm of your hand. This flame sheds light as a candle, and can set easily combustible objects on fire (paper, dry wood, cloth, etc). This flame cannot be used to damage a creature.
In addition to its utility for starting fires and providing light, the flame produced by this spell can be caused to flicker in any pattern the caster desires, allowing it to function for the transmission of short coded messages.

**Plot Position**
**School:** Divination  **Level:** Brd 3, Sor/Wiz 3, Navigation 3  
**Components:** V, S, M  
**Casting Time:** 10 minutes  
**Target:** You  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** No

During the casting of this spell, you spread out a map and place a crystal on the map. The crystal and the map then move to show your exact location on the map. If you are above sea level, the crystal hovers above the map. If you are below sea level, the map hovers above the crystal. The spell automatically adjusts to the scale of the map used, including for distances above and below sea level.

This spell in no way alters the map or crystal used. It does not add detail to the map, nor does it correct any inaccuracies in the map used.

**Material component:** A map and a piece of crystal, spread out on a flat surface.

**Preincarnation**
**School:** Conjuration (Summoning)  **Level:** Bard 6, Druid 6, Sor/Wiz 7  
**Components:** V, M  
**Casting time:** 10 minutes  
**Range:** Touch  
**Target:** One reincarnated being  
**Duration:** 1 round per caster level  
**Saving throw:** Will negates (see below)  
**Spell resistance:** Yes

This spell functions only for beings that have been reincarnated, whether through the Druidic spell or another process. For the duration of the spell, a “loop” is created in time, allowing the caster to summon the target’s previous incarnation to the present to render assistance. This “preincarnation” is alive for the duration of the spell and in possession of its optimum amount of hit points and abilities. It is well-rested, and is in possession of such spells and signature equipment as it had access to immediately prior to the death that resulted in its reincarnation. It does not possess equipment or knowledge of any event that occurred after its death, but recognizes its reincarnation immediately for who and what it is.

Once the spell ends, the loop is terminated and the preincarnation disappears. It also disappears if it is slain before the end of the spell. When the preincarnation leaves, it takes everything with it that it brought upon appearing. The preincarnation does not recall, during its own time, that it was summoned, although it does retain this memory while summoned. No time is lost during its own lifespan, nor does injury or death carry backwards across time. It is returned in the same state it was summoned.

It is possible that the reincarnation is a person with whom the preincarnation would not wish to associate; the first time a preincarnation is summoned, it can’t know whether it was reincarnated as noble Dwarf or a vicious Bugbear. On the second and any subsequent summoning, however, it will know and receives a Will save to resist being summoned. If it is still forced to appear, it may simply decide to attack its unworthy successor, since
Preincarnation does not place any bond of obedience on its target.

**Material components:** A summoning circle drawn on the ground; powdered leaves of white lily and red rose sprinkled on the circle; ground dust of black poppy-seeds, soaked in the blood of the one whose preincarnation is being summoned, sprinkled on the circle. This preparation is included as part of the casting time.

**Purify Water**  
**School:** Transmutation **Level:** Clr 1, Drd 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 10 ft.  
**Target:** 10 cu. ft./level of contaminated water  
**Duration:** Instantaneous  
**Saving Throw:** None (object)  
**Spell Resistance:** No (object)

This spell makes foul, poisonous, or otherwise contaminated water pure and suitable for drinking and cooking. This spell does not prevent any subsequent contamination. Both unholy and holy water are neutralized by *purify water*, but the spell has no effect on creatures of any type or upon magic potions.

**Purify Water, Greater**  
**School:** Transmutation **Level:** Clr 3, Drd 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** 10 ft.  
**Target:** 100 cu. ft./level of contaminated water  
**Duration:** Instantaneous  
**Saving Throw:** None (object)  
**Spell Resistance:** No (object)

As *Purify Water* except as noted above.

**Purifying Aqueduct**  
**School:** Transmutation **Level:** Clr 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One 10 ft long section of aqueduct or pipe  
**Duration:** Permanent  
**Saving Throw:** None (object)  
**Spell Resistance:** No (object)

One section of aqueduct or pipe is turned into a magical water purifier. All water which passes through it, at a maximum of one hundred cubic feet (ten gallons) per round, is freed of all salt, sewage, poison, or other contamination. If more than ten gallons flows through the aqueduct per round, the excess isn’t fully cleared of contamination, poisons, or other foul substances. Any damage which significantly cracks or breaks the aqueduct ends this spell, though small leaks do not. Wine, beer, or other substances which are not merely tainted water but a different product entirely, are not affected by *purifying aqueduct* and will flow through in the same state in which they enter the aqueduct. If such substances flow through the aqueduct continuously for more than one day, the spell ends. More than one *purifying aqueduct* can be used adjacent to each other to affect larger volumes of water.
**Reverse Gravity**  
**Add School:** Gravity 7

Otherwise as the 7th level arcane spell.

