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Dungeon Crawl Classics #35 Gazetteer of the Known Realms

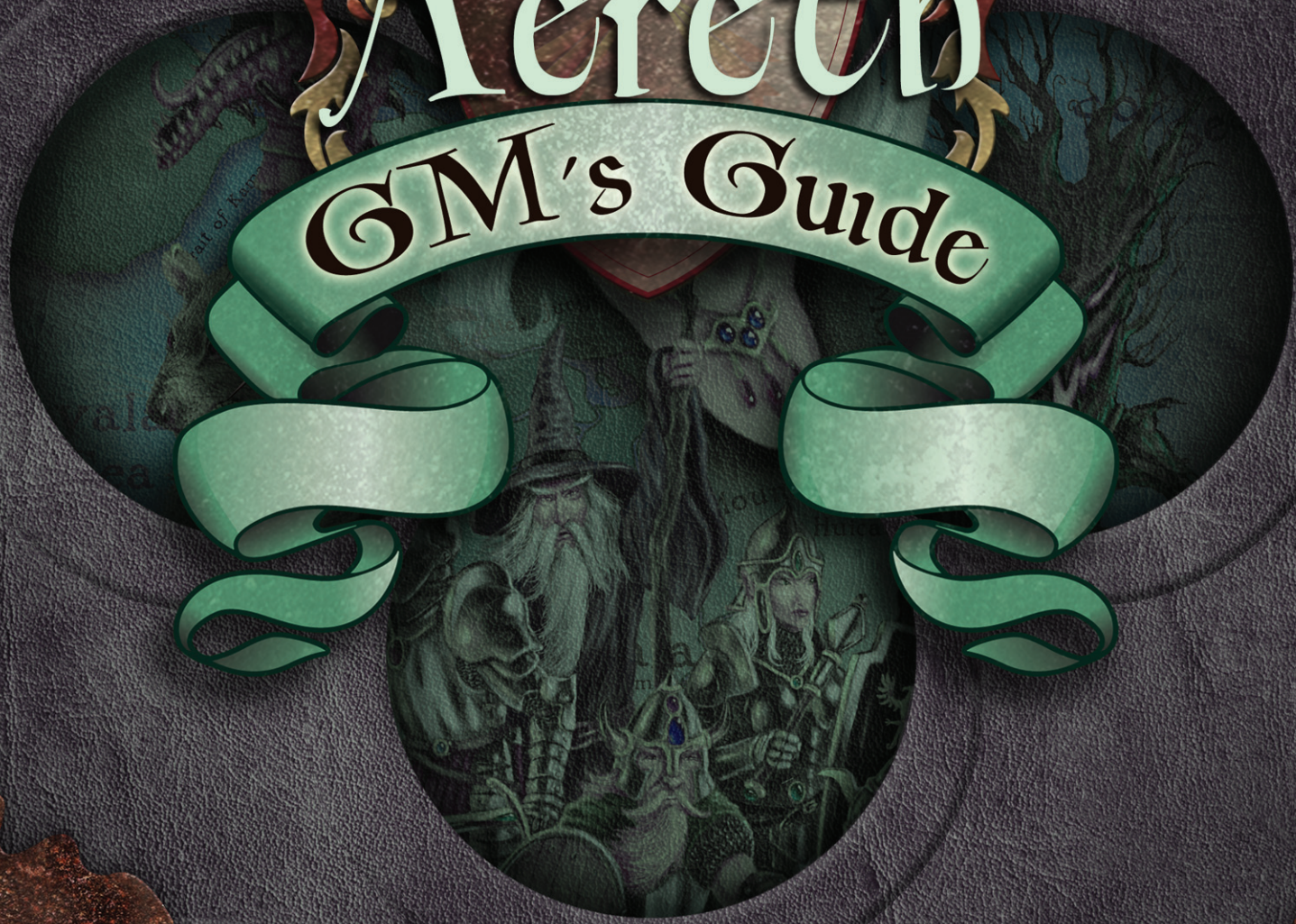
A COMPLETE CAMPAIGN SETTING
by Mike Ferguson, Jeff LaSala, and Harley Stroh





The
World
of
Aereth

GM's Guide



the World of Aereeth



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FREE PROVINCE OF THIRE



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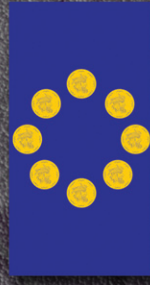
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DARAWAN



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MARAS



MIZTLANI



AMOYA



CHUZEC



ATHUA



TEOTCOATLAN

DUNGEON CRAWL CLASSICS #35

GM'S GUIDE TO THE KNOWN REALMS

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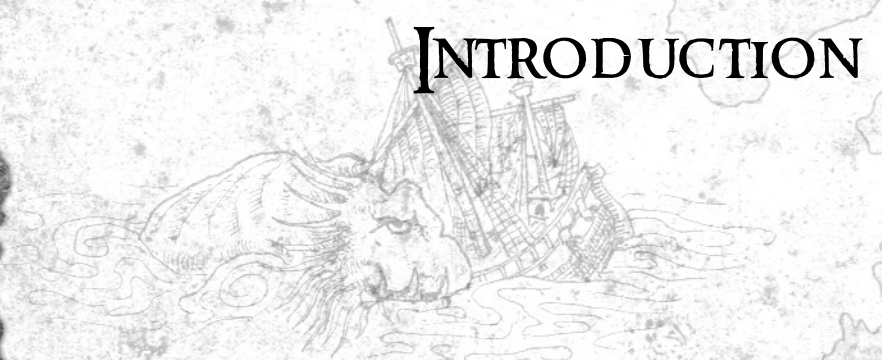
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INTRODUCTION



Welcome to the Known Realms, a world of adventure, arcane secrets, and untold riches, where a sharp sword and a shirt of mail are a warrior's only defense against wicked mages, monstrous hordes, and fierce dragons of yore.

Culled from the pages of an ancient tome, the Known Realms represent the scribes' world simulated by the d20 rule system. Whether the codex is the spurious work of a dark-age madman or a medieval tome of esoteric conjecture will never be known. What is certain is that it provides a wealth of information for the modern gamer.

During the arduous process of translation, concessions were made to fit the Known Realms to the d20 system, but otherwise the spirit and tone of the tome was left unchanged. Until such a time that the lost companion tomes are discovered and translated, it falls to you, the GM, to answer the lingering mysteries and fill in the unknown realms.

A WORLD OF HIGH ADVENTURE

The world of *Áereth* is foremost one of legendary adventure. Noble knights ride to the ends of the earth questing against legendary dragons and wicked warlords. Mighty wizards wage eldritch battle atop high mountain peaks and in the halls of lonely towers. Cunning rogues creep along rooftops of smoky cities, stealing past lethal traps and demonic sentries. Devout priests fight for the common good, bringing freedom to enslaved masses. Fearless adventurers unearth forgotten tombs and plumb the depths of endless caverns, ride at the head of armies, and cast powerful spells that shape the very nature of reality.

The Known Realms are vast. Many of its locales are recorded in the *Dungeon Crawl Classic* series of adventure modules, but these are only the first, tentative steps into the world of *Áereth*.

Looking for a shadowy port to sell your ill-gotten loot? Wicked Punjar beckons. Craving high intrigue and backstabbing politics? The Council of Lords awaits your petition. Hungry for the wail of war horns and the crash of armies? The armies of Leherti cry out for your command. Want to carve out your own fief from the untracked wilderness? The wild borderlands call. Eager to sink your glowing blade into the gullet of a dragon and ransack its fabled trove? Look no further. All these adventures and more are contained herein.

While the scribes of the codex outlined their world, it falls to you and your players to bring the Known Realms to life. Bind it to your home campaign, ravage its lands with the march of armies and dragon fire, make its people come alive through the heroics of your players.

Our work with the codex is finished. The legends of *Áereth* have only begun.

STYLES OF PLAY

Just as PCs gain levels and face more challenging puzzles and foes, so too must a campaign world evolve to paint an ever-broader horizon, luring heroes with treasures and ambitions just beyond their reach. As a world, *Áereth* can accommodate any number of styles of play, ranging from classic dungeon crawl to convoluted court intrigue. GMs need simply hold to a simple rule: Always make the PCs the focus of your world.

With this in mind, consider the following adventure suggestions for your evolving campaign:

Low-level PCs: Beginning and low-level PCs spend their time exploring nearby ruins, working as caravan guards, serving wizened sages, studying beneath noble knights, and fighting in merchant companies. Most settlements in the Northlands are isolated from their neighbors, and are forced to turn to unproven young heroes in times of desperation and need. The PCs might undertake short wilderness journeys, or the GMs may choose to simply assume that PCs begin their adventures at the



entrance of the dungeon. A band of low-level PCs can spend their first few levels simply exploring the surrounding lands, mapping out the wilderness and clearing dungeons and cave complexes of wicked creatures.

Mid-level PCs: Mid-level characters are often heroes who have carved out names for themselves. While not yet legends, they have established themselves as dangerous foes worthy of respect. These adventurers often travel far and wide, exploring the Southlands and Lostlands in the service of kings and regents, secret societies and knighthoods, or simply in the search of greater wealth and power. As renowned heroes, PCs quickly attract the notice of those more powerful than themselves. Some of these powers may choose to recruit the heroes to their noble causes; others may perceive the PCs as threats, and work to eradicate or corrupt the heroes before they grow into powerful threats.

High-level PCs: No longer the servants of emperors, high priests, or guildmasters, high-level PCs are these rulers, conquering existing kingdoms or carving new ones from the wilderness. Gathering wisdom, power, and fame, PCs undertake epic quests, riding at the head of armies, challenging dragons and demons alike. Only the fiercest or most numerous of foes present a challenge to a party of high-level PCs. As living legends, the heroes are responsible for defending their people from threats that can span entire planes. High-level games can also focus on the subtle plots of courtly intrigue, where a single careless phrase can plunge entire nations into war and chaos.

Epic-level PCs: Epic-level PCs can reshape the face of Áereth at their whim, rallying entire races to their cause, or laying waste to whole empires. Epic-level PCs are on the path to becoming minor divine powers and masters of Áereth. At this level, PCs can expect to regularly draw the attention of gods and infernal powers, working either with or against the PCs as suits their moods.

CONTAINED HEREIN

The Known Realms are comprised of three continents: the Northlands, a collection of isolated kingdoms, faded empires, and majestic forests and mountains; the Southlands, a land of dense jungles and forgotten cities occupied by drakon and the ancient nagas; and the Lostlands, once the cradle of civilization, now a place of fearsome monsters and ancient, sand-swept ruins.

This boxed set contains the following:

Gazetteer of the Known Realms: a reference guide to the three continents, detailing the myriad nations, cultures, and monsters;

GM's Guide to the Known Realms: the book you hold in your hands, containing secrets and information crucial to running a campaign set in the Known Realms;

Dungeon Crawl Classics: Halls of the Minotaur: an introductory adventure designed to bring 0-level characters to 1st level and beyond;

Dungeon Crawl Classics: Vault of the Thief Lord: a challenging adventure designed for expert players and character levels 4-6, set in the deadly city of Punjar;

Three full-color maps detailing the vast sweep of the Known Realms; and

The Player's Map to the Known Realms, an incomplete map of the world for the players to complete in the course of their adventures.



CHAPTER I

CREATION AND EARLY HISTORY

The summation below is gathered from the creation myths of many of Æreth's religions and cultures. No single church will cite this information in such a concise, comprehensive form, but if one made a painstaking study of the clergies of the Sancturn Pantheon, interviewed disciples of numerous demigods, and consulted scholars of the Triad, one might gather an account similar to the one below.

GMs are encouraged to alter this mythology as they see fit to better accommodate their campaigns. This is merely one possibility regarding the origins of Æreth.

In a formless age measureless to mortals, there arrived a clan of beings that theologians would one day name the Greater Gods. Leading them was the Triad, and the eldest among them was Choranus, the Seer Father and the figurehead of Law. At his side was his equal and consort Ildavir, the Giver of Form, and his brother, Centivus the Shaper. When the Triad and its kin entered the Void, its sole occupant, a being of Chaos known as Zhühn, fled before their luminous presence.

With the help of his children, Choranus began the creation of the world, a place of light, water, and air. He designed laws to govern the course of nature and the powers that could suspend them, setting the stage for impending life. Yet even as the Greater Gods forged this world, Zhühn extended his hands and unmade it, for ever was destruction swifter than creation. Again and again they fashioned their world anew and Zhühn, their Great Enemy, broke it apart. Choranus sought to bring order into the vast expanse, but Zhühn would allow only entropy.

After the Triad took counsel, they welcomed an assemblage of other gods to take part in creation. Most pivotal was the Sancturn Pantheon, divinities who sought refuge from the ruin of their previous home. The Triad granted them their protection and magnified their power. These divinities, later named the Lesser Gods by theologians, were exemplars of good, evil, and neutrality—moralistic ideologies carried over from their former home. Once the

Sancturns had settled themselves among the Outer Planes, the Triad invited them to take part in its designs.

With their collective work, Choranus oversaw the construction of a ghostly new world—a place of raw magical convergence suffused with the spirit of nature and the collective power of the Greater and Lesser Gods. Under the direction of Ildavir, the gods gave physical substance to the world by drawing upon the Inner Planes, and Choranus set it spinning within the spiral arrays of the Material Plane.

Though he fought to unmake it, Zhühn's power was unmatched. Dwelling in the corners of his diminishing Void, Zhühn recoiled at the sight of such enduring creation. To him, the existence of anything but the Void itself was a blasphemy, for he was a being of chaos and oblivion and knew only those. Now light and life flourished, spoiling the endless gloom. This new world, having survived the Great Enemy's will to destroy, has come to be known in the current age as Æreth—derived from a phrase in the Old Giant tongue meaning “where we walk.”

Seeing it safe from Zhühn's negation, Choranus at last asked Centivus to devise the first creatures to inhabit Æreth. As his brother set to work, the Seer Father and Giver of Form rejoiced at his artistry and lent their skills to his. From the hands of the Triad, many beings entered the world. This was an antediluvian age of legendary beasts, a time when rocs alone soared the skies, krakens swam the depths, and colossal worms bored the earth unchallenged. Ever was Centivus the artist, his divine imagination given free rein to shape new beasts. This he did with the counsel of Ildavir, whose knowledge of nature and balance lent focus to his work. It was she who infused his creations with life and substance, giving each the ability to proliferate its own kind. At last, Choranus decided which would be given sentience, sharp intellect, or the gift of magic.

The three gods continued to create, experimenting with flesh and blood to set a multitude of strange and monstrous creatures free to roam all the lands. From these



beginnings the animal features of the Known Realms find their origin. When Centivus designed the first felines, Choranus marveled again at his brother's skill, and he gave the most powerful among these features like those of he and his consort: fair faces crowned with flowing hair. These became the first sphinxes, and they were graced with wisdom and prescience. The next creatures were serpentine, and Choranus smiled at their colorful, scaled bodies, and he gave them, too, faces like the gods' own. These became the nagas, and they were graced with cunning and a talent for sorcery.

Seeing the need for greater balance in the world, Ildavir began to populate Aereth with a host of lesser forms, taking her inspiration from the great works of Centivus. These became the animals, and they would thrive in all climates and terrains and rule the wild places. From sphinxes, Ildavir created lions and great cats of all varieties. From nagas, she created reptiles and all species of serpents. From rocs, she created birds, and from the great ocean dwellers, she created fish. These new beasts were at first larger than their eventual progeny, and are known in the present world as dire animals.

Then Choranus crafted a race formed fully in the gods' own image. This effort took the form of titans, large of stature and great in strength. Intending the titans to rule over all others, he found that they did not obey the edicts intended for them. They became a race of discord—seeded, perhaps, by the subtle hand of Zhühn—and the titans went their separate ways and withdrew to the mountainous corners of the world. The magic within them adapted their bodies to the regions in which they chose to dwell, and their power slowly declined. They became the giants, lesser forms of the titans. Lost in their own selfish struggles, the giants abandoned their heritage and forsook the gods.

Disappointed in the fallibility of the titans, Choranus turned to Centivus again. He asked him to devise a ruling race, one that perfected on the forms that came before. As his younger brother set to work on these next creations, Choranus delighted at the beauty of their draconic form. Cunning as the nagas, they possessed the strength of titans and the wisdom of sphinxes. Ildavir gave them life in the cradle of a mountain valley, and Choranus gave them sovereign minds. The Seer Father also granted them profound skill with magic that they might shape their civilizations and defend themselves against enemies who would supplant them. These beings were the first dragons.

As the most intelligent creatures on Aereth, and possessing breaths of deadly elemental power, dragons lorded over all others. At their head, Choranus placed four avatars shaped much like the titans but draconic in feature. These were the Dragon Kings, ambassadors of the

gods, given the task of relaying the laws of Choranus to the dragons and those in their charge.

At this time, Choranus longed to recreate his attempt with the titans, this time on a smaller, more numerous scale. Taking inspiration from his own family, he created the smaller humanoid races that would serve the dragons in their mighty empire. In the likeness of Ireth, his sagacious, eldest daughter, he fashioned the elves. For Daentharr, his stout and industrious eldest son, Choranus hewed the dwarves. From the image of Poderon, his good-humored, hard-working son, he forged the gnomes. For the harmony of Olidyra, his diminutive, wayward daughter, he conceived the halflings. Foreseeing the eventual rise of these humanoid races, Choranus at last created humans, a people who would embody the virtues—and failings—of all others. One by one, these five races revealed themselves, and they were at first wary of the great beasts that ruled the land. As they increased in number, the intelligent creatures that came before began to contend with them. In time, some adopted the humanoids as a master might foster an apprentice, beginning with the dragons. As intended, the elves, dwarves, gnomes, halflings, and humans became as servitors to the wiser, more powerful dragons.

Watching the works of their superiors, some of the Lesser Gods grew jealous and began to experiment with the powers of creation, giving rise to goblinkind and many others. Hags, harpies, ogres, and trolls numbered among the many monstrous denizens. Affronted by these bastard creations, Ildavir appealed to her consort and his brother. With their approval, Ildavir countered with new creations of her own. Beings such as centaurs, merfolk, satyrs, sea cats, treants, and all things fey came from this time.

The ethics of law and chaos, loyalty and disobedience, were in flux within Aereth. Each race fought for its place in the young world and many refused to bow to the lordship of the Dragon Kings, sovereignty decreed by Choranus himself. Zhühn, seeking to subvert the work of creation, sent forth his mightiest servant, a fallen titan named Cadixtat that the Great Enemy had fostered since that race's birth. Once instrumental in the titans' defiance against the gods, Cadixtat, the most powerful of his kind, now marched across the face of Aereth sewing chaos and disloyalty wherever he went. Empowered with a portion of Zhühn's own anarchic power, even the Dragon Kings dared not challenge him. Unwilling to allow the Great Enemy this heavy-handed stratagem, Choranus sent forth a sentinel of law named Teleus to defend Aereth, imbuing him with some of the Seer Father's own axiomatic power.

The battle between Teleus and Cadixtat spanned the world and carried far into the Reign of Dragons, as the





law of Choranus and the chaos of Zhühn sought to rule the fate of Áereth. This Great Conflict of ideologies, physical, and spiritual power never knew a victor, however, for when Teleus at last disarmed Cadixtat of his Axe of Unmaking, Choranus recalled his champion. Content to allow the absence of both ethical extremes, the Triad commanded the rest of the Greater Gods to stay their influence as well. In their place, they charged the Sancturn Pantheon to watch over the mortal races of Áereth and allow their morals of good, evil, and neutrality to hold sway. The Greater Gods would remain only the distant figureheads of creation.

Unable to exert his power physically upon the world again, Zhühn endeavored to dissolve it slowly, piece by piece, with the patience only a creature of the Void could understand. Though he was great in power, many of the gods of good and evil would forever oppose him.

The time had come for mortals, not gods, to shape the course of the world.

EARLY HISTORY

THE REIGN OF DRAGONS

From the moment they entered the world, the dragons were lords, and at their head were placed the immortal Dragon Kings. Cast in the likeness of the gods themselves and infused with draconic might, they were paragons of virtue who ruled over the dragons and their great empires. Embodying the elements of fire, lightning, cold, and acid, each was affiliated with a direction of the world itself.

In addition to their roles as rulers, the Dragon Kings served as mediators between the gods and mortals, delivering divine will to Áereth. Under their wisdom, the dragons' dominion flourished during a time of peace and discovery. Many beautiful things were wrought and many magics woven. Mountainous cities were constructed like vast aeries and sprawling temples were raised in swamplands, fertile steppes, and secret valleys. There was no soil on the surface of Áereth that had not felt the talons of a dragon walk upon it.

As the eons passed, the gods began to look to their newer creations, and the influence of the Dragon Kings over their own vassals waned. Sensing their own fading power, they erected the Vault of the Dragon Kings deep within the Frosteye Mountains. It became a haven for dragons who wished to hold onto the glory and virtues that their empire once held dear. Within lay the Pool of





Dreams, a reliquary that cared for the souls of dragons that passed from the mortal world. The Pool would preserve the collective knowledge and memories of the dragons until the gods favored the world's firstborn again.

In the creation of the Pool of Dreams, the Dragon Kings of the East and West sacrificed their power and succumbed to death. Unforeseen by the remaining two, this tumultuous event divided dragonkind as never before, for now dragons had witnessed the frailty of their lieges. Some retained their loyalty to the remaining Kings, while others claimed that a new era had begun and sought to grab the power for themselves. From this ideological rift, their magic became manifest. With the march of time, each faction evolved into the variances of metallic and chromatic. Abandoning the Kings and the gods they served, the rebellious chromatic faction began to lose their luster, their scales dulling to the matte hues of the color spectrum.

When the transformation was nearly completed, a great red wyrm named Sevrylascarethiin—or Sunscratch in the Common tongue—rose to prominence. Together with his brethren, he waged war against the remaining Dragon Kings and their followers and personally struck down the King of the South at its outset. The King of the North in turn slew Sunscratch but himself fell gravely wounded in the struggle.

With the death of their champion, the chromatic dragons fled the ancestral valleys, while the remaining Dragon

King retreated into the Vault and barred its doors. The metallic dragons disbanded, disillusioned by their loss, and left their homeland as well. As the centuries passed, the Vault was lost and its memory passed from common knowledge into legend.

THE REIGN OF CATS

When the dragons ruled Áereth with their great empires, many intelligent and ambitious creatures vied for petty dominance under their expansive shadow. When the Dragon Kings and their vassals fell from power, the first to walk abroad uncontested in the world at large was the sphinx.

Believing themselves to be paragons of physical and mental perfection, the sphinxes saw themselves as caretakers of the world. They used their wits and their appetites to maintain order among the lesser races by devouring those who could not answer their riddles. In the eastern deserts and hills, the collective might of the sphinxes elevated them above all others. Building upon the ruins of the dragons who came before and studying their abandoned works, the sphinxes united as a single power. Any enemies who attempted to challenge them were swiftly cowed or devoured.

Seeing the need for servants, the leonine race ceased devouring the numerous humanoid and began to subjugate them instead with the persuasive acuity only a sphinx can employ. They coaxed the elves from the forests of Ahna-Vithyre with cryptic promises of magic



and bribed the dwarves from the Gorzeruun Mountains with promises of mithral and gold. With riddles and promised knowledge, they lured the gnomes from their overrun homeland, and the halflings of Gadjarria dwelt already upon the doorstep of their desert home. Humans, a race of uncertain desires, were brought under wing with sheer aggression. Even great numbers of hobgoblins, haler than their goblin cousins, were seized by the sphinxes for their own purposes.

Some resisted. The dwarves who refused the lure retreated to depths into which they knew the sphinxes would not venture, and these would become deep dwarves and duergar. Some gnomes, upon reaching the sphinx homeland, found hidden tunnels in the earth and delved deeper still, eventually becoming the svirfneblin known today. Those elves who refused to leave their forests were the wood elves, while sea elves retreated deeper into their waters when the sphinxes approached.

With the lesser races in tow, the sphinxes carved a vast empire throughout the Lostlands and named it Khonsuria after its first pharaoh. The humanoid servants were viewed as pets or pack animals to the sphinxes; useful, even affectionately cared for at times, but patronized nonetheless. While some humanoids were afforded a measure of esteem within Khonsurian society, even the greatest among these were considered beneath the lowliest of sphinxes. The empire expanded its borders north and west, reaching its paws partially into the Northlands.

A family of androsphinxes ruled the young empire, and the third such pharaoh was a brutal tyrant whose cruelty tested the loyalty of his own kind. His daughter, however, was a high priestess of Amun Tor and was beloved by her people and even their humanoid servants. Legends say that Amun Tor himself consorted with the beautiful gynosphinx and that their child was destined from conception to rule the gilded empire. Whatever her origin, the last and most enduring sovereign to rule the Khonsurian Empire was a Queen. With the approval of the sphinxes and the gods themselves, she dethroned her wicked father and took his place.

Her name was Ankharet the Blessed, an immortal gynosphinx who ruled the Empire for prosperous millennia. She took as her consort the great gold wyrm Kozuragen, who had served the Dragon Kings in his youth and fought against the armies of Sunscratch in his prime. Now he sat at Ankharet's side and offered the council and wisdom of his long life.

Under the Queen's guidance, each species of sphinx was given a role within their society. The noble androsphinxes became the empire's prophets, leaders, and priests, serving as councilors and interpreters of the Queen's law. Gynosphinxes served as Ankharet's ambassadors, and

carried her diplomacy into foreign lands. The blood-thirsty hieracosphinxes served as the warriors of the empire, defending it from all enemies. Criosphinxes carried the Queen's directives to her humanoid subjects, overseeing the construction of pyramids and monuments to the glory of Khonsuria and its Queen.

The empire was not without its insurrections. A faction of elven rebels sought freedom from the desert sands and searched in vain for the tunnels that the early svirfneblin had used long before. When their brethren refused to join them in their escape, the rebels named them traitors. The sphinxes, deigning not to risk their own against the insurgents, sent the loyal elves to retrieve their wayward kin. The Kindred War ensued, and the rebels found their only escape to be an ominous rift called the Devil's Cauldron. Corrupting fumes seeped into the elves, seeding their hearts with evil and initiating a slow change within their bodies. Fleeing into the chthonian depths, the rebel elves found their own dark paths in history, heard the call of a goddess, and would one day be known to the surface world as the drow.

THE REIGN OF SERPENTS

Shortly after the rise of Khonsuria and across the Surya Sea, another creature came into its own. On Zimala, the Island of Obsidian, the totemic nagas had united their tribes and established their own budding empire. Though the dragon empire that preceded them had been unrivaled in its power, the nagas held conviction that they had been created first, that the limbless serpentine form was one of perfection. The god Madrah, they knew, had been charged to oversee the lands of the west, and though the nagas themselves varied in their chosen virtues, all paid homage to him and the spirits he engendered.

With the help of lizardfolk, marsh-dwelling neighbors north of Zimala whom the nagas had coerced into alliance, the nagas began to expand their lands. As their empire grew, the god Madrah took an empress to be his consort and from her egg was hatched a female they named Cynhuara. When the empress died suspiciously, he took a consort of common blood and she hatched a male they named Axaluatl. Immortal nagas of great power, the two half-siblings were revered by their kind as gods, and in their name stately temples were raised even before their coming of age.

Eldest of the two, Cynhuara was given the Zimalan Empire to rule as her own. However, she eschewed the role of Empress, instead establishing the Naga Council. Populated with all species of nagas, it was predominantly comprised of wise and benevolent teotl-nagas (guardian nagas). Axaluatl became an emissary for the Council who traveled abroad and explored beyond the





empire's borders. Incredulous that his half-sister would relinquish the power of regency, he plotted in secret to become Emperor. Axaluatl's conspiracies included a number of tlanti-nagas (dark nagas) of sinister power.

The Naga Council was given the task of overseeing all aspects of the Zimalan Empire with a view toward its eternal preservation and the needs of its subjects. Cynhuara herself sat at the Council's head, and together they led the Empire into a peaceful coexistence with many races for long years. Within Zimala and some of the lands north of the Island, the nagas were dominant, and those who challenged them were struck down with fang and spell. Within naga society, the tlanti-nagas served as explorers and military leaders along with the ehecatl-nagas (spirit nagas). The mali-nagas (earth nagas) and atl-nagas (water nagas), by far the most numerous, served as warriors on land and sea whenever force was required.

Under the teotls' guidance—and against Axaluatl's—the humans of neighboring lands were taken into Zimalan protection. Existing formerly in a loose society of feuding tribes, the humans were inlaid into naga society like an intricate mosaic and were taught minor magics and the arts of medicine and industry. As with nobles of modern Áereth, nagas and their human retainers would often form strong bonds of friendship. As apprentices and servants, the humans helped the nagas build their glorious cities and raise pyramids and temples in devotion to Madrah and his divine offspring, Cynhuara and Axaluatl.

THE CLASH OF EMPIRES

Both the Khonsurian and Zimalan Empires contended with many hostile creatures, for they were wealthy and harbored many coveted secrets. Humanoid and monstrous enemies arose and fought to raise their own nations, but the might and magic of the Serpents and Cats put down every challenge.

Yet the two great empires remained unaware of each other for centuries, with only the whispered rumor of a faraway empire ever crossing the ocean that divided them. Ankharet the Sphinx Queen forbade her people to fly west across the sea, for they believed that only the Realm of the Dead lay there. To travel to where the sun met its demise each day was to join the Accursed. The Naga Council, meanwhile, did not seek to expand its holdings beyond their own continents and the far north was filled with barbaric peoples not worth the effort to conquer. They had little desire to sail the oceans.

The ventures of Axaluatl, however, brought him at last to the far north, where he heard still more rumors of the Khonsurian Empire. With his entourage of supporters, he crossed the Surya Sea and there at last met the outlying sphinxes. When Ankharet learned of the Zimalan Empire, she embraced the discovery. Her people believed then that the gods had pushed the Realm of the Dead further to the west and in doing so had revealed new allies.

In the minds of some, the discovery prompted dreams of invasion and further conquest. Yet Cynhuara and the



Naga Council extended the tail of alliance and mutual trade. Ankharet responded in kind. Though they were great rivals in power, each empire agreed to maintain peace, for neither desired the other's land and there was much they could share.

For long years, both empires prospered. Beseeching the gods of the earth and sea, the nagas and sphinxes called upon great elemental magics and drew up a chain of islands across the Surya Sea. With the labor of millions, nonpareil magic, and a technology now lost from the world, the nagas and sphinxes constructed Ayoxatlan, a causeway of colossal scale that stretched across the miles of the sea. Using the god-given islands as their primary support, the bridge allowed for easy passage between the two empires. Though a sphinx could fly the distance unladen, the journey was overly taxing and they welcomed the convenience of a paved roadway where they could cross the water with their humanoid attendants and other trade goods. In the tongue of sphinxes, the marvelous span was known as Harak Manu, or "bridge to the west."

This golden era came to a close, however, when corruption entered the heart of Ankharet the Blessed. What led to the great Queen's fall none can accurately say, whether she was lured into darkness by the whisperings of Zhühn or whether her soul had been steeped in depravity from the very beginning. Perhaps it was her acquisition of the mysterious Shadowcrown that darkened her heart or the many potent gifts given her by the nagas. Yet even as the final stones were laid in place within Ayoxatlan, so did Ankharet and the wicked Axaluatl agree to a secret plan of mutual benefit.

In secret, Ankharet began to prey upon the servitor races—and even her own kind—as a vampire would its victims. Her deepest crime was the murder of her own consort, Kozuragen. To disguise her sin and set in motion her plans with Axaluatl, the Queen publicly accused the Naga Council for his death, claiming it had sent assassins to kill both she and her consort in a bid to sow confusion for an inevitable naga attack.

The sphinxes' faith in their revered Queen was absolute. Without hesitation, the sphinxes turned baleful eyes upon the Serpents across the sea. Led by the Queen's own daughter, Meraph the Golden, the Khonsurian Empire launched a vengeful crusade against the Zimalan Empire. Fury at the death of her father burned in the heart of Meraph.

The nagas were ill prepared for the invasion. Cynhuara, shocked at Ankharet's accusation, sought to calm the attacking sphinxes and clear away the misunderstanding. When she confronted the arriving Meraph, Axaluatl at last betrayed his half-sister and used his magic to silence

her. The half-dragon sphinx, blinded by rage and unwilling to hear diplomacy, killed Cynhuara with the help of her elite warriors. The Naga Council fought back, but half its members were slain outright. An all-out war had begun between the powerful races. The nagas collapsed the bridge Ayoxatlan to prevent easy access for the Khonsurian armies. As if both empires had lost the favor of their gods, the isles upon which the great causeway had been built sank into the sea again.

Axaluatl, whose agreement with Ankharet only included the removal of Cynhuara and the Naga Council, realized that the Queen had betrayed him. She sought now to eliminate the Zimalan Empire altogether. Enraged at her duplicity, Axaluatl led his subjects in frequent counterattacks. For years, the two empires struggled against one another, Serpent against Cat. The nagas were nearly annihilated in the great war.

THE WAR OF BROTHERS

An androsphinx of prophetic power named Khubsheth, who was a disciple of Choranus and the consort of Meraph, discerned the corruption of the Sphinx Queen. He saw the Naga Council to be innocent of the crime for which the war had been waged, and revealed the truth to Meraph and her wrathful armies on the eve of the nagas' destruction. When the sphinxes halted their attack, Meraph, stunned by the magnitude of her mother's treachery and the genocide Meraph herself had begun, fled in grief. Khubsheth pursued his beloved and asked her to return with him and confront the Queen.

Yet Ankharet's loyal subjects were many, and sphinx turned against sphinx in a great civil war known as the War of Brothers. Years of bloody conflict ensued, ending at last when Meraph and her followers were victorious. Ankharet's defenders were routed and the Queen herself captured. During the conflict, however, the servitor races had found their freedom and the sphinxes' many enemies had advanced on the weakening empire. The surviving sphinxes from both sides, thousands strong, disappeared from the Lostlands almost overnight, a mythic event that modern historians cannot explain. The few sphinxes that remained chose solitary existence over the united civilization they once ruled.

Meraph, Khubsheth, and their few remaining allies were left standing with their shackled Queen. Divinely protected from her own kin, Ankharet the Cursed could not be slain. Khubsheth, granted divine foresight, determined that those destined to slay Ankharet would not be born until thousands of years later. Until that day, he knew, the Queen would have to be bound. And so the Tomb of the Sphinx Queen was built, the last monument to a once-great empire and a prison for its traitorous Queen.



Meraph insisted upon interring herself within the tomb to await the prophesized heroes and the death of her mother. Khubsheth, granted immortality for his vigilance, would wait through the passage of centuries for that fated time.

The Khonsurian Empire itself was no more, brought low by its own beloved Queen.

THE WRATH OF SERPENTS

Meanwhile, the nagas nursed their wounds in the aftermath of their war with the sphinxes, struggling to recover from the devastating losses. The dark nagas found an opportunity in the chaos to reshape what little remained of the Zimalan Empire. Seeing that the actions of Axaluatl had led to the slaughter of his own people, his former devotees renounced him. Once a strong disciple of Axaluatl, a dark naga priest named Zuyuan seized political power and led a revolt against the Shadow Serpent. Unable to slay the immortal—for he, too, was divinely protected like Ankharet—Zuyuan outlawed his worship. Those who professed loyalty to the betrayer were slain, and Axaluatl, diminished in status and power, was forced into seclusion.

Excited by his success and lusting for more power, Zuyuan led a campaign of persecution against the Naga Council for failing to perceive the sphinx threat. With great support, he dissolved the now-impotent Council and exiled the teotl-nagas who had backed it. Into this void of power, Zuyuan established the Dark Council. Staffed with his chosen cohorts, he rebuilt the struggling Zimalan Empire into a regime of tyranny. Zuyuan insisted that magic and intrigue, not peace and diplomacy, were the tools of survival for their kind. Unwilling to trust anything that was not a naga, they tightened their coils on their human servants until they become little more than slaves and chattel.

As the years passed, the humans grew restless. Rumors reached Zimala that the servitor races of the far east had been freed by the fall of the sphinxes. The once-great Khonsurian Empire was fast fading into mere legend, and elves and dwarves began to rise in great numbers in the Northland regions. It seemed to the wise that the gods now favored beings that walked on two legs. Unable to recover their former might, the nagas grew cynical and jealous. Hearing the stories of freedom, the nagas' human slaves began to chafe against the oppression of their masters.

Realizing that the future belonged to these lesser, more numerous races, the Dark Council decided to breed their own humanoid species in a bid to retain dominance. If humanoids were to inherit Áereth, then the nagas would

control those who ruled them. Inspired by the lizardfolk race but desiring a people of greater power, the nagas sought to create a race in their own serpentine image. Zuyuan supported experiments with human slaves and captured lizardfolk, infusing them with foul sorcery and the blood of reptiles. From these unholy trials came inphidians and tzopiloani, evil human-reptile hybrids. When the nagas began to use their own sorcerous blood in the experiments, they spawned their greatest achievement, and also their ultimate downfall: the drakon.

Possessing the same ambition as humans, the innate magic of nagas, and a sinister lack of fear, the drakon eventually rebelled against their progenitors in a conflict known as the Wrath of Serpents. With the inphidians and tzopiloani on their side, the drakon threw down the Dark Council. In the chaos, the nagas were unable to maintain constriction of their slaves. The humans slipped their bonds and fled toward the northern reaches of the old empire and the wide peninsula known as Xulmec. Some believe it was the exiled teotl-nagas lurking beneath the earth who first broke the humans' shackles to set them free. The Naga Council of old, after all, would never have enslaved their humanoid servants.

Even as they struggled against the nagas, the drakon sought to replace them as slavers of the humans. Assassins were sent against Huamec, the human slave who dared to lead his people to freedom, but they fell at his hand. Locked as they were in the death throes of naga might, the drakon could spare no further attempts against the refugees.

And so the Zimalan Empire was no more, destroyed by its own desperation and insolence. The nagas that survived the Wrath of Serpents withdrew from the politics of the world and hid away in dark places, coiled in hate. Only the teotl-nagas, though few in number, remained seekers of peace. They laired in the tombs of their ancient civilization, lived the virtues of Cynhuara, and guarded the secrets of their once-mighty empire.

THE HOMECOMING

While the Xulmecs sought to establish their own civilization bereft of naga rule, the former servants of the Khonsurian Empire had migrated north into the vast, unspoiled lands whence they had first emerged before sphinx rule. The remnants of long-vanished draconic realms riddled the lands that they settled into. Each race found its own path, contending whenever another's presence threatened.

As the elves wandered, they sensed the familiar presence of Ireth, goddess of verdure and wizardry. Following her voice they settled once again in the forests of Ahnavithyre, for there it was that elves had first awakened in



Áereth. In the Foresthorne, Ireth taught them the deepest secrets of magic and forestry. This tutelage came to the elves as memories long buried, for their time among the sphinxes had suppressed their origins. When they returned to the woods, they met again their wild kin in the deepest groves and their sea-dwelling cousins in Ahna-Vithyre's coast.

Guided by the rhythmic intonations of Daentharr, the earth god of industry, the dwarves climbed back into the mountains. With his mentoring, they resumed their age-old love of mining and crafting amidst their native stone, and steadily the dwarven kingdoms forged strong alliances with one another. The mightiest of these nations was the mountain kingdom of Amonzadd, whose great stone windows looked down upon the vast forests of Ahna-Vithyre.

The savage tribes of humans dispersed among the Northlands, trading eagerly with their neighbors but never making enduring allegiances among their kind as did the dwarves, nor did they settle in large numbers like the elves. Without exception, no race ever exhibited as much diversity in culture as humans. They were vast in number but largely divided, and so their inherent desire for expansion could not include the holdings of the stronger races.

The gnomes had no homeland to return to, for their gem-laden hills in the far northeast had been largely depleted of their mineral wealth and the lands were rife with goblinoids. Never a people to despair of the past, the gnomes settled wherever commerce was good, serving as mediators and tradesmen between towns, cities, nations, and races. Poderon, the earth god of levity, became their patron, and gave them the optimistic worldview that gnomes still enjoy.

The last of the servitor races to leave the Lostlands—and the only to regularly return—were the halflings. Despairing at the malignance their homeland had become, the music of Olidyra, the goddess of travel and exploration, called to them and instilled in them a love for the open road. Gypsies and vagabonds all, the halflings chose a life of constant wandering and could be found in all realms. Traditionally, halflings returned each year to Gadjarria, where they weep at their loss and sing of their freedom.

Explorers of all races began the long journey across the Empyrean Ocean and rediscovered the humans of the Southlands that they had once met when the sphinx and naga empires had been allies centuries before. Culturally, the Xulmecs were considered primitive and the coastlines were riddled with dangerous creatures. The threat of drakon and lizardfolk lurked deeper within the jungles, and few explorers would approach the remote Island of Obsidian, Zimala.

Powerful with magic and crafts reminiscent of the old naga and sphinx empires, the elves and dwarves exerted their influence across the lands. The greatest human wizards apprenticed themselves to the elves of Ahna-Vithyre to refine their art. Master blacksmiths of the human lands studied in the hold of Amonzadd. Gnomes and halflings, for their part, wound their way as peaceably as possible through all racial societies. Whenever the ambitious humans pushed their borders too far, they were swiftly reminded with overwhelming force that their dominions existed only at the behest of elven and dwarven mercy. Goblinoids occasionally emerged from the plains, hills, and mountains, but the concerted effort of local territories inevitably drove them back.

With this influx of magic and artistry, the elves and dwarves grew haughty over the years and made enemies of jealous races—and even each other. Humans continued to study at the foot of their trees and mountains and some sought ways to steal their arts for themselves. Nations began to war with one another even as they fought off the ever-persistent hordes of goblinkind.

THE WAR OF DIVINE RIGHT

Far from civilized lands, a young storm giant named Aeshotal grew restless from the turbulence of Áereth and its bloody conflicts. He set off on a pilgrimage around the Known Realms. Giantkind in its many, scattered tribes had dwelt outside of the march of history, and the troubled Aeshotal sought a place for his people. The storm giant's quest led him to the monasteries and libraries of many kingdoms, yet always his search found no answers.

At last, in the deepest catacombs of a mired temple in the Great Swamp, Aeshotal heard a disembodied voice address him from the shadows. The voice told him to find the Cave of Truth in the Frosteye Mountains, a place labeled on no map nor named in any tome. With nowhere else to turn, Aeshotal journeyed to the Cave and found a great door guarded by a curious sentinel. The strange human tried to convince the giant to turn away, explaining that only death and the ruin of Áereth lay beyond.