**Sarina's Awareness**  
**School:** Transmutation  
**Level:** Bard 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** 1 living creature  
**Duration:** 1 hour  
**Saving Throw:** None  
**Spell Resistance:** No

The target is granted increased awareness, a fraction of a second ahead in time. This allows the subject to sense from which direction attacks will come. The target gains a +4 insight bonus to AC. This insight bonus is lost whenever the subject loses DEX to AC unless flat-footed, in which case it instead grants a +2 insight bonus to AC.

**Sarina's Evasion**  
**School:** Divination  
**Level:** Bard 5  
**Components:** V, S, F  
**Casting Time:** Full round action  
**Range:** Touch  
**Target:** 1 living creature  
**Duration:** 1 minute/level  
**Save Throw:** Will negates (harmless)  
**Spell Resistance:** No

For the duration of this spell, the target gains Evasion, as the Rogue class special ability. If the target already has Evasion, the spell grants Improved Evasion for duration of the spell. Multiple castings do stack. A target that already has Improved Evasion gains no benefit from this spell.

**Focus:** Feather of an eagle

**Sarina's Great Agility**  
**School:** Transmutation  
**Level:** Bard 3, Sor/Wiz 4, Travel 4  
**Components:** V, S, M; DF  
**Casting Time:** 1 Standard Action  
**Range:** 10 foot burst centered on caster  
**Target:** 1 living creature/5 levels  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

You confer an enhancement bonus to dexterity sufficient enough to raise it to 18 (if not already 18 or higher) and grant the Dodge feat for the duration of the spell.

**Material component:** (Sor/Wiz only) bat wing

**Focus:** A ribbon tied on the left leg
**Sarina's Frenzy**  
**School:** Transmutation  
**Level:** Bard 1, Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 Standard Action  
**Target:** You  
**Duration:** 1 round/level (D)  
**Saving Throw:** Fort negates (harmless)  
**Spell Resistance:** Yes (harmless)

You move and act more quickly than normal. When making a full attack you may make one extra attack using your Full Base attack. You are also granted a +2 Insight bonus to Initiative. You may end the spell at anytime as a move action. Frenzy is countered, but not dispelled, by *Slow*, and only the Initiative bonus stacks with *Haste* or similar spells.

**Secret Soul**  
**School:** Necromancy  
**Level:** Sor/Wiz 6  
**Components:** V, S, M  
**Casting Time:** 3 days  
**Target:** You  
**Saving Throw:** None  
**Spell Resistance:** No

Some individuals take extreme precautions to prevent their final end. Through mysterious rituals and subtle spiritual surgeries, the caster removes the heart from their body and stores it elsewhere, somewhere safe on the same plane as the caster. The process requires an elaborate ritual lasting three full days and is extremely delicate, requiring the caster's total attention the entire time. The caster is permanently weakened by the operation, immediately sacrificing 1 point of Constitution upon completion. An ugly open wound remains where the heart would be, while the beating heart itself is usually hidden or otherwise stored safely as the caster desires.

Thereafter, if the caster would be killed or otherwise die of something other than old age, their soul does not leave the mortal plane but is stored in the disembodied heart. If the heart is placed back inside the body, it will begin to beat anew, restoring the body to life. The individual is stable at 0 HP, although any poisons or diseases also remain and must be treated. The physical body is unable to survive this process more than once.

*Detects, Scrying* and similar spells directed at the caster have a 45% chance to work normally, a 45% chance of failing, and a 10% chance of an incorrect result.

If the heart is damaged, the caster immediately dies without a saving throw. If the body is destroyed, the caster's soul becomes an incorporeal undead with HD and CR appropriate to what it had in life. This undead will seek to kill those who destroyed the body.

**Material components:** candles, a bronze knife, chalk, 5000 GP in rare powders and herbs

**Selective Sight**  
**School:** Illusion (Glamer)  
**Level:** Sor/Wiz 4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Target:** You + up to 1 ally/level  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

You mask yourself from head to toe with the invisibility of this spell, but leave a few
openings for your allies to see through. Selective Sight functions as the *invisibility* spell. However, up to one ally/level can see you as if you were not invisible. Furthermore, when you take an offensive action, only the target(s) of your offensive action become able to see you (although they can point out your location to others, should they survive the experience).

**Sense of Timing**  
**School:** Divination  
**Level:** Sor/Wiz 7, Audacity 7  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One creature  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** No

The creature touched gains a powerful instinct about when attacks are occurring, allowing him to take dangerous or even foolhardy actions in the middle of battle with near- impunity. While benefiting from this *sense of timing*, the target does not provoke any attacks of opportunity for the duration of the spell, regardless of his actions. The target may choose to ignore his senses if, for some reason, he wishes to provoke an attack of opportunity. In addition, the target fights as if he knew the Combat Reflexes feat for the duration of the spell, allowing him to take advantage of openings he would normally miss.

**Focus:** A tiny hourglass, filled with diamond dust, worth 500 gp.

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**Sensory Overload**  
**School:** Illusion (Figment)  
**Level:** Sor/Wiz 6, Illusion 6  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Targets:** One creature/level, no two of which can be more than 60 ft. apart  
**Duration:** 1 round/level  
**Saving Throw:** Will partial  
**Spell Resistance:** No

You fill the target creatures’ senses with a kaleidoscope of colors, a cacophony of sounds, and a pungent swirl of odors. Overwhelmed with these impressions, each subject must make a Will saving throw or be stunned and unable to act. Even if a subject sees through the illusion, it is still *sickened* by the *sensory overload* for the duration of the spell.

This spell has a particularly insidious effect against a creature using *true seeing* at the moment it is targeted. Rather than allowing it to ignore the *sensory overload*, the *true seeing* actually magnifies the effect, causing the subject to see the truth about everything, all at once. If a subject using *true seeing* is stunned by this spell, it must make a second Will saving throw or be driven permanently insane by the experience (as the spell *insanity*).

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**Shadowmeld**  
**School:** Illusion [Shadow]  
**Level:** Sor/Wiz 3  
**Components:** V, S  
**Casting Time:** 1 swift action
**Target:** You  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** No

You must cast this spell while standing in shadow. You fade away into the shadows, seeming to disappear, becoming *Invisible* as the spell. The spell ends if you move out of shadow, attack, or cast an offensive spell.

**Shadow Assault**  
**School:** Illusion [Shadow]  
**Level:** Sorcerer/Wizard 3  
**Components:** V, S  
**Casting Time:** 1 swift action  
**Range:** See Text  
**Effect:** One 3rd-level or lower evocation spell  
**Duration:** See Text  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*Briefly skimming across the surface of shadow magic, you unleash a second attack, much like your previous one but with far less substance behind it.*

Shadow Assault imitates the effects of any single 3rd-level or lower evocation spell that you have cast within the last round. Before any other saving throws are allowed, the target may make a Will save to disbelieve. In addition, the target is allowed spell resistance against this copy, even if the original spell did not. Lastly, if the spell imitated has a duration longer than instantaneous, its duration is halved.

**Shadow Barrier**  
**School:** Transmutation [Shadow]  
**Level:** Druid 1, Ranger 1, Sorcerer/Wizard 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./level)  
**Area:** One 5 ft-square/level  
**Duration:** 10 minutes/level  
**Saving Throw** Will disbelief (if interacted with);  
**Spell Resistance** Yes

*You weave magic about the ground, causing each shadow to impede movement.*

Each selected 5 ft-square is treated as being difficult terrain. In addition, anyone walking through such a square takes 1d4 damage, as the semi-solid shadows scrape against them.

**Shadow Replication**  
**School:** Illusion [Shadow]  
**Level:** Bard 6  
**Components:** S  
**Casting Time:** 1 round  
**Range:** See Text  
**Area/Target/Effect:** See Text  
**Duration:** See Text  
**Saving Throw:** Will negates (if interacted with)  
**Spell Resistance:** Yes

*You begin to weave strands of shadow together like the many threads of a tapestry. Instead of a fine piece of art, however, you create raw magic from these shadows.*

This spell imitates the effects of any 5th level or lower Bard spell, cast at your caster level.
Being made of shadowstuff, anyone affected by the chosen spell may be able to resist it.