In his mind, the mysterious voice whispered to Aeshotal that the smaller races were hiding the truth from his kind, and that the destiny of giantkind lay within. Conflicted and angry, Aeshotal struck at the man with lightning, only to find the energy passing harmlessly through him. When he struck at him with his greatsword, he found that this, too, could not pierce him. Aeshotal simply stepped through the ghostly man, wrenched open the door, and entered the darkness beyond.

Within he found a network of chambers with ancient lore etched into stone walls in thousands of glyphs, bas-



reliefs, and even sculptures. He spent years meditating here, attempting to decipher the glyphs, aided only by his patience—and the mysterious voice. At last he found the answer to his quest: the knowledge that giants, formerly the titans, had been created by the gods *before* the smaller races, and had in fact come before the Dragon Kings themselves. With this knowledge came the conviction that giants were *meant* to reign over all others. Cold, logical madness gave Aeshotal the answer he'd long sought. If the giants united now, as their godless ancestors had failed to upon their creation, they could bring order to the world and rule as they were divinely decreed.

Aeshotal left the chamber and began his campaign to unite the giant tribes. He spoke of prophecies and the divine mandate that giants were sovereign to the smaller races. Highly charismatic and growing in power as he went, Aeshotal was seen as a visionary and messiah, and most giants were easily seduced into joining his dream of righteous conquest. In the frigid reaches of the Northern Wastes, he won over the frost giant jarls. In the fiery mountains of the east and west, he found support with the fire giant kings. The primitive hill giants from the Valley of Xyr Muthal and stone giants from around the Northlands flocked to his banner, though some cloud and storm giants were not as easily swayed. After more than fifty years, he'd established an insurmountable force at his disposal in all corners of the Northlands, the vast majority of giantkind poised at his command.

United as never before—and never since—the giants of the Known Realms laid siege upon the humanoid kingdoms in the War of Divine Right. On many fronts and in terrains advantageous to the giants, they laid low city after city, destroying those who refused to surrender to their authority. For the first time since their service in the Khonsurian Empire, the elves, dwarves, and humans banded together against the collective might of the giants—against which they steadily lost ground. Even gnomes and halflings joined their fellows and fought against the giants with guerilla-style warfare, excelling as they always had against large opponents.

During these years, each side searched for every advantage as battles took place in every part of the civilized world. While the humanoid races struggled to unite, the giants persuaded other monstrous and giantish creatures to join in their war. Ogres and ettins swelled their armies against the elven realms, while trolls and gargoyles emerged from the mountains to assail the dwarf holds. Kapoacincths and scraggs joined the storm giants against the sea elves and coast-dwelling humans. Cloud giants threw their magic against the nations' capitals. Chief among Aeshotal's supporters were the sinister and wealthy Stormbringer family of storm giants and the Stone Wings, an extensive clan of fiendish gargoyles

summoned from the hellish Outer Planes.

As the Northlands were steadily subdued by his persistence, Aeshotal sent storm and fire giants across the sea to conquer the humans of Southlands, whom he regarded as impotent primitives. Even united against the onslaught, the Xulmecs were unprepared for the attack and lost many lives. They called upon Madrah and their god-kings to save them. When death seemed inevitable, it was Huamec, the first Xulmec god-king, who answered. He instructed his priests to build an icon in his image carved in pure obsidian. Constructed of immense size, Huamec possessed the idol and led a counter-attack against the giants. The giants in the Southlands were soundly defeated, but Huamec himself was slain in the endeavor and the monolithic idol itself was cast down.

In the Northlands, the humans of the Abylosian Empire, in an attempt to halt the advance of giants east and south, enlarged a river valley into a gorge of titanic proportions with the concerted efforts of druids, wizards, and countless slaves. Becoming a permanent scar in the land, the barrier worked only too well, funneling the full strength of the giants back toward the elven Foresthome and surrounding lands. The frontiers of civilization were either smashed flat or conquered by the giants, their people enslaved.

Against Aeshotal's hordes, the crafts of the dwarves and the arcana of the elves were sorely tested. Working together now efficiently, the greatest dwarven artisans and elven wizards crafted golems of stone and iron to counter the strength of the giants, while elven sorcerers bargained with genies for elemental conjurations to use against them. These efforts slowed the giants but could never push them back.

The War of Divine Right raged on, with the smaller races continuing to lose ground each year. Aeshotal and his greatest forces eventually surrounded Ahna-Vithyre and Amonzadd in the land of Lirea, enclosing the power bases of both elf and dwarf civilizations within his grip. Once the defenders' lines broke, the giants would swarm into their capitals and lay claim to all of Áereth. The elders of the elves and dwarves formed the Eldritch Coalition, an alliance comprised of archmages, high priests, and generals of both peoples. They came together in desperation, ready to discuss new strategies, contingencies—or even surrender to Aeshotal.

At this time, a cloud giantess named Jathra fought her way through the elf and dwarf fortifications, subduing but not killing every guard who dared to arrest her infiltration. When the slender, white-skinned giant broke into the council chamber of the Eldritch Coalition, the elves and dwarves thought they had come to their end at last and prepared to fight. Instead, Jathra bowed and intro-





duced herself to them, speaking words of peace and pacifism. She had not been sent by Aeshotal, she explained, but represented a faction of giants who opposed the war.

Desperate, the Eldritch Coalition listened to the giant, but some among them doubted her intentions, so full of hate for giants that they were blind to her offers. Jathra presented to them a cache of scrolls she'd recovered from the fabled Vault of the Dragon Kings, relics that harbored magics that she believed could end the war peacefully.

The scrolls contained the arcana needed to construct the Pillars of Expulsion, artifacts that could exert powerful enchantments that could forcefully compel the giants to leave the region and scatter their armies. Originally conceived by the Dragon Kings to mercifully defeat Sunscratch and his followers, the project had been abandoned in favor of the Pool of Dreams. The Pillars had therefore never been created, but the lore to build them lay now in the hands of the Eldritch Coalition. It was Jathra's belief that the giants were never meant to rule; they were meant to dwell in remote places and offer guidance to the smaller races who sought them out. The scrolls offered the means to bring peace to the land again.

The construction of the Pillars—adamantine obelisks carved with complex runes and woven with many spells—would represent the ultimate achievement of the artifice of elves and dwarves. The elves of Parhokk, a city famous for its enchanters, were called upon to imbue the Pillars with the compulsion magic that was their core.

When the obelisks were complete, Jathra explained that the placement of the Pillars of Expulsion was vital, and that they would have to be arranged in a great ring around the land outside the giant encampments. She spoke of sacrifice and honor, and such virtues struck a painful cord within the hearts of the long-lived people of Ahna-Vithyre and Amonzadd.

Once they were built, the greatest elven and dwarven champions carried the obelisks, at great risk, through the enemy lines. Though most of these heroes fell at giant hands, the Pillars were placed without exception in a great ring around the land of Lirea, fully encircling the giant forces. When the time was right, the Eldritch Coalition called upon their gods and their magic and activated the Pillars of Expulsion as Jathra had instructed.

Had the Coalition worked in concert, the plan might have succeeded. But doubt gnawed at the hearts of some, who feared that Jathra was as evil as the rest of her kin and was deceiving them. Some tales say that the surreptitious hand of Zhühn was at work within them, corrupting them as he may have Ankharet the Blessed, Aeshotal, and countless other across the ages. These elf and dwarf dissenters dared to believe that they could alter the magic of the Pillars, to transform their compulsion magic into energies deadly to the giants. They channeled their magic and their hate into the whole, and the Pillars of Expulsion came to life.

Thus polluted, it was not enchantment magic that flared from the obelisks, but another power altogether that rent

apart the elements around them. The fabric of the Material Plane was torn asunder in the immediate vicinity of each obelisk, turning into a churning mass of deadly elements. Much was drawn back into the elemental planes even as portals to the same planes were opened nearby. Fire, lightning, cyclones, and great torrents of water poured through. Tremors shook all the land within the circle of Pillars, and great caverns beneath the earth collapsed.

As a result of this cataclysm, the land known as Lirea slowly sank into the sea as portals to the Elemental Plane of Water spilled onto the landmass. Ocean waters from the Emyrean Ocean flooded inland, spilling over the Foresthome of the elves and the dwarven hold of Amonzadd. The devastation was vast and thorough. Giants, elves, and dwarves—along with numerous other creatures in the crossfire—were swallowed up.

The land sank too fast to save the nations but slowly enough to horrify those looking on from outside the deadly ring. In the end, Aeshotal and the giants had been defeated, but at a cost greater than anyone ever imagined. What once crowned the land in magic and majesty now dwelt at the bottom of a vast bay that would later be named the Lirean Sea. Ruins of the elves' and dwarves' former glory were held now in the dominion of the world's oceans and its denizens.

In time, the elemental portals were closed, and the wild storms were tamed by druids and clerics. Those elves and dwarves that survived the cataclysm were those who'd settled in outlying forests and mountains beyond Lirea. Though many humans had lost their lives in the devastation, there were countless more scattered throughout the land, greater in number than any other. The remaining elves and dwarves could not recover their former might, nor repopulate their own kind as swiftly as humans. Gnomes and halflings, like humans, could be found in all countries and never built their own kingdoms. Sea elves, who once dwelt along the coasts of Ahna-Vithyre, now swam the newly formed Lirean Sea and kept a vigil over the ruin of their homeland, to protect its secrets from treasure hunters.

With the sudden end of the giant-led war and the fall of Lirea, the thinking races of the Known Realms knew that an era had ended. Seasons passed differently now, distant threats seemed more ominous. Great magics had been wrought and cast down upon the mortal world, and devastation could come swiftly. The dwarves and elves formed solid treaties in honor of the Eldritch Coalition, living tributes to their fallen heroes and sovereigns. In the aftermath of the War of Divine Right, it was clear to all who was left standing stronger than all others.

The era of humans had begun.



CHAPTER 2

DEITIES, DEMIGODS, AND INFERNAL POWERS

The races of Áereth pay homage to many powers, beliefs, and divinities. Though the gods themselves are many, only some—arguably the most well known—are described here. The names given are merely the most common. Almost every god has at least a dozen names—some have many more or none at all—which stem from the languages and cultures that revere them.

GMs should feel free to alter the pantheons to suit the needs and themes of their campaigns. Whereas an epic story set in the Southlands might make frequent use of the Xulmec demigods, another campaign set in the Lostlands may never make mention of those endemic gods across the ocean. GMs are certainly invited to include new pantheons of their own or those borrowed from other mythos. This chapter assumes that the Sancturn Pantheon—many of whose members have been gathered from the DCCs—is the primary spiritual authority in the world of Áereth.

Other pantheons could be assigned to other Material Plane worlds, but still count followers from among the people of Áereth. Conversely, the gods of various pantheons could share dominion over this world. Finally, pantheons may be intermingled with the Sancturns, or the names used by the gods can vary to accommodate all gods in one. Variag, for example, may also be the same as the Norse god Ymir. Odin may be another name by which Choranus is known, and Tyr may be the same as Gorhan or Thormyr.

THE TRIAD AND THE GREATER GODS

According to a consensus of belief, above all divinities is the Triad, the eldest of the Greater Gods whose mighty works begat the world. They are Choranus the Seer Father, his consort Ildavir the Giver of Form, and his brother Centivus the Shaper. The children of Choranus and Ildavir are Ireth, Daenthar, Poderon, and Olidyra. At least five other gods of great

power were invited to have a hand in the world's creation. These were Amun Tor, Auzarr, Madrah, Ahriman, and Ormazd, beings of unknown origin.

The arrival and subsequent creations of these beings were an offense to Zhühn, the Dweller in the Void, a creature of such power that he would later be worshipped as a Greater God himself by the nihilistic and the mad. Knowing only nonexistence and timelessness, Zhühn is the antithesis of creation itself.

THE SANCTURN PANTHEON

Áereth has been the battleground for the lofty ideals of the gods since its first dawn. Before the doctrines of Good and Evil began their eternal struggle, the ethics of Law and Chaos sought to dominate the course of the world. Eventually recognizing the need for a balance of the two—and the need for choice—the Triad withdrew its overwhelming influence from the world, and today seldom intercedes in Áereth directly.

Instead it is the Lesser Gods of the Sancturn Pantheon who hold the greatest sway in everyday life. Refugees from their own long-vanished cosmos, the Sancturns now give the mortals of Áereth the capacity to shape their own world. Once led by Ôæ, these gods now answer only to the Triad. Given power over the provinces of Áereth, the Sancturns keep at bay those mortals whose ambitions would threaten to unseat the cosmic order—and indeed, disorder—of the multiverse itself.

DEMIGODS

Though the Greater Gods remain as they are, the powers of the Lesser Gods can wax and wane. As well, some deities have taken mortal creatures as consorts and from such unions demigods have been formed. Other, less understood means exist to create new divinities.

One such source is the lifeblood of the gods themselves. When Áereth was still young, Zhühn sought to sabotage its existence by attacking those who gave it life. The



Great Enemy, in his naïveté, dealt a grievous blow to the body of Ildavir, the Giver of Form. From the wound sprang the goddess Elyr, fully formed. In her wake, Ildavir's injury was healed, and Zhühn had gained a serious new enemy.

Seeing that his aggression only resulted in the bane of new life, Zhühn learned that divine flesh was both malleable and enduring. When the ocean goddess Pelagia gave birth to a son aeons later, the Great Enemy seized the child and wrenched his body in two. Unable to perish so easily, the sundered halves of the newborn god still shriveled under Zhühn's touch and became the twin demigods of Narrimunâth and Nimlurun. Legends tell of other occasions where divine interference has created new divinities, intentionally or otherwise.

Though the slaying of a god is difficult, at best, many have been altogether forgotten or shunned. Meelkor, once the god of humility, was accused of complicity in unforgivable divine crimes by Zhühn centuries ago and was forcefully driven from the cosmos. Sothulth, a demigod of paranoia, represents another such exiled divinity, though he has attempted to return to mortal memory.

OUTER GODS

Referred to collectively as the Outer Gods, these blasphemous beings are believed to exist outside of the known planes. Worshipped on Áereth only by the most aberrant creatures, the insane, or the misguided, they are abominations among gods. Zhühn himself is sometimes affiliated with the Outer Gods insofar that he may have had a hand in their making—or he may be one of them who broke away, a pariah among corruptive gods.

INFERNAL POWERS

Devils and demons do not fit neatly into the scheme of mortals and gods. Ancient beings of evil power, some may have been wrought from the detritus of failed worlds when the Triad first began creation. Others may be older still, creatures possessed of law, chaos, and evil long before such words had meaning. Or perhaps they're

merely the manifestations of the cumulative sins of free-thinking beings. Whatever their origins, the fiends prey upon mortal souls of the Material Plane, finding sustenance from their misery, despair, and every choice sin. They only bring death upon a mortal when doing so also siphons his soul, or when they have been denied it altogether.

A mere sampling of ten archdevils and demon princes are described below, though a great deal many more fiendish lords look upon Áereth with voracious, soul-craving appetites.

A FINAL NOTE

The gods are not the celestial bodies they care for. Ildavir is not the earth, but she is its caretaker. Shul is not the moon, and Pelagia is not the ocean itself. The gods stand apart from their creations and their charges, yet none knows a sculpture as well as the sculptor, none a child as well as its parent.

The GM is encouraged to use the gods to give flavor to his or her campaign, for the clergies of all gods have agendas of their own, for good and ill. The church of Gorhan could serve as the driving force behind a PC cleric, to help guide her and the adventures she accepts. The evil cults of the Hidden Lord could provide a steady stream of antagonists for the PCs. The machinations of the Great Enemy, Zhühn himself, could dwell behind the scenes in a campaign destined to become epic. But GMs should not use any of these too heavy-handedly. Although gods influence the world, they do not themselves move it. That is the job for the heroes.

If the god's alignment in the accompanying table (following page) has a smaller letter in parentheses after it, that means the ethos of the religion often leans in that direction (for example, "g" for Good).

MICTLAN

Mictlan is the Underworld of Xulmec belief. Drawing their culture from the provinces of the former Zimalan Empire, the humans of the Xulmec city-states maintain that upon a man's death, his spirit is drawn into Mictlan, the Land of the Dead, a subterranean landscape.

Northland scholars make the obvious comparison between this spiritual realm and the Underdeep itself, but while many similarities between the two exist, fundamental differences abound. Scholars of the arcane and planar lore surmise that Mictlan is simply the name given to that portion of the Ethereal Plane or the Plane of Shadow that overlaps the upper regions of the Underdeep beneath the nations of the Southlands.



THE TRIAD

Name	Align.	Portfolio	Gender	Domains
Centivus	N	Creation, Artistry, Possibility	m	Creation, Knowledge, Protection, Travel
Choranus	LN	Creation, Destiny, Magic	m	Creation, Knowledge, Magic, Protection, Strength, Travel
Ildavir	N	Creation, Life, Nature, Animals	f	Animal, Creation, Earth, Plant, Protection

GREATER GODS

Ahriman	CE	Death, Disease, Darkness, Suffering	m	Chaos, Death, Destruction, Evil
Amun Tor	N	Mysteries, Riddles	m	Air, Fire, Knowledge, Magic, Weather
Auzarr	N	The Transitive Planes, Teleportation, Psionics	f	Knowledge, Magic, Travel
Daentharr	LG	Earth, Industry, Vows, Trust	m	Earth, Good, Law, Protection
Ireth	CG	Astronomy, Forestry, Wizardry	f	Air, Animal, Earth, Good, Knowledge, Magic
Madrah	N	Earth, Sky	m	Air, Earth, Magic, Travel, Weather
Olidyra	N(g)	Travel, Exploration, Adventure	f	Luck, Plant, Trickery, Travel
Ormazd	LG	Creation, the Sun, Prophecy	m	Creation, Good, Law, Sun
Poderon	NG	Earth, Commerce, Festivity	m	Animal, Earth, Good, Trickery
Zhühn	CE	Deception, Corruption, Falsehood	m	Destruction, Evil, Magic, Trickery

LESSER GODS

Delvyr	NG	Knowledge, Learning, Light	m	Glory, Good, Knowledge, Sun
Denithae	N	Agriculture, Harvest	f	Earth, Plant, Protection
Elyr	CG	Healing, Life, Succor	f	Good, Healing, Liberation, Luck
Fenwar	N	Fire, Lightning, the Hearth	m	Air, Fire, Sun
Gil'Mâridth	CE	Nightmares, Fear, Night Terrors	f	Dream, Evil, Trickery
Gorhan	LG	Valor, War, Chivalry	m	Good, Healing, Strength, War
Hidden Lord	CE	Secrets, Misdirection, Forbidden Lore, Shadows	m	Darkness, Evil, Knowledge, Trickery
Justicia	LG	Justice, Mercy, Defense	f	Good, Healing, Law, Protection
Klazath	LE	War, Subjugation	m	Destruction, Evil, Law, Strength
Lasheeva	NE	Undeath, Murder, Affliction	f	Death, Destruction, Evil
Myna	CN	Chance, Circumstance, Fortune	f	Chaos, Luck, Trickery
Neshti	CG	Thievery, Trickery, Vigilantism	f	Chaos, Good, Luck, Trickery
Ôæ	NG	Dreams, Imagination, Storytelling	m	Dream, Good, Protection
Pelagia	N	Oceans, Seas, Music, Travel	f	Protection, Travel, Water
Rathul	CN	Lies, Dissimulation	m	Chaos, Knowledge, Trickery
Shul	LN	The Moon, Measurement, Tradition, Literacy	m	Air, Knowledge, Law
Soleth	LN	Peaceful Death, Solitude	m	Healing, Law, Protection, Repose
Tororthun	N/CE	Subterranean, Denizens of the Underdeep / Malice, Spiders	f	Drow*, Earth, Poison*, Spider* / Drow*, Evil, Poison*, Spider*
Ulesh	LG	Peace, Pacifism	m	Good, Knowledge, Law, Protection
Valdareth	LN	Time, Longevity, Integrity	m	Law, Magic, Protection
Variag	N	Ice, Winter, War	m	Air, Strength, War, Water
Wyshalar	CN	Survival, Vitality	f	Protection, Travel, Trickery
Xeluth	NE	Violence, War, Strife	m	Destruction, Evil, Strength, War
Yvyn	NE	Conspiracy, Holy War, Rebellion	f	Evil, Trickery, War



DEMIGODS

Ahpuchac	N	Maras, the Underworld	m	Earth, Protection, Repose
Anahuara	NG	Amoya, the Moons	f	Good, Healing, Magic, Repose
Ankharet	NE	Khonsuria, Sphinxes	f	Destruction, Evil, Knowledge, Trickery
Aristemis	NG	Strategy, Diplomacy	f	Good, Knowledge, War
Axaluatl	LE	Zimala, Nagas, Reptiles	m	Evil, Death, Law
Bargúl	LE	Death, Undead, Drow	f	Death, Drow*, Law, Undead*
Bobugbubilz	CE	Evil Amphibians	m	Chaos, Evil, Water
Cadixtat	CE	Chaos	m	Chaos, Destruction
Calchoti	CG	Kaatlan, Rain, Charity	f	Good, Healing, Plant, Water
Chondri	NG	Marine Life, Aggression	m	Good, Strength, Water
Coatlimict	NE	Kaatlan, War, Carnage, Undeath	m	Death, Evil, War
Cynhuara	LG	Zimala, Nagas, Reptiles	f	Good, Healing, Magic
Elas	NE	Marine Life, Ambush	f	Evil, Trickery, Water
Gadraak	CE	Territorialism, Violence	m	Chaos, Evil, Strength, War
Huamext	NG	Xulmec, Protection	m	Earth, Good, Protection
Ilhuicatl	NG	Athua, the Sea	m	Good, Protection, Travel, Water
Ilquot	CN	Cold Waters, Marine Predators, Retribution	m	Protection, War, Water
Kagnar	CE	Savagery, Animality	m	Destruction, Evil, Strength
Lagos	CE	Antagonism, Reptiles, Savagery	m	Chaos, Destruction, Evil, Strength
Malotoch	CE	Scavengers, Ruin, Cannibalism	f	Air, Chaos, Death, Evil
Molgrem	LE	Militarism, War	m	Evil, Destruction, Law, War
Narrimunâth	LE	Disease, Vermin	m	Death, Destruction, Evil
Nimlurun	CE	Filth, Pollution	m	Death, Destruction, Evil
Septych	LE	Avarice, Tyranny	m	Evil, Law, Trickery (current)
Sothulth	CN(e)	Paranoia, Insanity	m	Chaos, Destruction, Knowledge, Trickery
Teleus	LG	Law	m	Good, Law, War
Thalass	N	Terrestrial Waters, Music	m	Animal, Protection, Water
Tlachinozal	LE	Chuzec, Fire	m	Earth, Evil, Fire
Thormyr	LN(g)	Honor, Duty, Protection	m	Healing, Law, Protection, Strength
Traitor	CE	Betrayal, Chaos, Madness	m	Chaos, Healing, Madness, Trickery
Urath	CE	Terror, Voracity	m	Chaos, Destruction, Evil

INFERNAL POWERS

LORDS OF HELL

Amzolol	LE	Deception	m
Bei'thor	LE	Cruelty, Sadism	m
Jezuel	LE	Pain, Torture, Indignity	f
Nethruel	LE	Obsession, Addiction	m
Sestyruas	LE	Envy, Covetousness	m

LORDS OF THE ABYSS

Azi Dahaka	CE	Storms, Waste	m
Izmaledt	CE	Obscenity, Malformation	m
Obitu-que	CE	Domination, Prepotency	m
Qäyaqiq	CE	Curiosity, Desperation, Suicide	?
Tzitzimitl	CE	Destruction, Ruin	f

* Domains introduced in *The Complete Guide to Drow from Goodman Games*.



THE POWERS

AHPUCHAC (THE BLACK JAGUAR)

Demigod, N — The Underworld, Maras

Ahpuchac (*oh-pu-chak*), the Black Jaguar, is the patron god of the Xulmec city-state of Maras and the guardian of Mictlan, the Underworld. He is the bringer of balance, ushering good and evil into death and the afterlife that awaits. It is believed by the people of Xulmec that one's destination is determined as much by the journey through the Underworld as by the life one led. Ahpuchac prowls Mictlan to ensure all are given a fair chance on this momentous quest.

Once the tribal chieftain of Maras and the founder of its city-state, Ahpuchac gained the mantle of godhood when he was lured into the depths by a spiritual jaguar sent by Madrah, the Lord of the Earth and Sky. Fulfilling a spiritual need for the Xulmec people, the Black Jaguar now oversees mortality itself, guarding the Underworld from the sabotage of other divinities.

The domains associated with Ahpuchac are Earth, Protection, and Repose. His favored weapon is the razor glove, and his symbol is the depiction of himself in perfect profile.



AHRIMAN (THE DEATHBRINGER)

Greater god, CE — Death, Disease, Darkness, Suffering

Ahriman, the Fiendish Spirit, the Deathbringer, is the ancient god of darkness and destruction, suffering, and disease—and some believe, one of the authors of evil itself. Like Ormazd, his radiant twin, Ahriman is believed to have spawned from an obscure, if powerful, neutral deity named Zurvan. Ahriman merely watched as the Triad and the other deific powers coalesced the world, studying its creation so he could learn how to destroy it again and remake it in his own nightmarish image.

The Fiendish Spirit has given rise to many infernal beings and darkened the hearts of many mortals. During the Reign of Dragons, he sowed the desire for destruction among the mightiest of dragons to bring about their own civil war. When Ahriman's worship was at its most profound, the desert-dwelling people of Abylos named him Angra Mainyu, the Deathbringer. Although the faith of the Fiendish Spirit has waned, his few remaining followers wait patiently for signs of his return. They cling to the prophesied age when Angra Mainyu slays his twin, the god Ormazd, Lord of Wisdom.

Ahriman is the only god willing to treat with Zhühn openly, forging the occasional alliance with the Great



Enemy for their mutual benefit—although both mighty gods know that should their schemes of destruction break apart the world, they will vie for dominance. While Zhühn seeks the annihilation of existence itself, Ahriman seeks destruction for its own sake, intending to rebuild again under his administration.

When Ahriman is depicted in religious art, he takes the form of a giant-sized demon with a pair of massive black horns and wielding an oversized kukri. The Fiendish Spirit and his hateful clerics weave hidden alliances among many evil factions, sewing destruction from the darkness and hiding from the followers of Ormazd until Ahriman's return, when he will raze the mortal world undisguised.

The domains associated with Ahriman are Chaos, Death, Destruction, and Evil. His favored weapon is the kukri, and his symbol is a demonic visage with two black horns.

AMUN TOR (THE FATHER OF RIDDLES)

Greater god, N — Mystery, Riddles

Amun Tor (*ah-mun-TOR*), the Lord of Mystery, the Father of Riddles, is a mysteriarch among gods, the deity of knowledge, the known and unknown. He is the god once charged by the Triad to oversee the realms now known as the Lostlands. It was Amun Tor who first led the sphinxes to the majesty that was the Khonsurian Empire, and it was Amun Tor who warned his daughter, the immortal Queen Ankharet, from the path that led to its ruin. He watches still over the wind, hills, and deserts of the Lostlands, the unseen lord of every city and desolation.

The Father of Riddles has many followers, mostly among the peoples of the Lostlands, but few real priests

devote their lives to his enigmatic dogma. True worship of Amun Tor is a mystery in itself; an acolyte must study the hieroglyphs of his mazelike temples for many years to discover his doctrines. One of Amun Tor's only known tenets is that true power is worth searching for and is therefore hidden in riddles. The greatest of his temples, usually half-buried in the wilds of the Lostlands, are labyrinthine pyramids hiding divine reliquaries and arcane libraries. Adventurers faced with the prospect of infiltrating one of Amun Tor's temples know that exceptional perils and exceptional rewards lie within.

The Lord of Mysteries is depicted differently in each culture of which he is a part. Some see him as a great androsphinx, while others see him as a tall elf gilded like the noble servants of old Khonsuria. Still others represent him only as an eye-shaped glyph.

The domains associated with Amun Tor are Air, Fire, Knowledge, Magic, and Weather. His favored weapon is the quarterstaff. His symbol varies with each culture but often incorporates an image of an eye.

AMZOLOL

Archdevil, LE — Deception

Amzolol (*ahm-zoe-lol*), the Lord of Deceit, is a cunning archdevil who adheres strictly to the lawful nature of his infernal kind but weaves loopholes into the promises he makes. Mortals who wish to deceive their enemies beseech Amzolol for the



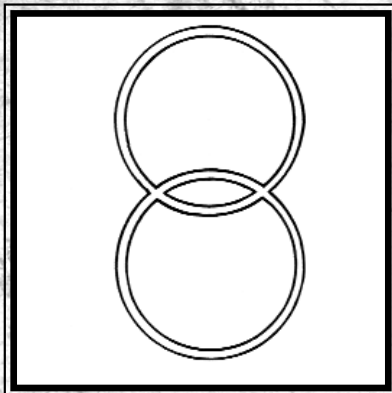
guile to swindle, outwit, or frame their enemies, little realizing that the deepest deception and greatest loss is their own. The Lord of Deceit suspends his trickery for his most promising mortal thralls that they might grow in worldly power to carry out Amzolol's will—though the artful promises of the Lord of Deceit are sure to snare them in the end. Most of his human agents are clerics, roguish bureaucrats, and politicians.

ANAHUARA (THE BLESSING OF NIGHT)

Demigod, NG — Amoya, the Moons

Anahuara (*on-uh-woh-ra*), the Blessing of Night, the Lady Eidolon, the Lucent Guardian, is the patroness of the Xulmec city-state of Amoya and the divine keeper of the Southland moons. To the Xulmec people, where the sun grants the world life only from afar, the moons grant greater vitality the closer they are to the earth. While the Spectral Moon measures time and bestows magic and spiritual balance upon the land, the White Moon keeps the world in physical equilibrium. Anahuara is the guardian of both.

Once the chieftain-founder of the city-state of Amoya, Anahuara now watches over it as a sentinel of life and death and the magic of the Spectral Moon. She is afforded her lunar power by Shul, the Watcher in the Sky, but affinity for the violet-hued Southland moon is hers alone.



Anahuara is depicted as she was in life, a tall woman with very long, unbound hair. The mantle of her godhood is represented in the suit of bone armor she wears, and in her hands she carries a mace that glows with the violet light of the Spectral Moon. She is often shown with a nimbus of the moon behind her. Silver, called the Tears of Anahuara, is a holy material to her faithful and is never used as simple currency among the Amoyas. As the moons wax and wane, priests of Anahuara interpret her will for the lay followers. As with most Amoyas, the followers of Anahuara revere death as much as life itself, seeing both as coterminous states of existence. In the dogma of the Lucent Guardian, undeath has its appropriate time and place. More often than not, the undead are considered subversions of the natural order, but there are times when the animated dead are sanctioned by Anahuara.

The domains associated with Anahuara are Good, Healing, Magic, and Repose. Her favored weapon is the light mace, whose head clerics typically coat with alchemical silver. The symbol of Anahuara is formed of both moons in varying positions, usually one half-eclipsed by the other.

ANKHARET (THE CURSED)

Demigod, NE — Khonsuria, Sphinxes

Ankharet (*on-kar-ret*), the Cursed, the Sphinx Queen, was the demigoddess who once ruled the Khonsurian Empire millennia ago. Once known as Ankharet the Blessed, she was fathered by Amun Tor himself and set upon the throne of the glorious sphinx empire. She ruled for countless years and brought prosperity to her kind, ensuring the Reign of Cats as one of the greatest ages of Áereth's long history.



Yet Ankharet brought her own empire into ruin when she succumbed to corruption and evil. The civil war that came of her crimes resulted in the death of half her kind and drove the survivors into a mysterious exodus. The Sphinx Queen herself was defeated and imprisoned in a massive tomb in the Barren Hills, where she slumbers still under the watch of the androsphinx prophet Khubsheth, and Ankharet's own daughter, Meraph the Golden. According to prophecy, Ankharet will sleep until those destined to slay her arrive—or until the champions of her faith free her to reign again. Within the tomb, Ankharet's power is greatly diminished, but should she escape its mystic confines, she will return to her full glory.

Few sphinxes remain in the Known Realms, and fewer still revere the goddess who brought destruction to their ancient empire. Yet even the sinister dreams of the sleeping Sphinx Queen have inspired humanoid cults devoted to returning her to power. None suspect that the great statue near Prophet's Leap, the mysterious stone sphinx, now hides the Queen's physical body. But it is only a matter of time before her followers find her.

Clerics of Ankharet gather in Lostlands ruins, consorting with evil creatures such as lamia and chimeras. These cultists venerate sphinxes above all, but the magical beasts seldom treat with them, devouring them more often than not. On rare occasions, hieracosphinxes

allow themselves to be bribed by these humanoid minions of their ancient queen, perhaps in the tiny hope of seeing their empire reborn one day. Ankharet herself is depicted as a gynosphinx of transcendent beauty, mighty in stature and graceful of body.

The domains associated with Ankharet are Destruction, Evil, Knowledge, and Trickery. Her favored weapon is the razor glove and her symbol is a fair feminine face, adorned with a Khonsurian headdress and a black crown. Often this symbol is paired with an ansate cross.

ARISTEMIS (THE INSIGHTFUL ONE)

**Demigod, NG — Strategy,
Diplomacy**

Aristemis (uh-riss-teh-miss), the Clear Thinker, the Insightful One, the Arrow of Vision, is the demipower of strategy and intelligent combat. She is the patroness of warriors and generals, and sometimes politicians, traders, and even rogues. Although Aristedis bears the courage of her lieges, Gorhan and Justicia, she also knows the wisdom of choosing her battles, when to walk away from them, and when to use diplomacy in the place of violence. Generals who redirect their armies in bold maneuvers, engage in daring strategies, or even retreat, call upon Aristedis for her insight. Clerics of the Clear Thinker often serve as war

advisors and some multiclass as rangers to serve as military scouts.

Aristemis is portrayed as a woman in robes with piercing eyes, strong features, and short-cropped dark hair. She carries a great bow, but she is seldom shown using it. In religious art, Aristedis is often depicted standing to the right of Gorhan, whispering in his ear.

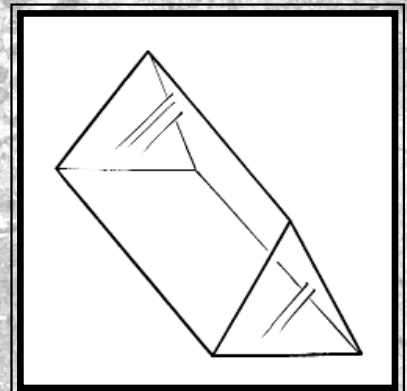
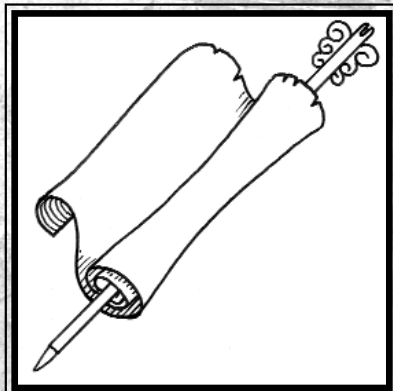
The domains Aristedis is associated with are Good, Knowledge, and War. Her favored weapon is the longbow, and her symbol is an arrow wrapped loosely in a scroll.

AUZARR (KEEPER OF THE NEXUS)

**Greater god, N — The Transitive
Planes, Teleportation, Psionics**

Auzarr (*oh-zar*), Keeper of the Nexus, is the abstruse deity of the Transitive Planes, the conduits between realities, and all supernatural passage. She is the guardian of the fabric of reality and the strands that bind them, maintaining all extra- and nondimensional spaces. Auzarr's mantle of connectivity does not make her church a popular one on Áereth, but even for a Greater God Auzarr is largely apathetic toward mortal worship.

Those who do revere the Keeper of the Nexus understand the need for her work and strive to encourage or limit the magic of spatial relocation. Psionic creatures often pay homage to Auzarr as well, as much of their



power is drawn from astral energies. The Keeper of the Nexus is seldom portrayed in religious art, rendered as a nimbus of radiant energy or a tall, stately woman.

The domains associated with Auzarr are Knowledge, Magic, and Travel. As she has no favored weapon, the few clerics of the Keeper use the unarmed strike in its place. Her symbol is a prism or a silver loom.

AXALUATL (THE SHADOW SERPENT)

Demigod, LE — Zimala, Nagas, Reptiles

Axaluatl (*ah-shal-wah-tuhl*), the Shadow Serpent, is the demi-power fathered by Madrah himself to assist his sister Cynhuara with the rulership of the Zimalan Empire. In an effort to usurp control from the Naga Council, the scheming of Axaluatl helped bring about the empire's eventual fall. In the wake of Zimala's war with the sphinxes of Khonsuria, Axaluatl's own disciples turned against him, withdrawing their devotion and slaying his loyal minions until his divinity became impotent.

Alone in the dark for millennia, the Shadow Serpent has slowly garnered support from small cults of lizard-folk, troglodytes, and even dark and spirit nagas still dwelling in the ruins of Zimala. Determined to rise again, Axaluatl seeks to expand his worship to include humans. Rumors have reached followers of the Shadow

Serpent that the worship of Cynhuara may draw her back from death, a concern that frightens Axaluatl more than any other. He is determined to stamp out such misguided devotion to his dead sister and slay all remaining guardian nagas. The likeness of Axaluatl remains carved in the ancient temples of Zimala, depicting him as a dark naga of tremendous size. Legends suggest that he exists in physical form somewhere beneath the ruins of Teoyotlan.

The domains associated with Axaluatl are Evil, Death, and Law. His favored weapon, employed by those servants who can grip a weapon, is the garrote. The symbol of the Shadow Serpent is his own body twined around a jeweled sceptre.

AZI DAHAKA

Demon prince, CE — Storms, Waste

Azi Dahaka (*oz-ee-da-hah-kah*) is a bestial demon spawned by Ahriman himself, one of many evil divinities unleashed upon the world by the Deathbringer to wreak destruction. Considered the spiritual inspiration of the hydra, Azi Dahaka is not a subtle demon prince, caring nothing for deception or cunning. He lives to destroy and suffers mortal thralls only if they promise to carry out schemes that bring ruin and waste to civilization. Long ago, a physical manifestation of Azi Dahaka was imprisoned within an Árethian desert beneath a dome of enchanted glass. Releasing this multi-headed serpent is only the first step in stirring the bound demon. Like the hydra's head, killing one of Azi Dahaka's physical forms spawns two in its place. Each new body is birthed in the bowels of the Abyss and sets upon one goal: Return to the Material Plane to destroy.

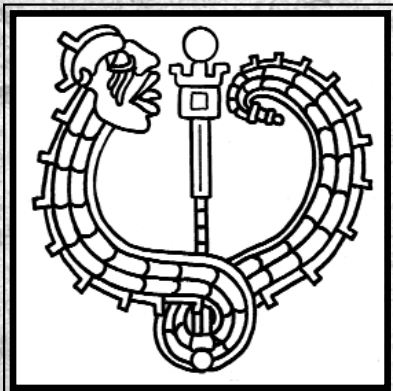
BARGÚL (THE SWORD OF DARKNESS)

Demigod, LE — Death, Undead, Drow

Bargúl (*bar-gool*), the Sword of Darkness, Leader of the Hosts of Thorrin, is the heroine goddess of the drow. When the rebel elves fled from the subjugations of Khonsuria, it was the warrior-maid Bargúl who drove the Kindred Wars to its bloody climax and led her people into the depths of Áreth. Having brought her people so far into the darkness, Bargúl at last found salvation when she heard the call of Tororthun, the estranged goddess of the depths.

Upon her death, the Leader of the Hosts was rewarded with divinity as the necromantic swordmaiden of Tororthun's evil aspect, the Spider Queen—Bargúl brings the only semblance of true law to the otherwise selfish society of her people. Serving now as the drow patroness of death and the undead, the Sword of Darkness is only sparingly worshipped but remains a hero to drow throughout the Underdeep for having freed them from the tyranny of the Overworld.

The clergy of Bargúl are militant warrior-priestesses whose strategy in battle involves animating the dead of their fallen that they may fight anew. Despite this practice—or perhaps to explain it—all drow life is sacred to Bargúl. Her faithful are forbidden to slay other drow in cold blood and



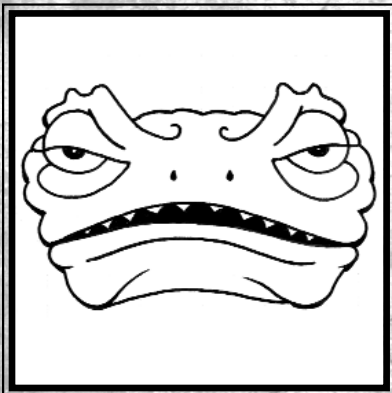
must take care even if forced to fight them fairly. This respect for her own kind is often at odds with the Spider Queen's erratic ways, but Bargúl does not relent on her stance.

The domains associated with Bargúl are Death, Drow, Law, and Undead. Her favored weapon is the long or short sword (clerics must choose one), and her symbol is a skeletal soldier, usually depicted with flowing white hair like her own.

BEI'THOR (CENTURION OF EVIL)

Archdevil, LE — Cruelty, Sadism

Bei'thor (*bay-ih-tour*), an arrogant archdevil styling himself the Centurion of Evil, leads an eternal campaign to corrupt mortals with sins of wanton cruelty. When triumphant armies conquer neighboring lands, it is his influence which leads to needless slaughter, wickedness, and privation. Blackguards of Bei'thor are called the Knights of Darkness, a name as vainglorious as the devil they serve. Bei'thor, once a half-fiend mortal, attained the title of archdevil after centuries of unspeakable deeds. Despite his nefarious reputation, Bei'thor is most famous for his legendary defeat at the hands of Tevron. A powerful hound archon and champion of Justicia, Tevron saved the Northlands with his brilliant stratagems, personally sending Bei'thor in retreat to the depths of Hell.



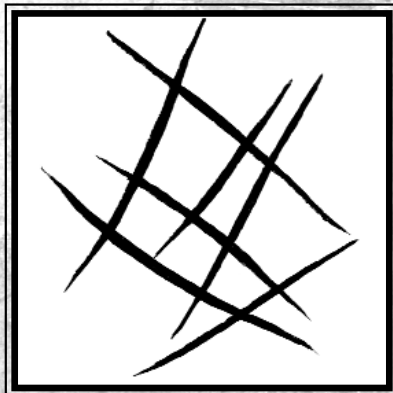
BOBUGBUBILZ (THE TOADFIEND)

Demigod, CE — Evil Amphibians

Bobugbubilz (*bo-bug-bub-ilz*), the Toadfiend God, is the slimy god of evil amphibians, turbid water and slime, and the mephitic of foul places. A chaotic power of mires and malodorous life, Bobugbubilz is content simply to spread his putrid offspring across the planes and let them multiply and sow discord and misery where they will. The Material Plane is, of course, his favorite realm upon which to inflict his foul progeny. The disgust he and his clergy garner among the fairer races serves only to amuse Bobugbubilz.

The Toadfiend bears no relation to Pelagia, but many of his servants dwell within her oceans and seas. He is served primarily by anomalous members of various amphibious races, including locathahs, scraggs, and sahuagin. Human cults spring up now and again in his wake, carrying out deviant rites and spawning new creatures in his name. Appropriately, Bobugbubilz's physical form is believed to be a bloated, toad-like monstrosity of alarming size, his rancid odor preceding his appearance.

The domains associated with Bobugbubilz are Chaos, Evil, and Water. His favored weapon is the whip and his symbol is the leering, malformed head of a toad.



CADIXTAT (THE SEVERED CHAOS)

Demigod, CE — Chaos

Cadixtat (*kah-dix-tat*), the Sundered Master, the Severed Chaos, was once a deific titan and champion to Zhühh's goals of entropy on Áereth. When Teleus the Obedient severed his hand, his Axe of Unmaking and his great power were lost to him. The balance of Law and Chaos was restored when Teleus was withdrawn from the world, allowing the morals of Good and Evil to contend in their place. Seeing Cadixtat's purpose neutralized, Zhühh butchered the rest of his body and cast it in pieces down upon the world. Thus disarrayed, each part of the once-great titan twisted into a slumbering aberration of near-sentience deep beneath the surface. Over the subsequent ages, cults have coalesced to worship these creatures, laboring with profane magic to awaken them. The consciousness of Cadixtat himself is effectively inactive, dispersed and unknowing, but rumors among some circles of the occult claim that uniting his limbs could resurrect the Sundered Master. What agenda Cadixtat would follow or who he would serve, were he to reform, are a matter of pure speculation.

The domains associated with Cadixtat and his aberrant body parts are Chaos and Destruction, though Zhühh himself likely grants any spells from his worship. The favored weapon of Cadixtat is the battle axe and his symbol is simply a mesh of crisscrossing lines in random directions. Children who scribble are often scolded for accidentally evoking the sign of Cadixtat.

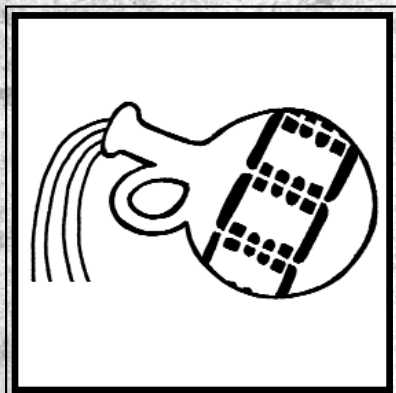
CALCHOTI (THE RAIN QUEEN)

Demigod, CG — Kaatlan, Rain,
Charity

Calchoti (*kal-cho-tee*), the Rain Queen, the Virgin Water, is the magnanimous patroness of the Xulmec city-state of Kaatlan. She is the bringer of rainfall and verdant life, playing a vital role for the crops the Xulmec harvest. The Rain Queen is a deity who teaches that life is sacred and not to be wasted; one must offer friendship and charity to one's neighbors and even one's enemies.

Any day of rainfall is a hallowed day to her clerics, and even violent storms are regarded with wonder and fear of her power. The clergy of Calchoti shares an oddly symbiotic relationship with that of Coatlimictl the Skull-Father that none outside of either faith can understand. While each god will hold greater sway than the other during any given season, the two never war with one another despite their strongly opposed tenets. Calchoti is depicted in temple carvings as a small woman with rain falling from her body.

The domains associated with the Rain Queen are Good, Healing, Plant, and Water. Her favored weapon is the *atlal* and her symbol is a pitcher pouring water.



CENTIVUS (THE SHAPER)

Greater god, N — Creation,
Artistry, Possibility, Conjunction,
Transmutation

Centivus (*sent-ih-vus*) the Shaper, the Great Artist, is the embodiment of imagination and possibility, a deity of Creation as one of the Triad. Lesser known than Choranus and Ildavir, Centivus is a humble god, caring little for mortal worship. He is the incidental patron of all artists and wizards who study the schools of conjunction and transmutation. Though few worship him directly, many offer prayers to the Great Artist when in need of inspiration. Centivus is less adamant in his opposition of Zhühn, but the Shaper, as the ultimate purveyor of creativity and inventiveness, is still anathema to the Great Enemy.

The domains associated with Centivus are Creation, Knowledge, Protection, and Travel. His favored weapon has changed over the years; lately, it is the light crossbow. The symbol of Centivus varies with each culture in which he is revered.



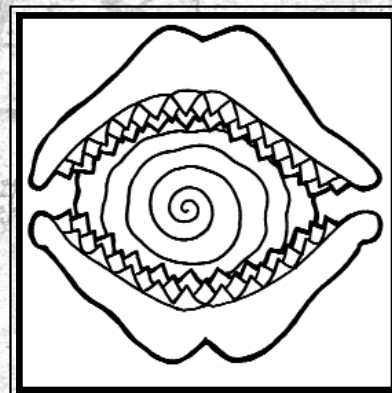
CHONDRI (THE VORACIOUS)

Demigod, NG — Deep-dwelling
Marine Life, Aggression

Chondri (*chon-dree*), the Voracious, Seraph of the Deep, the Sea-Angel of Blood, is the twin of Elas as a god of deep waters. Often considered an aspect of Pelagia, he is in fact merely one of many children of the Coral Queen. He is a patron of the natural animals of the deep sea, most often associated with sharks.

Chondri is depicted as a gigantic shark with a flattened, skate-like head and fitted with a terrifying, serrated snout like that of some monstrous sawfish. Though his form strikes horror into the hearts of all who see him, the respectful have nothing to fear of this goodly deity.

The domains associated with Chondri are Good, Strength, and Water. The favored symbol of the Sea-Angel is the trident and his symbol is the open jaws of a shark.



CHORANUS (THE SEER FATHER)

**Greater god, LN — Creation,
Destiny, Magic**

Choranus (*kor-uh-niss*), the Seer Father, is arguably the most powerful being known to Aereth. Most races and cultures in the Known Realms speak of a god that first created the world, and most point to a power like him. He watches Aereth remotely, concerned with its future perhaps more than its past, delegating present concerns to his children and the lesser gods.

Though his worshippers are few, Choranus is often invoked by prophets, seers, and wizards for his divine omniscience, and by all those who seek the knowledge that one's own destiny imparts. Followers of Choranus maintain that every spell or psionic power that glimpses the future—be it mere seconds or long years—must meet approval with the Seer Father. He alone, they believe, can perceive the enormity of the future and decides what portents to divulge to the mortal world. In a thousand cultures Choranus is given a thousand names and a thousand representations. As a member of the Triad, he is the consort of Ildavir and the elder brother of Centivus. Choranus is the chief enemy of Zhühn, whose empty Void the Seer Father invaded with his very presence.

The domains associated with

Choranus are Creation, Knowledge, Magic, Protection, Strength, and Travel. He has no favored weapon. The symbol of Choranus varies with each culture in which he is revered.

COATLIMICT (THE SKULL-FATHER)

**Demigod, NE — Kaatlan, War,
Carnage, Undeath**

Coatlimict (*ko-ah-li-mikt*), the Serpent-Haired, Skull-Father, Prince of the Summer Harvest, and the Reaper of Men, is the Xulmec god of carnage and undeath. Once a mighty king of Kaatlan, Coatlimict was a favored disciple of Calhoti who turned from the peace and altruism of her faith. The final years of his tyranny ran red with the blood of his enemies. After Coatlimict was slain, his many pacts with the Lords of Hell earned him a tenuous position as a demigod. The god of bloodshed and undeath, the Skull-Father is the patron of warriors, necromancers, and blackguards.

Despite his fall into evil, the clergy of the Skull-Father bears an enigmatic state of peace with the priesthood of the Rain Queen, allowing both faiths to coexist within Kaatlan. Coatlimict is usually depicted as a giant, overly muscled human with a fleshless head and living serpents for hair, wearing a cloak of feathers and bearing his favored weapon. Clerics of the Skull-Father are frightening to behold, as they often wear the flayed skins of their victims and adorn their

temples with the animated, severed heads of their enemies mounted upon pikes.

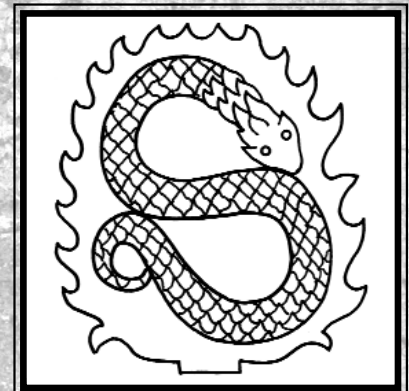
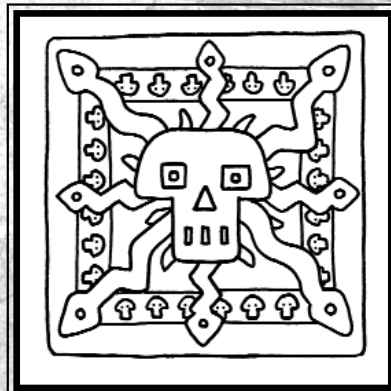
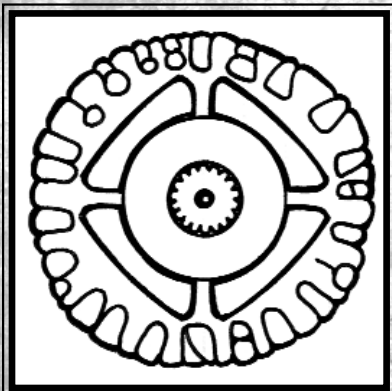
The domains associated with Coatlimict are Death, Evil, and War. His favored weapon is the two-handed *macuahuitl* and his symbol is a stylized skull from which serpents slither like the rays of the sun.

CYNHUARA (THE RADIANT SERPENT)

**Demigod, LG — Zimala,
Nagas, Reptiles**

Cynhuara (*sin-wahr-uh*), the Radiant Serpent, was a demi-goddess sired by Madrah to rule the Zimalan Empire. When she came of age, she created the Naga Council, a democratic assembly that gave greater voice to her subjects. With the Radiant Serpent at its head, the Council begat an age of peaceful expansion and magical progress. The peace came to a terrible end when Cyhara's brother, Axaluatl, betrayed her and the Council, bringing war from the Khonsurian Empire that decimated the population. In the attack, Cynhuara herself was slain by Meraph, the half-dragon daughter of Queen Ankharet.

Yet divinity is not so easily extinguished. Cynhuara has lain in the slumber of death for millennia, but the rumor of prophecy has begun to circulate among the guardian nagas who live today and a handful of devoted cults of the Radiant Serpent.



Asserting that the goddess can be returned from death, the disciples of Cynhuara have come to understand that only one person, a young human female, can avail this prophecy: Itlanexca, the adolescent queen of Teotcoatlán. Herself only a young acolyte of the Radiant Serpent, the queen is unaware of her destiny and of the enemies who would see her dead to prevent it.

Clerics who worship the slumbering goddess have their spells granted by Madrah himself—until the goddess's rebirth. The domains associated with the Radiant Serpent are Good, Healing, and Magic. Her favored weapon, for those of her followers who can grasp one, is the flail. Her symbol is a serpent surrounded by a halo of flame.

DAENTHAR (THE HALLOWED FORGE)

Greater god, LG — Earth, Industry, Vows, Trust

Daentharr (*dane-thar*), the Hallowed Forge, the Mountainlord, is the earth god of industry, blacksmithing, and oaths. He is the patron of miners and all who draw from the rock to shape tools of defense and war. Dwarves were hewn in the image of Daentharr, and it is indeed the Hallowed Forge that most of the Bearded Folk venerate. Yet other races pay their respects to him as well, particularly mountaineers, blacksmiths, and those who work with their hands. The Mountainlord, a stern god of unwa-



vering law, is well known for his promised word; when an oath is made by him or his clerics, one can be assured the oath will be fulfilled. Though seldom are curses made in his name, vows of love, justice, and revenge are common.

Daentharr is one of the Greater Gods, and the most serious-minded of his siblings. He is an earth god like Poderon, but he is dour by comparison, lacking the levity of his younger brother. Gaining the friendship of Daentharr is a promise of security, for the Mountainlord defends his own. Daentharr is widely acknowledged but his clergy is small; clerics of the Hallowed Forge are found mostly within stony temples deep within mountain holds. In ceremony, they are clad in full battle armor that varies with each temple, but the everyday vestments of the Mountainlord's clergy resemble well-tailored workman's attire that is uniform across the Known Realms. When the likeness of Daentharr is carved in religious art, he always appears as a stout human or tall dwarf, either standing over a forge or arrayed in heavy battle armor.

The domains associated with the Mountainlord are Earth, Good, Law, and Protection. His favored weapon is the warhammer, while the symbol of Daentharr is a forging hammer set against a cracked mountain.

DELVYR (THE LUMINOUS)

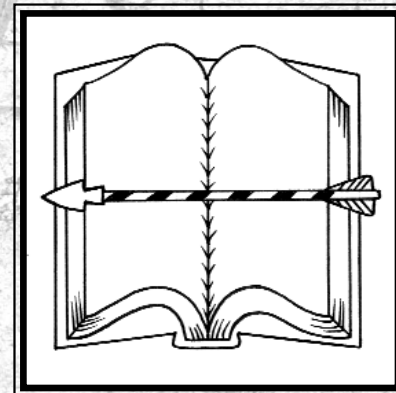
Lesser god, NG — Knowledge, Learning, Light

Delvyr (*del-veer*), the Luminous, the Revealing Light, the Hallowed Docent, is the deity of education, knowledge, and radiance. He is the patron god of scholars, librarians, educators, and warriors who fight for the preservation of truth. Learned bards and chroniclers revere Delvyr above others, for he strives to reveal all secrets and unmask the guises of

evil and all those who would bury knowledge. He is also the god of sunlight and exposure, the purveyor of open truth and unclouded opinion. Clerics and paladins who serve Delvyr are chief opponents of the undead, bringing purifying sunlight to bear against them. Monks, bards, and scholars devoted to the Revealing Light often spend long hours in research, although Delvyr does not seek to hold up his followers in dusty libraries forever. The search for knowledge is an active one; the Church of Delvyr often funds expeditions to recover lost lore, forgotten mythos, records from fallen civilizations, or even magics buried by the ages.

In religious renderings, Delvyr is always shown dwelling in places of lore, such as libraries, archaeological digs, and council chambers. Within these environments, he is shown in four stages of life: a child, a youth, a middle-aged man, and an elder to depict one's need to learn throughout one's life. Delvyr is a known enemy to the Hidden Lord, whose shadows he intends to illuminate, whose secrets he aims to reveal. Though a deity of undisputable good, Delvyr believes in truth for truth's sake; even harmful or blasphemous lore is best brought to light and carefully guarded, rather than left hidden for the unwary to find.

The domains associated with Delvyr are Glory, Good, Knowledge, and Sun. His favored weapon is the shortbow and his symbol is an arrow lying upon an open book.



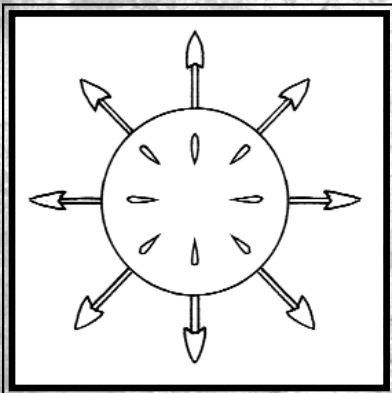
ELAS (THE LURKER)

**Demigod, NE — Deep-dwelling
Marine Life, Ambush**

Elas (*ee-loss*), the Lurker, She-Devil of the Deep, is a wicked and capricious terror of the ocean floor. Ever at war with her brother Chondri the Voracious, together they rule over the deep seas and its most fearsome creatures.

Elas is a deity of extreme cunning and a mistress of ambush. She is depicted as a colossal manta ray with the head and notorious jaws of a massive moray eel. When Elas takes physical form within Áereth's ocean, she is a true monster of the deep. While her dorsal side is perfectly camouflaged against the seabed, her ventral is an otherworldly wash of prismatic effulgence. Those who look upon it are irresistibly drawn into her waiting jaws of death. Her numerous tails are long, barbed, and poisonous. She spends most of her time resting on the ocean floor, laying in wait for prey deserving of her interest. Clerics of the Lurker are primarily sahuagin and locathahs.

The domains associated with Elas are Evil, Trickery, and Water. The favored weapon of Elas is the trident and her symbol is a manta ray or a sand dollar rimmed with spear points.



ELYR (THE HEALING TOUCH)

**Lesser god, CG — Healing, Life,
Succor**

Elyr (*el-eer*), the Healing Touch, the Maiden of Life, the Binder of Wounds, the Sustainer, is the goddess of continued life, the purging of sickness, and the binding of all hurts. She is the patroness of those who give aid to others, be they homedwelling healers or warriors who brave enemy territory to rescue captives. Born immaculate from the blood of Ildavir, Elyr takes her mother's devotion to life to a zealous extreme, believing that life should be sustained at all costs and is worth any risk.

Elyr's well-meaning, uncompromising dogma is often at odds with the tenets of So leth, which state that there is a time for merciful death. Clerics of the Healing Touch are a blessing to the wounded and those in peril, but often a bane to the dying who prefer the release of death. Elyr does not enjoy suffering, but her drive to stave off death outweighs the need to relieve pain. Accordingly, the Maiden of Life abhors the undead, and her clerics often join the faithful of Delvyr in their crusades to destroy them. Elyr wages great opposition to the machinations of Zhühn, for she adores creation and the restoration of life in all its forms. The Maiden of Life is usually depicted as a radiant young woman in simple robes, tending the sick and



wounded. No matter what armor or vestments they wear, clerics of Elyr are recognizable by their very long, well-groomed hair, vowing never to cut it once they join the clergy, as a symbol of long and enduring life.

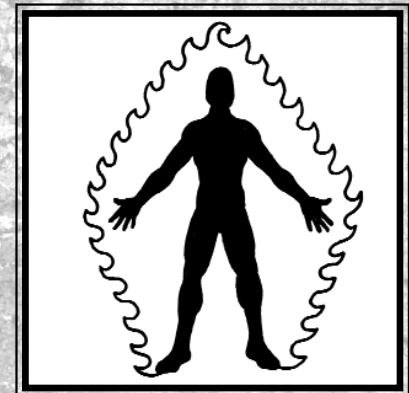
The domains associated with Elyr are Good, Healing, Liberation, and Luck. Her favored weapon is the sling. The symbol of the Maiden of Life is a radiant hand, sometimes shown clasping or touching the palm of a withered hand.

FENWAR (THE FIRELORD)

**Lesser god, N — Fire,
Lightning, the Hearth**

Fenwar (*fen-wahr*), the Firelord, the Blazing King, is the god of forest fires, lightning storms, hot springs, and the kinetic energies of nature wherever they manifest—volcanoes, auroras, fireflies. He is the patron of creatures inured to fire or lightning, but also of simple people who rely upon the fires of the hearth to keep their homes warm. As a god in service to Ildavir, Fenwar maintains the balance of nature with his phenomena of heat and flame.

Known for his temper, Fenwar does not tolerate those who abuse his dominion. Clerics and druids of the Firelord never cause forest fires, but they do permit them to run their course as part of Áereth's cycle of life. They do investigate such holocausts, however, if they have reason



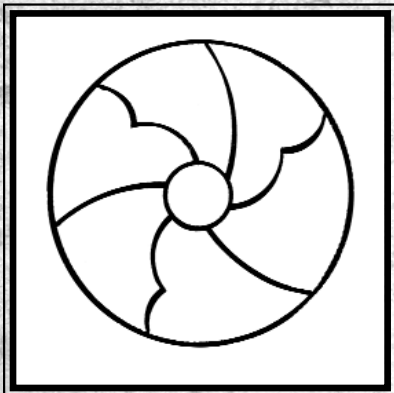
to suspect mortal instigation. Temples of Fenwar, though uncommon, are great lodges of stone with windows open to the sky. Altars, resembling massive hearths, are usually guarded by fire, magma, or steam mephits. Holy days are observed during lightning storms, when Fenwar is the most active.

The domains associated with Fenwar are Air, Fire, and Sun. His favored weapon is the halberd, and his symbol is a man-shaped figure wreathed in flame or electricity.

GIL'MÂRIDTH (THE TORMENT)

**Lesser god, CE — Nightmares,
Fear, Night Terrors**

Gil'Mâridth (*gil-mahr-idth*), the Torment, the Great Hag, the Dread of Night, formerly a being of unmatched evil and power in the Sancturn Pantheon's homeworld, refused to be lowered beneath Áereth's greater gods. Instead, she escaped into the Dream held aloft by Ôæ where she reigns rivaled only by Ôæ himself and, like him, exists almost without body or awareness beyond that imagined realm. Out of sight to most dreamers, Gil'Mâridth and her cult of shanghaied dreamers wage a tireless battle with Ôæ and his faithful in an effort to reclaim the Dream and shape it to her liking, just as she has since before the dawn of Áereth. The Great Hag's dominion within the Dream is a realm of unimagined horror, and she will not



relent until every dream has been made part of her nightmare.

With the near-consummate power of Ôæ, however, Gil'Mâridth's aim is not an easy one. Yet the march of fear and misery in the waking world disquiets dreamers' dreams, inviting the Torment's terrifying intrusion. Unbelieved if not unknown by most mortals, the war she wages threatens very real repercussions for every dreamer in the waking world should she achieve her frightening designs. For the Cult of Mâridth, the enormity of potential misery brought on from such troubles as plagues and wars—and especially the Northlands' Scourge—gives them hope.

The unquiet clerics of the Torment are recruited by senior priests of the faith who enter their nightmares and drive them to the edge of sanity until they come to understand the creeds of Gil'Mâridth. These disturbed believers live anonymously and work diligently to poison the waking lives of dreamers with terror they should carry with them in their sleep. Most of them function independently, haunting individuals according to instructions received in their own tortured dreams, but elite sects of the Cult of Mâridth exist, often in coordination with other evil faiths. The spread of mental anguish—and hence, troubled dreams—fuels the Torment's power within the Dream. The Dread of Night is the antithesis of hope and safety, fulfilling a dreamer's worst imagined horror. By default, she is depicted as a night hag, a creature commonly connected to her faith.

The domains associated with Gil'Mâridth are Dream, Evil, and Trickery. She is no purveyor of death, preferring the sedation and unconsciousness of her enemies to ensure their arrival in her dominion. For this reason, clerics of the Torment employ poisons such as oil of taggit and blue whinnis. When

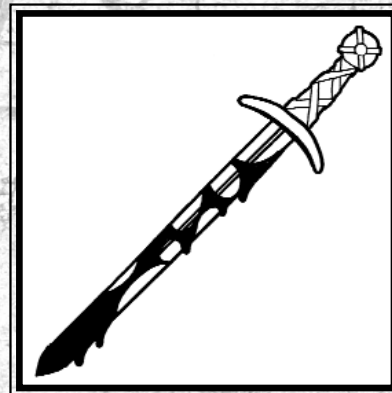
forced into combat, they wield the sap, Gil'Mâridth's favored weapon. Her symbol is a dark spiral or vortex reflecting the reoccurring image central to her priests' nightmares.

GORHAN (THE HELMED VENGEANCE)

**Lesser god, LG — Valor,
War, Chivalry**

Gorhan (*gor-han*), the Helmed Vengeance, the Brave One, He Who Fights First, is the deity of assertive combat and valorous accomplishments. He is the patron god of those who fight with courage against the lawless and corrupt. Nonhumans often favor Gorhan in their darkest hour, but usually know him by a different name. Most of the Brave One's faithful are paladins and cavaliers, and even elves have founded knightly orders in his name. His fervor against evil often outweighs his reason, and his followers evince the same trait.

Gorhan is always depicted as a slender knight in luminous, golden armor, a radiant longsword and shield in hand. The visor of his helm always hides his face, revealing him as neither human nor elven in countenance. Gorhan is the husband of Justicia and embodies the emphatic force that carries out her righteous decrees. When forgiveness or reprieve are no longer options for the guilty, the Helmed Vengeance becomes the executioner. Clerics of Gorhan respect valor above all, and



those who've proven their courage against the face of true evil earn the right to wear armor emblazoned with their deity's sacred symbol. Though they wear standard vestments within their temples, clerics and paladins of the Brave One favor the anonymity of visored helmets on the battlefield.

The domains Gorhan is associated with are Good, Healing, Strength, and War. His favored weapon is the longsword, and his symbol is such a sword stained with black blood. Those temples that honor both Gorhan and his wife merge their symbols together as one.

HIDDEN LORD

Lesser god, CE — Secrets, Misdirection, Forbidden Lore, Shadows

The Hidden Lord, the Cloaked One, the Keeper of Forbidden Lore, or He of Many Names is a deity of the shadows, an unseen master of dark places and darker secrets. Those mortals who seek heretical writings and buried truths inevitably find themselves coveting the power of the Hidden Lord—whether they know it or not. The Cloaked One is one of the few gods who do not openly preach their tenets, for his ways are by their very nature concealed. His clergy, the Hidden Path, is a well-organized secret society that carries out its evil agenda through clandestine means, feigning the worship of other gods and communicating to each other with complex codes. In every land he is known with a different name—such as Nuurifar, Crypticus, or Salderast—and whenever one of these names become fairly established, his clergy renames him.

The Hidden Lord is never portrayed in any form; any depiction of him is intended to mislead. Some affiliate the Hidden Lord with Zhühn due to his secret agendas, but this is inaccurate; the Hidden Lord seeks power, while Zhühn seeks to remove all

power. There is no common appearance among his faithful. If there is a means to identify a cleric of the Hidden Lord, they do not share it outside their own. Any priest who turns from the Hidden Path is marked for death.

The domains associated with the Cloaked One are Darkness, Evil, Knowledge, and Trickery. His symbol, very rarely seen, is a black cowl concealing a wispy visage and a pair of glowing eyes. A cleric of the Hidden Lord can use the holy symbol of any neutral or evil deity to channel their spells. The Hidden Lord's favored weapon is a wavy-bladed dagger.

HUAMEXT (THE RESTORED)

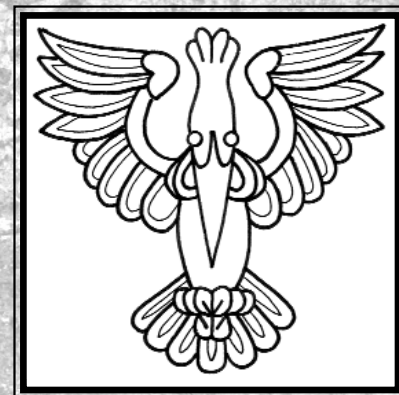
Demigod, NG — Xulmec, Protection

Huamext (*woh-mesht*), the Guardian and Preserver, is the reincarnation of the hero-turned-god Huamec the Deliverer. Once a chieftain of his people, Huamec first led the human slaves to freedom from the naga empire of Zimala. After establishing them in the Xulmec peninsula, Huamec ascended into divinity, only to sacrifice his immortal life to save his people in the War of Divine Right. Centuries later, Huamec emerged again, revived by one of his descendants, a priestess named Ixtique. Having achieved divinity herself with the sole purpose of resurrecting her ancestor and god, her spirit fused with his and a new aspect of both exists in the form of Huamext. Huamext is the god of vigilance for all of Xulmec, a deity keeping surveillance on the lands and its people.

Huamext is often considered the eldest human son of Madrah, for he gives of himself more than any of Madrah's progeny. Although he is worshipped primarily in Teotcoatlan, Huamec is a legend and hero to all

tribes of Xulmec, and shrines to Huamext exist in every city so the people can pay him their respect. In his temples, the Guardian is depicted as he was in life, a bear of a man wielding a massive warclub and sometimes wearing armor made from the scales of a dragon; at his side is always a young girl, representing the spirit of Ixtique who gave Huamec renewed life. Nevertheless, both are worshipped as Huamext, a single deity. Priests of the Guardian and Preserver are open-minded, willing to form allegiances with foreigners but never willing to risk the security of all Xulmec. Huamext and his clergy disapprove of the infighting that often exists between the city-states, a state of attrition they cannot foil. It was priests of Huamec who were first taught the rites to create living idols (see Chapter 3), and for this reason every temple to Huamext is guarded by one of the idols.

The domains associated with Huamext are Earth, Good, and Protection. His favored weapon is the greatclub and his symbol is a quetzal-feathered phoenix.



ILDAVIR (THE GIVER OF FORM)

Greater god, N — Creation, Life, Nature, Animals

Ildavir (*il-duh-veer*), the Giver of Form, the Mother of Essence, is often overlooked but is no less powerful than the others of the Triad. It was Ildavir who first gave corporeal form to the creatures of Áereth, setting them into the cyclic arrays of nature and granting them the ability to procreate. As a goddess of Creation, Ildavir stands aloof from the world, seeing that it moves as intended only on a global scale. Even so, some choose to worship her directly. Clerics and druids of the Old Faith, as it is called, know the Mother of Essence to be the foremost god of nature itself, the origin of all earthly life. They place great value in physical creatures, objects, and places. Simultaneously materialistic and humble, Ildirians preach the value of the world and its workings and strive always to protect nature and its children. Farmers, agriculturists, and even hunters regularly offer tribute to the Giver of Form.

When depicted, Ildavir is envisioned as a winged dryad or sylph and bearing the antlers of a caribou or gazelle. She stands always apart from the world, and yet in contact with it, providing nourishment. She is the consort of Choranus and the mother of Ireth, Daentharr, Poderon, and Olidyra. The goddess Elyr is her youngest progeny, who sprang fully

formed from a wound dealt her by Zhühn, her foremost enemy. The gods who despoil nature, such as Malotoch, Nimlurun, and Narrimunâth, are often the objects of her anger.

The domains associated with the Mother of Essence are Animal, Creation, Earth, Plant, and Protection. Her favored weapon is the scythe and her symbol is a leaf, frond, or tree.

ILHUICATL (LORD OF THE REEF)

Demigod, NG — Athua, the Sea

Ilhuicatl (*il-hwee-kotl*), Lord of the Reef, is the patron god of the Xulmec city-state of Athua, given divine status by Madrah and fostered by the ocean goddess Pelagia. To the Athuans, he is the personification of the sea itself, though even they recognize the existence of Pelagia as the motherly, oceanic goddess above him. Ilhuicatl is the protector of all goodly, marine-dwelling creatures, including merfolk and tritons.

Ilhuicatl is depicted as a noble triton with the Southland features of a Xulmec human. According to legend, as a mortal man he fell in love with a mermaid who beckoned him into the sea, where he joined with the spirit of Pelagia herself. Porpoises and dolphins are sacred animals in the faith of the Lord of the Reef, and human clerics of Ilhuicatl maintain strong contact with the clerics of

merfolk and tritons who also revere him.

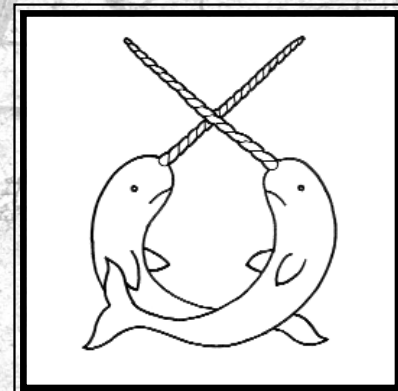
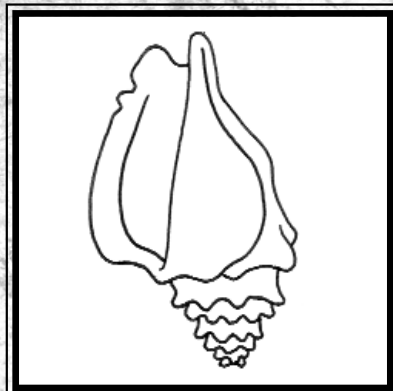
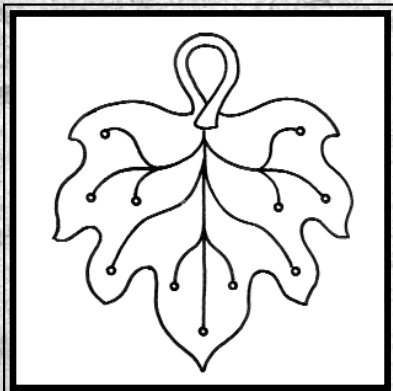
The domains associated with Ilhuicatl are Good, Protection, Travel, and Water. His favored weapon is the spear, and his symbol is a conch.

ILQUOT (THE BELL IN THE DEEP)

Demigod, CN — Cold Waters of the North, Marine Predators, Retribution

Ilquot (*il-quot*), the Bell in the Deep, the Bellowing Bray of Night, is the fierce and jealous protector of the frigid northern oceans. He is the patron not only of those living upon the northern coasts but also the predators that keep their fragile ecosystems healthy. Ilquot is, in fact, their top predator, a rare and unseen hunter letting no beast take more than its fair share.

Like his brothers and sisters, Ilquot watches over a realm bequeathed to him by his mother Pelagia. Among them, his reputation is the dourest, yet his spirit is as ferocious within the seas' krakens and orcas as it is gentle with its puffins' chicks. The savage clerics of Ilquot must live a life as wild and brutal as his favored children, the creatures of the icy waters, though their numbers are few and dwindling. Without the presence of Ilquot's clerics as wardens of the cold northern seas, local priests have had to take special care not to



infringe upon this gelid divinity's simple yet easily disregarded tenets. When a larger number of mortals are disrespectful of the sea, Ilquot is quick to bring retribution upon them, inciting his faithful to war. The Bell in the Deep is usually depicted as an intimidating humanoid with the head of some great animal of the arctic seas, typically a walrus, polar bear, or octopus.

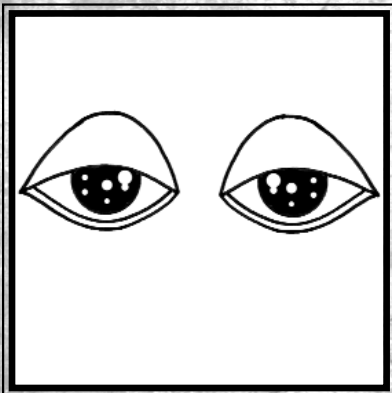
The domains associated with Ilquot are Protection, War, and Water. The favored weapon of Ilquot is the harpoon, interchangeable with the javelin. His symbol is a pair of crossed narwhal tusks, often frozen in ice.

IRETH (THE STARMISTRESS)

Greater god, CG — Astronomy, Forestry, Wizardry

Ireth (*eer-ith*), the Starmistress, the Stargazer, the Verdant Mantle, is the goddess of the night sky, woodlands, and magic. She is the patroness of astronomers, navigators, and woodsmen who respect the balance of nature. Ireth is the primary deity worshipped by the elves of Áereth. The elven race was fashioned in her image, reflecting her virtues, love of knowledge and art, and fascination with magic. Though possessed of a disciplined mind, Ireth is nevertheless whimsical, a trait bestowed upon the elves at their creation.

Eschewing formal temples, the



Stargazer's places of worship take many forms, from *hallowed* forest glades open to the sky to stargazing observatories and sky-lit libraries. Elves, studious wizards, and those who look beyond Áereth itself into the stars themselves all pay their respects to the Starmistress. She is a mystic deity who embodies both worldliness and the unearthly mysteries of existence itself.

Ireth is the eldest child of Choranus and Ildavir. When she is rendered in religious art, Ireth appears as a slender wizard in modest, voluminous robes with long, flowing tresses. She is often shown with a spellbook in hand and a sheathed sword at her hip—or else wielding the sword with the book under one arm. She is typically depicted as elven, half-elven, or human.

The domains associated with Ireth are Air, Animal, Earth, Good, Knowledge, and Magic. Her favored weapon is the longsword and her symbol is a pair of eyes with star-flecked pupils.

IZMALEDT (THE LORD OF MANY FORMS)

Demon prince, CE — Obscenities, Malformation

Izmaledt (*iz-muh-let*), the Lord of Many Forms, is the demon prince of physical blasphemies, the purveyor of putrid flesh, and the hybridization of unnatural horrors. Those who find the loathsome worship of Nimlurun too systematic for their tastes often find themselves thralls to Izmaledt, for the Lord of Many Forms offers obscenity without reason. Usually stricken with contagions themselves, cultists of Izmaledt are typically found in the company of the fouler creatures of Áereth, such as otyughs, gibbering mouters, or oozes. Wizards in the service of the Lord of Many Forms experiment with the flesh of their enemies, stitching and rearranging limbs from one creature

to another, and a liberal use of transmutation magic is a common pastime for such depraved souls.

JEZUEL

Archdevil, LE — Pain, Torture, Indignity

Jezuel (*jez-oooh-el*), a sadistic she-devil who calls herself the Queen of Tribulation, seeks always to bring physical and mental anguish to mortals. She alleviates the suffering of her worshippers while they live, only to bring it a hundredfold upon them when their souls are in her grasp. To earn her protection, the depraved cultists of Jezuel must inflict agonies upon others, but her demand for torment does not end with physical pain. Indignity and shame are her favorite afflictions to work upon the mortal mind, and for this reason she spends a great deal of her effort spreading misery like a plague. The father who cannot feed his starving children, the soldier whose terror leads him to abandon his comrades when they are in need, the midwife who fails to save the newborn child—these Jezuel names her greatest triumphs.

JUSTICIA (THE HELMLESS VIGIL)

Lesser god, LG — Justice, Mercy, Defense

Justicia (*jus-ti-shuh*), the Highest Magistress, the Restoring Flame, the Helmless Vigil, is the goddess of mercy, justice, and defensive combat. As the patroness of judges, lawmen, and knights, she oversees justice in all its forms, be it in a court of law or the field of battle. As the patroness of guardians and the beneficent, Justicia seeks to remedy all hurts and redeem all evil. Those who admit their crimes can find forgiveness with the Restoring Flame, but when evil fails to repent, she burns with a purifying fire. Though she



favors the moral virtues of good, Justicia usually remains impartial to the laws of the land in which she is revered.

Justicia is the wife of Gorhan—she is the voice of reason behind his unwavering valor. She is depicted as a statuesque knight in silver armor. In one hand, she holds the scales of justice, and in the other, a gilded longsword. Long dark hair spills from her head. She never wears a helm, preferring to look into the eyes of those she judges. When armored, clerics and paladins of the Highest Magistress shun the use of visors, preferring open-faced helms as they march into battle.

The domains associated with Justicia are Good, Healing, Law, and Protection. Her favored weapon is a longsword. Her symbol, a shield bearing radiant eyes with a longsword held against its face, is often merged with that of her husband's in joint worship.

KLAZATH (THE CRIMSON BANNER)

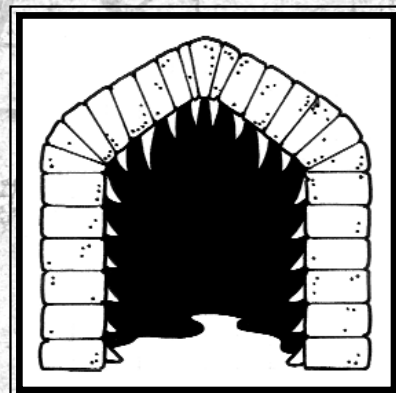
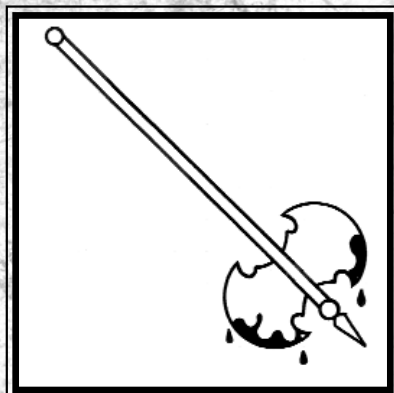
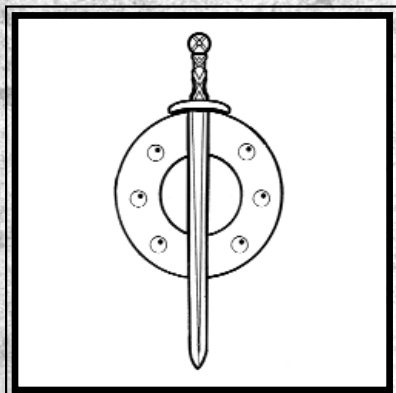
Lesser god, LE — War, Subjugation

Klazath (*klah-zuth*), the Crimson Banner, the Rain of Death, is the god of glory through violence, conflict, and war for its own sake. He is the patron of conquerors, tyrants, and martial governments, as well as individual soldiers who believe that the honor of battle itself outweighs all

consequences. Followers of Klazath consider peace an enervating state, a stagnation that weakens all parties. The dogma of the Crimson Banner demands the necessity of war, citing nature—the design of Ildavir herself—as a model for unending violence. The weak, Klazath teaches, must be slain so they do not consume the resources needed for the strong. Barring that, they must be subjugated to serve the interests of the conquerors. Klazath is not a popular god in many lands, but generals and kings often rally in the name of the Crimson Banner to justify their means. Be it true piety or lip service, the clerics of Klazath welcome all bloodshed in his name.

A god of needless war, Klazath is the current consort of Yvyn, the Righteous Slaughter. He is also a prime enemy of Justicia and Gorhan, whom he enjoys luring onto the battlefield. Klazath is depicted as a warrior in black plate armor, half spattered with blood, wearing an elaborate plumed or horned helm. In his mailed fists, he carries a great war axe. The war priests of the Crimson Banner smear their own blood on their armor before a battle, signifying their willingness to bleed for their faith.

The domains associated with the Rain of Death are Destruction, Evil, Law, and Strength. His symbol is a bloodstained, double-headed axe of black metal. Accordingly, the battleaxe is his favored weapon.