**Note:** The experience of casting this spell is difficult to put into words, and impossible to put into the form of a scroll or other magic item, although spells imitated using this spell may be used in the creation of magic items.

**Shadow Snare**
**School:** Conjuration (Creation) [Shadow]  **Level:** Druid 2, Ranger 2
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** One 5-foot square  
**Duration:** Permanent until discharged  
**Saving Throw:** Reflex negates  
**Spell Resistance:** No

*Running your hand along the ground, you place shadows across it to trap the first creature who passes by.*

The first creature to walk into the designated 5-foot square takes 2d6 nonlethal damage and is *entangled* unless they succeed on a Reflex Save. If that creature is carrying a non-magical light source, the damage is 4d6 cold instead, or 2d6 nonlethal damage if they save.

A *Shadow Snare* is suppressed as long as it is in the area of magical light or darkness.

**Shadow Steed**
**School:** Transmutation [Shadow]  **Level:** Cleric 2, Paladin 2
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** 1 Mount  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

*As you cast this spell, your mount almost vanishes as some of it seems to fade away.*

The mount targeted by this spell gains a 20% miss chance against all attacks. In addition, they can walk across semi-solid surfaces and liquid as if it were solid ground.

**Shadow Thought**
**School:** Transmutation [Shadow]  **Level:** Druid 4, Sor/Wiz 5, Clr 5
**Components:** V, S  
**Casting Time:** 1 full round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature with an intelligence of 3 or less  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes

*Weaving shadow into their psyche, you grant your target the gift of true cognition.*

This spell imbues the target creature with a limited intelligence. If the target had no previous ability to speak a language, it grants the ability to communicate verbally to a limited extent in a language known to the caster. An animal so affected gains the *magical beast* monster type for the duration of the spell.
This spell will temporarily counter some of the effects of *Feeblemind* and similar spells. The target is able to use Intelligence-based skills, understand language, and communicate coherently for the duration of this spell, although they remain unable to cast spells.

If this spell is used on a non-intelligent creature or a creature whose intelligence score has been lowered to 0 (and therefore comatose), that creature gains an intelligence score of 1d4+2 for the spell’s duration. If they have received no damage in the encounter up to that point, their attitude towards the caster and their allies becomes indifferent. If they were previously able to speak a language, they regain the ability to communicate in that language. This spell has no effect on creatures with an Intelligence higher than 3.

**Shadow Sting**

*School:* Evocation [Cold, Shadow]  *Level:* Assassin 2  
*Components:* V, S  
*Casting Time:* 1 standard action  
*Range:* touch  
*Target:* creature touched  
*Duration:* instantaneous  
*Saving Throw:* Fortitude half  
*Spell Resistance:* Yes

*You conceal your hands in a cold shadow, which you then attempt to pass on to your foe.*

If your touch attack against your target succeeds, your target takes an amount of cold damage equal to your normal sneak attack damage. This spell affects creatures normally immune to melee sneak attacks.

**Shot of Needles**

*School:* Conjuration (Creation)  *Level:* Sor/Wiz 2  
*Components:* V, S  
*Casting Time:* 1 standard action  
*Range:* As target weapon  
*Target:* A weapon that fires projectiles  
*Duration:* 1 round + 1 round/every 2 levels of caster beyond 1st  
*Saving Throw:* See text  
*Spell Resistance:* No

When cast upon a weapon that fires projectiles, such as a bow, a spray of needles is shot from the weapon along with its normal projectile. The spray of needles extends in a cone for a distance equal to the weapon’s first range increment, dealing an additional 1d4 damage/caster level (max 9d4) to all targets in the spray’s area, with a Reflex save (DC 12 + the spell’s caster level) for half damage. The weapon’s normal ranged attack and damage are also rolled normally. The spray of needles does damage to any target within the cone even if the main projectile misses.