LAGOS (THE SCALY GOD)

Demigod, CE — Antagonism, Reptiles, Savagery

Lagos (*loh-gos*), the Scaly God, the Scaled One, is the demigod of reptilian creatures and subterranean caves, violence, and battles for supremacy. The hostility Lagos exhibits is fierce but brief, and this trait is common even among those he lords over. At the core, he is indolent and selfish, offering his favor only in passing and very little else. It is believed that he will personally devour those who displease him, and Lagos is not known for his patience. He is given to fits of rage and lustful indulgences.

Lagos is portrayed as a tremendous wide-mouthed reptile with a long tongue, razor claws, and a thick, club-like tail. His green-blue, scaly hide is scarred and peeling, and he is always depicted in acts of aggression. His servants, appropriately, are mostly troglodytes, kobolds, or evil-minded lizardfolk. Cave-dwelling humans have been known to worship Lagos as well, primitive barbarians as violent as the reptiles the Scaly God represents. Spiritual leaders of such tribes who serve Lagos are usually shamans and adepts, offering regular blood sacrifices at crude shrines.

The domains associated with Lagos are Chaos, Destruction, Evil, and Strength. Most of his followers

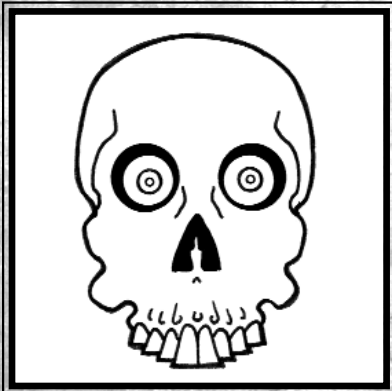
would rather use teeth and claws in combat; when forced to wield a weapon, the morningstar is the god's favored choice. The symbol of the Scaly God is a stony archway lined with reptilian teeth.

LASHEEVA (LADY DISSOLUTION)

Lesser god, NE — Undeath, Murder, Affliction

Lasheeva (lah-shee-vuh), Lady Dissolution, the Cold Seductress, the Black Desecration, the Daughter of Nightmares, is the goddess of undeath and the termination of natural life. When mortals first felt the cold grip of death upon them, it was Lasheeva who offered an attractive, if macabre, alternative. Granting choice creatures her chilling touch, the goddess personally introduced the curse of undeath to Áereth. Lasheeva is the unequivocal warden of the Negative Energy Plane and thereby gives new, "blessed" life to the dead. With this defiance of the gods' despotic mandate of mortality, she seduces countless souls into her dark fold.

Priests of opposing faiths theorize that Lasheeva was Áereth's first and most powerful lich who ascended to divinity with the support of a cabal of evil gods, but clerics of Lasheeva know that it was Lady Dissolution herself—an ancient princess of the Sancturn Pantheon—who bestowed the mantle of lichdom upon willing mortals and personally crafted the



first phylacteries that sustain her greatest protégés. Even the most impious of intelligent undead acknowledge Lasheeva as the goddess of their own unliving existence, but many revere her outright. The largest temples of the Lady Dissolution, subterranean crypts desecrated in her name, are guarded by mummies and lichs of the foulest sort. High priests and priestesses are, in fact, required to choose the path of either undead form at an hour appointed by Lasheeva herself. Her shrines are infamously rife with ghouls, zombies, and skeletons.

Lasheeva is the daughter of Gil'Mâridth and the immortal enemy of Soleth. Her followers are Áereth's quintessential purveyors of undeath, hoping to spread negative energy across the world like a plague. Lay followers of Lasheeva are almost always dabblers of necromancy and often find themselves targeted by paladins. Even the all-hating followers of Zhühnn oppose her faithful, for undeath cheats the Great Enemy of the obliteration he craves for all life.

The domains associated with the Black Desecration are Death, Destruction, and Evil. Her favored weapon is the falchion and her symbol is a black, jawless skull set with open, living eyes.

MADRAH (LORD OF THE EARTH AND SKY)

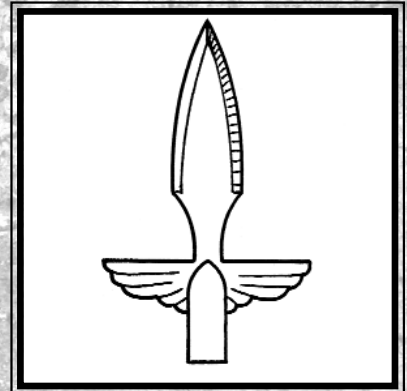
Greater god, N — Earth, Sky

Madrah (*moh-druh*), the Lord of the Earth and Sky, Heart-of-Sky, the Mighty Eye, is a greater god of terrestrial life and aerial forces. Though his dominion technically reaches across all Áereth, he was charged by the Triad to oversee the continent and islands that make up the Southlands. Accordingly, he is seen by most natives of that land as the overlord of all gods. The Mighty Eye fathered the demigods Cynhuara and Axaluatl, the immortal rulers of the

long-faded Zimalan Empire, and granted divine ascension to the gods of Xulmec. Madrah is powerful but equivocal, his incarnations as numerous as the cultures that worship him. While the humans of Xulmec believe he is the savior of all existence—the only being capable of keeping the Sun from burning the world to ash—the drakon of Ssorlang believe he is a great lord of reptiles preparing the world for serpent rule. Such varying aspects, tenets, and origins of the Lord of the Earth and Sky can be found carved in temple walls throughout the Southlands in the form of simple glyphs and vast, intricate mosaics. Though nearly every thinking creature in the Southlands pays some form of homage to him, few worship Madrah directly, instead worshipping the many spirits, demigods, and divine progenies who serve him.

Those few clerics who venerate Madrah directly, many of whom are druids, are as inscrutable as their god, often found wandering the breadth of the Southlands on an unceasing pilgrimage, like caretakers of his dominion. The faithful of Madrah can be found in many forms: in city streets, garbed in rags and muttering ancient incantations backwards, braving the isles of Dujamar in the raiment of dragonhide armor, or counseling the drakon Emperor in silken robes. Northland theologians are never certain what to make of this elder god, his esoteric ways, or his oracular priests.

The domains Madrah is associated



with are Air, Earth, Magic, Travel, and Weather. His favored weapon is the shortspear. The symbol of the Lord of the Earth and Sky varies with every culture in which he is revered.

MALOTOCH (THE CROW GOD)

**Demigod, CE — Scavengers,
Ruin, Cannibalism**

Malotoch (*mal-uh-tock*), the Carrion Crow God, the Mother of Ruin, the Mistress Defiler, the Crow Witch, is the patron goddess of scavengers, cannibals, and all those who practice unclean rites. She is the demonic mistress of the living and undead who feast upon carrion or otherwise benefit from the loss of mortal life. Like poisonous mushrooms that thrive on decay, so Malotoch thrives on the ruin of life. Living monsters such as hags, harpies, and rooks (see *DCC #5: Aerie of the Crow God*) pay homage to her, as do cannibalistic undead such as ghouls and ghosts. Where great battles end and the glorious fallen lie, there Malotoch and her foul children are drawn.

The Crow Witch is always depicted with the curvaceous body of a woman and the head and legs of a monstrous crow. Clerics of Malotoch frequently keep the company of zombies and ghouls and adorn their armor with the bones of carrion birds or their latest victims. Among the profane rites performed by Malotoch's cults are the corruption

of birds of prey into anathemas of nature, and evils of this sort often draws the ire of druids. Unsurprisingly, Malotoch is despised by most gods, although she garners a grudging respect from Nimlurun and Narrimunâth. The clerics of all three gods work in concert to achieve loftier, fouler plots than any of their clerics could alone.

The domains Malotoch is associated with are Air, Chaos, Death, and Evil. Her favorite weapon is the short sword. Cultists who serve Malotoch and nearly all undead raised in her name have a bloodstone imbedded in place of their left eyes. The bloodstone, often surrounded by cracked bones, is one of her symbols; the other is a crow perched atop a skull.

MYNA (THE MAID OF FORTUNE)

**Lesser god, CN — Chance,
Circumstance, Fortune**

Myna (*my-nuh*), Fortune Herself, the Lady of Weal, is the goddess that many turn to when prayers to the other gods have gone unanswered. For some mortals, Myna's name hangs upon their lips every day, ever coveting a change in fortune. As the divine embodiment of fortune itself, Myna is an elusive deity whose intercession is often unwelcome to lawful deities of the Sancturn Pantheon. She tips the scale on small and large affairs, offering good fortune to the underdog or withdrawing her favor from the advantageous or those pre-

disposed to victory. She is whimsy incarnate, and none can discern the patterns of, or requirements for, her favor. The immortal power that controls the dice, Fortune Herself makes plays at both good and evil, law and chaos, and the only certainty in her dogma is the need for perpetual change.

Once, Myna's faith was known to few outside of an exclusive cult of the serendipitous and the secretive, but gradually her capricious dogma resolved into theism. Clerics of the Lady of Weal, most multiclassed as rogues or bards, are seen as smaller versions of the goddess herself, frustrating and fickle yet bearing good fortune. Their blessings, however, are always welcome, and for this reason her church has grown wealthy from the tiny donations of countless peasants and considerable contributions from nobles rich with coin. When Myna is depicted in religious art, she is seen as a flighty young woman, dancing or casting dice.

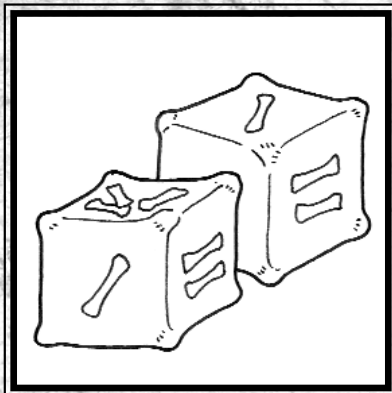
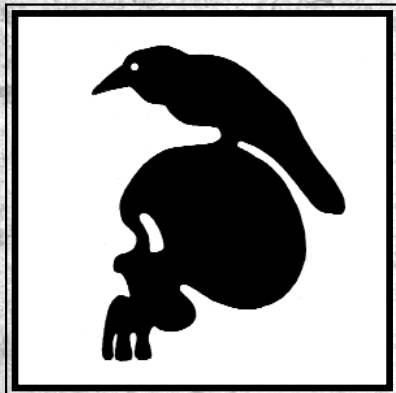
The domains associated with the Lady of Weal are Chaos, Luck, and Trickery. Her favored weapon is the dart, and her symbol is a stylized bullseye or a pair of dice made of bone.

NARRIMUNÂTH (THE LORD OF DISEASE)

Demigod, LE — Disease, Vermin

Narrimunâth (*nar-ih-moon-ahth*), the Rat God, the Lord of Disease, the Venerable, is the twin brother of Nimlurun and a demigod twisted to evil by the hand of Zhühn. He is the god of plagues and debilitating illness, the patron deity of wererats, those who would spread sickness, and other forms of vermin.

Narrimunâth is half of the god born of Pelagia, intended to be a god of purity. Zhühn's sabotage of the birth resulted in the sundering of the newborn deity, resulting in the twin gods



of sickness and filth. Narrimunâth gets along well with Nimlurun as well as can be expected between evil gods, and together they often scheme with Malotoch the Crow God. The Lord of Disease is always depicted as a half-man, half-rat abomination with a naked rat's tail, razor claws, and glowing red eyes.

The domains Narrimunâth is associated with are Death, Destruction, and Evil. His favorite weapon is the sap, and his symbol is a mangy, dead, or undead rat.

NETHRUEL

Archdevil, LE — Obsession, Addiction

Nethruel (*neth-roo-el*), the Fervent Lord, is a canny archdevil who feeds the sins of obsession among the mortal world. He is the devil of extremes, of ceaseless, unhealthy devotion. The veteran who looks for absolution in a bottle, the maiden who quits the company of her true friends in pursuit of a disreputable paramour, the wizard who neglects his family to focus on his magic—all these may have come under the influence of Nethruel. Cultists of the Fervent Lord, themselves victims of the demon prince, seek to afflict others with addictions and the debilitating reliance on objects, other people, or even ideas.



NESHTI (THE STEALTHMAIDEN)

Lesser god, CG — Thievery, Trickery, Vigilantism

Neshti (*nesh-tee*), the Veiled Thief, the Stealthmaiden, the Lady of Shadows, is the goddess of thievery, malfeasance, and most pursuits on the wrong side of the law. She is the patroness of rogues, vigilantes, and peasant heroes, all those willing to stand against tyranny and cruelty. Many crimes are committed in her name, but the Stealthmaiden is only willing to grant her blessings on those who do so for the right reasons. A thief who steals bread to feed his children, a bard who swindles a cruel city official, and a sorceress who charms a miserly noble into granting a bit of his fortune as alms to the poor may all offer a prayer to Neshti—in the hope that she will veil their crimes so they will live to commit more. The Lady of Shadows offers no apologies, and will use any means necessary to see the greater good done, possessing no misgivings about stabbing her enemies in the back. Neshti and most of her faithful do not care for fair fights, as evil seldom does either. Although averse to murder, she is willing to deal violence upon her enemies and if death is the consequence of villainy, so be it.

The Stealthmaiden's underhanded dogma is controversial among other goodly deities. In religious art, she is depicted as a hooded adolescent girl



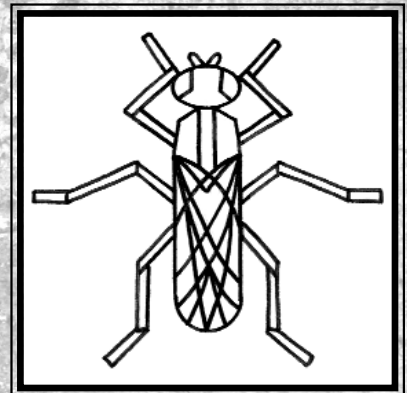
with raven-black hair, and is sometimes seen hiding from Justicia and Gorhan. Neshti does not care for temples and open worship, so her faithful usually gather in guildhalls or in small, nondescript shrines out of plain sight. There is no uniform appearance among her faithful; the black-clad, rooftop-dwelling burglar, the well-armed adventuring wizard, and the nondescript neighborhood cobbler could all be followers of the Lady of Shadows. Many of Neshti's clerics multiclass as rogues.

The domains associated with Neshti are Chaos, Good, Luck, and Trickery, and her favored weapon is the punching dagger. Neshti's symbol, more often seen tattooed in out-of-sight places than rendered on religious architecture, is a depiction of a blindfolded female face.

NIMLURUN (THE LORD OF FILTH)

Demigod, CE — Filth, Pollution

Nimlurun (*nim-luh-roon*), the Lord of Filth, the Holy Defiler, the Unclean One, was corrupted along with his brother Narrimunâth by Zhühh to bring further decay to the world. He is the god of refuse, putrescence, and all things unclean. Only the sick-minded and destitute pay deliberate homage to Nimlurun, but people who seek purity often speak the Lord of Filth's name in an attempt to placate him and avoid his attentions. His clerics seek to foul the skies of the world, pollute its waters,



and despoil the earth. As such, they often inspire the anger of druids and the gods of the earth.

Nimlurun is the twin of Narrimunâth, born of Pelagia and intended to be a god of purity. Zhühn's interference in the god's birth resulted in the making of two demigods of disease and despoilment. Nimlurun works often with his brother, and together they are known to treat with Malotoch, whom they reluctantly regard as an equal. Like his brother, Nimlurun is depicted as a half-man, half-rat beast, though his mangy fur is always coated in slime.

The domains he is associated with are Death, Evil, and Destruction. His favorite weapon is the light mace, and his symbol is an insect, usually a dung fly.

Ôæ (THE DREAMER)

Lesser god, NG — Dreams, Imagination, Storytelling

Ôæ (*aw-uh*), the Dreamer, is the god of mortal dreams and imagination, the patron of wistful lovers, the downtrodden, and all who long for a better place than the waking world offers. Once the caretaker of the Sancturns before they arrived in primeval Áereth, the Dreamer forwent the gifts of the Triad to persist only within his memory: the Dream, that perpetual afterimage of their lost home.

Because of Ôæ's all-consuming preoccupation with sustaining the



THE DREAM

When the Sancturn Pantheon fled the ruin of their homeworld (see *Chapter 1*), a small impression of this transcendental place was preserved within the mind of their caretaker, Ôæ. Though this quality was not physically compatible with Áereth, its boundless wonderment was eagerly welcomed by the Triad as a blessing upon their creation. Ever since, the gift of dreaming has been bestowed upon all thinking beings—mortals and gods alike—as a nocturnal, fantastical playground. This is Ôæ's Dream.

Spatially limitless, the Dream is a world of pure imagination with its designs owing as much to Ôæ's memory of their home as it does to the sleeping fantasies of every dreamer since the dawn of Áereth. With each dreamer's dream, a slight aspect of this realm is upturned and reshaped in ways that may defy any waking sense of logic. But as extravagant as a mere dream may be, the changes to the Dream itself are mostly fleeting and rarely significant by themselves. But the sheer number of ever-churning dreams upon the dreamscape, each leaving their impressions, means Ôæ's Dream is a plane in constant flux.

The regular immersions into the Dream that each dreamer experiences are often forgotten (at least on a conscious level), and awareness of one's dreams as existing within the Dream is rare. Even the knowledge in the waking world that one's dreams take place within Ôæ's Dream is of little consequence once asleep. But for the followers of Ôæ, Gil'Mâridth, and other entities focused on the Dream, it is a world as real and potentially dangerous as any other.

Unbeknownst to most dreamers, the Dream at large is not the paradise it ought to be. A great war wages between the Knights of Ôæ and the crazed votaries of Gil'Mâridth who would transform the Dream into an infinite dreamscape of horrific insanity. Being Ôæ's Dream, he will always have the upper hand, for the hearts of good dreamers have long overcome fear and despair. However, Gil'Mâridth's influence cannot be overstated. Her domain within the Dream is vast and now situated at its very heart. By all accounts, it is an enormous black swirl of frantic nightmare. No dreamers—not even her most horrific mortal minions—have ever safely ventured deep within her realm. It is from this unspeakable stronghold that the Great Hag commands her agents of terror: the Cult of Mâridth, diverse denizens of both the Dream and the waking world, and if the rumors are true, more than one of Áereth's shadowy gods secretly bows to the Dread of Night as their queen.

Despite the horrors associated with Gil'Mâridth, her power does not dominate the Dream. For the most part, the Dream is a realm of benign wonders and mind-boggling scenarios with perils rarely in plain sight. Great dreamers and native entities alike can be found roaming its ever-shifting vistas. Races and civilizations unheard of on Áereth carry on in war and in peace in distant realms even the oldest of its dreamers may never see. Meanwhile, Ôæ's guide lucid dreamers through their master's imagined terrain where the dreams of dogs, gods, and children revel and reel, touting and trumpeting their splendors into the Dreamer's living memory of home.



Dream, he is a god without body or awareness outside of the Dream itself. But within, he is an immensely powerful being, watching over his select flock of devotees and the dreams of all creatures alike. In the waking world, Ôæ's clergy rarely congregate or hold any formal shrines, and they wear no special vestments. They are characteristically imaginative daydreamers who have come into the faith after being approached by Ôæ himself in their sleep. Ôæns typically lead simple lives as artists and storytellers, encouraging children to hone their imaginations and jaded adults to reclaim their restless dreams of youth. In this, they hope to foster avid dreamers for Ôæ to bring into his fold. Clerics of Ôæ occasionally multiclass as bards, and many find that adventuring fuels their imaginations and enriches their dreams. Ôæns dedicate themselves to opposing the misdeeds of Gil'Mâridth and her clergy, a war that is waged only partially in the waking world. Within the Dream, these Knights of Ôæ assemble in imagined temples within holy cities of utterly fantastic design. There they work to protect and maintain this slice of their patron's—in fact, all of the Sanctum Pantheon's—ancient home.

The Dreamer is usually portrayed as a handsome, robed archmage or hierophant with his eyes closed. As the caretaker of the memory of their home, most gods of the Sanctum Pantheon look upon Ôæ fondly, but the Dreamer wages eternal war with Gil'Mâridth.

The domains Ôæ is associated with are Dream, Good, and Protection. His favored weapon is the sling, and his symbol is a closed eye set against a cloud, often with some fantastic dreamscape etched within. While priests of Ôæ must prepare their spells like any other cleric, their meditative state is much more of a vivid daydream.

OBITU-QUE

Demon prince, CE — Domination, Prepotency

Obitu-que (*oh-bih-too-kay*), Lord of the Five, is a demon prince who dreams of rulership and dominance over every living thing in existence. Though this vague desire is not uncommon among demons, the sheer focus and belief to which Obitu-que adheres is extraordinary. A lord of fire, slavery, and destruction, Obitu-que was once a mere balor among many, commanding demonic armies against the devils of Hell. After centuries spilling the ichor of the lawful fiends and his own kind, he carved for himself the Abyssal principality. Experimenting with loathsome magics, he mutated his own body and looked with new eyes—all five of them—upon the Material Plane with conquest in mind. Obitu-que met with brief success, personally razing and sacrificing whole villages, but his body was slain by the last of a line of noble human barbarians.

Yet centuries later, the spirit of the Lord of the Five lingers still, causing blight where his body remains. The demon prince is patient, and finds a great spiritual hold over like-minded mortals with dreams of predominance and tyranny. Nothing satisfies Obitu-que more than the feeling of domination, the subversion of his victims' wills.

OLIDYRA (THE DAUNTLESS)

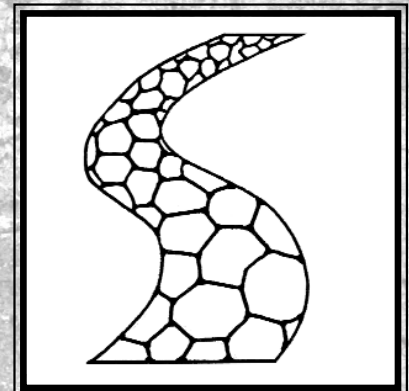
Greater god, N — Travel, Exploration, Adventure

Olidyra (*oh-lih-deer-uh*), the Dauntless, Lady Pathfinder, the Wanderess, is the goddess of exploration, adventure, and discovery. She is the patroness of wayfarers, vagabonds, fortune-hunters, and all those willing to make risks or venture into the unknown. Olidyra is

worshipped primarily by halflings, the race whose creation she inspired, but all travelers and most adventurers know a brief prayer or two that entreats Lady Pathfinder for safe journeys.

The faithful of this wayward, roguish deity believe that Olidyra often breaks the mandates of the Triad, choosing to wander Aereeth in mortal form simply to subvert its law and explore the ever-changing world. Such headstrong desire and naked curiosity are seen most often in halflings, who carry small shrines to the Wanderess in their wagons. Permanent temples to Lady Pathfinder are exceptionally rare, though the remnants of hastily built tributes of rock and wood are often found along well-beaten paths. Olidyra gets on well with most other gods, except those who seek to harm or imprison others. She is considered the only deity who “understands” the wiles of Myna, and is always quick to share a joke with her brother Poderon. Accordingly, clerics of Olidyra are on especially friendly terms with the faithful of these gods. When the Wanderess is depicted in religious art—typically painted in bright colors on the sides of wagons—she appears as a female halfling, human, or half-elf, with either a walking stick or a bow in hand.

The domains associated with Lady Pathfinder are Luck, Plant, Trickery, and Travel. Her favored weapon is the shortbow and her symbol is a winding or forked road.



ORMAZD (THE CHANGELESS)

Greater god, LG — Creation, the Sun, Prophecy

Ormazd (*or-mahzd*), the Changeless, the Lord of Wisdom, is the creation god of sunlight, a mysterious deity of great power seldom heard in the current age. If Choranus is the god of destiny, then Ormazd is the god of the prophecies it engenders. Like Ahriman, his dark twin, Ormazd is believed to have spawned from a neutral deity named Zurvan, of which very little is known. Commonly associated with angelic beings, Ormazd is said to have sponsored a celestial host that once temporarily purged the world of evil when Ahriman's faith was at its greatest. Ormazd's skills of creation were paramount in the formation of Áereth, but his many battles against his brother have reduced his power over the ages and diminished his worship in the mortal realms.

When Ormazd's worship was at its peak, the desert-dwelling people of Abylos named him Ahura Mazda, the Lord of Wisdom. Such civilizations, believing him to be the sole creator of the world, are buried now in the desert sands. Yet in recent years, small clerics of Ormazd have sprung up in the Northlands, sometimes affiliated with the church of Delvyr and theologians of the Triad.

When Ormazd is depicted in religious art, he resembles a winged bull

with the face of a bearded man and the blaze of the sun behind him. Ormazd and his prophetic clerics work always to oppose the designs of Ahriman, vigilant for traces of the evil god's influence. Priests of Ormazd inspire renewed interest in Áereth's distant past and the unknown, eastern lands.

The domains associated with Ormazd are Creation, Good, Law, and Sun. His favored weapon is the kukri and his symbol is a blazing sun.

PELAGIA (OF THE SINGING SEA)

Lesser god, N — Oceans, Seas, Music, Travel

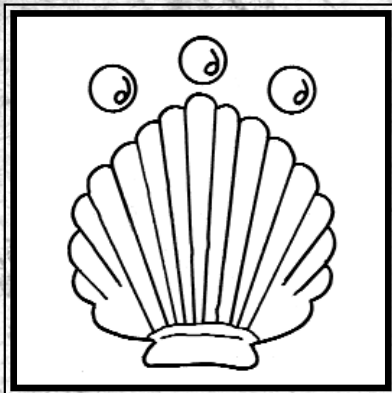
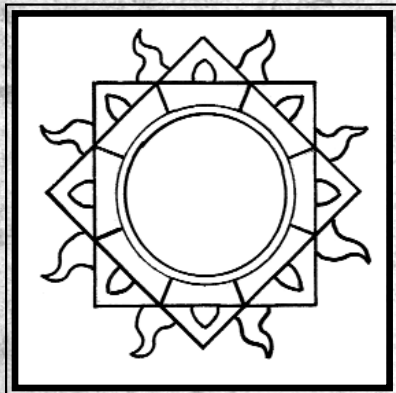
Pelagia (*pehl-ah-gee-uh*) of the Singing Sea, the Coral Queen, the Fish of Argent, the Maiden Voyager, is the goddess of the seas and oceans of Áereth, music in all its forms, and travel. She is the patroness of bards, fishermen, and folk who ply the sea for their livelihood. Though she can be as capricious as nature itself, Pelagia favors those who respect the waters of Áereth and the creatures within them. Whales are especially sacred animals in her faith, and their song is always considered a good omen. While many evil creatures make a home in the depths, Pelagia respects their right to dwell there, in keeping with the balance of nature and the morals of Áereth. The faithful of the Coral Queen never seek to destroy such wicked creatures but

are permitted to defend themselves when necessary.

With the whole of the world's waters her dominion, Pelagia has delegated the aegis of each oceanic region to one of her many children. Most of them are demigods; Chandri, Elas, Iquot, and Thalass number among the many. Pelagia names Zhühn her greatest enemy, for when she gave birth to a son, the Great Enemy tore him asunder and spawned the twin gods Narrimunâth and Nimlurun. Deities of filth and disease, her corrupted children often try to spoil the waters of Pelagia's dominion. Consequently, clerics of the Coral Queen seek to destroy every cult and shrine to the destitute demigods.

Pelagia's island-temples are scattered across the seas of Áereth, and most of her clerics live upon coastlines or aboard ships. Nearly every sailor offers a prayer to the Coral Queen when setting out to sea, whether it's a quick jaunt up the coastline or a voyage across the Empyrean. Rare shells and pearls are highly valued by clerics of Pelagia and make excellent religious donations. Particularly religious captains drop such natural baubles into the sea at the midpoint of their journeys. Music also plays a large role in the Pelagian faith. Clerics of the Coral Queen may sing sonorous anthems with the morning tide, while a devoted sailor sings a common sea shanty hymn during his nightwatch. The Maiden Voyager is usually depicted as a fair-haired mermaid adorned with coral jewelry, though in some lands she appears as a selkie with raven tresses.

The domains associated with Pelagia are Protection, Travel, and Water. Her favored weapon is the rapier and her symbol is a sea shell of any kind, usually a conch or cockleshell.



PODERON (THE DEEP DELVER)

**Greater god, NG — Earth,
Commerce, Festivity**

Poderon (*poe-der-on*), the Deep Delver, the Jovial Miner, is the earth god of commerce and merrymaking. As an earth god, he is the patron of miners, gemcutters, and merchants, but all those who purvey or seek merriment look to Poderon. Though the gnome race was first cast in his image and revere him more than any god, others pay homage to the Deep Delver as well, particularly those whose livelihood comes from the earth itself. Although his commitment to hard work and the preservation of the earth cannot be disputed, Poderon is best known for his optimism and appreciation for comfort—a trait seen everyday in the gnomes of Aereeth. The Delver is famous for his sense of humor, but he becomes a dangerous foe when the happiness of his subjects is threatened.

Although he is one of the Greater Gods, the Deep Delver is more willing than his siblings to intercede in mortal affairs, a fact that often incurs the scrutiny of his father, Choranus. As a son of Ildavir, Poderon has a fondness for earth-dwelling animals and wooded realms. His places of worship exist in many places, from metropolitan sanctuaries to sylvan shrines, though his formal temples are kept well-hidden. Such hallowed chambers are reliquaries for as many rock samples as Poderon's clergy can



procure. These stones vary from everyday granite and coal to the purest of sapphires and diamonds.

Gnomish clerics of Poderon follow a loose hierarchy of gemstone titles. Acolytes may be malachites, azurites, or garnets, while more senior priests may be topazes or jasmals. When the Deep Delver is rendered in religious art, he usually appears as a slender human teenager or a middle-aged gnome with a hammer or pick in hand. Just as often, Poderon is shown as a large badger or in the company of one.

The domains associated with the Deep Delver are Animal, Earth, Good, and Trickery. His favored weapon is the heavy pick, and his symbol is a mining pick and a halved geode.

QAYAQIQ

**Demon prince, CE — Curiosity,
Desperation, Suicide**

Qäyaqiq (*kah-yuh-kik*), the Fatal Dream, the Shaded Door, is a demonic power which prays upon sleeping souls. The Fatal Dream is a straightforward yet little understood entity, which coexists within the Abyss and the Dream, and is thus an enemy to both Ôæ and Gil'Mâridith alike. One thing is certain, however: Qäyaqiq hunts the souls of dreamers by a means unvaried since time immemorial. Appearing in their dreams as a gate or doorway cloaked in shadow, the Shaded Door beckons the curious to enter. What fate lies beyond that door may only be suspected, but once entered, neither men nor gods can account for the lost soul. Many lullabies and nursery rhymes warn young sleepers to "shun the Shaded Door."

According to mortal thralls, Qäyaqiq employs a clergy of one: Each is a deranged, suicidal dreamer believing that he alone is favored by Qäyaqiq and must find a worthy successor before finding absolution. Once this

is done, the madman may enter the Shaded Door that night where a glorious reward supposedly awaits.

SESTYRUAS

**Archdevil, LE — Envy,
Covetousness**

Sestyruas (*ses-teer-oooh-us*), a mendacious archdevil who calls himself the Lord of Ardor, aims to fan the flames of envy among mortals, driving them to crimes of jealousy and passion. He whispers to those who crave what they cannot have, offering only enough power and satisfaction to string them along until death brings their souls to the foot of his sulphurous throne. His mortal thralls are depraved clerics and rogues who treat frequently with erinyes, the chief servants of Sestyruas. Proficient liars, some multiclass as bards to better employ their forked tongues.

SEPTYCH (THE BLACKHAMMER)

Demigod, LE — Avarice, Tyranny

The Septych (*seph-tish*), the Dark Dwarven Gods, the Seven As One, are in fact seven aspects in a single deity. Once seven dwarven brothers, their concerted pursuit of immortality spanned centuries and the ruthless butchery of innocents. But in the end, each turned against his brother in the final grab for divinity. As punishment for their brutality and greed, the brothers were granted godhood only as a single entity. Since that day, only the personality of one of the seven brothers manifests at any given time, one brother for each period of seventy-seven years. While one rules, the other six wait, impotent, for the passage of centuries for their next "turn." Gods of avarice and blood-soaked tyranny, the Septych is worshipped in secret by thieves, assassins, evil warriors, and any



dwarf given over to the greed to which his race is often accused.

Currently, it is Sodoutym (*so-doohtim*), the Blackhammer, the Dark Foe, Hellbeard, whose mind rules the Septych. Like his brothers before him, Sodoutym spends his time searching for the means to separate his soul from the rest, and he will likely do so for eternity. To this end, the Blackhammer demands blood sacrifice from his followers as he scours the face of Æereth for the prophesied soul that can release him from his deific bondage. Sodoutym is depicted as a well-muscled dwarf with the outstretched wings of a bat and writhing tentacles instead of a beard. His clerics lair in caves, sharing the company of dire bats and foul aberrations.

The domains associated with the Blackhammer are Evil, Law, and Trickery. The favored weapon of Sodoutym is a seven-tailed scourge, though the other six Dark Dwarven Gods possess favored weapons of their own. The symbol of the Dark Foe is a swarm of attacking bats. The symbol of the Septych is a stylized version of the Dwarf rune for 7, which has made it an unlucky number among dwarves.

SHUL (THE WATCHER IN THE SKY)

Lesser god, LN — The Moon, Measurement, Tradition, Literacy

Shul (*shool*), God of the Four Phases of the Moon, the Watcher in the Sky, the Glistening Orb, the Lawgiver, is the god of measurement, tradition, literacy, and the moon itself. Credited as the deity to give Æereth the standard, twelve-month calendar and Ûr, the oldest written language from which most humanoid languages descended, Shul is the patron god of educators and disciplinarians who follow strict curricula. Though his name is remembered in the modern age, true worship of the Lawgiver has faded.

In religious writings, Shul's name appears, but often only through his epithets. The Watcher in the Sky is an ally to Valdreth, the Enduring, and their collective clergies once worked with one another to record the passage of time. He is the sponsor of the Xulmec goddess Anahuara, a divinity he admires but cannot entirely fathom for her sepulchral dogma.

The Watcher in the Sky is depicted primarily as the moon itself, or the moon with a human male face. The faith of Shul was largely destroyed centuries ago, but small cults of the Lawgiver still dwell in remote places, maintaining the same traditions and rituals during precise phases of the moon. Such hermitic cults observe the march of time and pre-

serve dead languages in carven stone. The holiest of days for all of the faith are lunar eclipses.

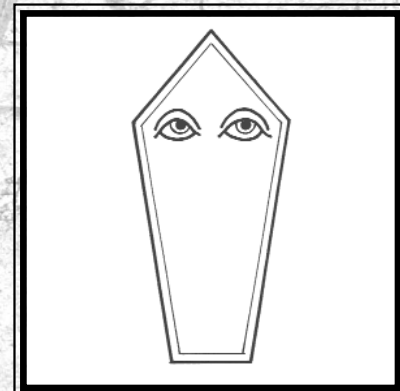
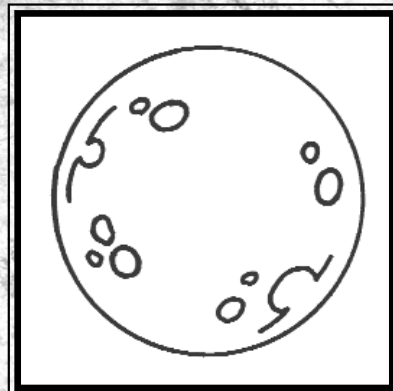
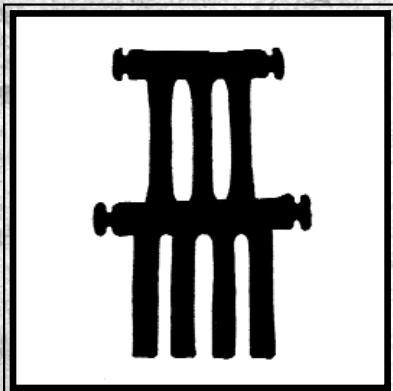
The domains associated with Shul are Air, Knowledge, and Law. His favored weapon is the dagger, and those used by his clergy are usually made from sharpened stone. The symbol of Shul is the moon.

SOLETH (THE SILENT DEATH)

Lesser god, LN — Peaceful Death, Solitude

Soleth (*so-leth*), the Silent Death, the Merciful One, is the god of merciful, dignified death. He is the patron of morticians and healers who cannot save the dying. The somber-shrouded clerics of the Merciful One are a misunderstood lot, for they appear when there is no hope of continued life. Though they heal when they can, they are practitioners of euthanasia, and give last rites to those on their deathbeds to help usher them painlessly into the beyond.

Soleth teaches that death should be a quiet, dignified event. This belief is often at odds with the tenets of Elyr, whose fervor for life outweighs the need for its release. For this reason, the Silent Death's faithful seldom get along with the faithful of the Maiden of Life. However, like Elyr and Delvyr, Soleth abhors war and all forms of undeath. The Merciful One opposes the machinations of



Lasheeva at every opportunity, for she represents everything he despises.

Clerics of Soleth brew a special draught that they administer to the dead of their faithful which protects them from the taint of evil necromancy. Clerics and monks who serve the Silent Death wear grey and black robes and sashes, but clerics don heavier armor when questing or adventuring. Temples of Soleth are as solemn catacombs, their chambers and galleries furnished with sarcophagi, funeral biers, and rock-hewn graves. As grim as they appear, few places are as free from the touch of undeath. Respect for the dead and the living is Soleth's greatest tenet, a virtue best exemplified by a clerical sect known as the Threnodim. Multiclassed as bards, they compose impromptu eulogies for the unnoticed deaths of common men and perform great requiems for fallen heroes.

The domains associated with the Silent Death are Healing, Law, Protection, and Repose. His favored weapon is the bastard sword; his faithful loathe violence, but they are quick to dispense it to prevent further death. The symbol of Soleth is a stone coffin etched with a pair of open eyes.

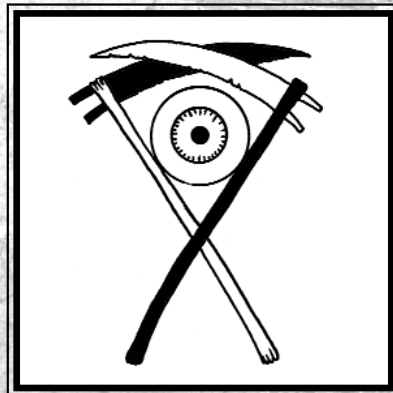
SOTHULTH (THE ALL-SEEING ORB)

**Demigod, CN(e) — Paranoia,
Insanity**

Sothulth (*so-thoolth*), the Great Eye, the All-Seeing Orb, is a largely forgotten deity banished from the planes by the Sancturn Pantheon for a divine crime few can remember. Though exiled to the fringes of the multiverse and the Astral Plane, Sothulth is still able to make brief sojourns to the Outer and Material Planes. It manifests only long enough to carry out one of its erratic plans and move on again.

Once a more popular deity whose mantle was better understood, Sothulth offers very little to its worshippers, so the few cultists of the Great Eye are usually as insane as it is. An unpredictable god, the All-Seeing Orb will grant generous boons or afflict great curses upon its own followers. Some loremasters hypothesize that Sothulth was once implicated by Zhühn for a great crime, and its subsequent banishment drove it to the state of madness it is known for today. Usually depicted as a large purple or black eye emerging from a dark nebula, in any form Sothulth takes, a single staring eye remains its dominant feature.

The domains associated with Sothulth are Chaos, Destruction, Knowledge, and Trickery. The favored weapon of the Great Eye is the scythe, and its symbol is an eye.

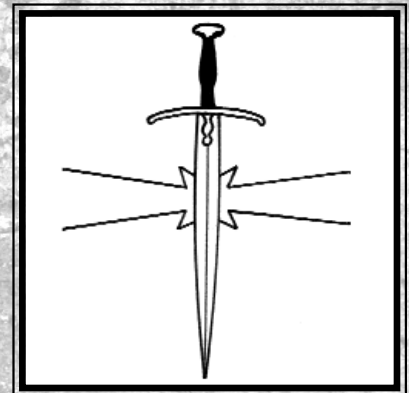


TELEUS (THE OBEDIENT)

Archangel, LG — Law

Teleus (*tel-lee-us*), the Obedient, the Trusting Light, is the angelic champion of Law established by Choranus himself when Aereh was young. Charged with countering the chaos of Zhühn with order and unity, Teleus challenged the corruptive power of the titan Cadixtat. After their world-spanning battle, Teleus at last threw his enemy down when he severed Cadixtat's hand with his sword. Still, Cadixtat survived, and thus neither Law nor Chaos completely triumphed. Satisfied with the balance of the two, Choranus ordered Teleus to quit Aereh. A lord among solars, Teleus is sometimes worshipped as a god himself. Too humble to allow this, Teleus works to shift his clerics' devotion to another, like-minded god of law, such as Gorhan, Justicia, or even Choranus.

When mortals devote themselves to Teleus, the domains associated with his worship are Good, Law, and War. His favored weapon is the greatsword and his symbol is the same sword surrounded by parallel rays of the sun or held against a nimbus of light.



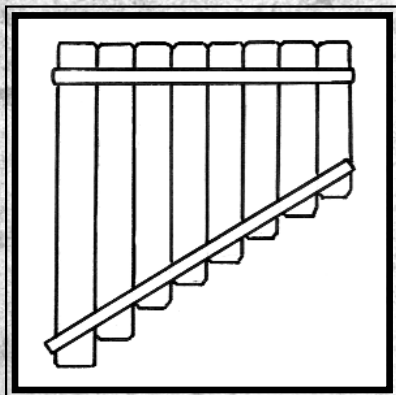
THALASS (THE RIVER FATHER)

Demigod, N — Terrestrial Waters, Music

Thalass (*thal-us*), the River Father, the Lakelord, the Purifying Flood, is the deity of inland waters, lakes, and rivers. He is the patron god of those who draw life from the water, rewarding those who respect nature with abundance. The Purifying Flood responds with deluges and violent rainstorms against transgressors.

Clerics and druids of Thalass often dwell near forest springs and lakes, sometimes consorting with nymphs, called the Daughters of Thalass. Always vigilant against the pollutions of Nimlurun, they have been known to hire adventurers when their waters are threatened by aberrations or enemy clerics. The River Father is said to resemble a noble satyr with garments of pure water, wielding a bow that fires arrows of crystal. Thalass is one of the many children of Pelagia, and his faithful often worship at the banks of rivers, for all rivers lead to the dominion of the Coral Queen.

The domains associated with Thalass are Animal, Protection, and Water. His favored weapon is the shortbow and his symbol is the syrinx, a set of hollow reed panpipes.



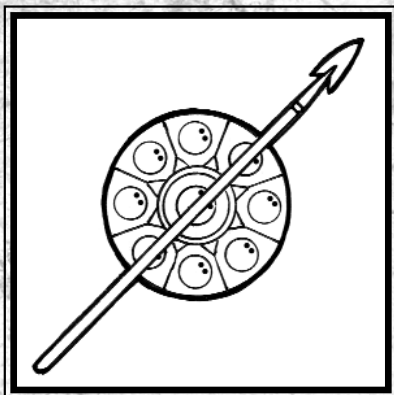
THORMYR (THE LOYAL)

Demigod, LN(g) — Honor, Duty, Protection

Thormyr (*thor-meer*), the Loyal, the Dauntless Warrior, is the god of duty and honor, especially in the face of evil. He is the patron of soldiers, guardsmen, and all men-at-arms who protect the innocent from the lawless. A stern, serious god, Thormyr rewards loyalty above all, granting his blessing to the steadfast and valiant and promising spiritual deliverance to the fallen.

Centuries ago, as a virtuous paladin in service of Justicia, Thormyr's unswerving duty to her laws drove him on a quest into Hell itself. The crusade led to an assault against archdevils, the saving of countless innocents, and the recovery of a holy relic—and to Thormyr's torture and death. After bargaining for the release of his soul, Justicia and Gorhan elevated the fallen warrior into divinity. Entrusted with the mantle of duty by the Greater Gods, Thormyr was forced to adopt a more neutrally inclined role as a deity.

The Dauntless Warrior is always depicted as a towering warrior in silver scale mail, holding a ranseur as he did in life. His lay followers often serve as bodyguards or court protectors, while his clerics are charged with vigilance against evil. Despite Thormyr's adherence to neutrality as the god of honor and duty, most of



his followers are of good alignment. Paladins who serve him often refer to him as Honorus, the Duty and the Flame.

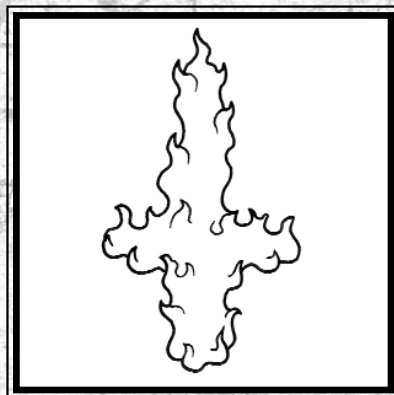
The domains associated with Thormyr are Healing, Law, Protection, and Strength. His favored weapon is the ranseur and his holy symbol consists of the polearm laid slantwise across a silver shield.

TLACHINOZAL (THE SCORCHED GOD)

Demigod, LE — Chuzec, Fire

Tlachinozal (*tla-chin-o-suhl*), the Scorched God, the Fire Requiem, is the patron god of the Xulmec city-state of Chuzec. Having deposed the former goddess of Chuzec, whom he claims failed to protect his people from volcanic eruptions a thousand years ago, Tlachinozal is a militant deity of fire and earth. He teaches that fire can either destroy or strengthen that which it touches; infidels and foreigners will burn, while the faithful will endure and be reshaped like Chuzec itself. The Fire Requiem demands sacrifice in the form of captured enemies, whose hearts are taken from them and cast into braziers of holy fire.

Acolytes of Tlachinozal must learn to speak Ignan, then brand their bodies with sigils of their god. More dedicated priests of Tlachinozal often undergo a ceremony known as the Cleansing, whereby their skin is ritually burned but thereafter pro-



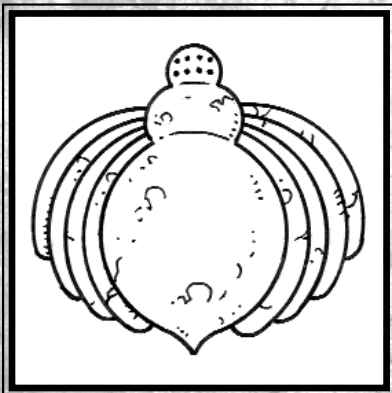
vides a stronger resistance to fire. Despite the xenophobia his militarism breeds, the Scorched God was the first Xulmec deity to approve of foreigners' art of forged metal, and many of his followers are metallurgists and blacksmiths. When his image is burned into the walls of his temples, Tlachinozal is depicted as a large, muscular man with red skin whose appearance suspiciously resembles that of an efreeti.

The domains associated with Tlachinozal are Earth, Evil, and Fire. His favored weapon is the shortbow, with arrows usually set aflame. His symbol is a shard of fire resembling an arrow, knife, or sword.

TORORTHUN (THE STONE SPIDER)

**Lesser god, N/CE — Subterranean,
Denizens of the Underdeep /
Malice, Spiders**

Tororthun (toe-ror-thoon), the Stone Spider, the Eight Legs of the World, the Queen of the Damned, is the goddess of the cavernous depths of Áereth, the narrow, stygian passages, and all the crawling denizens of the Underdeep. When the rebel elves fled from the sphinxes millennia ago, it was Tororthun who called to them, lured them into the abyssal chasms of her dominion, and embraced them. As the fumes from the Devil's Cauldron slowly transformed them into the drow, the Stone Spider sheltered them from the scrutiny of the Overworld. Yet some say Tororthun



is a goddess stricken mad, for she occasionally flies into a fury of senseless evil. Calling herself simply the Spider Queen during such spells, she retreats to her illimitable web in the demonic planes of the Abyss. Capricious and cruel, the Queen sets her minions against one another, favoring and disfavoring on a whim. Some sages familiar with the faith of Tororthun speculate that the evil of the drow infected their own matron deity, making a demon out of a goddess, while others say that Tororthun was stricken by a binding curse from Zhühn himself in an effort to undermine yet another of the gods' creations. When she is lucid, Tororthun is a fierce protector of her chosen followers, watching over the dark elves who have made a home in the earthen womb of her Underdeep dominion.

An uneasy ambivalence exists between Ireth, whom surface elves worship above all, and Tororthun. The Starmistress does not approve of the darkness the drow have embraced or the violent society they have spawned, but she is grateful that the Stone Spider has taken them under her care. Ireth, however, despises Tororthun's demonic alter ego, and ever searches for the means to "cure" the goddess of this affliction, hoping to steer the wicked drow back from evil. While priestesses of Tororthun are willing to treat with other faiths of neutrality, the clergy of the Spider Queen see all other deities as unworthy enemies. The Spider Queen has made a fierce enemy of the Xulmec god Ahpuchac, whose dominion of the subterranean world does not please her. Tororthun is depicted as a massive arachnid, a hybrid of chitin and solid stone, crawling perpetually through the Underdeep. Her Spider Queen persona is seen as a drow female of ravishing beauty and cruel countenance, or as a whip-wielding drider.

Those clergy who worship the Stone Spider have access to the domains of

Drow, Earth, Poison, and Spider, while those who worship her demonic aspect have access to Drow, Evil, Poison, and Spider. The favored weapon of Tororthun is the longsword, while the favored weapon of her Spider Queen persona is the whip. Her symbol is an image of herself, a stony spider usually rendered symmetrically.

THE TRAITOR (THE UNDYING LORD)

**Demigod, CE — Betrayal,
Chaos, Madness**

Once a mortal wizard named Thandric, the being known as the Traitor ascended to divinity centuries ago. Thandric and his brother, princes of a forgotten kingdom, were sent on a quest to find a legendary Elyrian potion called the Draught of Ages that could heal their dying father, the king, who was stricken with a magic curse. The people, beset on all sides by their enemies, needed their warrior-king to lead them from destruction. On their quest, Thandric heard rumors that the Draught could grant its imbiber eternal youth, and this desire germinated within him. When the princes returned with the potion, their father lay on his deathbed and the armies of the enemy had reached the gates of their capital city. Fearing for his own life in that moment, Thandric grabbed the Draught from his father's hand. Thandric drank the Draught, hoping to achieve eternal youth and save himself. As the



enemy breached the gates, Thandric watched his home overtaken and his people slain. When they attacked Thandric, his body sustained grave injuries but he would not die. He had gained immortality...and the curse of godhood.

For his betrayal, Thandric was “awarded” the immortal mantle of chaos. His identity as a man long since shattered, the Traitor is now the patron god of treasonists, betrayers—and of course, traitors. As a purveyor of chaos, the Traitor is infamous for his dark whimsy, and even his own followers are not immune. Sometimes he withholds spells, while at other times he aids his followers’ enemies. His true name largely forgotten, he now has many names and titles, including Chaotor, the Undying Lord, and the Regenerating One. He is worshipped by medicine men, witch doctors, and shamans of evil bent. Those who forsake their former deities often find a twisted home in his service. The Traitor is usually seen as a kindly old man with subtle, disturbing bestial traits. Some believe the Traitor is an office more than an entity, that he whose betrayal outweighs that of the current Traitor will take his place.

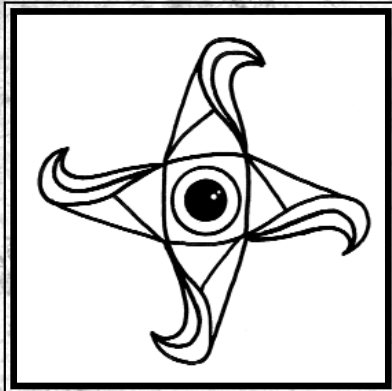
The Traitor’s domains are Chaos, Healing, Madness, and Trickery. His favored weapon is a staff of Caduceus (quarterstaff) with a hidden stiletto blade concealed beneath its cap. The symbol of the Traitor is a vial of poison, usually shown unstoppered and half empty.

TZITZIMITL (THE QUEEN OF AIR)

Demon princess, CE —
Destruction, Ruin

Tzitzimitl (tsih-tsi-mitl), the self-titled Queen of Air, is the demon princess of destruction and ruin, the patroness of outcasts and criminals who seek vengeance against the righteous. Selfish, cruel individuals turn to Tzitzimitl for worldly power, finding retribution in the fell rites of her worship. Among the Lords of the Abyss, Tzitzimitl is the mistress of vrock, and it is usually these vulture-headed demons that her mortal followers endeavor to summon with their rituals. Sufficient blood sacrifice and evil deeds allow the cultists to summon a vrock to the Material Plane for greater lengths of time than spells would normally permit.

In the Southlands, where Tzitzimitl’s thralls are greater than number, she is opposed by the humans of the city-state of Amoya—and their goddess, Anahuara. Of great import to cultists of Tzitzimitl is the March of Lightless Despair, the five moonless days at the end of each year, when it is believed that Tzitzimitl takes physical form on the Material Plane and battles Anahuara. Demonic allies of the Queen of Air also visit the land, as the magic of mortals wanes during the absence of the Spectral Moon. The demon princess and her allies have always been defeated, however, and punishment usually falls upon her worshippers for their insufficient devotion.



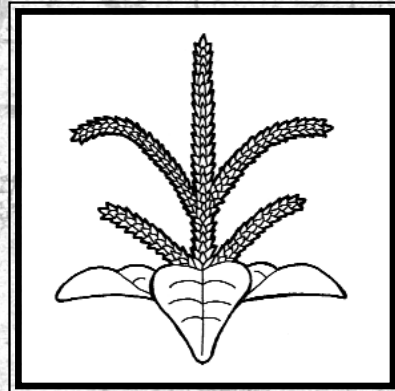
VALDRETH (THE ENDURING)

Lesser god, LN — Time,
Longevity, Integrity

Vald्रेth (*vahl-dreth*), the Enduring, the Unchanging One, is indisputably the oldest of the Sancturn Pantheon. Before Vald्रेth’s arrival, time as it is understood did not exist in the Triad’s creation. He is the god of the everlasting and the caretaker of time itself. A dying father who wishes to impart knowledge to his children, a desperate general who waits for reinforcements before the enemy horde appears, and a wizard in short possession of a valuable book may each beseech Vald्रेth to grant them more time. Yet the Unchanging One rarely stops the great march of time itself, teaching his faithful instead that they must take care to use what time they do have wisely.

Clerics of Vald्रेth are patient men and women who know well just how long an hour can be—and how short a lifetime. In religious art, the Unchanging One is depicted as a clear-eyed sage, sometimes middle-aged, sometimes venerable. Temples of Vald्रेth are known for selling *unguents of timelessness*, usually finding buyers in wizards, scholars, and those who wish to preserve frail writings otherwise subject to the ravages of time.

The domains associated with Vald्रेth are Law, Magic, and Protection. His favored weapon is



the light mace, and his symbol is an amaranth or a timepiece of any kind.

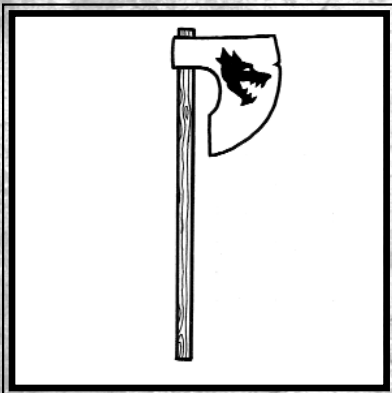
VARIAG (THE ICELORD)

Lesser god, N — Ice, Winter, War

Variag (*var-ee-og*), the Icelord, is the god of brutal winter and cold winds. He is the patron of those who thrive in the frozen tundra and relish the sound of cracking ice. Barbarians of the Frost Barrens revere the Icelord, mostly to placate him into relenting his frozen embrace. It is said that when winter descends upon Áereth, Variag is allowed to venture forth and bring storms of ice to lands normally forbidden to him. Winters longer and colder than normal are said to be the indulgences of the merciless Icelord. He is also a god of war, loving the clash of cold steel and the spilling of blood upon the snow.

Variag is not evil or malicious, but he cares little for those frozen by his administrations. His reign of ice is always kept in check by Ildavir, who ensures the balance of nature in all things. In the mountainous realms of Áereth, frost giants worship Variag, as do any humanoids willing to endure arctic conditions and glacial environs—for in such remote places few other clergies venture. Druids and rangers of the frozen north usually choose wolves as animal companions, for they are sacred to the Icelord.

The domains associated with Variag are Air, Strength, War, and Water.



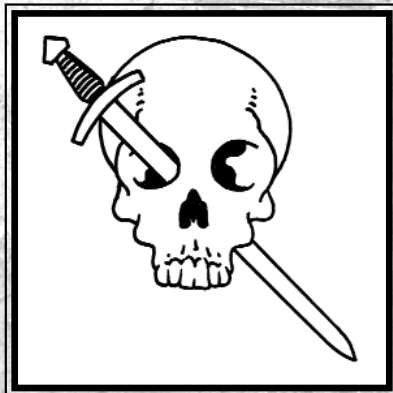
His favored weapon is the greataxe, and his symbol is the silhouette of a wolf etched into the blade of such an axe.

XELUTH (THE RAVAGER)

Lesser god, NE — Violence, War, Strife

Xeluth (*zel-ooth*), the Ravager, is the god of violence and the brutality of war. He is the patron of all who use force to achieve their ends, those who delight in slaughter, and those who grow stronger with conflict. Xeluth cares more for the fight than the spoils, more for war itself than triumph or even its outcome. Although he shares many tenets with Klazath, Xeluth usually contends with the Crimson Banner for the attentions of Yvyn—a battle the Ravager seldom wins.

The conquests and schemes of Xeluth, often aided by other evil powers, have led to the spawning of several bloodthirsty demigods commonly worshipped by monstrous humanoids. These including Kagnar, the god of animality and rage (served by gnolls and minotaurs), Gadrak, the god of territorialism (served by orcs and ogres), Molgrem, the god of militarism (served by goblins and hobgoblins), and Urath, the god of mindless slaughter and fury (served by trolls). Often these very same humanoids turn directly to Xeluth, and for this reason his clergies are diverse. Fearless human priests in polished, spiked platemail and spear-



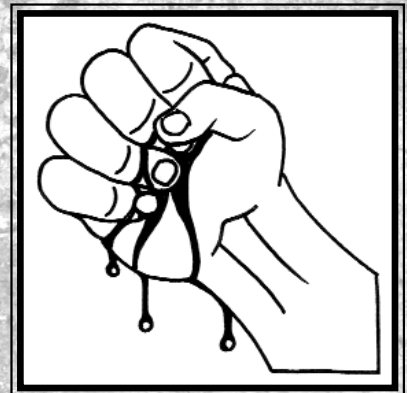
wielding, hide-clad shamans from an orc tribe might both serve Xeluth. Given the Ravager's dogma, such disparate clerics are as likely to ally with one another as do battle. Advancement through challenge or assassination is common in Xeluth's brutal faith. The Ravager himself is depicted as a helmed warrior, his face concealed with a death's head mask. In his burly arms, he wields a great flail whose spiked ball resembles a black sun with a nimbus of fire.

The domains associated with Xeluth are Destruction, Evil, Strength, and War. His favored weapon is the heavy flail and his symbol is a skull, usually bloody or pierced with a blade.

YVYN (THE RIGHTEOUS SLAUGHTER)

Lesser god, NE — Conspiracy, Holy War, Rebellion

Yvyn (*ee-vin*), the Curdled Trust, the Vicious Cycle, the Holy Preemptor, the Righteous Slaughter, the Mistress Cabal, the Whisper in the Darkness, is the goddess of conspiracy, insurrection, and the evils of xenophobia. When each great race first emerged and feared the wonders of the world they did not understand, it was Yvyn who whispered into their ears, warning them of the treachery of their strange new neighbors. The Mistress Cabal nourishes the seeds of doubt and mistrust which bloom and grow until cries for war reach



ZHÜHN (THE GREAT ENEMY)

**Greater god, CE — Deception,
Blight, Corruption, Poison,
Falsehood**

fever pitch and great crusades are unleashed in the name of other gods. To her followers, the leaders of the land are corrupt, deserving to be dethroned. Yvyn ever champions the underdog, yet only until he is redeemed—then she moves onto the new underdog who wishes to usurp her prior darling. She is the Vicious Cycle churning whirlwinds of paranoia into great storms of bloodshed.

Very often, the Holy Preemptor seeks out other gods—great and small—with whom to conspire, caring not whether they be good or evil. Yvyn, whose causes are rarely her own, seeks only bloodshed and the joy of usurpation. In turn, every god knows that Yvyn is the first one to turn to when a violent alliance is required. Yvyn allies herself with the Hidden Lord more than any other deity, for the two share many of the same *modi operandi*. Indeed many of Yvyn's own secret and ferocious cultists are likely devotees of the Cloaked One as well. Her cults count among their members clerics from all walks of life and stations within society; yet their only true allegiance is to the Mistress Cabal and to each other. Their mission is singular: to foment insurgency in the name of the Righteous Slaughter. Yvyn is seldom rendered in art, but when she is, she is seen as a middle-aged woman looking upon a battle from afar, clutching in her hands a military fork.

The domains associated with Yvyn are Evil, Trickery, and War. Her favored weapon is the trident (a pitchfork to the rebellious peasant) and her symbol is a clenched fist dripping blood.

Zhühn (zeun), the Great Enemy, the White Sepulcher, the Faceless Lord, the Dweller in the Void, is an opportunistic being of surreptitious means and great, overshadowing power. He is the power who answers when there is no other to hear, who plays the role of any invoked deity, be it false or imagined. Very few of Zhühn's servants are aware of their service to him, for they know their god by different names (e.g., Entropy, *DCC #10: The Sunless Garden*). Whenever a false idol is served or an unknown deity is called upon, it is Zhühn who fills the empty void, grants the spells to the idolater, and beguiles the unwary.

Zhühn desires nothing less than the eradication of all sentient life, the complete undoing of Creation. He dwelt in the Void before the Triad interrupted the darkness, and Zhühn will not rest until all is unmade. His plots are numerous, many-layered, and may take centuries to reach fruition. He is content to save a village of innocents if he can poison the entire kingdom; he will spare a nation if he can destroy the continent. Often those who fall from grace unwittingly find Zhühn picking up the slack. Blackguards and corrupted clerics of good frequently result from Zhühn's subtle administrations. So far-reaching are his machinations that even the most virtuous clerics often second guess their own actions, asking whether they are serving their god's will or the Great Enemy's.

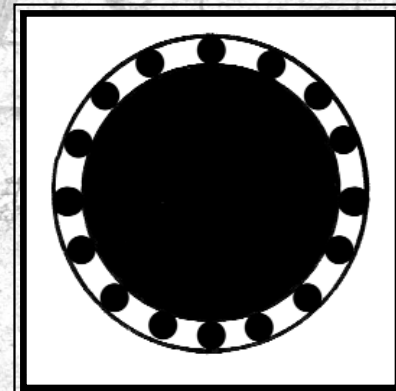
Zhühn names no allies among the gods—and surely none can trust him. His greatest adversaries are Choranus and Ildavir, while Elyr, a product of his own ignorance, perseveres as a painful thorn in his side. To carry out his goals of corruption,

he despoiled the newborn god that became Narrimunâth and Nimlurun and has designs on other gods as well. When Zhühn is depicted, he is seen as a cowed figure with a single outstretched hand. In such images, he always lurks in the corner or only partially in the frame of the image—never hidden, yet never prevalent. His body is never seen whole, but

THE VOID

The Void is nothingness, utter emptiness, the very absence of existence. It is not a plane to which one can go. When any being possessed of less power than a god enters the Void, he is eradicated altogether. The Void should not be confused with the Astral Plane, which is an endless space that binds together the Outer, Inner, and Material Planes. The Void is that dimensionless nothingness in which the Material Plane was created.

Spheres of annihilation are, in fact, small holes in existence, errant pieces of the Void itself. Fortunately for everyone but Zhühn himself, the Void is very small now. Creation has replaced it with life and existence, and all that does remain of the Void contains the Great Enemy himself. Expanding it anew remains Zhühn's single-minded pursuit.



rather half-formed from its surroundings, symbolizing Zhühn's manipulation of existing material and his refusal to create things anew.

The White Sepulcher does have a few mortal agents who serve him knowingly. These individuals, such as the Ruin Knights, are frightening indeed and usually bereft of their humanity. They are the shadow figures who hide behind the puppetmasters who hide behind the proxies. Elder priests of all

faiths often warn their novices against the whisperings of Zhühn. Indeed, his name is often invoked when accusations of corruption are made, whether the Great Enemy is truly to blame or not. Zhühn sponsors no formal temples and his servants are difficult to unmask. The nihilistic clergy of the Great Enemy, when not carrying out local schemes to subvert creation, experiment with arcana to disintegrate reality itself. *Spheres of annihilation*

and *rods of cancellation* are only two of the many dangerous instruments to come of such fell research.

The domains associated with the Faceless Lord are Destruction, Evil, Magic, and Trickery. His favored weapon—if indeed one is ever shown—is the dart (usually poisoned). Zhühn cares for no symbols, but to channel his power, his clerics must deface the holy symbol of another god to use as his own.

FAVORED DEITIES BY RACE

With the exception of some demigods, the many races of Áereth revere the gods whose ideologies appeal to them the most. The list below shows what gods many of the races of Áereth typically worship based on their own dispositions and cultural beliefs. The gods are listed in the order of most likely worshipped.

Race/Monster

Aberrations
Bugbears
Centaur
Doppelgangers
Dragons
Dwarves
Dwarves (duergar)
Elves
Elves (gray, wild, wood)
Elves (aquatic)
Elves (drow)
Fey (nymphs, dryads, satyrs, etc.)
Gargoyles
Giants
Gnolls
Gnomes
Gnomes (rock, svirfneblin)
Goblinoids (goblins, hobgoblins)
Hags
Half-elves
Half-orcs
Halflings
Harpies
Hobgoblins
Kobolds
Lamias
Lammasus
Lizardfolk
Locathahs
Medusas
Merfolk
Minotaurs
Nagas
Ogres
Orcs
Sahuagin
Sphinxes
Treants
Tritons
Troglydites
Trolls
Undead

Gods

Outer Gods, Narrimunâth, Nimlurun, Zhühn
Molgrem, Kagnar, Gdraak, Xeluth
Ildavir
The Hidden One
Centivus, Choranus, Ahriman
Daentharr, Fenwar, Centivus
Daentharr, the Septych
Ireth, Centivus, Ildavir, Valdreth
Ireth, Ildavir, Centivus, Choranus
Ireth, Pelagia, Ildavir, Chondri
Tororthun, Bargûl
Ildavir, Thalass
Ahriman, Urath
Daentharr, Fenwar, Poderon, Variag
Kagnar, Xeluth, Lords of the Abyss
Poderon, Fenwar, Ireth
Poderon, Daentharr
Molgrem, Xeluth, Yvyn
Gil'Mâridth, Malotoch
Wyshalar, Delvyr
Xeluth, Klazath, Thormyr
Olidyra, Neshti, Rathul, Wyshalar, Myna
Malotoch
Molgrem, Xeluth, Lords of Hell, Yvyn
Lagos
Ankharet
Amun Tor, Madrah, Delvyr
Ildavir, Madrah, Cynhuara
Pelagia, Elas
Lords of Hell
Pelagia, Chondri
Kagnar, Xeluth
Axaluatl, Cynhuara, Madrah
Gdraak, Xeluth
Gdraak, Xeluth, Klazath
Elas
Amun Tor, Ankharet
Ildavir, Thalass
Pelagia, Chondri
Lagos
Urath, Xeluth
Lasheeva, Malotoch (ghouls)



CHAPTER 3

BESTIARY OF THE KNOWN REALMS

AZURE OOZE

Large Ooze

Hit Dice: 5d10+30 (57 hp)

Initiative: -5

Speed: 40 ft., 40 ft. swim

Armor Class: 4 (-5 Dex, -1 size), touch 4, flat-footed 4

Base Attack/Grapple: +3/+10

Attack: Slam +5 melee (1d8+3)

Full Attack: Slam

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 1d8+3, improved grab, paralysis

Special Qualities: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent

Saves: Fort +7, Ref -4, Will -4

Abilities: Str 16, Dex 1, Con 23, Int -, Wis 1, Cha 1

Skills: Swim +10

Feats: -

Environment: Any aquatic or marshes

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: -

This ooze resembles a giant blob of bright blue slime with a diameter of about twenty feet.

A typical azure ooze weighs about 3,600 pounds. An azure ooze can be found meandering through wetlands and other areas that go near large bodies of water. It feeds on anything that crosses its path, and is not hesitant to feed upon living creatures much larger than itself. Despite their amorphous nature, azure oozes are surprisingly quick, and are equally adept at moving through water as well as land. It can compress its body to fit through fissures and other small areas as small as one inch wide.

COMBAT

An azure ooze attacks by hitting its opponents with long, gooey pseudopods. If it successfully strikes an opponent, it then attempts to grab that foe and paralyze it. An azure ooze never releases its hold on a victim unless the ooze is killed or until the ooze is finished feeding on its prey.

Blindsight (Ex): An azure ooze's entire body is a sensory organ, which can ascertain prey by any scent or vibration within 100 feet of the creature.

Constrict (Ex): An azure ooze deals automatic slam and paralysis damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an azure ooze must first hit an opponent with its slam attack. It can then start to attempt a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.



Paralysis (Ex): An azure ooze secretes a paralyzing fluid that renders its victims completely helpless with prolonged exposure. Any constricting attack automatically deals this paralyzing attack. Any creature constricted by the azure ooze must succeed on a DC 19 Fortitude save each round on the ooze's turn or be paralyzed for 1d6 rounds. The save is Constitution-based.

CERATON

Large Magical Beast (Cold)

Hit Dice: 3d10+9 (25 hp)

Initiative: +1

Speed: 40 ft.

Armor Class: 11 (+1 Dex, -1 size, +1 natural), touch 10, flat-footed 10

Base Attack/Grapple: +3/+12

Attack: Claw +7 melee (2d4+5)

Full Attack: 2 claws +7 melee (2d4+5) or bite +2 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, rend 2d6+9

Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, vulnerability to fire, scent

Saves: Fort +6, Ref +4, Will +0

Abilities: Str 20, Dex 12, Con 16, Int 9, Wis 9, Cha 12

Skills: Balance +6, Hide +3, Jump +6, Listen +5, Spot +4

Feats: Alertness, Lightning Reflexes, Toughness

Environment: Any desert or hills

Organization: Solitary, pair, or pack (3-12)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 4-7 HD (Large); 8-12 HD (Huge)

Level Adjustment: -

This nimble, hardy creature resembles a cross between a horse and a crocodile, and is covered with large gray scales.

Ceratons are feared predators in the snowy regions of the Northlands, hunting game when it is plentiful, and closing in on human and demihuman settlements when their regular food supply becomes scarce. They are fearless trackers and hunters, and are masters of finding warm-blooded creatures wherever they might hide. They also run on two powerful hind legs, and are surprisingly fast for their size.

Despite being most commonly found in the colder regions of the Northlands, ceratons are lizards, and thought to be distantly related to dinosaurs. Although countless theories abound as to why these creatures prefer the cold instead of the warmth of jungles, these powerful lizards hate warmth with a passion, and invariably become sick and die if transported to a warmer climate.

The steppes of Saramanthia are as far south as the ceratons naturally roam.

Certain warriors in Saramanthia have managed to train the ceratons as mounts. Though difficult to capture and train, ceratons make strong, powerful hunting steeds that are prized by elite warriors throughout the Northlands. Minor wars have erupted between barbarians of the Northlands and the barbarians of the Lostlands over which is the better steed: the ceraton or the shadroquus.

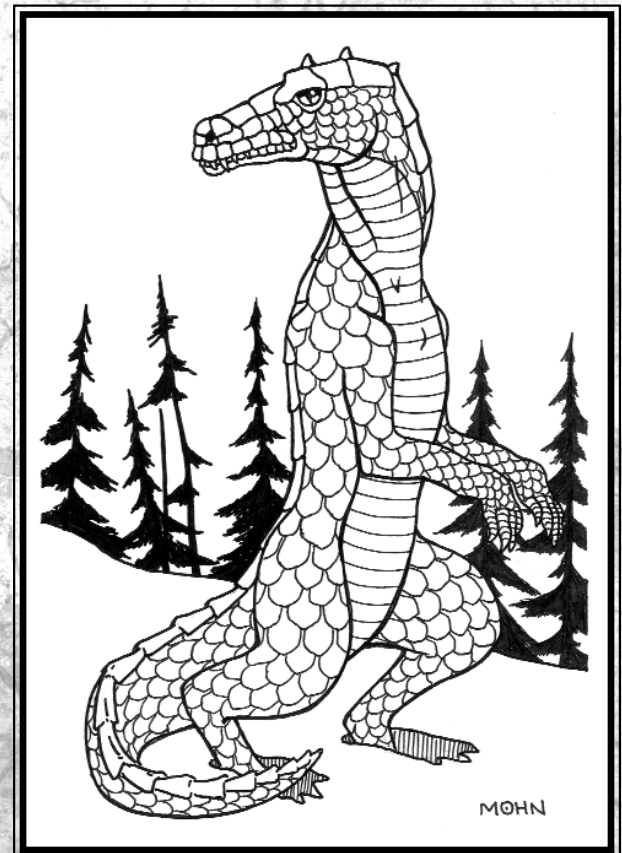
COMBAT

In the wild, ceratons move about like packs of dire wolves, hunting large packs of game animals and moving mostly at night. They attack in groups of three or more, and only attack those opponents whom they feel fairly certain of slaying.

A trained ceraton moves and attacks at the behest of its rider. If given free rein, it prefers to pounce upon a single opponent; however, it generally follows the lead of its rider and does whatever it is asked.

Pounce (Ex): If a ceraton charges, it can make a full attack.

Rend (Ex): A ceraton that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+9 points of damage.



CRYSTAL GOLEM

Large Construct

Hit Dice: 6d10+30 (63 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 11 (+2 Dex, -1 size), touch 11, flat-footed 9

Base Attack/Grapple: +4/+12

Attack: Slam +7 melee (2d8+4)

Full Attack: 2 slams +7 melee (2d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blindness

Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +2, Ref +4, Will +2

Abilities: Str 19, Dex 14, Con -, Int -, Wis 11, Cha 1

Skills: -

Feats: -

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 7-9 HD (Large); 10-16 HD (Huge)

Level Adjustment: -

This man-shaped creature is made from large blocks of crystal quartz. It is ten feet tall and looks to weigh around two thousand pounds.

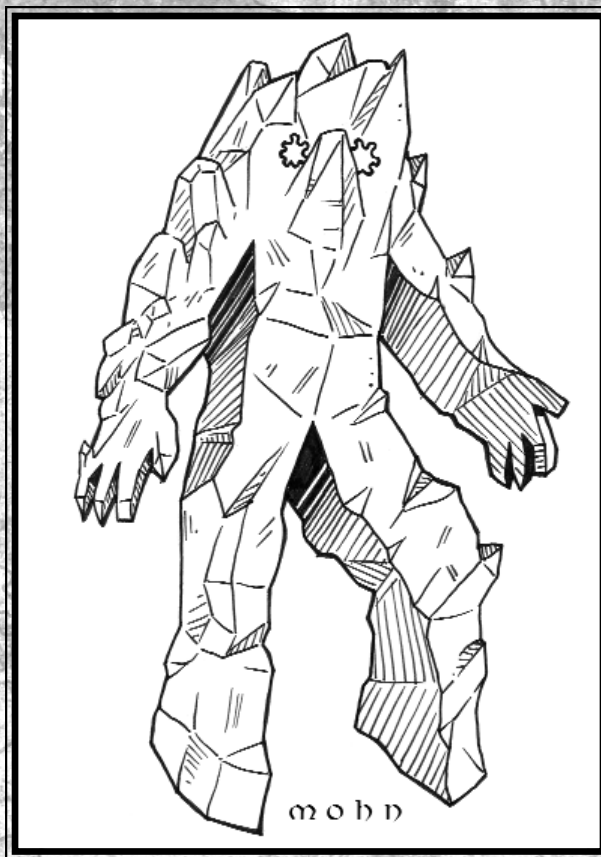
A crystal golem has a humanoid body hewn from a single piece of transparent crystal. Their bodies are beautiful and glow softly. Their creators typically carve them into the likenesses of classical statues, and they are frequently mistaken for prized works of art.

COMBAT

Crystal golems are tenacious fighters, attacking relentlessly with their powerful fists. They fight until destroyed, or until their foes are vanquished.

Blindness (Ex): A crystal golem's body can glow extremely brightly, causing great pain to those who look upon its form. Any living creature that gazes at the glowing form of the crystal golem must succeed on a Will save (DC 13) or be temporarily blinded for 2d4 rounds. Any blinded creature that possesses the Blind-Fight feat may continue to attack the crystal golem without penalty, even if the save is failed.

Immunity to Magic (Ex): A crystal golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.



Any sort of *light* spell cast either upon or within 20 feet of a crystal golem acts as a healing spell for the creature, healing up to 2d8+8 hit points of damage.

Any sort of *darkness* spell cast either upon or within 20 feet of a crystal golem has the opposite effect, causing great harm to the golem. *Darkness* spells cast near but not directly upon the golem cause 1d4+4 hit points of damage; *darkness* spells cast directly upon the creature cause 2d8+8 hit points of damage.

Any sort of normal or magical fire directed against the crystal golem as an attack causes no damage, but instead acts as a *haste* spell, allowing the golem to move about much more freely. This effect lasts for 1d6 rounds.

CONSTRUCTION

A crystal golem's body is chiseled from a single block of hard crystal quartz that weighs at least two thousand pounds. The crystal must be of exceptional quality, and costs 4,000 gp. Assembling the body requires a DC 14 Craft (sculpting) check or a DC 14 Craft (jewelry) check.

CL 14th; Craft Construct, *antimagic field*, *continual flame*, *geas/quest*; Price 80,000 gp; Cost 30,000 gp + 2,000 XP.



DRAEXODON

Huge Magical Beast

Hit Dice: 7d10+35 (73 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 13 (+1 Dex, -2 size, +4 natural), touch 9, flat-footed 12

Base Attack/Grapple: +7/+22

Attack: Claw +12 melee (2d6+7)

Full Attack: 4 claws +12 melee (2d6+7) or bite +7 melee (2d4+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bull rush, frightful presence

Special Qualities: Damage reduction 5/silver

Saves: Fort +10, Ref +6, Will +1

Abilities: Str 24, Dex 12, Con 20, Int 6, Wis 9, Cha 6

Skills: Jump +12, Spot +7, Swim +12

Feats: Great Fortitude

Environment: Any hills or plains

Organization: Pair or herd (3– 6)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 8–12 HD (Huge); 13–18 HD (Gargantuan)

Level Adjustment: –

This is a mighty reptilian creature, standing more than twelve feet tall at the shoulder and weighing several tons. Its body is covered in brown, knobby scales.

Left to its own devices, the draexodon is a relatively harmless and peaceable creature that can be found grazing in the plains of the Northlands. For the most part, the wild draexodon herds are ruthlessly hunted and captured by goblinoid bandits, who then train the beasts for their own nefarious purposes. A trained draexodon takes on the personality and temperament of its new masters, becoming an evil, vicious beast that is quite dangerous indeed.

The training of a draexodon is a long, laborious process, which can take upward of a year to complete. However, once trained, they respond to the commands—and the whips—of their goblin masters without hesitation. Although used for a number of purposes by goblins, the draexodon serves three primary functions for a tribe: to haul materials or weapons, to

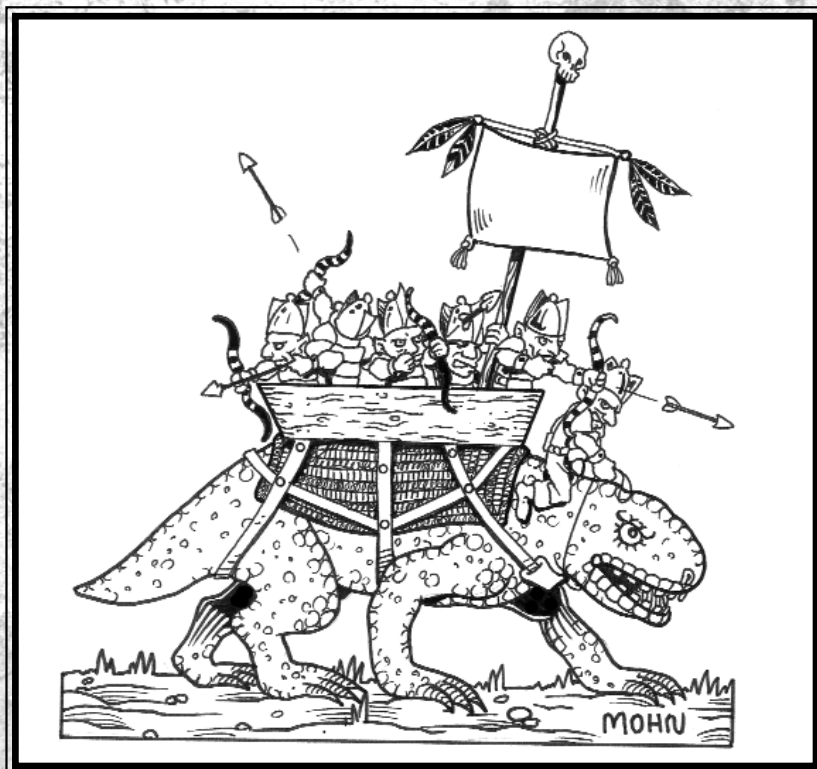
attack foes, and to act as a mobile artillery station for goblin archers. As many as eight to twelve goblins can ride on a draexodon's back, although no more than four can be perched on top of the beast and still be able to take their full actions.

COMBAT

Wild draexodons are gentle creatures, and only fight when cornered. Otherwise, they seek to flee combat where possible. Trained draexodons, on the other hand, are savage fighters, immediately charging into combat when possible and ripping their opponents to shreds with their claws after the initial charge. With goblin riders aboard, they show a little more restraint (but barely), letting their riders control their direction in combat and following their leads as to when to charge and when to strike.

Bull Rush (Ex): A draexodon begins a battle by charging at an opponent, lowering its head and smashing into opponents with its large, thick skull. In addition to the normal benefits and hazards of a charge, this allows the creature to make a single slam attack with a +12 attack bonus that deals 3d6+6 points of damage.

Frightful Presence (Su): The draexodon can inspire terror by charging or attacking. Affected creatures must succeed on a DC 12 Will save or become shaken, remaining in that condition as long as they remain within 30 feet of the draexodon. The save DC is Charisma-based.



DRAKON

Known by as many names as the cultures who fear them—among them anu-zorai, naga-born, and the most common, drakon—these arrogant reptilian humanoids are rightly respected throughout the Southlands of Áereth. Once a loose society of warring tribes and factions, the drakon have only increased in power, rising from the depths of Zimala centuries ago to form the nation of Ssolang. Despite the failed expansion of their self-titled empire, the drakon remain a constant source of terror in this part of the world, and recent rumblings of drakon militancy have made the civilizations of the Southlands look to their borders.

The drakon are a cunning race, always planning grandiose schemes of domination, and only their constant infighting keeps their power in check. The only creatures that they treat with any true respect are their ancient forebears, the nagas. Though the arcana that gave rise to the drakon has long been lost, most scholars believe that the nagas of the old Zimalan Empire injected their own blood into humanoid subjects in the failed attempt to create a powerful race under their control. The fact that the drakon were birthed by magic—and not divine creation—has led to their narcissistic belief that their race is one of perfection.

Apart from the nagas, most drakon consider all other races beneath their contempt. Although they gladly smile and give promises of great wealth and power to their allies, any friendship or alliance with the drakon inevitably ends with a knife in the back ... and a twist of the blade.

Given their mutative origin, a number of different strains of the species exist, but the most common are detailed below.

The drakon speak the Draconic and Common languages.

COMBAT

The drakon are master tacticians. They rarely enter combat without some sort of cunning battle plan, and will retreat if doing so means that they can survive to deliver revenge another day. Although they believe that violence is the ultimate tool to achieving their goals, the drakon are a patient race and can accept losing a battle or two in order to win a war. Whenever possible, the drakon will first deploy or sacrifice their non-drakon allies in combat, letting these creatures take the heaviest hits in a fight before entering the fray themselves.

DRAKON RELIGION

Most drakon are too imperious to bow before any god, but those who choose the devoted path of a cleric wor-



ship the demigods Axaluatl, Lagos, or even the infernal powers—sometimes an amalgam of wicked deities. Such polytheistic drakon clerics have access to two of the following domains: Death, Evil, or War.