**Material Component:** An small arrow or bolt with 4 needles tied to its shaft

**Skin To Acid**

*School:* Transmutation  *Level:* Sor/Wiz 5  
*Components:* V, S, M  
*Casting Time:* 1 standard action  
*Range:* 30 ft  
*Target:* One living creature in range  
*Duration:* Instantaneous  
*Saving Throw:* Fortitude for half damage and Will (see below)  
*Spell Resistance:* No
The target's skin briefly turns to acid, searing their body badly. They take 1d4 acid damage per caster level and 2 points of Strength damage, and are allowed a Fort save for half damage. They must also make a Will save or be sickened for three rounds. (Sickened creatures take a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks)

**Skull Lantern**
_School: Necromancy  Level: Clr 2, Sor/Wiz 2_
_Components: S_
_Casting time: 1 full round_
_Range: 10 ft. circle centered on caster_
_Target: Humanoid skulls, all of which must be within the 10-ft. radius of the caster_
_Duration: Permanent_
_Saving Throw: None  Spell Resistance: No_

The caster causes any severed skulls that are within 10 feet of him glow with unnatural light from within, emitting light from the eyes, nose and mouth with the brightness of a torch. This affect is permanent but may be dismissed by the caster at any time for any number of skulls. This spell is particularly useful to necromancers who lack torches or Darkvision, or to anyone who has a severed head or skull handy but no torches or flame.

Once created, the skulls may be moved and placed as desired. Any number may be created.

**Sonic Strike, Least**
_School: Evocation [Sonic]  Level: Sor/Wiz 0_
_Components: V, S_
_Casting Time: 1 standard action_
_Target: You or Creature touched_
_Duration: 1 round + 1 round/2 caster levels beyond 1st_
_Saving Throw: None  Spell Resistance: No_

When the target of this spell attacks with a melee weapon, the attack ignores 1 point of their opponent's Damage Reduction and the attack deals an extra +1 sonic damage. If desired, the melee weapon can be swung freely to release waves of sound from the weapon as a single ranged attack with a range of 30 feet for 1d4 sonic damage plus the wielder's STR bonus, ending the spell. Critical strikes are possible, with the same critical range as the weapon used. This spell does not stack with other "Sonic Strike" spells.

**Sonic Strike, Lesser**
_School: Evocation [Sonic]  Level: Sor/Wiz 2_
_Components: V, S_
_Casting Time: 1 standard action_
_Target: You or Creature touched_
_Duration: 1 round + 1 round/2 caster levels beyond 1st_
_Saving Throw: None  Spell Resistance: No_

When the target of this spell attacks with a melee weapon, the attack ignores 1d4 points of their opponent's Damage Reduction and the attack deals an extra +1d4 sonic damage. If desired, the melee weapon can be swung freely to release waves of sound from the weapon as a single ranged attack with a range of 60 feet for 2d6 sonic damage plus the wielder's STR bonus, ending the spell. Critical strikes are possible, with the same critical range as the weapon used. This spell does not stack with other "Sonic Strike" spells.
**Sonic Strike**  
**School**: Evocation [Sonic]  
**Level**: Sor/Wiz 4  
**Components**: V, S  
**Casting Time**: 1 standard action  
**Target**: You or Creature touched  
**Duration**: 1 round + 1 round/2 caster levels beyond 1st  
**Saving Throw**: None  
**Spell Resistance**: No

When the target of this spell attacks with a melee weapon, the attack ignores 2d4 points of their opponent’s Damage Reduction and the attack deals an extra +2d4 sonic damage. If desired, the melee weapon can be swung freely to release waves of sound from the weapon as a single ranged attack with a range of 90 feet for 4d6 sonic damage plus the wielder’s STR bonus, ending the spell. Critical strikes are possible, with the same critical range as the weapon used. This spell does not stack with other “Sonic Strike” spells.

**Sonic Strike, Greater**  
**School**: Evocation [Sonic]  
**Level**: Sor/Wiz 6  
**Components**: V, S  
**Casting Time**: 1 standard action  
**Target**: You or Creature touched  
**Duration**: 1 round + 1 round/2 caster levels beyond 1st  
**Saving Throw**: None  
**Spell Resistance**: No

When the target of this spell attacks with a melee weapon, the attack ignores 2d6 points of their opponent’s Damage Reduction and the attack deals an extra +2d6 sonic damage. If desired, the melee weapon can be swung freely to release waves of sound from the weapon as a single ranged attack with a range of 120 feet for 6d6 sonic damage plus the wielder’s STR bonus, ending the spell. Critical strikes are possible, with the same critical range as the weapon used. This spell does not stack with other “Sonic Strike” spells.