DRAKON SOCIETY

The drakon comprise a hubristic culture, dedicated to the conquest and enslavement of all other creatures, whom they believe to be servitors at best and cattle at worst. Their society is cruel and unforgiving, as likely to turn on itself as on its enemies. Violence, an integral part of drakon life, it is believed to be the best solution to all problems. When direct violence fails, the use of deceit and dissimulation, like a subtle poison, is equally applauded.

Drakon dwell chiefly in the cities and towns of Ssolang, but many communities reside deep within the jungles and swamps of the Southlands, inaccessible to all but the most hardy of travelers. The drakon venerate the pyramid structure of their forebears—they believe that it symbolizes the steady ascension to power, a concept, they believe, that is lost on their human enemies. As such, nearly every building in a drakon community, no matter how large or small, is usually built in some sort of structure resembling a pyramid, and the triangle or pyramid shape can commonly be found throughout the various aspects of drakon society.



DRAKON (BRIGHTVENOM)

Medium Monstrous Humanoid (Reptilian)

Hit Dice: 3d8+3 (16 hp)

Initiative: +5

Speed: 30 ft., climb 20 ft., swim 20 ft.

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +3/+3

Attack: Bite +3 melee (1d4 plus poison) or masterwork composite longbow +5 ranged (1d8)

Full Attack: Bite +3 melee (1d4 plus poison) or masterwork longsword +4 melee (1d8) or masterwork composite longbow +5 ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charming gaze, poison

Special Qualities: Darkvision 60 ft., deceive, keen senses

Saves: Fort +2, Ref +4, Will +4

Abilities: Str 11, Dex 13, Con 13, Int 10, Wis 12, Cha 14

Skills: Concentration +4, Hide +2, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +4, Move Silently +2, Spot +4

Feats: Alertness, Improved Initiative

Environment: Warm forests or marshes

Organization: Solitary, pair, band (3–6), clan (2–12 brightvenom drakon, 2–12 drakon mongrels, and 2–4 darkvenom drakon), or colony (10–200 brightvenom drakon, 10–200 drakon mongrels, and 6–60 darkvenom drakon)

Challenge Rating: 2

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

Upon first glance, the creature resembles a slender human with exceedingly pale skin and a gentle, languid grace. Its reptilian nature is revealed in a patina of fine scales along each forearm, its neck, and even along each temple. Its perfect white teeth are offset by a set of narrow fangs.

The scales of a brightvenom drakon can vary in color and pattern as much as any species of snake, but most possess the red and black bands reminiscent of the spirit naga. Their hair is always fine, usually black and quite straight.

Brightvenom drakon are the emissaries and diplomats of the drakon race. Experts in the art of deception, these creatures frequent travel in the realms of mankind, gathering information and sowing dissension. Brightvenom drakon infiltrating human communities often pose as prophets, teachers, or tradesman, creating mayhem with their silvery, forked tongues—turning the foes of the drakon race against each other with words instead of swords.

COMBAT

Brightvenom drakon tend to avoid combat whenever possible, and attempt to talk their way out of trouble, using their charming gaze to diffuse potentially violent situations. Only when they have the clear advantage in combat will they display their murderous nature, closing in for the kill with their poisonous fangs and their swords.

Deceive (Su): Once per day, a brightvenom drakon can assume the appearance of a human, elf, or half-elf of the same height and weight as itself. The effect resembles the *disguise self* spell and lasts for 1 hour per character level. The brightvenom drakon gains a +10 bonus on Disguise checks when the ability is used to effect a disguise.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 14 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

BRIGHTVENOM DRAKON AS CHARACTERS

Brightvenom drakon characters possess the following racial traits:

— +2 Dexterity, +2 Constitution, +4 Charisma.

—Medium size

—A brightvenom drakon's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: A brightvenom drakon starts out with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3, and Will +3.

—Racial Skills: A brightvenom drakon's monstrous humanoid levels give it skill points equal to 6 x (2 + Int modifier). Its class skills are Concentration, Hide, Knowledge (any), Listen, Move Silently, and Spot.

—Racial Feats: A brightvenom drakon's monstrous humanoid levels give it two feats.

— +2 natural armor bonus.

—Special Attacks (see above): Charming gaze (save DC 12 + Cha modifier), poison bite (save DC 12 + Con modifier)

—Special Qualities (see above): Deceive, darkvision 60 ft., keen senses

—Automatic Languages: Common, Draconic. Bonus Languages: Infernal, Orc.

—Favored Class: Rogue (male) or sorcerer (female).

—Level Adjustment: +2.



DRAKON (DARKVENOM)

Large Monstrous Humanoid (Reptilian)

Hit Dice: 8d8+24 (60 hp)

Initiative: +5

Speed: 30 ft., climb 30 ft., swim 30 ft.

Armor Class: 18 (+1 Dex, -1 size, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+16

Attack: Bite +11 melee (2d4+9 plus poison) or masterwork composite longbow (+2 Str bonus) +7 ranged (1d8+2)

Full Attack: Bite +11 melee (2d4+9 plus poison) or masterwork greataxe +12 melee (3d6+9) or masterwork composite longbow (+2 Str bonus) +7 ranged (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 1d4+4, improved grab, paralyzing gaze, poison

Special Qualities: Darkvision 60 ft., regeneration 5, transfigure

Saves: Fort +5, Ref +7, Will +10

Abilities: Str 22, Dex 13, Con 16, Int 18, Wis 18, Cha 20

Skills: Climb +12, Concentration +12, Gather Information +8, Heal +8, Hide +8, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +14, Move Silently +4, Spot +8

Feats: Alertness, Dodge, Improved Initiative

Environment: Warm forests or marshes

Organization: Solitary, pair, band (3–6), clan (2–12 brightvenom drakon, 2–12 drakon mongrels, and 2–4 darkvenom drakon), or colony (10–200 brightvenom drakon, 10–200 drakon mongrels, and 6–60 darkvenom drakon)

Challenge Rating: 6

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +6

Massive and fearsome, the serpent-like creature resembles a giant snake with powerful humanoid arms and keen, intelligent eyes. Its sinuous, muscular body is covered in darkly-hued scales glittering with a reflective sheen.

Though their coloration may vary, most darkvenom drakon possess scales of deep blue or darkest green. In rarer cases, a darkvenom drakon may possess the deep purple shade of the dark naga. Their bodies range from 9 to 15 feet in height and weigh 300 to 500 lbs.

As the undisputed leaders of the drakon race, darkvenom drakon are ruthless fighters that delight in the utter destruction of other creatures—by any means. They are aggressive creatures, vain even for drakon, and constantly strive to destroy their enemies and rivals.



COMBAT

More headstrong than their more calculating brightvenom cousins, the darkvenom drakon delight in physical combat and gladly enter melee when they scent an easy victory. Whenever possible, they attempt to use the paralyzing gaze to first weaken a potential opponent, so that they can slowly crush their enemies—literally—and watch them suffer as they die.

Transfigure (Su): Once per day, a brightvenom drakon can assume the form of a humanoid of Medium size. The effect resembles the *polymorph self* spell, but it lasts for only 1 minute per character level.

Constrict (Ex): A darkvenom drakon deals 1d4+4 hit points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a darkvenom drakon must successfully hit a Large or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it successfully makes the grapple check, it establishes a hold and can then constrict.

Paralyzing Gaze (Su): The gaze of a darkvenom drakon's eyes can paralyze victims within 40 feet who fail a Fortitude save (DC 19). If the saving throw is suc-

cessful, the character is forever immune to the gaze of that particular darkvenom drakon. If it fails, the victim is paralyzed for 2d6 rounds. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

DRAKON (MONGREL)

Medium Monstrous Humanoid (Reptilian)

Hit Dice: 6d8+12 (39 hp)

Initiative: +6

Speed: 30 ft.

Armor Class: 17 (+2 Dex, +3 natural, +2 masterwork leather armor), touch 12, flat-footed 15

Base Attack/Grapple: +6/+8

Attack: Bite +8 melee (1d6+3 plus poison) or masterwork composite longbow (+2 Str bonus) +9 ranged (1d8+2)

Full Attack: Bite +8 melee (1d6+3 plus poison) or masterwork longsword +9 melee (1d8+2) or masterwork composite longbow (+2 Str bonus) +9 ranged (1d8+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constrict 1d4+1, poison, improved grab

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +7, Will +5

Abilities: Str 15, Dex 15, Con 15, Int 10, Wis 10, Cha 16

Skills: Concentration +6, Hide +8, Listen +6, Move Silently +4, Spot +4

Feats: Alertness, Improved Initiative, Toughness

Environment: Warm forests or marshes

Organization: Solitary, pair, band (3–6), clan (2–12 brightvenom drakon, 2–12 drakon mongrels, and 2–4 darkvenom drakon), or colony (10–200 brightvenom drakon, 10–200 drakon mongrels, and 6–60 darkvenom drakon)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +4

This creature has the upper torso of a humanoid and the scaled, lower torso of giant snake. Scales and even banded flesh can be seen along its humanoid half, betraying its heritage.

A subset of the race, drakon mongrels vary the most in their appearance. Their heads and torsos might resemble those of any humanoid, though reptilian features are common to all of them. A mongrel's serpentine lower half displays the coloration of virtually any species of snake, most likely matching those of its brightvenom parent.



Drakon mongrels are the hybrid offspring of humanoid and brightvenom drakon parents. Also known as “mules” because of their inability to reproduce, drakon mongrels are disliked intensely by both brightvenom and darkvenom drakon and indeed aren't even considered part of their race by these “pure” broods. For this reason, they are typically used as bodyguards, foot soldiers, and laborers in drakon society. They are also usually less educated than their drakon cousins, although this does not mean that they are necessarily less intelligent. Most drakon mongrels act subservient to the brightvenom and darkvenom drakon and follow the orders of these “superior” creatures without hesitation.

Unlike brightvenom and darkvenom drakon, drakon mongrels do not have the ability to shift into an alternate form.

COMBAT

Because of their low value in drakon society, drakon mongrels are usually the “shock troops” in any sort of combat situation involving the drakon. They charge fearlessly into melee combat, using their constricting tails and brute strength to overpower their enemies.

Constrict (Ex): A drakon mongrel deals 1d4+1 hit points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a drakon mongrel must successfully hit a Medium or smaller creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it successfully makes the grapple check, it establishes a hold and can then constrict.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 2d4 Con. The save DC is Constitution-based.



EARTH NAGA

Medium Aberration

Hit Dice: 4d8+12 (30 hp)

Initiative: +3

Speed: 40 ft. (8 squares), burrow 20 ft.

Armor Class: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +3/+6

Attack: Bite +6 melee (1d6+3 plus acid) or acid spit +6 ranged (1d4 plus acid)

Full Attack: Bite +6 melee (1d6+3 plus acid) or tail slap +1 melee (2d4+1) or acid spit +6 ranged (1d4 plus acid)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid bite, acid spit

Special Qualities: Darkvision 60 ft., resistance to charm

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 18

Skills: Bluff +8, Gather Information +10, Intimidate +10, Listen +6, Sense Motive +6, Spot +2

Feats: Alertness, Lightning Reflexes

Environment: Warm forest or mountain; underground

Organization: Solitary, pair, or nest (3–4)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 5–6 HD (Medium); 7–12 HD (Large)

Level Adjustment: –

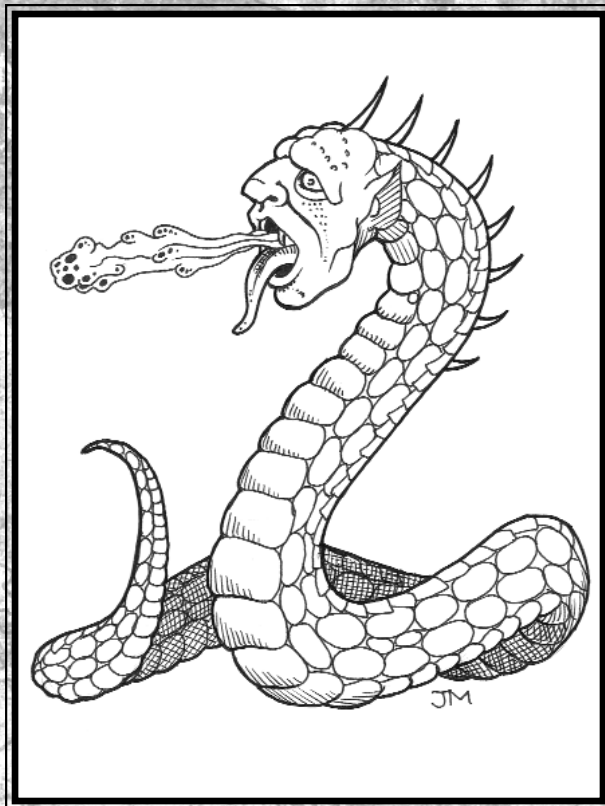
This loathsome serpent has a dark, scaled body banded in stripes of black and indigo.

Physically resembling other naga, earth naga are smaller and faster than others of their species. Their reptilian scales are always colored black and indigo, making them difficult to spot in the darkness.

Once commonly found throughout the Southlands, the foul earth naga is now fortunately a somewhat rare beast typically found lurking in jungles and ruins. For centuries, the earth naga comprised the bulk of the Southlands' mighty armies, crushing the foes of the Zimalan Empire with ease. With the fall of the Empire, the legions of earth naga dwindled away to nearly nothing, making them little more than a dangerous rarity.

Earth naga are impulsive, violent creatures. They are irritated by conversation and become bored easily. This impatience is reflected in their bad temperament and their willingness to fight at a moment's notice, even against each other. They have little respect for anything and take great delight in mindless destruction.

Earth naga speak Common and Infernal.



COMBAT

Unlike other nagas, earth naga love melee combat. Typically, they rush their opponents immediately, seeking to incapacitate strong opponents with their acid bites as quickly as possible. However, when in trouble, they may try to bluff their way out of danger by pretending that they have magical abilities, hoping that their opponents may believe them to be dark naga or guardian naga. Earth naga also work well with one another in group combat, and try to separate and isolate multiple opponents wherever possible.

Acid (Ex): The fangs of an earth naga drip with a highly potent acid. Any opponent bitten by one of these creatures must make a successful Fortitude save of DC 16 or take an additional 1d6 hit points of damage. The save DC is Constitution-based.

Resistance to Charm (Ex): Earth naga have a +1 racial bonus on saving throws against all charm effects (not included in the statistics block).

Spit (Ex): An earth naga can spit acid 1d6 times per day up to 30 feet as a ranged attack action. Opponents hit by this attack must make successful saves (see above) to avoid the effect.



GHOZALI

Medium Aberration

Hit Dice: 6d8+6 (33 hp)

Initiative: +11

Speed: Fly 40 ft. (good)

Armor Class: 19 (+7 Dex, +2 natural), touch 17, flat-footed 12

Base Attack/Grapple: +4/+5

Attack: Tentacle +5 melee (1d10+1)

Full Attack: 9 tentacles +5 melee (1d10+1) or bite +0 melee (1d6+1)

Space/Reach: 5 ft./10 ft.

Special Attacks: Poison gas, improved grab

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +9, Will +8

Abilities: Str 12, Dex 24, Con 12, Int 16, Wis 16, Cha 14

Skills: Bluff +10, Concentration +10, Hide +16, Spot +10, Survival +12

Feats: Dodge, Hover, Improved Initiative, Mobility, Wingover

Environment: Any mountains

Organization: Solitary, pair, flight (3–8), or murder (9–36)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 7–9 HD (Medium); 10–16 HD (Large)

Level Adjustment: –

This flying humanoid appears to remain aloft with thin membranes stretched between long, thin tentacles. Its body is covered in blue and gold scales.

Vaguely resembling bloated, winged humans, ghozali are flying creatures whose bodies are filled with a magical gas, allowing them to remain airborne throughout their entire lives. Thin membranes stretch between their long, thin tentacles, which they use as wings to maneuver deftly through the air. Their bodies are covered entirely in bright blue and gold scales.

These strange, brightly colored creatures spend their entire lives flying through the air, swooping down from the clouds only on rare occasion to attack tempting prey. Ghozali travel in small, roaming tribes. They tend not to occupy a constant territory, but are instead always on the move, drifting and flying as many as a hundred miles per day. Some sages have suggested that there is a method to the ghozali's madness, as they may be visiting hidden places throughout the world to store treasure and other secrets.

Ghozali are sociable creatures amongst themselves and with other flying creatures. If approached in the skies that are their home, they can be quite agreeable and helpful. However, they view ground-dwellers as little more than



prey, and have nothing but contempt for that which cannot fly. As such, they are rarely seen near the earth except to hunt, and even then tend to reserve their feeding grounds to mountaintops or other elevated areas.

Ghozali speak Common and Draconic.

COMBAT

Ghozali rarely go within melee distance of the ground, unless they believe they have the advantage of numbers or surprise. Their favorite tactic is to grab a non-flying opponent and then fly high in the air, dropping that opponent from a high distance onto sharp rocks. Although the ghozali's poison gas attack is quite deadly, it usually uses it only as a last resort.

Poison Gas (Su): Injury, Fortitude DC 14, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

A ghozali can expel some of the gas that inflates its body and keeps it airborne, creating a 20-foot cone of highly poisonous gas. Each time such a cone of gas is expelled, however, the flying speed of the ghozali is reduced by 10 feet, and its maneuverability class also goes down by one rank. This effect lasts for 1d6 rounds. It may use its gas attack only three times per day.

Improved Grab (Ex): To use this ability, a ghozali must hit an opponent at least one size category smaller than itself with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.



HORROR OF ZAMON

Huge Aberration

Hit Dice: 8d8+64 (100 hp)

Initiative: +0

Speed: 20 ft.

Armor Class: 12 (-2 size, +4 natural), touch 8, flat-footed 12

Base Attack/Grapple: +6/+21

Attack: Claw +11 melee (1d10+7)

Full Attack: 2 claws +11 melee (1d10+7) or bite +6 melee (1d6+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict, improved grab (see below)

Special Qualities: Phoenix rebirth (see below)

Saves: Fort +10, Ref +2, Will +5

Abilities: Str 24, Dex 10, Con 26, Int 6, Wis 9, Cha 6

Skills: Climb +16, Jump +18

Feats: Blind-Fight, Toughness

Environment: Any forest or mountains

Organization: Solitary

Challenge Rating: 8–12 (see text below)

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9–12 HD (Huge); 13–18 HD (Gargantuan)

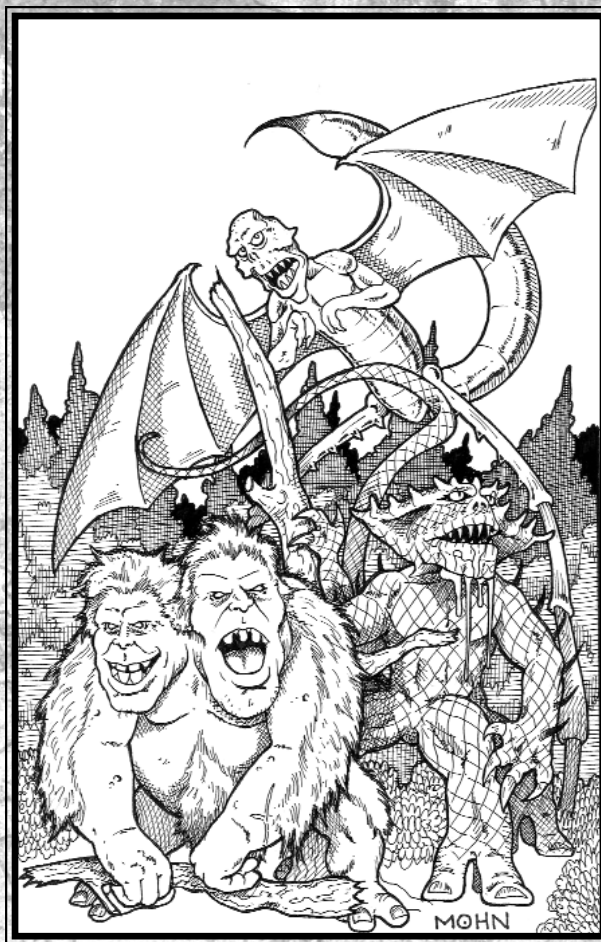
Level Adjustment: –

The Horrors of Zamon are all basically humanoid in shape, and all stand somewhere between ten and twelve feet tall. From there, their appearances all change dramatically from individual to individual, although they always remain terrifying.

Originally created long ago by the experiments of mad alchemists, the Horrors of Zamon are walking beings of dread, wandering through the desolate regions of the Northlands and destroying all that cross their path.

No two Horrors are alike—it is said that their twisted souls are born every time a mortal has a nightmare, making each one slightly different and unique. It is no less surprising to see a Horror covered in flames and feathers than to see a Horror dripping with slime and ice. The width and breadth of their appearance and abilities are as varied as snowflakes in a blizzard.

Although the wandering Horrors can be found scattered throughout the Northlands, they can mostly be found congregated near the Myrwyth Forest. The reasons for this are unclear, but it is believed that the first Horrors were created in this forest, and that something mystical may connect the Horrors to this sinister place. Oddly, the number of Horrors sighted near the forest increases during snowstorms.



CREATING A HORROR OF ZAMON

Both the final appearance and extra abilities of a Horror of Zamon (if any) can be determined by rolling a d6 on the random tables in the sidebar. A “stock” Horror of Zamon without any additional abilities or attacks has a standard CR of 8; as a rule of thumb, for each additional two special abilities or attacks acquired by the Horror, the CR of that Horror should be increased by 1.

COMBAT

The Horrors of Zamon, simply put, are mindless killing machines. If they spot a living creature, they attempt to kill it as quickly as possible. They never attempt to ambush or surprise an opponent. Specific individual tactics will vary with each Horror.

Constrict (Ex): A Horror of Zamon deals automatic arm or tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, the Horror of Zamon must hit with a claw or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.



HORROR OF ZAMON APPEARANCE AND ABILITIES

APPEARANCE

Roll once for each category.

Overall Visage

- 1 – Dripping, drooling
- 2 – Glaring, intimidating
- 3 – Twitching, screaming
- 4 – Fat, lazy
- 5 – Hanging, flaccid
- 6 – Rotting, tormented

Head

- 1 – Triangular
- 2 – Amorphous
- 3 – Square and gaunt
- 4 – Round and soft
- 5 – Wide and flat
- 6 – Two-headed

Skin Color

- 1 – Jet black¹
- 2 – Blood red
- 3 – Yellowish and bruised
- 4 – Blue and indigo
- 5 – Bright green
- 6 – Sickly white

Back

- 1 – Spine-covered
- 2 – Scaly
- 3 – Slimy and hunched
- 4 – Fur-covered
- 5 – Bird-winged²
- 6 – Bat-winged²

Hide

- 1 – Fat
- 2 – Exoskeleton plating³
- 3 – Covered in sores
- 4 – Thick, matted fur
- 5 – Lizard-like scales
- 6 – Soft, thick flesh

Tail

- 1 – Long, thin, prehensile
- 2 – Short and stubby
- 3 – Long and spiked⁴
- 4 – Long, thick, clubbed⁴
- 5 – Soft and furry
- 6 – None

Mouth

- 1 – Massive tusks
- 2 – Jagged, long teeth⁵
- 3 – Small, sharp fangs
- 4 – Long and needle-like
- 5 – Flat, crushing molars
- 6 – Saw-toothed⁵

Legs

- 1 – Thick and stubby
- 2 – Telescopig, froglike⁶
- 3 – Insect-like
- 4 – Tentacles
- 5 – Long and gangly
- 6 – 1d4 additional⁷

Arms

- 1 – Powerful, muscular
- 2 – Short, emaciated
- 3 – Insect-like
- 4 – Tentacles⁸
- 5 – Long and hairy⁹
- 6 – 1d4 additional⁸

¹ Skin color provides a +4 bonus to all Hide checks.

² Winged Horrors also gain a flying movement of 20 feet, with good maneuverability.

³ Exoskeleton plating provides an additional +4 natural armor bonus.

⁴ These tails provide an additional tail slap attack (+6 melee, 2d6+6 damage).

⁵ Provides an additional d6 to bite damage.

⁶ Provides a +6 bonus to Jump.

⁷ Increases base movement to 40 feet.

⁸ Also provides additional 1d4 claw attacks.

⁹ Increases Reach to 20 feet.

ABILITIES

Roll twice on Main Ability table, then roll as needed.

Main Ability

- 1 – Immunity
- 2 – Extra ranged attack
- 3 – Extra melee attack
- 4 – Spell-like ability
- 5 – None
- 6 – Roll twice more

Immunity

- 1 – DR 5/silver
- 2 – DR 10/adamantine
- 3 – Immune to charm, fear
- 4 – Immune to fire
- 5 – Immune to cold
- 6 – Immune to magical energy type (roll below)

Magical Energy Immunity

- 1 – Magical fire
- 2 – Magical cold
- 3 – Magical lightning
- 4 – Magical melee weapons
- 5 – Arcane spells
- 6 – Divine spells

Ranged Attack

- 1 – Poison quills, 40 ft. range, +4 ranged attack¹
- 2 – *Fireball* 3/day²
- 3 – *Cone of cold* 3/day²
- 4 – *Cloudkill* 1/day²
- 5 – *Chain lightning* 1/day²
- 6 – Breath weapon³

Breath Weapon Type

- 1 – Line, acid, 60 ft.
- 2 – Line, lightning, 60 ft.
- 3 – Cone, fire, 30 ft.
- 4 – Cone, cold, 30 ft.
- 5 – Cone, caustic gas, 30 ft.
- 6 – Roll twice again

Melee Attack

- 1 – Poisoned claws/talons¹
- 2 – Festering wounds⁵
- 3 – Extra mouth (gains another bite attack)
- 4 – Horns +0 melee (1d8+1)

- 5 – Rend 2d6+10
- 6 – Vampiric touch⁶

Spell-Like Ability

- 1 – Turn invisible, as per the spell *greater invisibility*²
- 2 – Teleport, as per the spell *greater teleportation*²
- 3 – Turn to stone, as per the spell *flesh to stone*²
- 4 – Create earthquake, as per the spell *earthquake*⁴
- 5 – Wounding touch, as per the spell *inflict serious wounds*⁴
- 6 – Roll twice more

¹ All poison attacks have the following statistics: Injury, Fortitude DC 22, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

² All wizard/sorcerer-based spell-like effects act as though cast by a 16th-level wizard.

³ All breath weapon types have the following save and damage statistics: DC 22, 3d6 hit points of damage. Once a Horror uses a breath weapon attack, it cannot be re-used for another 2d4 rounds. A successful Reflex save means that the intended victim takes no damage.

⁴ All divine-based spell-like effects act as though cast by a 14th-level cleric.

⁵ Any damage caused by the Horror can only be healed by magical means.

⁶ As a melee touch attack, a Horror of Zamon can steal life force from its foe, as the *vampiric touch* spell (caster level 16th).



Phoenix Rebirth (Su): Ironically, the Horrors of Zamon are perhaps most dangerous when they are about to die. A Horror of Zamon that is reduced to 0 to -9 hit points immediately bursts into magical flame, which surrounds the creature's body in a 20-foot radius. Any creature caught in this area of fire must make a successful Fortitude save (DC 22) or take 2d6 points of damage; a successful save results in only half damage. The Horror of Zamon takes no damage from the fire. If the fallen body of the Horror is not reduced to -10 hit points within 1d4 rounds of bursting ablaze, the body is completely consumed and reduced to mere ashes by the magical flames ... and from those ashes emerge two new Horrors of Zamon, fully healed and ready to fight. As with all the Horrors, these two new Horrors are unique and may share no common traits with the fallen creature that created it; statistics for the new Horrors must once more be rolled randomly on the tables on the previous page.

HORSE OF PARELOR

Large Magical Beast

Hit Dice: 4d10+20 (42 hp)

Initiative: +7

Speed: 40 ft.

Armor Class: 14 (+3 Dex, -1 size, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +4/+12

Attack: Hoof +7 melee (2d6+4)

Full Attack: 2 hooves +7 melee (2d6+4) or bite +2 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trample

Special Qualities: Darkvision 60 ft., dimension door, low-light vision

Saves: Fort +9, Ref +7, Will +0

Abilities: Str 18, Dex 16, Con 20, Int 12, Wis 9, Cha 12

Skills: Heal +2, Hide +2, Jump +8, Listen +4, Move Silently +8, Sense Motive +4, Spot +4

Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Track

Environment: Any plains

Organization: Solitary or pair

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral good

Advancement: 5-8 HD (Large); 9-16 HD (Huge)

Level Adjustment: -

This majestic steed stands seven feet high at the shoulder and weighs about 1,800 pounds.

The legendary Horses of Parelor are renowned throughout the Northlands as the finest mounts in the world. Whenever tales of virtuous knights are told, these knights invariably ride the Horses of Parelor into battle and glory.

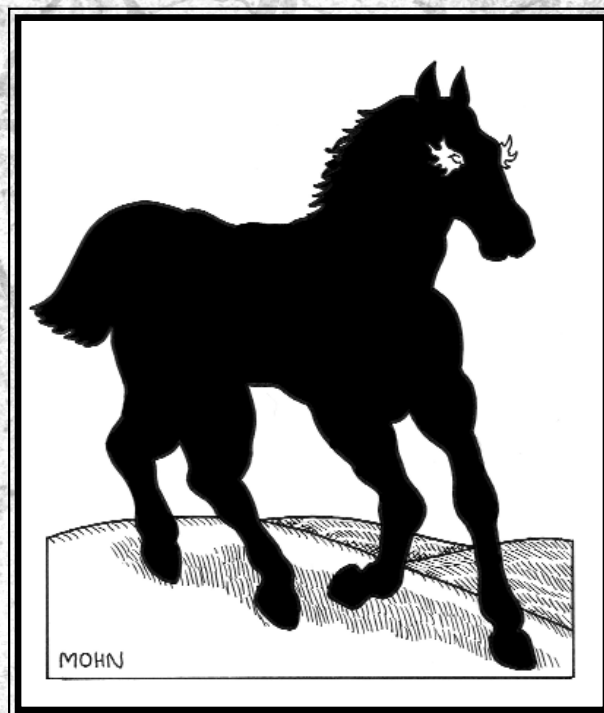
Although in most cases the reputation of the Horses far exceeds their actual abilities, they are still quite powerful creatures, and it is not without good reason that distinguished knights seek their services.

At first glance, the Horses of Parelor resemble ordinary horses, albeit ones that are quite large and well muscled. All have coats and manes black as a moonless midnight. However, the eyes of the Horses betray their true nature—magical blue flame literally burns in their eyes. For this reason, it is often assumed that the Horses are evil or some sort of offshoot of the malevolent nightmare; however, all that the flame signifies is their magical nature.

In the wild, the Horses of Parelor are rare indeed, roaming in small herds through the grassy plains of the Northlands. Even rarer are those that agree to become the steed of a nobleman or warrior. Horses of Parelor are strong-willed creatures, and speak both the Common and Elvish tongues with ease. The Horses cannot be forced like a beast of burden into serving any master; instead, a Horse of Parelor must be convinced to willingly accept a rider. These are not partnerships that the Horses take lightly—most Horses of Parelor accept but a single humanoid rider in a lifetime.

COMBAT

When alone or only with others of its kind, the Horses of Parelor seek to avoid combat, fighting only when there is no other option. Their teleportation abilities allow them to accomplish this with ease.



With a rider, the Horses use their teleportation ability as an offensive weapon, moving about the battlefield to tactical advantage wherever possible. A favorite tactic of knights mounted upon one of the Horses is to begin a charge from a far distance, and then to teleport into melee range at a full charge. The Horses of Parelor generally follow the lead of their riders; however, they are not shy about acting counter to their rider's wishes when they believe them to be foolhardy.

Dimension Door (Sp): A Horse of Parelor can teleport, as *dimension door* (caster level 10th), once per round as a free action. The ability affects only the Horse of Parelor and a single rider that sits atop the Horse. If the Horse has multiple riders, it is up to the Horse's discretion as to which rider it keeps when teleporting. Both the Horse of Parelor and its rider never appear within a solid object, and both can act immediately after teleporting.

Trample (Ex): Reflex half DC 16. The save DC is Strength-based.

HUEZCATLA

Large Animal

Hit Dice: 3d8 (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares), swim 40 ft.

Armor Class: 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+6

Attack: Bite +5 melee (1d6+3)

Full Attack: Bite +5 melee (1d6+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +2

Abilities: Str 16, Dex 14, Con 15, Int 2, Wis 12, Cha 16

Skills: Balance +4, Climb +5, Hide +6*, Listen +5, Move Silently +4, Spot +5, Swim +9

Feats: Alertness, Toughness

Environment: Tropical rainforest, lakes, and rivers

Organization: Solitary, pair, or herd (10–30)

Challenge Rating: 2

Treasure: None

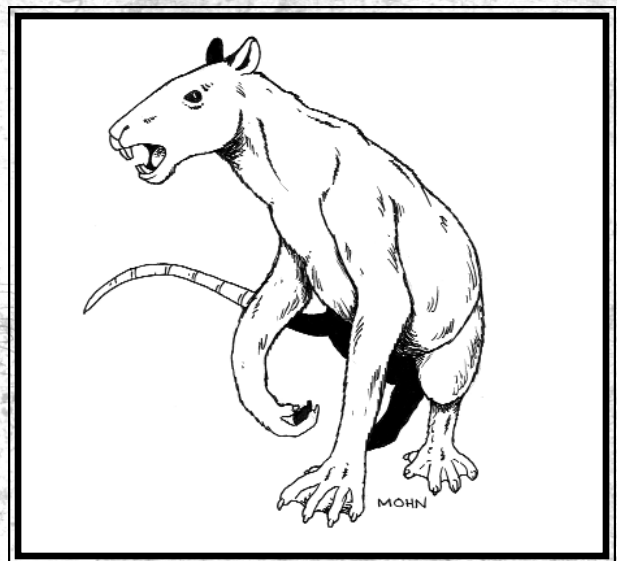
Alignment: Always neutral

Advancement: —

Level Adjustment: —

This strange beast stands almost as tall as a horse, but its body is stockier and covered with thin, coarse fur. Its forelegs are longer than its hind legs, and its feet end in webbed, claw-like toes. The animal's face resembles that of a large rodent, with two large incisors protruding from its mouth, and its long, naked tail resembles a rat's.

Resembling dire cousins of the common Southland capybara, the huezcatla (wess-kot-luh) is a peaceful, semi-



aquatic rodent of extraordinary size. Usually five feet high at the shoulder, the typical huezcatla is seven feet long and weighs 1,300 lbs. Their webbed digits allow them to swim and maneuver swiftly through water.

Huezcatlas dwell in grasslands and forests along riverbanks and lakes, eating grasses, aquatic plants, melons, and squashes. They are crepuscular animals, active at dawn and twilight, resting most of the day in shallow waters. Close proximity to abundant water is a must for huezcatlas. They issue grunts, clicks, and purrs to communicate with one another, and gruff barks to alert others when predators are detected. Caimans, anacondas, jaguars, and wild dogs will hunt them, but huezcatlas are quick to retaliate when they cannot retreat.

The Xulmec people often train and domesticate huezcatlas for riding and even for combat. A huezcatla can fight while carrying a rider, but the rider cannot also attack unless he succeeds on a Ride check.

COMBAT

Normally benign creatures, huezcatlas prefer to run or hide than enter combat. They issue gruff barks when threatened, alerting others (and their humanoid masters) to the danger. A huezcatla's front incisors, usually used for gnawing hardy plants, can break skin easily.

Skills: A huezcatla has a +8 racial bonus on any Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

A huezcatla gains a +4 racial bonus on Hide checks when in the water. Further, a huezcatla can lie in the water with only its eyes, ears, and nostrils showing, gaining a +8 cover bonus on Hide checks.



Carrying Capacity: A light load for a huezcatla is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. However, huezcatlas are extremely uncooperative if burdened with anything greater than a light load or a single rider. Handle Animal or wild empathy checks are required hourly when the huezcatla is overburdened in this way.

LIGHTNING GIANT

Large Giant

Hit Dice: 10d8+40 (85 hp)

Initiative: +7

Speed: 40 ft.

Armor Class: 18 (+3 Dex, –1 size, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +7/+17

Attack: Greatclub +12 melee (1d10+6) or slam +12 melee (1d4+9) or rock +10 ranged (2d6+7)

Full Attack: Greatclub +12 melee (1d10+6) or 2 slams +12 melee (1d4+9) or rock +10 ranged (2d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Haste, rock throwing

Special Qualities: Darkvision 60 ft., low-light vision, rock catching

Saves: Fort +11, Ref +8, Will +3

Abilities: Str 23, Dex 17, Con 19, Int 13, Wis 10, Cha 13

Skills: Climb +8, Intimidate +6, Jump +8, Listen +2, Spot +4

Feats: Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack

Environment: Any mountain

Organization: Solitary, gang (2–5), band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 3rd–5th level plus 6–12 dire wolves, and 4–16 orcs)

Challenge Rating: 6

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: By character class

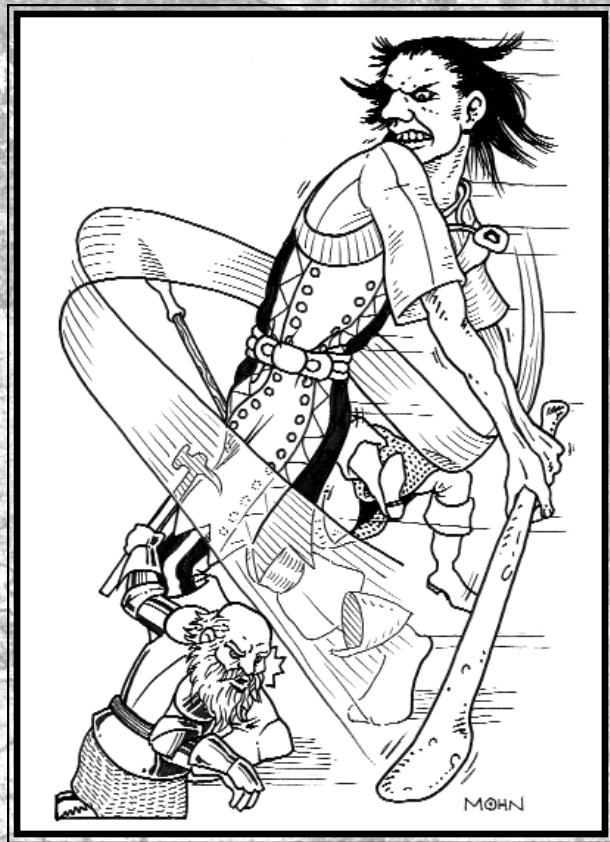
Level Adjustment: +4

This lean, wiry humanoid is at least a dozen feet tall. It wears bright, garish clothing.

Lightning giants make their lairs in the remote mountains of the world. Adult males are twelve feet tall and weigh about five thousand pounds. Compared to other giants, they appear very lean and wiry. Females are slightly shorter and lighter. Lightning giants can live to be four hundred years old.

Lightning giants are brutal bullies that are constantly in battle, whether with each other or with other creatures. They are also commonly the minions of thunder giants.

Lightning giants are incredibly vain creatures, and usually wear bright, garish clothing. They constantly seek to be



the center of attention, and are incredibly loud. They have a fondness for vulgar jokes and bawdy stories. Only fear can silence these boisterous giants, and the only creature known to strike fear in a lightning giant is a thunder giant. Wherever a thunder giant can be found, there is usually a lightning giant lurking around somewhere in the shadows, following the thunder giant's every command. Like most bullies, lightning giants are easily impressed with displays of power, and will readily submit to any being it believes to be vastly superior to itself. Of course, lightning giants also spend much time bullying and berating the weak, and they typically surround themselves with weaker lackeys, such as orcs or gnolls.

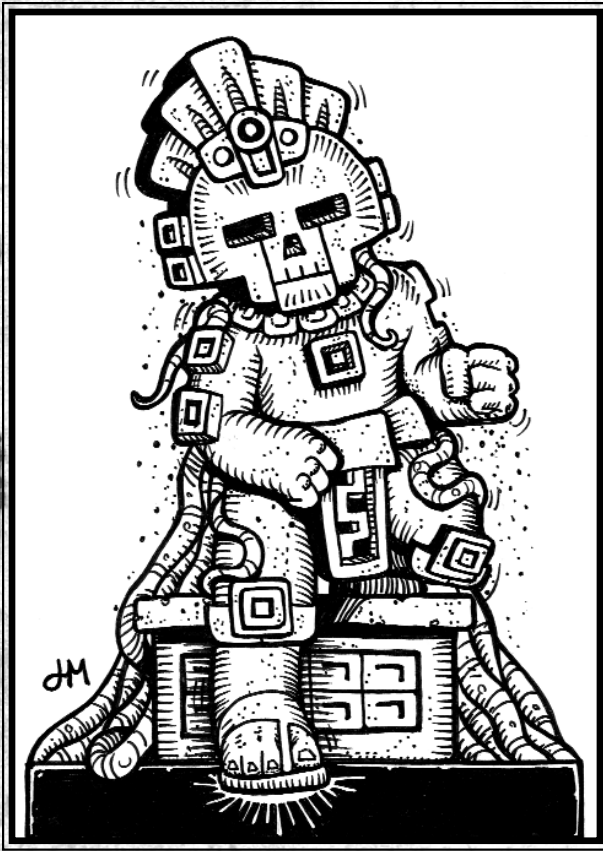
COMBAT

Lightning giants are surprisingly quick for their size, and use their mobility to their advantage. Frequently, they feign slowness to lull their opponents, and then try to rush in for a quick kill. They are masters of setting up ambushes, and generally fight only on terrain with which they are very familiar.

Haste (Sp): After it has engaged in at least 1 round of combat, a lightning giant can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Rock Throwing (Ex): The range increment is 120 feet for a lightning giant's thrown rocks.





LIGHTNING GIANTS AS CHARACTERS

Sly and quick, lightning giant characters are proud and aggressive warriors.

Lightning giant characters possess the following racial traits.

- +6 Strength, +3 Dexterity, +4 Constitution.
- Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A lightning giant's base land speed is 40 feet.
- Darkvision out to 60 feet and low-light vision.
- Racial Hit Dice: A lightning giant begins with ten levels of giant, which provide 10d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +7, Ref +6, and Will +1.
- Racial Skills: A lightning giant's giant levels give it skill points equal to 13 x (2 + Int modifier). Its class skills are Climb, Intimidate, Jump, Listen, and Spot.
- Racial Feats: A lightning giant's giant levels give it five feats.

- +6 natural armor bonus.
- Special Attacks: Haste, rock throwing.
- Special Qualities: Rock catching.
- Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Barbarian.
- Level Adjustment: +4.

LIVING IDOL (ITEPIXCAN)

Medium Construct

Hit Dice: 6d10+20 (50 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20

Base Attack/Grapple: +4/+9

Attack: Slam +10 melee (1d4+5)

Full Attack: 2 slams +10 melee (1d4+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: See below

Special Qualities: Construct traits, damage reduction 8/adamantine, darkvision 60 ft., enshrined, fast healing 1, immunity to magic, vigilance

Saves: Fort +2, Ref +3, Will +4

Abilities: Str 21, Dex 14, Con –, Int 3, Wis 10, Cha 1

Skills: Hide +9*, Listen +5, Move Silently +7, Search +1, Spot +5

Feats: Alertness, Iron Will, Weapon Focus (fists)

Environment: See below

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: As per sponsoring deity

Advancement: 6–12 HD (Medium); 13–20 HD (Large); 21–35 HD (Huge); 36–45 HD (Gargantuan); 46–60 HD (Colossal)

Level Adjustment: –

This statue of polished black obsidian is carved to resemble a sandaled, muscular human robed in simple vestments. Atop its shoulders, an oversized skull is crowned with a stony headdress of feathers and its fleshless face stares back at you. After remaining inert within the shadowed alcove, the statue suddenly lurches into motion.

Resembling golems only in the most fundamental of ways, living idols—known as itepixcan (ee-*tep*-ish-kahn) in the Xulmec tongue—are divinely touched constructs that trace their origin to the god Huamec during the War of Divine Right thousands of years ago (see Chapter 1). After his pyrrhic victory against the invading giants, the god was slain—the obsidian colossus he had possessed



and animated lay shattered—and the priests of Xulmec passed along the rites Huamec had taught to them, the secret of giving life to stone. For the demigod's great sacrifice, Madrah, the Lord of the Earth and Sky, approved of the secrets of idol creation, and today living idols now guard the shrines and temples of the Xulmec demigods. Though they are pale imitations of Huamec's titanic avatar, living idols are formidable in their own right.

The construction materials of a living idol can vary greatly. The most common are basalt and obsidian and are typically fashioned into the likeness of a human—often with exaggerated features and always carved with designs appropriate for the god it serves. On rare occasions, more valuable minerals are used, such as alabaster, onyx, or jade. Statues that become living idols are usually Medium in size, but larger idols have been found guarding the most sacred of temples and reliquaries. The statistics above represent the most common, weakest form of living idol.

Although clerics perform the sacred rites and supplicate their god to give the construct life, only a deity can animate a living idol and they are only constructed with a god's edict. Once animated, the idol acts as the eternal guardian of an area designated by that deity, hereafter referred to as its shrine. This shrine is typically a temple, burial ground, or sacrificial altar. Sometimes a single object is guarded, and the idol's shrine is the container that holds it.

Living idols must always obey the directives and orders of their sponsored deity. Though their actions are usually compliant with the wishes of the shrine's resident clerics, living idols are bound only to the wills of the gods, not mortals. Since they usually do not speak, any actions they take beyond defending their shrines are subject to great religious speculation. Often, these actions are viewed as portentous, as omens from the gods—a living idol may stand motionless beside the altar of a temple for centuries, then abruptly move six steps to the north for what appears to be no reason at all. Likewise, an idol may relocate itself frequently or manipulate its environment.

Living idols are respected by common folk as operative, vengeful instruments of the gods. On rare occasions, living idols have even been known to slay one of their own attendant clerics, a sure sign of the god's disapproval or the presence of a charlatan of the faith. Living idols seldom speak, but they understand Xulmec, Celestial, Infernal, and Abyssal.

COMBAT

Living idols serve to defend a holy place or relic for their sponsoring deity. Their fighting tactics are simple—destroy or drive away any threat. They fight until they or their enemies are destroyed and will not pursue enemies

that retreat beyond the shrine they guard. Living idols possess a glimmer of intelligence and are capable of discerning between heretics (enemies) and “approved” visitors (allies).

Enshrined (Su): Each living idol is divinely bound to a single shrine and will never stray more than 200 feet from it (a single 5-foot by 5-foot square). This range doubles with each size category a living idol is advanced—for example, a Huge living idol will never stray more than 800 feet from its shrine. Should a living idol ever be forced to move beyond this range, it immediately carries out the malediction ability (see below), whether or not it possesses this ability normally, then reverts to an inanimate state. Returning the idol to its shrine restores its animation.

On rare occasions, the sponsoring deity will allow the living idol to move beyond its shrine. Such occurrences are always of great importance to the faith in question, such as a living idol sent to accompany a chosen cleric on an important quest.

Immunity to Magic (Ex): A living idol is immune to any spell or spell-like ability that allows spell resistance.

Vigilance (Su): At all times, an effect similar to an *alarm* spell is placed within the primary entrance to a living idol's designated area. The living idol is instantly aware of any creature of Tiny size or larger that enters the warded location. It seldom takes action when first alerted; it merely notes the intrusion and cannot be surprised.

Special Attacks: All living idols possess the same special qualities as listed in the statistics presented above, plus one to three special abilities from the list below. GMs may choose or roll 1d8 for these abilities. The save DC against a special attack is equal to 10 + 1/2 living idol's HD + living idol's Wisdom modifier unless otherwise noted.

(1) **Earth Glide (Ex):** A living idol can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its movement leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a living idol flings the living idol back 30 feet.

(2) **Healing Suppression (Ex):** Damage dealt by a living idol heals only at half the normal rate, whether the source is natural or magical in nature. For example, a *cure serious wounds* spell that would normally heal 15 points of damage will only heal 7 when used to heal a wound inflicted by a living idol.

(3) **Malediction (Su):** Once per day, a living idol can call upon the divine force that animates it to curse its intrud-





ing enemies. Opening whatever serves as its mouth, the living idol emits a disturbing keen or deep, base pitch, wracking all targets within 60 feet with morale-shattering pain. Targets must succeed on a Will save or suffer a -4 penalty on attack rolls, skill checks, and ability checks for 4d10 minutes. Malediction has no effect on the living idol's allies.

(4) Menacing Visage (Su): Three times per day, as a standard action, a living idol can manifest a horrific countenance (such as an otherwise human head “unhinging” several times to reveal a grinning skull with glowing eyes within) that sends a wave of fear across its enemies. All living creatures within a 50-foot cone must succeed on a Will save or become panicked for 2d4 rounds. This is a necromantic mind-affecting fear effect. A creature that successfully saves against this visage cannot be affected by the same living idol's visage for 24 hours.

(5) Spell-like Ability (Su): 2/day—*dispel magic*, or *searing light*, *spider climb*.

(6) Spell-like Ability (Su): 1/day—*dimension door* or *dismissal*.

(7) True Seeing (Su): A living idol continuously uses *true seeing* as the spell (caster level 9th).

(8) Improved Grab (Ex): To use this ability, a living idol must hit a creature of its own size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A living idol deals automatic slam damage with a successful grapple check.

Skills: *The Hide bonus increases by +8 when a living idol is concealed against a relief for which the living idol's body is designed to complement.

NALVOR

Medium Humanoid

Hit Dice: 2d8+6 (15 hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 14 (+1 Dex, +3 hide armor), touch 11, flat-footed 13

Base Attack/Grapple: +1/+3

Attack: Scimitar +3 melee (1d6+2) or shortbow +2 ranged (1d6)

Full Attack: Scimitar +3 melee (1d6+2) or shortbow +2 ranged (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., immunity to charm and fear, low-light vision

Saves: Fort +8, Ref +1, Will +0

Abilities: Str 14, Dex 12, Con 16, Int 10, Wis 9, Cha 10

Skills: Climb +3, Hide +2, Listen +3, Move Silently +2, Spot +2

Feats: Alertness, Endurance

Environment: Any desert

Organization: Patrol (2-5), squad (6-11 plus 1-2 monitor lizards), or legion (20-80 plus 20% noncombatants plus 2-12 horses)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +2

This striking humanoid has long black hair and olive green skin. Its clothes are ragged and torn, standing in sharp contrast to its physical beauty.

The nalvor are physically striking humanoids, with long, flowing black hair and olive green skin. However, due to centuries of hatred from other races, they believe themselves to be incredibly ugly, and typically dress in rags.

The nalvor are a strange race of hybrid humanoids. Created to essentially be the equivalent of humanoid mules by their sphinx masters, the nalvor have the blood of both elf and hobgoblin flowing through their veins. While this strange combination created a strong and ruthlessly efficient slave, it has also made in modern times a pariah creature hated throughout the world. Elves find the nalvor to be little more than an evil abomination; the goblinoid races, meanwhile, find them to be gutless and



impure. For this reason, the nalvor never left the ruins of their ancestral home; only amidst the ruins created by their former sphinx masters have they been able to find solace from the rest of the world.

The nalvor are socially inept creatures, with no sense of courtesy or manners. They simply take what they want and do as they please. The only exception to this is when they are confronted with someone or something they believe to be their superior—usually, something associated in some manner with their former sphinx masters. Then they become polite to a fault, and always defer to that “superior” being, no matter how ludicrous or suicidal its demands may become.

Nalvor are incredibly patient creatures. Although abandoned centuries ago by the sphinxes, they still fervently believe that their sphinx masters shall return to them. For this reason, the nalvor are regarded by most other creatures as being far too passive—they seem incapable of making any sort of quick decision, and generally try to resolve any situation or problem in terms of how their sphinx masters would want that situation resolved. It is the rare nalvor indeed who can act as a leader and not a follower; it is even rarer when that nalvor shows a spark of imagination or tactical thought. As a result, the nalvor cities are often attacked by bandits, who know that their prey will be slow and their reactions predictable.

COMBAT

Nalvor are unimaginative fighters, and generally deal with threats in the most direct manner possible. Ironically, they often confuse their enemies, as their incredibly poor tactics can be easily mistaken for trickery. However, what they lack in cunning, they certainly make up for in sheer determination. Nalvor are notoriously stubborn and do not retreat unless commanded to do so. They typically fight to the death.

Immunity to Charm and Fear (Ex): All nalvor are immune to charm- and fear-based spells and magic.

NALVOR SOCIETY

The society of the nalvor is a bureaucratic nightmare. Meticulous to a fault, the nalvor always try to follow the ancient laws of their sphinx masters to the letter. Unfortunately, many of these laws conflict with one another, leading to confusion and indecision. Nalvor cities are governed by ruling councils, which debate endlessly, as they seek to interpret ancient law and to find universal consensus ... effectively paralyzing their society. For this reason, nalvor society has evolved little since the halcyon days of the Khonsurian Empire, and it is rare indeed when a confident, decisive nalvor leader can emerge and unite all nalvor with authority.

NALVOR AS CHARACTERS

Nalvor characters possess the following racial traits.

—Strength +4, Dexterity +2, Constitution +6, Intelligence –2, Charisma –2.

—Medium size.

—A nalvor’s base land speed is 30 feet.

—Darkvision out to 60 feet; low-light vision.

—Racial Hit Dice: A nalvor begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

—Racial Skills: A nalvor’s humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Climb, Hide, Listen, Move Silently, and Spot.

—Racial Feats: Nalvor automatically receive the feat of Endurance. Additionally, a nalvor’s humanoid levels give it one bonus feat.

—Automatic Languages: Elven, Goblin. Bonus Languages: Common, Draconic, Orc.

—Favored Class: Ranger.

—Level Adjustment: +2.

ONEIRIC CREATURE

Oneiric creatures dwell within the Dream (see Chapter 2), the imaginative realm maintained by Ôæ, although they resemble beings found on the Material Plane. In rare instances when they are translated into the waking world, their appearance is more fantastical than their Material counterparts.

Oneiric creatures are transitory in the waking world. Typically they are called into existence by agents of the Dream, found most often defending sites of sacred importance to Ôæ or Gil’Mâridth.

CREATING AN ONEIRIC CREATURE

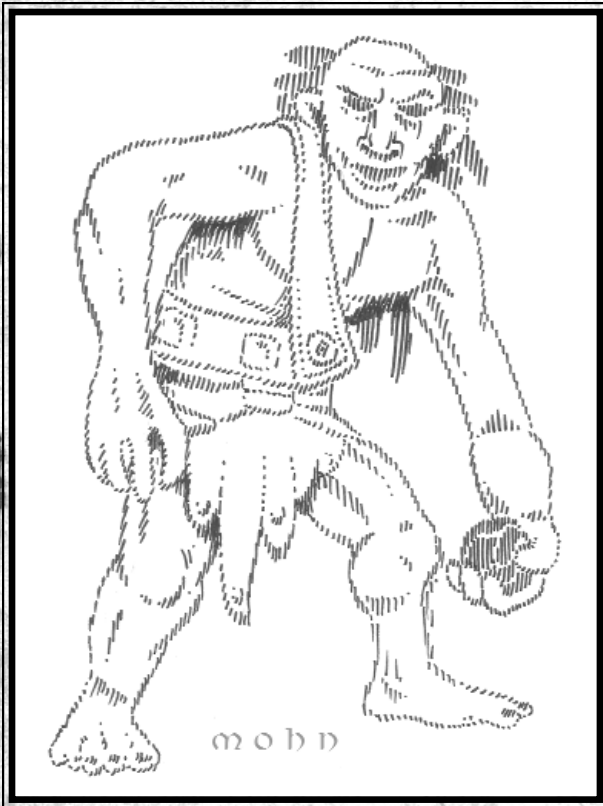
“Oneiric” is an inherited template that can be added to any creature (referred to hereafter as the “base creature”). An oneiric creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. It gains the dream subtype.

Special Attacks: An oneiric creature retains all the special attacks of the base creature and also gains the following special attack.

Phantasmal Strike (Ex): Twice per day, an oneiric creature can make a devastating attack that belies its strength





and speed. It can make a normal melee attack to deal extra damage equal to twice its HD total (maximum of +20 points) against a foe. If the oneiric creature's foe makes a successful Will save (DC = 10 + 1/2 oneiric creature's HD + oneiric creature's Cha modifier), the attack is disbelieved and no damage is suffered.

Special Qualities: An oneiric creature has all the special qualities of the base creature, plus the following special qualities.

Doubt Vulnerability (Ex): If an opponent is made aware of an oneiric creature's phantasmal nature, he can attempt to disbelieve it as a standard action that does not provoke an attack of opportunity as long as he has line of sight with the creature. If the opponent succeeds on a Will save (DC = 10 + 1/2 the oneiric creature's HD + its Cha modifier), he deals 1d8 points of damage to the oneiric creature.

Ephemeral (Ex): When an oneiric creature reaches 0 hit points, all traces of its body (including blood or other vitals) dissipate as though it never was. Additionally, half of all ability score or hit point damage dealt by the oneiric creature returns at the rate of 1 hit point or ability score point per round. For example, a fighter who suffered 22 points of damage from an oneiric hill giant would be restored 1 hit point per round for 11 rounds following its death. Creatures slain by an oneiric creature do not, however, return from death.

Fearless (Ex): An oneiric creature knows that it is ephemeral in the waking world and cannot be intimidated or persuaded. It is immune to all mind-affecting spells and effects.

Spell Resistance (Ex): An oneiric creature has spell resistance equal to its Hit Dice +10.

Abilities: Increase from the base creature as follows: Wis +2, Cha +6.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Usually neutral.

Level Adjustment: Same as base creature +1.

PTERAL

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (good)

Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12

Base Attack/Grapple: +3/+5

Attack: Claw +5 melee (1d6+2)

Full Attack: 2 claws +5 melee (1d6+2) or sting (1d4+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Regeneration 5, telepathy

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

Abilities: Str 14, Dex 17, Con 15, Int 9, Wis 11, Cha 7

Skills: Climb +3, Hide +5, Move Silently +4, Spot +2

Feats: Flyby Attack, Hover

Environment: Any temperate or warm forest

Organization: Solitary, pair, squad (3–12) or colony (20–100 plus 20% noncombatants plus one 9th-level sorceress queen)

Challenge Rating: 2

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +3

These violent and merciless wasp-men stand six feet tall. They have jet black hides with reddish markings, large transparent wings, and long, sharp stingers.

A powerful and destructive race of creatures, the pterals have an unrelenting need to consume and destroy all that they can find. Fortunately, these creatures are seldom active, and hibernate for years at a time.

Ordinarily, pterals pose little threat to the rest of the world, as their hives are dormant, and virtually all of the

pterals in the hive are in deep hibernation. During these times, only one or two squads of pterals stay active to defend the hive. However, for reasons unknown, once every seven years the entire hive awakens and enters a feeding cycle. During this time, the creatures seek to consume as much food as possible, preferring the flesh of animals above all other types of sustenance. Their appetites are legendary—a single hive has been known to slay every living creature within a hundred miles. Fortunately, feeding cycles only last for little more than a month; after that, the pterals return to their hives and become dormant once more.

Pteral colonies live in massive structures called blood hives, named for their crimson hue. Blood hives are massive organic spheres capable of supporting over one hundred pterals, and can easily measure over a quarter mile in diameter. It is not known exactly how the blood hives are created, but however the process occurs, it is quick—new blood hives have been known to spring up in less than a fortnight.

Each hive is ruled by a pteral queen that never physically leaves the hive. The queen is always female and always a sorceress of immense power. The queen is the undisputed ruler of all the pterals that inhabit her hive, and her commands are always obeyed. Should a queen be killed, the remaining pterals of her hive quickly disband, scattering throughout the region in search of new hives to join.

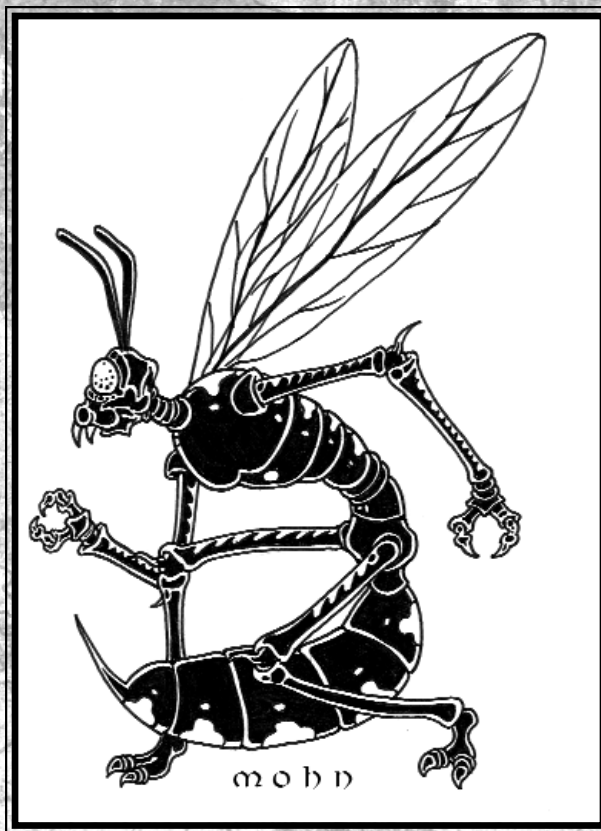
COMBAT

Pterals fight primarily to defend their hive and their queen. However, during their feeding cycles, they move swiftly across the land surrounding their hive, consuming all living creatures that they encounter and destroying everything else. They tend to fight in pairs, using their flight ability to their advantage over land-based opponents.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Constitution. The save DC is Constitution-based.

Regeneration (Ex): Fire and cold deal normal damage to a pteral. If a pteral loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Telepathy (Ex): Pterals can communicate telepathically with others of their own race at will, as per a *helm of telepathy*. They cannot extend this ability to creatures of other races, nor does this mean that they can automatically communicate with other telepathic creatures.



PTERAL SOCIETY

Pteral society revolves around two simple concepts: propagate the species, and protect the hive queen at all costs. They are highly organized creatures, and operate in a ruthlessly efficient manner. Those too old, sick, or weak to further help the hive are summarily executed. A pteral queen rules over her hive with ironclad authority, and her minions obey her every command. While it is not unheard of for a lone pteral to go rogue and to break away from its hive, to do so is essentially a death sentence, as that rogue pteral will be hunted down by warriors from its hive until the end of its days.

PTERAL AS CHARACTERS

Pteral characters possess the following racial traits.

—Strength +2, Dexterity +3, Constitution +2, Intelligence -1, Charisma -2.

—Medium size.

—A pteral's base land speed is 30 feet, and has a flying speed of 60 feet with Good maneuverability.

—Darkvision out to 60 feet; low-light vision.

—Racial Hit Dice: A pteral begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3,



Ref +0, and Will +0.

—Racial Skills: A pteral's humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Move Silently, and Spot.

—Racial Feats: A pteral's monstrous humanoid levels give it two feats.

—+2 natural armor bonus.

—Special Qualities: Poison, regeneration 5, limited telepathy

—Automatic Languages: Pteral. Bonus Languages: Common, Goblin.

—Favored Class: Fighter.

—Level Adjustment: +3.

SHADROQUUS

Medium Dragon

Hit Dice: 3d12+9 (28 hp)

Initiative: +9

Speed: 30 ft.

Armor Class: 16 (+5 Dex, -1 size, +2 natural), touch 14, flat-footed 11

Base Attack/Grapple: +3/+10

Attack: Hoof +5 melee (1d6+3)

Full Attack: 4 clawed hooves +5 melee (1d6+3) or bite +0 melee (1d4+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon, charm person

Special Qualities: Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 16, Dex 20, Con 16, Int 14, Wis 11, Cha 13

Skills: Climb +9, Hide +7, Jump +9, Spot +6

Feats: Endurance, Improved Initiative, Lightning Reflexes

Environment: Any desert

Organization: Solitary, pair, or herd (3–12)

Challenge Rating: 3

Treasure: Standard

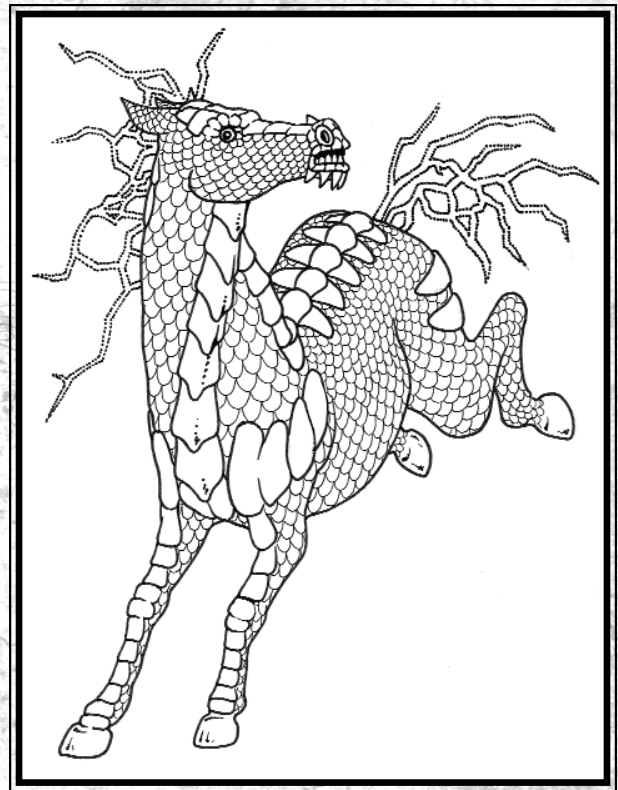
Alignment: Always neutral good

Advancement: 4–7 HD (Large); 8–12 HD (Huge)

Level Adjustment: –

These large, enchanted horses have dark blue scales, not fur; and their white manes and tails are in fact constant surges of crackling, magical lightning.

It is said that long ago, the mightiest of sphinx sorcerers in the Khonsurian Empire sought to create the ultimate horse by combining the traits of desert stallions and blue dragons in a single creature: the shadroquus. Although



the truth behind this tale is somewhat debatable, the fact remains that herds of these creatures roam free across the deserts of Xa Dshret and the Vermilion Steppes, and that they are amongst the most beautiful—and deadly—creatures to be found in the region.

Occasionally, they can be tamed by riders in the Vermilion Steppes, although it is a fairly rare occurrence. Only the best of the riders among the Tribes actually manage to bend a shadroquus to their will. Although still highly temperamental, once trained and broken, shadroquus become loyal, obedient steeds, and remain inseparable from their riders until death.

COMBAT

Shadroquus are relentless fighters. In the wild, they prefer to swarm around an opponent, hitting it with their breath weapon attacks and letting the occasional lone shadroquus hit with a quick melee strike. As a trained mount, the shadroquus follows the lead of its rider, although it still has a preference for its lightning breath attack whenever possible.

Breath Weapon (Su): The breath weapon of a shadroquus is a 40-foot line of lightning. It is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

Charm Person (Sp): When a shadroquus gazes upon an opponent with its magical flaming eyes, it has the oppor-



tunity to charm that opponent. The effect works as a *charm person* spell with a 40-foot range; a successful Will save (DC 12) negates the effect. The save DC is Charisma-based.

THUNDER GIANT

Gargantuan Giant

Hit Dice: 24d8+216 (324 hp)

Initiative: +1

Speed: 40 ft.

Armor Class: 23 (+1 Dex, -4 size, +16 natural), touch 7, flat-footed 22

Base Attack/Grapple: +18/+47

Attack: Greataxe +31 melee (4d6+17) or slam +31 melee (1d8+25) or rock +10 ranged (4d6+17)

Full Attack: Greataxe +31 melee (4d6+17) or 2 slams +31 melee (1d8+25) or rock +10 ranged (4d6+17)

Space/Reach: 20 ft./20 ft.

Special Attacks: Improved grab, rock throwing, rush, snatch, swallow whole, trample

Special Qualities: Darkvision 60 ft., low-light vision, rock catching

Saves: Fort +23, Ref +9, Will +10

Abilities: Str 44, Dex 12, Con 28, Int 12, Wis 15, Cha 18

Skills: Climb +20, Concentration +10, Craft (any) +2, Handle Animal +6, Intimidate +6, Jump +18, Listen +5

Feats: Awesome Blow, Combat Reflexes, Great Cleave, Improved Bull Rush, Power Attack

Environment: Any mountains

Organization: Solitary, pair, family (3–6), or tribe (6–10 plus 1 barbarian leader of 7th–9th level plus 1–4 dire bears, and 1–4 lightning giants)

Challenge Rating: 16

Treasure: Double standard

Alignment: Usually neutral evil

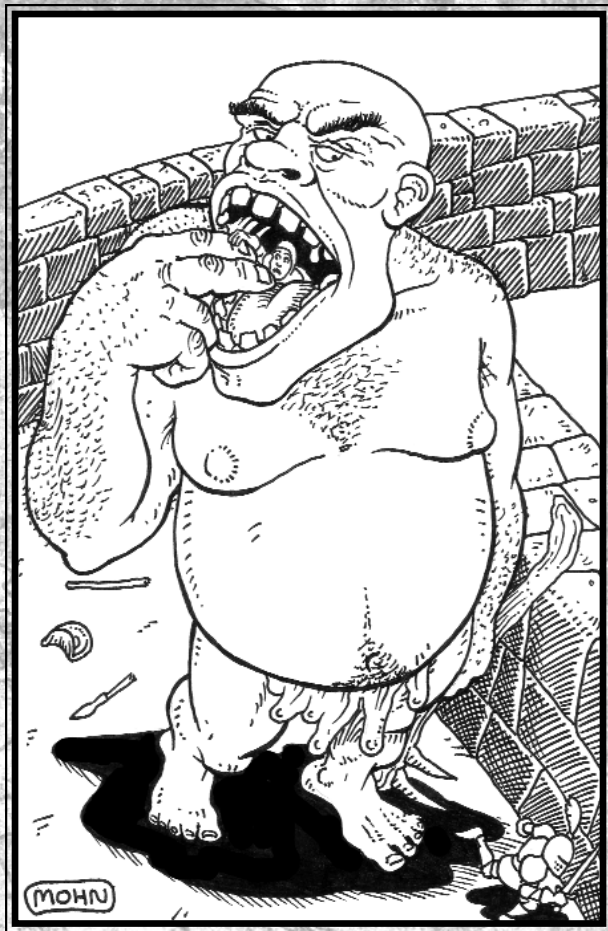
Advancement: By character class

Level Adjustment: +10

This towering, malevolent warrior is a giant among giants. It stands well over thirty feet tall and looks to weigh several tons.

Thunder giants are moody, capricious individuals that love secrets more than gold. They constantly plot against “the small ones”: any humanoid smaller than themselves that may live within one hundred miles of their lair. Thunder giants are usually only found on the highest of mountains or in the deepest depths below these peaks; mercifully, this makes them a rare evil to most of the world.

Thunder giants believe themselves to be witty, intelligent creatures. They love to talk, and will speak at length to any creature capable of understanding them—even their enemies, in the heat of combat. Though they are no doubt sharper than most of their giantkin cousins, thunder



giants are not nearly as clever as they believe themselves to be. They love riddles and puzzles, and often present these riddles to those that they capture as proof of their own cleverness. However, thunder giants are not terribly original, and are usually dumbfounded when they find their riddles solved—or themselves outwitted—by a shrewd rogue or bard. Of course, that is when thunder giants lose their temper and start reaching for axes ...

The “cleverness” of the thunder giants also extends to their lairs. Built within extensive caverns, thunder giants turn their lairs into sprawling, winding labyrinths, filled with magical traps and puzzles. It has not been unknown for a thunder giant to create a lair that is *too* deadly, inevitably slaying its giant master and leaving hordes of treasure trapped but waiting for intrepid explorers.

COMBAT

Thunder giants, although incredibly powerful, rarely like to directly enter combat. It is often why they surround themselves with hill giant or lightning giant minions—to “soften up” potential foes before having to enter combat themselves. Once in combat, however, they are fierce, determined warriors who certainly know how to use their immense size to their advantage. Like other giants, they



use their rock throwing abilities to attack foes from afar, and their powerful greataxes in melee. They also have the gruesome habit of eating opponents alive, though more oftentimes than not, this particular tactic backfires upon them in combat.

Improved Grab (Ex): To use this ability, the thunder giant must hit a Huge or smaller opponent with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rock Throwing (Ex): The range increment is 200 feet for a thunder giant's thrown rocks.

Swallow Whole (Ex): A thunder giant can try to swallow a grabbed opponent of Medium or lesser size by making a successful grapple check. Once inside, the opponent takes 1d4+4 points of crushing damage plus 1d4 points of acid damage per round from the thunder giant's digestive juices. A swallowed creature can cut its way out by dealing 25 points of damage to the thunder giant's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The thunder giant's stomach can hold 1 Medium, 2 Small, or 4 Tiny or smaller creatures.

Trample (Ex): A thunder giant has the ability to trample opponents that are underfoot. The save for this trampling attack is Reflex DC 40, with a successful save resulting in only half damage; the save DC is Strength-based.

THUNDER GIANTS AS CHARACTERS

Powerful and cunning, thunder giant characters rarely step foot in the rest of the civilized world.

Thunder giant characters possess the following racial traits.

— +16 Strength, +4 Dexterity, +8 Constitution, +2 Wisdom.

— Gargantuan size. –4 penalty to Armor Class, –4 penalty on attack rolls, –12 penalty on Hide checks, +12 bonus on grapple checks, lifting and carrying limits four times that of Medium characters.

— Space/Reach: 20 feet/20 feet.

— A thunder giant's base land speed is 40 feet.

— Darkvision out to 60 feet and low-light vision.

— Racial Hit Dice: A thunder giant begins with twenty-four levels of giant, which provide 24d8 Hit Dice, a base attack bonus of +18, and base saving throw bonuses of Fort +23, Ref +9, and Will +10.

— Racial Skills: A thunder giant's giant levels give it skill points equal to 27 x (2 + Int modifier). Its class skills are Climb, Concentration, Craft (any one), Handle Animal, Intimidate, Jump, and Listen.

— Racial Feats: A thunder giant's giant levels give it five feats.

— +11 natural armor bonus.

— Special Attacks: Rock throwing, trample.

— Special Qualities: Rock catching.

— Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

— Favored Class: Barbarian.

— Level Adjustment: +10.

XOCHATATEO

Xochatateo are filthy undead humanoids, often still covered with the gore from their own death and from the eviscerations of their many victims.

Created when a sacrifice goes horribly wrong, a xochatateo is a tormented creature cursed to exist between the realms of life and death, constantly seeking the hearts of the living to replace the one that once beat within its chest.

It is unclear as to exactly why the xochatateo are created. Some scholars argue that they are created when a sacrifice ritual is conducted incorrectly; others believe that they are created when the subject being sacrificed simply refuses to die. A few cynics even believe that xochatateo are nothing more than a cruel god's joke. Regardless of the reasons why the undead creature is created, there is no disputing how they come into existence: During a sacrifice ritual, when the still-beating heart is ripped from a humanoid creature's chest, for some reason that creature does not die. Instead, it is reborn as a cruel, savage creature with a taste for mortal flesh.

While exhibiting cannibalistic behavior, the xochatateo are most infamous for their obsession with hearts. After a killing frenzy, they typically rip out the hearts of their victims and hoard them as treasure. Although it is unclear as to why the xochatateo are so obsessed with hearts, survivors of xochatateo attacks have reported that the creatures often place their new trophies inside their own chests, as if to replace the hearts that were torn out of them.

Xochatateo are generally filthy creatures, typically covered with gore. They frequently inhabit graveyards or lurk near temples where sacrifices may occur, hoping for easy access to the hearts of the living. For this reason, they are





often mistaken for ghouls. However, as they retain some of their memories and intelligence, they may still attempt to contact living creatures that seem familiar from their former lives, and occasionally exhibit some semblance of humanity in their otherwise vicious behavior.

Xochatateo are almost always loners, preferring to keep to themselves and to stay away from other creatures. They have a pathological hatred of other undead creatures, particularly other xochatateo, and will immediately attack such creatures if suddenly confronted by them.

Xochatateo speak any languages that they knew in life.

CREATING A XOCHATATEO

“Xochatateo” is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A xochatateo uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature. If the base creature has a swim speed, the xochatateo retains the ability to swim and is not vulnerable to immersion in running water.

Armor Class: The base creature’s natural armor bonus improves by +2.

Attack: A xochatateo retains all the attacks of the base creature and also gains a slam attack if it did not already possess one. If the base creature can use weapons, the xochatateo retains this ability. A creature with natural weapons retains those natural weapons. A xochatateo fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A xochatateo armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A xochatateo fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Xochatateos have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the xochatateo’s size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A xochatateo retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the xochatateo’s HD + its Cha modifier unless noted otherwise.

Weakening Touch (Ex): A xochatateo can severely weaken its victims merely by touching them for an extended period of time. Should a xochatateo make a successful grapple check against an opponent, it pins the foe, dealing 1d6 points of Constitution drain each round the pin is maintained.

Special Qualities: A xochatateo retains all the special qualities of the base creature and gains those described below.

Blood Frenzy (Su): Upon reducing a foe to 0 hit points, a xochatateo gains temporary Strength and Constitution bonuses by feeding upon either the blood or the heart of that foe. This feeding frenzy takes 2 full rounds; after this time, the foe that is being consumed reaches –10 hit points and is permanently slain. The victim cannot be raised, reincarnated, or resurrected (though a *limited*



wish, wish, miracle, or true resurrection spell can restore life. No other actions may be taken by the xochatateo while it is in a blood frenzy. Once the frenzy is complete, the xochatateo gains a temporary bonus of +4 to both its Strength and Dexterity scores for an additional 2d6 rounds.

Blood Healing (Su): Upon entering a blood frenzy, a xochatateo's hit points are magically restored to full levels, healing the creature completely.

Damage Reduction (Su): A xochatateo has damage reduction 5/silver and magic. A xochatateo's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Turn Resistance (Ex): A xochatateo has +2 turn resistance.

Weakness to Holy Symbols (Su): See below.

Abilities: Increase from the base creature as follows: Str +6, Dex +2, Wis -4, Cha +4. As an undead creature, a xochatateo has no Constitution score.

Skills: A xochatateo has a +6 racial bonus on Hide, Listen, Move Silently, and Spot checks. Otherwise same as the base creature.

Feats: A xochatateo gains Alertness, Dodge, and Improved Initiative, assuming the base creature meets the prerequisites and does not already possess these feats.

Environment: Any; usually same as base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

XOCHATATEO WEAKNESSES

Despite their power, the xochatateo also have a number of weaknesses.

Slaying a Xochatateo: Holy objects (symbols, water, etc.) of good origin cause immense harm to a xochatateo. The mere sight of a holy symbol automatically causes the xochatateo to make a Fortitude save of DC 16 or suffer a temporary loss of 1d4 Strength for 1d6 rounds or until the object disappears from its sight. A specific symbol or item's presence may only affect the xochatateo in this manner once per day. Additionally, striking a xochatateo with either a holy symbol or holy water of good origin causes double damage; a magical holy item (such as a *holy avenger*) causes triple damage.

XOCHATATEO CHARACTERS

Xochatateo are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Xochatateo clerics lose the ability to turn undead (if they possessed it) but gain the ability to rebuke undead. A xochatateo cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards: Xochatateo are incapable of casting spells that are not of a divine nature. A wizard or sorcerer that becomes a xochatateo loses all ability to cast spells; however, all other skills and abilities are retained.



CHAPTER 4

SETTING RULES

The Known Realms are home to a wealth of cultures and races. Lost empires, barbarian raiders, mad archwizards, and marauding hordes have all left their indelible mark on the world. Memories of Áereth's past live on in the blood of her people, from the mightiest king to the common serf.

The world is also a changing one, vibrant with life. Traders smelling of strange spices bring new traditions and weird magics from foreign lands, while priests in dark temples interrogate fiends in their search for forbidden knowledge. New challenges demand new heroes—courageous champions who can take up arms in the defense of good.

As heroes and villains, PCs must be able to stand in both the spider-haunted Áereth of old and the wild frontiers of today. This chapter details weapons, feats, and spells born from Áereth's storied past and savage present.

FEATS

The feats in this chapter supplement the feats in the *PHB*. Follow the rules in the *PHB* to determine when feats are acquired.

Some of the feats require that a character be raised in a particular region of Áereth. Others are designed for evil NPCs who worship the infernal powers of Áereth, and are suited for PCs only when playing in an evil campaign. Because of the impact these feats can have on a game, players should consult their GM prior to taking these feats.

Any feat with the [Fighter] descriptor may be selected as one of a fighter's bonus feats.

ASSESS ENEMIES [GENERAL]

You have learned to size up your enemies.

Benefit: You can make a standard action to appraise your enemies and determine which is the most powerful. Only

enemies that you can see within 60 feet are considered during the attempt, and only one such opponent at any given time can be determined. You make a DC 15 Wisdom check. If you succeed, you can gauge which opponent has the highest CR.

Special: A dwarf fighter may select Assess Enemies as a bonus fighter feat.

ANCESTRAL WEAPON [GENERAL, FIGHTER]

You have inherited your family's ancestral weapon, a masterwork item with a long and storied history.

Benefit: Choose a masterwork weapon during character creation. This item is sacred to your family, and as the family's scion and the bearer of the item, you are held to exacting standards.

At the GM's discretion, the masterwork weapon may later "awaken" to magical properties. Activating even the least of such properties should be the goal of an epic quest.

Special: This feat can only be taken at 1st level.

CAPTURE [GENERAL]

You have been trained to subdue your enemies for capture.

Prerequisite: Combat Expertise

Benefit: You can deal nonlethal damage with most weapons at no penalty on the attack roll.

Normal: Without this feat, you take a -4 on your attack rolls when you use a melee weapon that deals lethal damage to deal nonlethal damage instead.

Special: A human or half-elf from the Xulmec city-states may select Capture without meeting the prerequisite.



FIEND SLAYER [GENERAL, FIGHTER]

You have studied fiends and faced them in battle, giving you an intuitive understanding of their combat style.

Prerequisite: Dexterity 13, Knowledge (chosen enemy) 5 ranks.

Benefit: You gain a +2 dodge bonus to your Armor Class when fighting against one chosen enemy: aberrations, demons, devils, or undead. Any time you lose your Dexterity bonus (if any) to Armor Class, such as being caught flat-footed, you lose your dodge bonus as well.

Special: This feat may be taken multiple times, selecting a different foe each time.

INFERNAL CORRUPTION [GENERAL]

Close association with infernal powers has altered your physical body.

Prerequisite: Infernal Pact.

Benefit: Each time this feat is taken, roll 1d12 and consult the following table. This feat may be taken multiple times. Re-roll any duplicate effects.

Roll Corruption

1-2 *Eyes of the Grimalkin:* Your eyes become like those of a cat, granting low-light vision that permits you to see twice as far as a human in starlight, moonlight, torchlight, and similar con-

NEW FEATS

General Feats

Assess Enemies

–

Benefits

DC 15 Wis check to identify highest CR

Ancestral Weapon*

–

Gain masterwork weapon

Capture

Combat Expertise

Deal nonlethal damage with weapons at no attack penalty.

Fiend Slayer*

Dex 13, Knowledge (chosen enemy) 5 ranks

+2 Dodge bonus to AC against chosen enemy

Infernal Pact

Knowledge (demonology/devilry) 5 ranks, spellcaster

Access Infernal spell list

Infernal Corruption

Infernal Pact

Varies

Infernal Sworn

Infernal Corruption, Infernal Pact

Resistance to fire, cold, or electricity 5

Siren Cry

Female, Perform (singing) 3 ranks, divine caster level 1

Attack similar to harpy's captivating song

Regional Feats

Prerequisites

Benefits

Poisoner

Southern Province, Freeport, Scourgelands

No risk of poisoning self when using poison

Savage Born

Cinai, Frost Barrens, Icenwastes, the Wilds, Saramanthia, Scourgelands

+2 in Diplomacy, Sense Motive, Intimidate with savages

Summon Horde

Savage Born, Leadership, character level 7th

Summon hundreds of barbarians

Metamagic Feats

Prerequisites

Benefits

Key of the Moon

Arcane spellcaster

Caster level changes with moon phases

Seer

Spellcraft 5 ranks

Spell slot requirement reduced by –1

Lore Caster

Seer, spellcraft 10 ranks

Spell slot requirement reduced by additional –1

* A fighter may select this feat as one of his fighter bonus feats.



ditions of poor illumination.