**Spellgap**  
**School**: Transmutation  
**Level**: Sor/Wiz 3  
**Components**: V, S, M  
**Casting Time**: 1 standard action  
**Range**: Touch  
**Target**: One barrier (see text) (S)  
**Duration**: Permanent until discharged  
**Saving Throw**: None (object)  
**Spell Resistance**: No (object)

This spell creates an invisible portal through any barrier, granting a line of effect in the quarter circle through the portal for any caster standing adjacent to it. A spellgap is discharged after one spell is cast through it. Spellgap does not allow sight through the barrier (no line of sight). Casting a spell through the spellgap requires other means to visually locate targets for a spell, unless you are simply designating a point in space.

A spellgap can be created through up to 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead. Further spellgaps cast at the same point can be used to create a larger gap through thicker barriers, or barriers made of multiple materials.

**Material component**: A gold piece, hammered to near translucent thinness.
Stay on Course
School: Divination  Level: Brd 1, Navigation 2, Sor/Wiz 1
Components: V, S
Casting Time: 1 minute
Target: You
Duration: 1 hour/level
Saving Throw: None  Spell Resistance: No

Upon casting this spell, the caster specifies by name a specific location (the name of a city, address, geographical feature, etc). The caster then knows the correct direction to travel to arrive at that location. They do not know exactly how to get there, but are alerted whenever they stray from the correct course. The spell selects the shortest, most direct physical route to the specified location, and does not take into account objects or creatures along that route, nor does it alert the caster of any specific actions to take in order to successfully arrive at the destination. However, it does select a course that avoids relatively permanent physical obstacles (lakes, chasms, mountain ranges, etc) wherever possible. Both the caster and the location must be on the same plane, and must be within 100 miles per caster level of each other. The spell lasts until it expires or the caster arrives at the destination.

Strike the Brown Note
School: Evocation [Sonic]  Level: Bard 6
Components: V, S, M
Casting time: 1 standard action
Range: Close (25 ft + 5ft/2 caster levels)
Area: 20 ft. radius burst
Duration: 1 round/2 caster levels, Max 5 rounds (see desc.)
Saving Throw: Fortitude negates  Spell Resistance: No

You emit a magically harmonic note at the designated location, causing all living creatures within the area of effect to suffer an immediate and catastrophic loss of bowel control. The creature’s entire intestinal tract painfully spasms, violently expelling all contents and temporarily rendering the creature helpless for one round.

*Strike the Brown Note* does not affect undead, constructs, or any creatures lacking a digestive system. All affected creatures are allowed a Fortitude save. Any creature failing their Fortitude save falls Prone, and is Stunned (drop any held objects, cannot take actions, take a −2 penalty to AC, and lose any Dexterity bonus to AC) for one round.

Any creatures making their Fortitude save become Nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention, can only take a single move action per turn). This nausea lasts for one round per two caster levels, to a maximum of 5 rounds. However, after one round, victims may attempt another Fortitude save (same DC as the initial attempt); if successful, the victim has recovered and is no longer Nauseated.

This spell cannot penetrate an area of magical silence, such as the *silence* spell.

Material component: a handful of specially prepared beans.

Summon Monster 0
School: Conjuration (Summoning)  Level: Brd 1, Clr 0, Sor/Wiz 0
Components: V, S; F
Casting Time: 1 round
Range: 5 ft.
Effect: One summoned creature
Duration: 1 round/level
Saving Throw: None  Spell Resistance: No

The hopeful bard shook the bag out, then reached into it and plucked out a small white bird. 'Tada!' he exclaimed, releasing it to fly off. 'Charming,' said his prospective employer, 'but can you do anything useful with that trick? Anything useful in a dungeon full of monsters?' 'Well... no... not particularly...' the bard confessed. 'NEXT!'

This spell conjures a single harmless creature, typically a rabbit or dove. It appears where you designate and acts immediately on your turn. It does not attack and generally ignores other creatures. It does not take directions from you, and though it may flee if attacked, it has only 1 hit point and rarely gets a chance to do so.

Arcane Focus: A bag, pouch, or hat. This may be a tiny replica, but an actual item is often used, with the caster pulling the summoned creature from it. The focus can be re-used.

Summon Nature's Ally 0
School: Conjuration (Summoning)  Level: Drd 0, Rgr 1
Components: V, S, DF
Casting Time: 1 round
Range: 5 ft.
Effect: One summoned creature
Duration: 1 round/level
Saving Throw: None  Spell Resistance: No

The hopeful druid stirred the pot, then reached into it and plucked out a small white bird. 'Tada!' he exclaimed, releasing it to fly off. 'Charming,' said his master, 'but can you do anything useful with that trick? Anything useful in a glade full of monsters?' 'Well... no... not particularly...' the druid confessed. 'NEXT!'

This spell conjures a single harmless creature, typically a rabbit or dove. It appears where you designate and acts immediately on your turn. It does not attack and generally ignores other creatures. It does not take directions from you, and though it may flee if attacked, it has only 1 hit point and rarely gets a chance to do so.

Divine Focus: A basin, puddle, or hollow stump. This may be a tiny replica, but an actual item of the sort is often used, with the caster pulling the summoned creature from it.

Suppress the Plague
School: Conjuration (Healing)  Level: Clr 3
Components: V, S, M
Casting Time: 1 Minute
Range: Touch
Target: 1 Creature Touched
Duration: 10 minutes/level
Saving Throw: Fortitude Negates (harmless)  Spell Resistance: Yes (harmless)

One of the greatest breakthroughs of the Order of the Hidden Fire, this spell can be used to suppress the symptoms of any disease for several minutes, allowing Plague-touched to exist in normal society for a short period of time.

Upon completion of casting, all symptoms suffered by the target are suppressed. Any physical evidence of the disease temporarily disappears, and all ability scores are...
temporarily restored to normal. Scars recede, tremors cease, any seizures that would be suffered during this time period do not occur, etc. This spell effects even diseases immune to *Remove Disease* and similar spells. The symptoms return when the spell expires.

**Material Component:** Healing oils and ointments worth 50gp

**Touch of the Plague**
*School:* Necromancy  *Level:* Clr 3, Sor/Wiz 4  
**Components:** V, S, M, DF (Holy/Unholy symbol)  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 day/level  
**Saving Throw:** Fort negates  
**Spell Resistance:** Yes

The subject acquires the Plaguetouched template for the duration of the spell. Effects and the Bonus feat of the template are determined randomly by the DM – there is no way to ensure that the subject of the spell would receive any particular feat or effect.

The subject is indistinguishable from a Plaguetouched for the duration, although a faint necromantic aura would be present if *detect magic* is used.

**Material Component:** A drop of blood from a Plaguetouched creature

**Transient Foe**
*School:* Illusion (Figment) [Shadow]  *Level:* Sorcerer/Wizard 5  
**Components:** V, S, M  
**Casting Time:** 1 round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** 1 shadow copy of an enemy  
**Duration:** See Text  
**Saving Throw:** None  
**Spell Resistance:** No

*Using a small replica of your enemy, you make a lesser copy of them. Although you know it cannot beat the original, it can certainly help.*

This spell summons an illusory double of a chosen enemy. It has 50% as many hit points as the original and only deals 50% as much damage with a successful attack. If the enemy’s attacks have any secondary effect, such as poison or disease, that benefit is lost unless it is completely mechanical (such as improved grab or rend). The double can imitate any spell that you have seen cast by the original enemy at 50% effectiveness. The values of any energy resistance, spell resistance, and damage reduction are halved, and any regeneration or fast healing is lost. The double gets no attacks of opportunity, but can provide flanking.

The double may only take offensive actions against their original, although others may attack it normally. The spell lasts for the duration of the encounter, or until the original flees in a way that the double cannot pursue, or until either is dead. You may only have one *Transient Foe* active at any given time. The *Transient Foe* cannot be healed of any damage and if it reaches 0 hit points it disappears.

**Material component:** a small doll or statue in the image of a specific enemy
True Illusion
School: Illusion [Mind Affecting]  Level: Wiz 9, Brd 6
Components: V, S, M
Casting Time: 1 round
Range: See below
Target: See below
Duration: See below
Saving Throw: Will Negates  Spell Resistance: Yes

You create an illusion so powerful that it can warp reality itself. To do this, there must be an audience with at least Average intelligence to act as witnesses and bring it to reality. The more difficult the illusion, the larger the audience needed (see table below). To determine success, use the average Will save of the audience as a single save attempt. Targets with class levels higher than the crowd size category are allowed individual saves, but saving won’t affect the outcome of the spell, it only allows them to know it is an illusion.

### Table: Crowd Size, Class Levels, and Painting DC for True Illusion

<table>
<thead>
<tr>
<th>Effect</th>
<th>Example</th>
<th>Min. Crowd Size</th>
<th>Class Levels to Gain a Save</th>
<th>Painting DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trivial</td>
<td>Create food and water</td>
<td>1</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Minor</td>
<td>Restore/create large damaged object/building</td>
<td>5</td>
<td>3</td>
<td>10</td>
</tr>
<tr>
<td>Notable</td>
<td>Slay or resurrect a creature</td>
<td>10</td>
<td>4</td>
<td>15</td>
</tr>
<tr>
<td>Moderate</td>
<td>Create item worth 25,000 GP or less</td>
<td>15</td>
<td>5</td>
<td>20</td>
</tr>
<tr>
<td>Significant</td>
<td>Recreate the effects of a wish spell</td>
<td>20</td>
<td>6</td>
<td>25</td>
</tr>
<tr>
<td>Major*</td>
<td>Polymorph an entire army into mice</td>
<td>50</td>
<td>7</td>
<td>30</td>
</tr>
<tr>
<td>Epic**</td>
<td>Slay a deity</td>
<td>75</td>
<td>8</td>
<td>35</td>
</tr>
</tbody>
</table>

*Requires a minimum of 1Mythic Rank  **Requires a minimum of 5Mythic Ranks

A casting of True Illusion might have a caster inviting the public to attend the creation of a special painting. The crowd size would determine the level of effect, and the casting time would be the time to create the painting. Upon completion, the crowd would believe that the event it depicts actually happened unless they make their save. Historians and sages would find the event in their libraries, and Bards would sing of its significance. Anyone with sufficient class levels to get a saving throw, and who saves, would know the event isn’t real.

Material Component: A Masterwork, detailed painting depicting the desired event costing at least 1000 GP per minimum crowd size. The DC to create the painting is listed on the table, and the caster may also be the painter. Note that there may be consequences if anyone discovers that the event was an illusion. Destroying the painting ends the illusion.

Valdon’s Lash
School: Evocation [Darkness]  Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: 25-foot cone
Saving Throw: Reflex for half; negates  Spell Resistance: Yes

Darkness whips out from your hand, striking all inside a cone for 1d6 subdual damage per caster level (max 10d6) and knocking them prone. Saving halves the damage and prevents being knocked prone.
Focus: a piece of a whip

Verse
School: Enchantment (Charm) [Sonic] Level: Bard 1
Components: V
Casting Time: Full-Round Action
Range: Close (25 ft + 5ft/2 caster levels)
Target: Up to 10 Creatures (caster’s choice) within Range.
Duration: 6 minutes
Saving Throw: Special (Will) Spell Resistance: Yes

The caster may specify any targets he wishes to leave unaffected by this spell. The caster
must make a Perform check (DC 20) using an instrument of his choice. This Perform check
does not allow the use of any modifiers due to Charisma, feats, spells, items, or other
bonuses. Only the Perform ranks alone may contribute to this roll.

Upon completion of casting, the caster spends one minute Performing, after which the
targets must each make a Will save (DC 15 + X, where X=caster’s actual Perform ranks). If
this save is failed, the caster gains a +3 bonus to all Charisma-based checks against that
target, except Perform checks, for the duration of the spell. If the caster fails this initial
Perform check, or a target makes his Will save, the caster gains a -3 penalty to all
Charisma-based checks against that target, except Perform checks, for the duration of the
spell.

Restrictions: This spell may only be cast on a particular target once per day, regardless of
success. If a target has been attacked by the caster or his obvious allies within an hour prior
to the casting of this spell, failure, with all associated penalties, is automatic. For a target to
be affected by this spell, he must be able to perceive the performance and understand any
language involved. Certain types of creatures are too alien to be affected by this spell.

Targeting any of the following types of creatures will use the spell, but will not incur benefits
or penalties: Construct, Outsider, and Undead.

Wizard’s Web
School: Evocation [Force] Level: Sor/Wiz 3, Magic 4
Components: V, S, M.
Casting Time: 1 standard action
Range: Close (25 ft + 5ft/2 caster levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Reflex negates Spell Resistance: Yes

Silvery strands made of force fly from your fingers snaring the target. The target is treated
as being pinned for the purposes of spellcasting but is entangled for all other effects. An
Escape Artist check allows the target to free themselves, and if they succeed the spell ends.
Any magic that affects the web or its target tightens the strands, raising the Escape Artist
DC by +1 for each spell or spell like ability that affects it, plus 1 for each level of the spell or
effect for the duration of the web.

Material Component: A strand of silk
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