- 3-4 *Kiss of the Serpent:* Your saliva becomes poisonous to others (Contact DC 13, Initial 1d4 hp, Secondary 1d12 hp). Once per day you can either spit venom as a standard melee touch attack, or lick your weapon, thereby applying poison to your weapon. You remain susceptible to all other poisons but your own.
- 5-6 *Talons of the Vulture:* Your fingernails grow into razor sharp claws, allowing you to inflict 1d6 points of damage as an unarmed attack.
- 7-8 *Horns of the Goat:* A pair of small horns emerge from your temple and a palpable aura of wickedness hangs about you, granting a +2 circumstance bonus to Intimidate checks.
- 9-10 *Child of the Wurm:* Your skin grows a hard coat of scales, granting a +1 natural armor bonus.
- 11 *Blood of the Maggot:* You gain a +1 bonus to your Constitution score, but your body constantly reeks of rotting meat.
- 12 Roll twice, ignoring any 12s and re-rolling duplicate effects.

INFERNAL PACT [GENERAL]

You have sold your soul to a demon or devil in return for infernal spell powers.

Prerequisite: Knowledge (demonology/deviltry) 5 ranks, arcane or divine spellcaster.

Benefit: You have access to the Infernal spell list in addition to your regular spell list. If you already have access to the spell on the list, your caster level for the duplicate spell is +1. Evil clerics can worship infernal powers in addition to evil deities.

Regular: Worshipers of infernal powers (demons or devils) are not granted spells.

Special: The character cannot be brought back from the dead without additional indenture or promise of sacrifice.

INFERNAL SWORN [GENERAL]

Your infernal liege has made you resistant to certain energies.

Prerequisite: Infernal Corruption, Infernal Pact.

Benefit: You gain fire, cold, or electricity resistance 5. This feat may be taken multiple times, taking different energy types, whose benefits do not stack.

KEY OF THE MOON [METAMAGIC]

Your spellcasting abilities are tied to the phases of the moon.

Prerequisite: Arcane spellcaster.

Benefit: For the three days preceding and following a full moon, your effective caster level is increased by +1. For the three days preceding and following a new moon, your effective caster level is decreased by -1.

INFERNAL SPELL LIST

0-level: *inflict minor wounds, guidance.*

1st-level: *bane, cause fear, divine favor, doom, inflict light wounds, protection from good, summon monster II*.*

2nd-level: *aid, augury, death knell, inflict moderate wounds, summon monster II*.*

3rd-level: *inflict serious wounds, prayer, summon monster III*.*

4th-level: *divine power, inflict critical wounds, planar ally (lesser)*, summon monster IV*.*

5th-level: *contact other plane, commune, dispel good, slay living, summon monster V*.*

6th-level: *harm, legend lore, summon monster VI*.*

7th-level: *destruction, summon monster VII*.*

8th-level: *summon monster VIII*.*

9th-level: *gate, miracle, summon monster IX*.*

*Cast as an evil spell only.



LORE CASTER [METAMAGIC]

You are a master of ancient forgotten lore. The might of the universe courses through your spells.

Prerequisite: Seer, Spellcraft 10 ranks.

Benefit: When altering a spell with a metamagic feat, the spell slot requirement of the feat is reduced by -1, for a total of -2 when stacked with the Seer feat. A spell slot requirement cannot be reduced below the spell's original level.

POISONER [GENERAL]

You hail from a culture with a practice of poisoning and are accomplished in its use.

Prerequisite: Raised in Southern Province, Freeport, or Scourgelands.

Benefit: You are trained in the use of poison and never risk poisoning yourself when applying it to a blade or otherwise readying the poison for use.

Normal: A character has a 5% chance of exposing himself to a poison whenever applying it to a weapon or otherwise readying the poison for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison herself with the weapon.

SAVAGE BORN [GENERAL]

You have an innate kinship with barbarians.

Prerequisite: Raised in Cinai, Frost Barrens, Icenwastes, the Wilds, Saramanthia, Scourgelands*.

Benefit: You receive a +2 bonus on all Diplomacy, Sense Motive, and Intimidate checks made on savages. At the GM's discretion, additional groups may qualify.

Special: You may only take this feat as a 1st-level character.

*Half-orcs and monstrous humanoids only.

SEER [METAMAGIC]

A devotee of esoteric lore, you are able to attune your spells to the turning of the cosmos.

Prerequisite: Spellcraft 5 ranks.

Benefit: When altering a spell with a metamagic feat, the spell slot requirement of the feat is reduced by 1.

For example, an *enlarged fireball* would normally use up

a 4th-level spell slot. When cast with the Seer feat, the spell would use up a 3rd-level spell slot.

SIREN CRY [GENERAL]

You can sing to captivate your opponents.

Prerequisite: Female, Perform (singing) 3 ranks, ability to cast at least one divine spell of 1st level or higher.

Benefit: Once per day, you can make a special attack similar to a harpy's captivating song. As a standard action that does not provoke an attack of opportunity, you utter a sonorous cry that causes one or more creatures to become captivated. Each creature to be captivated must be within 60 feet, be able to see and hear you, and must make a successful Will save to negate the effect. This is a sonic, mind-affecting charm effect. The DC to resist the siren cry is equal to 10 + your Charisma modifier. The save DC is Charisma-based.

A captivated creature walks toward you, taking the most direct route available. If the path leads into a dangerous area (over the edge of a ship in shark-infested waters, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (A victim cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of you stands there and offers no resistance to your attacks. The effect continues for as long as you sing and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Special: A member of the Sirens of Pelagia may select Siren Cry without possessing any divine spells.

SUMMON HORDE [GENERAL]

A legend amongst your people, you can summon a barbarian horde.

Prerequisite: Savage Born, Leadership, character level 7th.

Benefit: This horde can only be summoned in the homeland of the PC, from among his barbarian kin. A horde is limited by the population of an area, and can number up to the PC's Leadership score (character level + Charisma bonus) times 500.

While a horde can be raised for any number of causes, its success is ultimately judged on the amount of loot pillaged, be it in the form of grain and livestock, gold, or even slaves. Chaotic and undisciplined, hordes quickly disband unless led by a masterful (and successful) general.

A horde takes one month to gather, and can be kept together for a number of weeks equal to the PC's



Leadership score. At the end of this time, the PC must make a DC 15 Diplomacy check.

Modifiers may apply to Diplomacy check, as shown on the table below.

DIPLOMACY CHECK MODIFIERS TO SUMMON HORDE

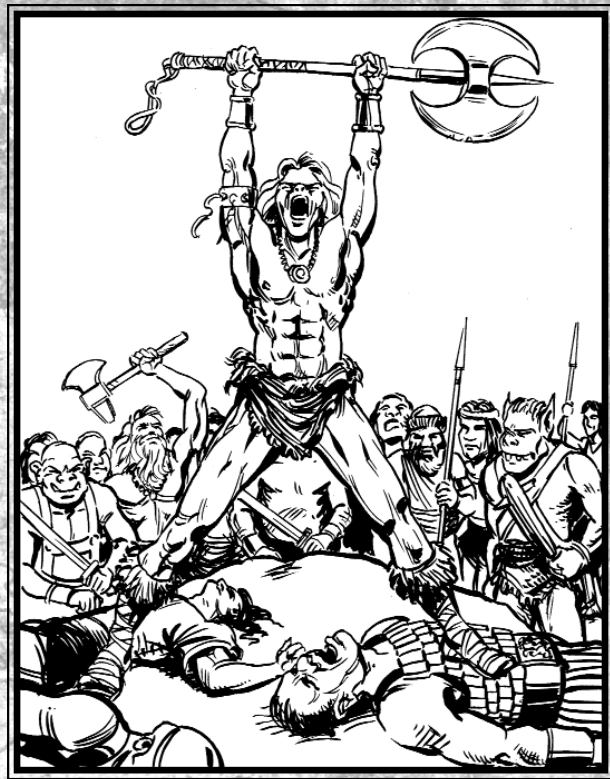
Condition	Modifier
Leader's Reputation	
Cowardice	-10
Failure	-5
Generous	+2
Heroic	+5
Treasure Shared	
None	-15
Partial, late, or unfair	-10
Average	-5
Above average	+0
Exceptional, gift items	+5
Horde's Success in Battle	
Defeat	-10
Stalemate	-5
Victory	+0
Overwhelming victory	+5

If the PC fails the check, the horde disbands, the barbarians return to their homelands, and the PC may not call a horde until one year has passed. At the GM's discretion, certain conditions may have to be met before the commander of a failed campaign can rally another horde to his cause.

If the PC succeeds on the Diplomacy check, the horde remains together for another week, after which the PC must make another DC 15 Diplomacy check. The cycle continues until the horde disbands or the PC elects to dismiss the horde.

A PC dismissing a horde after a successful campaign must also wait a year before summoning another horde, but will find it easy to recruit eager barbarians to his cause.

In rare instances, a legendary barbarian might have several generals serving beneath him who have all rallied hordes to their banners, placing multiple armies beneath the command of the single horde-master. In such cases, it is the single horde-master who must succeed on the Diplomacy check.



EQUIPMENT

Conch: The conch is a brightly colored seashell of spiral design. Bards of the Xulmec city-state of Athua often choose the conch as the favored wind instrument for use with their bardic music. Playing the conch relies upon the insertion and placement of the hands as well as embouchure, the manipulation of the musician's lips, to produce a loud if mellow sound. Though several pitches can be achieved, some conches have been carved to yield a greater variety of sounds; these customized conches are always masterwork and of the finest quality.

The conch is spiritually ingrained in the culture of the Xulmec city-state of Athua. If the conch is blown by a user with at least 2 ranks of Perform (wind instruments) during the first round of combat, all allies of Athuan nationality within 30 feet are granted a +1 morale bonus on attack rolls for the first 3 rounds of combat. Blowing into a conch in this way is a standard action that provokes an attack of opportunity. Cost: 1 gp, masterwork 100 gp. Weight: 1 lb.

Drum, Xulmec: Two varieties of percussion instruments are native to the Xulmec city-states. The first is the teponaztli, a drum fashioned from the trunk of a hardwood tree, played horizontally and common among religious ceremonies. The other is the huehuetl, a vertical drum with an animal skin drawn across the top and left open at the bottom. Both are decorated with intricate carvings, often depicting historic scenes. Cost: 10 gp, masterwork 100 gp. Weight: 5 lb.



Quipu: Quipus are recording devices fashioned by the Amoyas but have become more commonplace throughout Xulmec. Originally used for textile counting, the quipu has been adapted by wizards to serve as an alternate form of spellbook. Consisting of spun and dyed knots woven from llama or alpaca hair, the complex network of strands represents arcane syllables that only a wizard proficient with its use can interpret. Mastery of the quipu requires at least 2 ranks in Knowledge (local) for the Amoya region or 5 ranks in Knowledge (arcana) and a Dexterity of 13 or greater. A single quipu contains only thirty pages worth of spells, but it is effectively weightless and a wizard can possess more than one to accommodate his repertoire of known spells. Immersion in water does not harm the quipu. Cost: 20 gp. Weight: —

Threnody Chimes: Though largely associated with the Threnodim—bardic priests of Soleth who developed and perfected this peculiar class of instruments—most bards fortunate enough to come across threnody chimes will seek to acquire one. The chimes come in a wide variety of sizes and designs, but the principle behind them all is the same; inside a wooden box-like resonating chamber is a complex mechanism of metal chime rods tuned to somber keys in the smaller hand-held instruments and capable of a full musical range in larger ones. Typically small enough to be worn with a strap about the neck and held gently in the arms like the performer is laying a dying loved one to rest, the right hand is laid within a hand-shaped impression on its upward face with a striking key beneath each finger. These keys strike the chime rods currently in position while the fingers of the left hand diligently work an intricate array of levers, buttons, or slides on the opposite side to retract, dampen, and replace the sets of chime rods into striking position. The result is a sound as haunting as it is sorrowfully beautiful—a darker, swimming timbre akin to both clavichord and clock chimes.

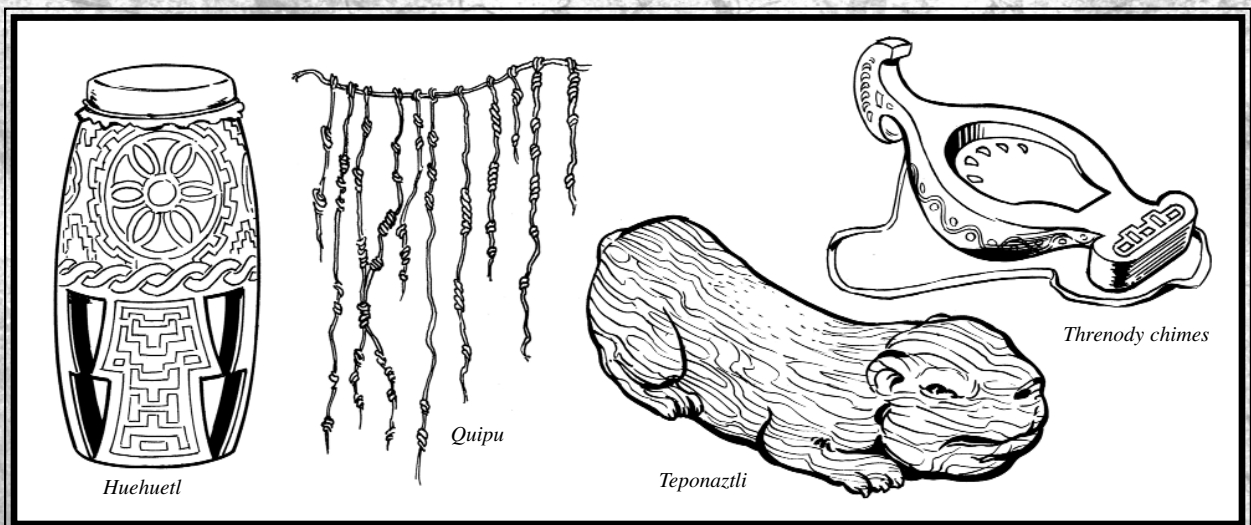
Externally, threnody chimes are usually decorated with ornate, morbid designs reflecting the tenets of Soleth. Some are even fashioned to suggest a humanoid body reclining at the moment of death. Furthering this image, Threnodim customarily play the chimes in a half-kneel with head bowed, though this posture is rarely assumed by most other bards. Cost: 80 gp, masterwork 200 gp. Weight: varies.

Tlahuiztli: The tlahuiztli is a Xulmec tabard, a tight-fitting cloth garment worn over the ichcahuipilli (see below). Its color marks the status of the warrior who wears it, and must be earned on the field of battle. In the Xulmec culture, slaying an enemy does not earn the same respect as capturing one. Multicolored feathers of many birds adorn the suit and matching helmet, with various combinations meant to represent different animals. When a Xulmec captain wears a legitimately earned tlahuiztli in the company of soldiers in his command, each soldier within 30 feet is granted a +1 morale bonus on attack rolls. Cost: 5 gp (but must be earned).

WEAPONS

Atlatl: Originally used for hunting waterfowl and fish, the atlatl is now used by the Xulmecs as an effective instrument of war. Consisting of a two-foot-long hardwood board and hook, which is used as leverage, the atlatl propels a large, obsidian-tipped dart with greater force and accuracy than that of a hand-thrown spear. To natives of the Xulmec city-state, the atlatl is a martial weapon, but it is exotic to anyone else. Darts that miss their target have a 75% chance of breaking.

Keris: Originating from the Shadowed West, this exotic dagger has come into more common use in the nation of Ssorlang and even the people of Darawan. No two keris blades are alike, unique by their very nature and the mystic ways of the bladesmith. The keris is considered a very



NEW WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type
<i>Light Melee Weapons</i>							
Keris	320 gp	1d3	1d4	19-20/x3	10 ft.	1 lb.	Piercing
Razor glove	5 gp	1d4	1d6	x2	—	1/2 lb.	Slashing
<i>One-Handed Melee Weapons</i>							
Macuahuitl, one-handed	20 gp	1d6	1d8/x3	x3	—	7 lb.	Slashing
<i>Two-Handed Melee Weapons</i>							
Macuahuitl, two handed	50 gp	2d4	2d6	x3	—	13 lb.	Slashing
Tepoztopilli	50 gp	1d6	2d4	x3	—	10 lb.	Slashing
<i>Ranged Weapons</i>							
Atlatl	1 gp	1d6	1d8	x3	80 ft.	2 lb.	Piercing
Darts (5)	3 gp	—	—	—	—	—	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

NEW ARMOR

Armor	Cost	Armor Bonus	Max Dex	Check Penalty	Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight ¹
<i>Light armor</i>								
Bonemail	90 gp	+4	+4	-1	20%	30 ft.	20 ft.	15 lbs.
Ichcahuipilli	8 gp	+2	+7	0	5%	30 ft.	20 ft.	8 lb.
<i>Shields</i>								
Chimalli	5 gp	+1	—	-1	5%	—	—	6 lbs.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

personal weapon that can bring good fortune to its owner—and misfortune to thieves. The length of the blade varies, but it is usually asymmetrical and often forged of iron or steel in a wavelike, serpentine fashion. The hilt is ornate, and acid is used to bring out the luster or darkness of the metal blade. The keris is considered a monk weapon, provided the monk takes the Exotic Weapon Proficiency feat to become proficient with it. All keris blades are masterwork. If used as a thrown weapon, the keris incurs a -2 circumstance penalty on the attack roll.

Macuahuitl: The macuahuitl (usually called a “macana” by Northlanders) is a flat, hardwood club with extremely sharp blades of flint or obsidian set along its edges. A weapon native to the Xulmec city-states, the macuahuitl can be used to cleave through flesh and bone or subdue opponents. Created in both one- and two-handed varieties, it is a martial weapon to Xulmecs but exotic to anyone else.

Razor Glove: The razor glove comes in many designs, typically employed by jungle-dwelling warriors to emulate the fighting style of great cats. Usually fashioned with stiff leather, the glove fits over the entire hand much like a gauntlet, while curving, metal blades run along each finger and are supported at the wrist. The blades

cannot be retracted, and wearing the gloves while using any skill requiring the use of one’s hands to manipulate objects incurs a -4 circumstance penalty. The wearer’s opponent cannot use a disarm action against the razor glove. The cost and weight given are for a single glove. An attack with a razor glove is considered an armed attack.

Tepoztopilli: Resembling a pole-arm counterpart of the macuahuitl, the shaft of the tepoztopilli (called the “topilli” among Northlanders) is wooden, and its flared head is set with razor-sharp obsidian blades. The tepoztopilli has reach. Wielders can strike opponents 10 feet away with it, but they cannot use it against an adjacent foe. Natives of Xulmec city-states treat the tepoztopilli as a martial weapon, but it is an exotic weapon to anyone else.

ARMOR

Bonemail: See *Magic Items of Áereth* below.

Chimalli: The chimalli is a wooden Xulmec shield, always brightly painted to reflect the wearer’s spiritual and national allegiance, including symbols representing the status within his unit or city. Xulmec fighters and warriors often create and adorn their own shields, taking at least 1 rank in Craft (armorsmithing) for this reason



alone. A Xulmec who crafts, paints, and feathers his own shield receives an additional +1 morale bonus to AC when fighting defensively or choosing a total defense action.

Ichcahuipilli: The ichcahuipilli (called the “cahuipi” among Northlanders) is a heavy, quilted body armor common among Xulmec warriors. Often soaked in brine for greater durability, it offers greater protection than standard padded armor and more flexibility than leather.

REGIONAL MASTERWORK ITEMS

While any craftsman with enough time, skill and materials can create a masterwork item, certain regions of Áereth are renowned for their signature arms, armor or equipment. The reputation of a smith might hinge on his ability to craft a certain type of sword, and seedy merchants may try to dupe naïve heroes into paying masterwork prices for regular equipment, claiming, “They were born in the devil-fire forges of Zamon,” or some other such nonsense.

Apart from their sheer monetary value, regional masterwork items can also inspire the admiration and envy of savvy onlookers. Such recognition cuts both ways: A noble scion wielding a fabled blade of Criestine steel might rally a routing army, while a peasant found with the same weapon may be imprisoned and executed for the crime of carrying a weapon above his station.

The true nature of an item can be discerned with an appropriate Craft check (DC 15). While superior forgeries can make this check more difficult, such items are rare, since making a masterful forgery requires nearly as much skill as crafting a masterwork item.

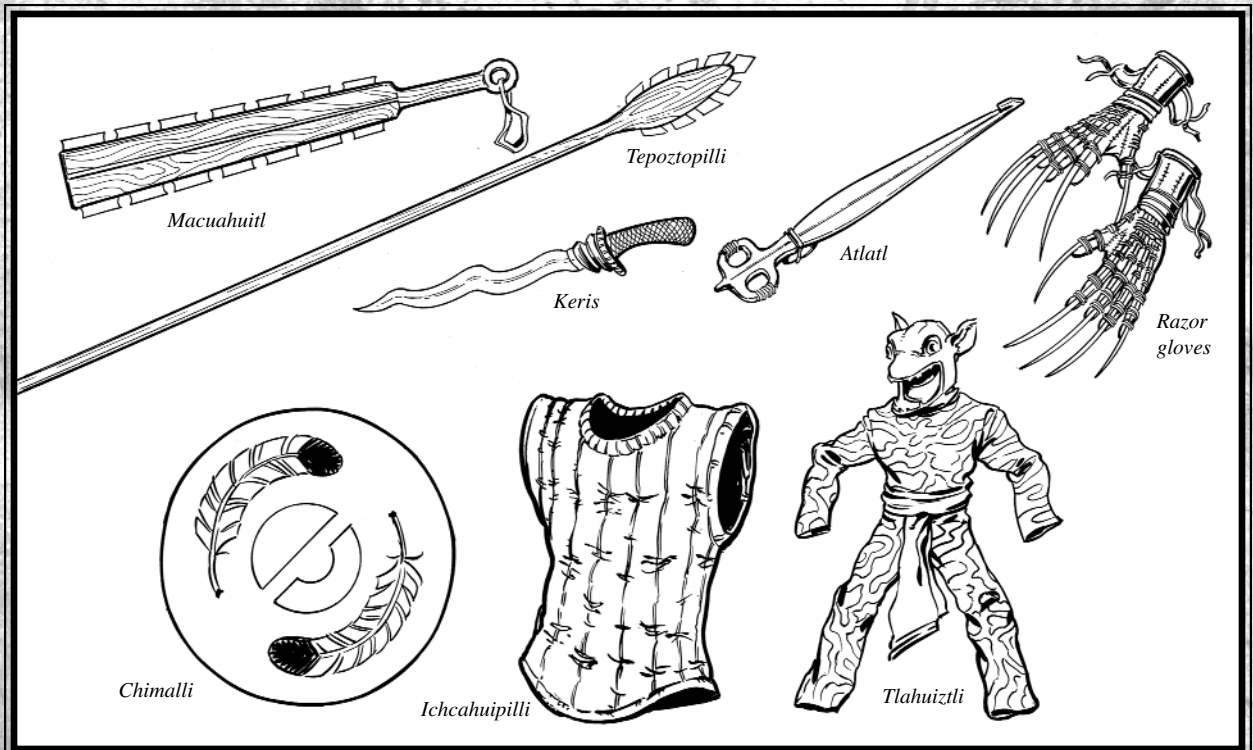
As per all masterwork items, you cannot add the masterwork quality after an item is created; it must be crafted as a masterwork item (see the Craft skill, *PHB*). Similarly, unless otherwise noted, regional masterwork items are far more expensive than their mundane counterparts.

REGIONAL MASTERWORK WEAPONS

Blackore Longsword and Lance: In the empire of Crieste, the finest warriors have always armed themselves with weapons forged of blackore steel. Iron mined from the Blackore Hills is highly prized by Criestine weaponsmiths, and all the legendary weapons of the empire were forged of the precious metal.

When a warrior of Crieste achieves knighthood, he is awarded with a blackore longsword and lance, presented by his liege. The weapons are symbols of a warrior’s honor, and the distinctive steel, shot through with wavy bands of black and azure, is immediately recognizable to any Criestine citizen. For a non-knight to carry a blackore weapon is a high crime against the crown, punishable by execution.

It is illegal to sell a blackore weapon, though tragic ballads tell of warriors, desperate for gold, selling their weapons to villains who proceed to masquerade as



knights. Illegal blackore weapons are highly prized by enemies of the empire, who are willing to pay exorbitant amounts (up to twice the going rate for a masterwork item) to obtain them.

Game Notes: A lance or longsword forged of blackore steel has the same stats as a masterwork weapon of that type. If worn openly, it also grants its owner a +1 circumstance bonus to Intimidate and Charisma checks made with Cristine commoners. (Nobles, accustomed to dealing with knights, are seldom impressed by knighthood alone.)

Cinai Waraxe: The horse lords of the Cinai are feared for their reckless courage and savage ferocity. Their smiths of the Lion have mastered the creation of the waraxe, forging long curved blades with remarkable strength and sharpness. Designed to be wielded one-handed while mounted, or in two hands by foot troops, a master of the weapon can kill with a single blow and strike another target before the first hits the ground.

Waraxes are traditionally attached to shafts of polished ironwood, and are protected with cases made from the cured skins of chimeras or wyverns. The creation of a waraxe is a sacred act, and only undertaken by master smiths who destroy any axes that fail to meet their exacting standards; thus every Cinai waraxe is a masterwork weapon. Waraxes are revered as family heirlooms and commonly bear names referring to their greatest battles. A waraxe might gain three or four names during its life, as its owners are driven on to ever greater deeds. Losing a waraxe is a great dishonor to the entire clan, and many warriors have devoted their entire lives to recovering an ancestral weapon.

Waraxes are never sold by the Cinai people. When the axes turn up on the black market, they are quickly bought by collectors, often for as much as 600 gp or more.

Game Notes: The Cinai waraxe shares the same statistics as a masterwork dwarven waraxe. Like the dwarven waraxe, it is too large to be used in one hand without special training, and is thus an exotic weapon. A Medium character can use a Cinai waraxe two-handed as a martial weapon. Humans raised in the tradition of the Cinai Lions treat the waraxe as a martial weapon even when wielded in one hand.

Shadowstone Weapons: When the Shadow Star fell into the Lostlands and created the Devil's Cauldron, molten debris from the dark comet spread across all Áereth as it blazed across the sky for the final time. Most of this debris—along with the smoldering remains of the original comet—are located in the Cauldron; however, significant chunks of the comet are also scattered in the Mountains of the Fifth Prince and the Lostlands. Small remnants can be found in the Northlands and Southlands as well.

Although the debris from the Shadow Star is commonly called “shadowstone,” this is something of a misnomer. Shadowstone is actually a metal. The material has a dark purple hue and a dull, flat texture. It is often found in chunks, ranging from the size of a human fist to that of an elephant. It only melts at extremely high temperatures and is notoriously difficult to work with, but certain smiths in Xa Deshret still know the secret for forging shadowstone.

The sphinxes of the Khonsurian Empire unlocked the secrets of the stone centuries ago. Shadowstone has impressive magical properties, and can be used to create powerful weapons. Prolonged exposure to the stone causes madness. This initially created great problems for the sphinxes, who sent slaves to mine and harvest the largest stone fragments from the Mountains of the Fifth Prince. At first, the sphinxes sent dwarves to do this work—however, the dwarves mutated and went insane, eventually transforming into the derro that lurk in the Underdeep. Elven slaves were next, but they proved to lack the hardiness necessary for the brutal work; hobgoblin slaves then followed, but they lacked the finesse to effectively excavate the material, hacking the huge chunks of ore into tiny, unusable fragments. It was for this reason that the sphinx wizards eventually bred the nalvor race. The sphinxes had hoped to combine all of the positive qualities of elf and hobgoblin for mining shadowstone.

Most weapons forged from shadowstone are still found within Xa Deshret and the swirling sands of the Ghetrian Desert. These are typically ancient relics or family heirlooms, and already in the hands of a skilled warrior. Many of the most powerful magical objects in all of Áereth are forged from shadowstone, such as the legendary *Shadowcrown* of the sphinx and the blade known as *Shadowstar*, which was wielded long ago by the drow sorceress Khetira.

At the present time, at least three nalvor smiths in Xa Deshret are capable of forging new weapons from raw shadowstone—a task easier said than done, as they all remain hidden in the darkest recesses of the Mountains of the Fifth Prince.

Game Notes: Any weapon forged from shadowstone is a masterwork weapon. The chaotic nature of shadowstone weapons also affects their wielders in two ways. Firstly, the material eventually causes a certain degree of madness in those who remain in prolonged exposure to it. After the first 30 days of possessing a weapon forged of shadowstone, the wielder acts as if affected by a *confusion* spell each time the weapon is drawn. The spell acts as if cast by a 20th-level caster. This effect can be temporarily negated by a *dispel chaos* spell.

Secondly, the fluctuating chaos magic contained within the shadowstone weapon can increase or decrease on any



given day, strengthening or diminishing the weapon's power. Each day of game time, there is a 1 in 6 chance that the power has changed. On each day, the player should roll a d6 for the weapon. If the result is a 1, the PC is aware that a change has taken place, but not necessarily what that change would be until the weapon is wielded in battle. The GM should then roll a d4 to determine the exact nature of the change.

Roll	Result
1	-1 to all magical bonuses; loss of any/all additional magical abilities
2	+1 to all magical bonuses
3	+2 to all magical bonuses; range and duration of any/all magical abilities doubled
4	+3 to all magical bonuses; random gain of 1d4 intelligent item lesser powers

Should a weapon forged from shadowstone have its magical bonuses reduced to 0, it should still be treated as a magical weapon in combat. A shadowstone weapon cannot have a magical bonus of greater than +5.

Vermilion Longbows: Known for their cunning and utter ruthlessness in battle, the warriors of the Vermilion Tribes are also noted for their unique longbows. Made from the enchanted wood of darkfyre trees, the Vermilion bows actually appear at first glance to be two longbows that are crossed over one another, as if in the shape of an X. However, the Vermilion longbow is a single piece, albeit a very complex one. The weapon also has two drawstrings. The arrow to be fired from the bow is nocked at the intersection of the two drawstrings before being released. Despite its complexities, the warriors of the Vermilion tribes use the weapon with great ease, often firing it from horseback with deadly precision while riding at a full gallop.

Although initially crafted by Vermilion bowsmiths, each bow is then individualized by its user, with ornate designs carved into the wood of the bow. These carvings generally represent victories in battle or tributes to long-ago ancestors, which are drawn in great detail. The bows of the greatest warriors of the Vermilion tribes are massive, almost unwieldy weapons, as more wood is grafted to the bows for depicting the victories of these legendary fighters.

Vermilion longbows are among the most prized of possessions to the Tribe warriors, and are never found far from their grasps, ready to fire. Although highly esteemed and revered, they are not ever used by more than one warrior, or even passed along as family heirlooms. Warriors are buried in death with their bows, to ensure good hunting in the afterlife.

Warriors of the Vermilion Tribes never sell their longbows, under any circumstances. Should a member of the Vermilion Tribes be caught stealing another warrior's bow, whether to sell on the black market or for personal use, it is a crime punishable by death. Should a bow ever appear on the black market, they can fetch upwards of 750 gp or more.

Game Notes: A Vermilion longbow shares the same statistics as a masterwork longbow, save for its range, which is doubled. Its unwieldy nature makes it too difficult to handle properly in battle without special training, and should therefore be considered an exotic weapon. Elves or humans raised in the Vermilion Tribes have significant advantages in learning how to use this special bow, and it should only be considered a martial weapon in their hands.

REGIONAL MASTERWORK ARMOR

Holdfast Plate: The dwarves of the Holdfast are famous for their breastplate, half-plate and full plate armors. Dwarf smiths devote entire centuries to the various aspects of metallurgy, smithing, and practical battle experience with a single goal in mind: to forge the finest heavy armors in the Known Realms.

Each is a unique work of art, fashioned for a particular warrior, and stylized according to the nature of the armorsmith. Certain smiths fashion armor in the likeness of demons and dragons, some emboss their armors with sparkling gems and inlays of gold and silver, while others carefully etch each plate with acid.

The dwarves are happy to sell their masterpieces, which always command a high price on the market (up to three times the normal cost of masterwork armor), but the true worth of Holdfast plate can only be known by wearing a suit specifically forged to the user's physique. These tailored suits are commonly worn by Holdfast generals and dwarven heroes. Occasionally, a suit may be forged in thanks for deeds done in service of the empire, or as a gift to neighboring regents.

Game Notes: Like regular masterwork armors, the armor check penalty of Holdfast plate armors is lessened by 1. If the armor that has been crafted specifically for that wearer, the armor check penalty is lessened by 2.



NEW CLERIC DOMAINS

An asterisk (*) indicates a new spell described later in this chapter.

CREATION DOMAIN

Granted Power: Cast conjuration (creation) spells at +2 caster level.

Creation Domain Spells

- 1 *Create water*
- 2 *Minor image*
- 3 *Create food and water*
- 4 *Minor creation*
- 5 *Major creation*
- 6 *Heroes' feast*
- 7 *Permanent image*
- 8 *True creation**
- 9 *Genesis**

DARKNESS DOMAIN

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

- 1 *Obscuring mist*
- 2 *Blindness*
- 3 *Blacklight**
- 4 *Armor of darkness**
- 5 *Summon monster V* (only summons 1d3 shadows)
- 6 *Prying eyes*
- 7 *Nightmare*
- 8 *Power word, blind*
- 9 *Power word, kill*

DREAM DOMAIN

Granted Power: You can draw upon your memories of the Dream to gain supreme confidence as a supernatural ability. You gain an enhancement bonus to Charisma equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable twice per day.

Dream Domain Spells

- 1 *Sleep*
- 2 *Daydream**
- 3 *Deep slumber*
- 4 *Dreamscrying**
- 5 *Symbol of sleep* (good or neutrally aligned clerics) or *nightmare* (evil-aligned clerics)
- 6 *Symbol of fear*
- 7 *Oneiric form**
- 8 *Mind blank*
- 9 *Weird*

GLORY DOMAIN

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 to the turning damage roll.

Glory Domain Spells

- 1 *Disrupt undead*
- 2 *Bless weapon*
- 3 *Searing light*
- 4 *Holy smite*
- 5 *Holy sword*
- 6 *Bolt of glory**
- 7 *Sunbeam*
- 8 *Crown of glory**
- 9 *Gate*

LIBERATION DOMAIN

Granted Power: The character gains a +2 morale bonus on all saving throws against enchantment spells or effects.

Liberation Domain Spells

- 1 *Remove fear*
- 2 *Remove paralysis*
- 3 *Remove curse*
- 4 *Freedom of movement*
- 5 *Break enchantment*
- 6 *Greater dispelling*
- 7 *Refuge*
- 8 *Mind blank*
- 9 *Unbinding*

MADNESS DOMAIN

Granted Power: The character gains an Insanity score equal to half his or her class level. For spellcasting (determining bonus spells and DCs), the character uses his or her Wisdom score plus his or her Insanity score in place of Wisdom alone.

For all other purposes, such as determining skill and save modifiers, use Wisdom minus Insanity in place of Wisdom.

Once per day, the character can see and act with the clarity of true madness. Use the character's Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.

Madness Domain Spells

- 1 *Lesser confusion*
- 2 *Touch of madness**
- 3 *Rage**
- 4 *Confusion*
- 5 *Bolts of bedevilment**
- 6 *Phantasmal killer*
- 7 *Insanity*
- 8 *Maddening scream**
- 9 *Weird*



REPOSE DOMAIN

The Repose domain is similar to the Death domain, but is granted by good-aligned deities whose clerics are barred from casting evil spells.

Granted Power: The character may use a *death touch* once per day. The *death touch* is a spell-like ability that is a death effect. The character must succeed at a melee touch attack against a living creature (using the rules for touch spells). When the character touches, roll 1d6 per his or her cleric level. If the total at least equals the creature's current hit points, it dies (no save).

Repose Domain Spells

- 1 *Deathwatch*
- 2 *Gentle repose*
- 3 *Speak with dead*
- 4 *Death ward*
- 5 *Slay living*
- 6 *Undeath to death*
- 7 *Destruction*
- 8 *Surelife**
- 9 *Wail of the banshee*

WEATHER DOMAIN

Granted Power: Survival is a class skill.

Weather Domain Spells

- 1 *Obscuring mist*
- 2 *Fog cloud*
- 3 *Call lightning*
- 4 *Sleet storm*
- 5 *Ice storm*
- 6 *Control winds*
- 7 *Control weather*
- 8 *Whirlwind*
- 9 *Storm of vengeance*

NEW SPELLS

ARMOR OF DARKNESS

Abjuration [Darkness]

Level: Darkness 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

BLACKLIGHT

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

The caster creates an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see normally if within the blacklit area. Creatures outside the spell's area, even the caster, cannot see through it.

The spell can be cast on a point in space, an object, or a creature. If cast on an object or creature, the spell's effect radiates from that target and moves with it. Unattended

DAMAGE FROM BOLT OF GLORY

Creature's Origin/Nature	Damage	Maximum Value
Material Plane, Elemental Plane, neutral outsider	1d6 per 2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6 per level	15d6
Positive Energy Plane, good outsider	—	—



objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any *light* spell of equal or lower level. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

BOLT OF GLORY

Evocation [Good]

Level: Glory 6

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell projects a bolt of energy from the Positive Energy Plane against one creature. The caster must succeed at a ranged touch attack to strike the target. A creature struck suffers varying damage, depending on its nature and home plane of existence, per the table on the previous page.

BOLTS OF BEDEVILMENT

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: One action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

COLLAPSING CAVERN

Conjuration (Earth)

Level: Drd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 120-ft. line

Duration: 1 round + 1 round/level (D)

Saving Throw: Reflex half; see below

Spell Resistance: No

This spell rips large rocks away from the ground and sends them as missiles toward a single target point cho-



sen by the spellcaster. The conjured rocks originate from a point chosen by the spellcaster anywhere within the spell range, and are then directed against a single target point chosen within that same spell range (measured from the spellcaster's position at the time of casting). Any creature caught in the path of the flying rocks between the point of origin and the target square is affected. If cast underground or inside a man-made structure, the rocks may strike from any direction, including the ceiling above, thus giving the spell its name. Once the rocks strike a target, they shatter—they cannot be reflected off of other objects or creatures. The target area cannot be changed once the spell is cast.

Collapsing cavern deals 4d6 points of damage to any creatures that it may strike. Additionally, creatures struck by the flying rocks may be knocked prone to the ground, and be unable to take any actions during the round subsequent to being struck. Affected creatures making a successful Reflex save remain on their feet; however, they still take half damage from the rocks.

The spell does not function underwater.

Material Component: A feather and a handful of pebbles.

CORRUPTION

Necromancy [Fear, Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action



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

Area: One 40-ft. cube/level (S)

Duration: 1 round/level (D)

Saving Throw: Will negates; see below

Spell Resistance: Yes

This spell fills an area with a cold, negative energy. Once cast, everything within the area of effect turns a sickly gray-green color. All plants in the area begin to wither, and any creature with an Intelligence score of 2 or less automatically flees the area in terror, and may take no other actions until at least 100 feet away from the area of effect.

Those creatures that remain within the spell's area of effect may be filled with a sense of utter dread. For each round that a creature remains there, it suffers 1d4 hit points of damage, as well as 1d4 points of temporary Strength damage. The creature automatically loses all initiative rolls and suffers a -4 penalty to all Concentration checks. All creatures affected by the spell are also considered to be flat-footed for combat purposes. A successful saving throw negates all spell effects. A *remove fear* spell or the like immediate negates all effects except hit point damage.

Focus: A silver necklace with a spider insignia, worth at least 50 gp.

CREATE VAMPIRE

Necromancy

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

With this sinister spell, the caster brings a creature back from the dead in the form of a vampire. The spell, which only affects a humanoid or monstrous humanoid subject, acts similarly to a vampire's energy drain. The primary difference is that the *create vampire* spell only affects a subject that is already dead, although for no longer than 10 days. Should *create vampire* be cast upon a still-living creature, or on a creature dead for longer than 10 days, the spell has no effect whatsoever.

Once created by the spell, the new vampire becomes the minion of the spellcaster that created it, and remains enthralled until the destruction of its maker. A vampire created by this powerful spell retains any class abilities, feats, or skill ranks it once possessed in life; however, it remembers little of its former life, save for its name. The base level of the affected creature (or Hit Dice) is reduced by 2. If the subject was 1st level, the corpse's

effective Constitution score is reduced by 4. (If this reduction would put its Con at 0 or lower, the creature remains dead and cannot be transformed into a vampire.) This level/HD loss or Constitution loss cannot be repaired by any means. The base class, base attack bonus, base save bonuses, and hit points are otherwise unchanged. Once the base abilities and statistics of the affected creature are recalculated, the vampire template can be then added to it. Regardless of level, all creatures affected by this spell return as vampires, not vampire spawn.

The spellcaster immediately suffers 2d6 points of temporary Constitution damage and 1d6 points of temporary Strength damage after casting *create vampire*. Recovery of these points cannot begin until one full day after the spell is cast, unless a *wish* or *miracle* spell is utilized. The spellcaster can create a maximum number of vampires totaling no more than twice his own level; should the spell be cast upon a subject after this maximum is reached, the spell has no effect. The spellcaster cannot voluntarily free one of his existing enthralled vampires in order to create a new vampire; only when one of these vampires is destroyed completely can the caster begin again to produce new monsters.

Material Component: The severed hand and heart of a vampire spawn.

CROWN OF GLORY

Evocation

Level: Glory 8

Components: V, S, M, DF

Casting Time: 1 full round

Range: Personal

Area: 120-ft.-radius emanation centered on caster

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster is imbued with an aura of celestial authority, inspiring awe in all lesser creatures.

The caster gains a +4 enhancement bonus to his or her Charisma score for the duration of the spell. All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to the caster. Any such creature that wants to take hostile action against the caster must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to the caster, but are not affected by this spell.

When the caster speaks, all listeners telepathically under-



stand him or her, even if they do not understand the language. While the spell lasts, the caster can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a suggestion is given are subject to it.

Material Component: A gem worth at least 200 gp.

DAYDREAM

Illusion [Mind-Affecting]

Level: Dream 2

Components: M, DF

Casting Time: 1 standard action

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

Target: Varies (see text)

Duration: 1 round/level (D) (see text)

Saving Throw: Will negates

Spell Resistance: Yes

The caster projects oneiric images from the target's mind into the air or upon any surface within range. While the spell is often used for demonstration or entertainment, the caster can also use the spell in combat in one of two ways:

Bolster: The next spell cast within 2 rounds is cast as though the caster were 2 levels higher due to the *daydream's* fantastic dramatics and the surge of power it borrows from the Dream.

Distract: The *daydream* projects fragments from the caster's own nightmares that can distract a single opponent capable of dreaming. The target must make a successful Will save or suffer a -1 penalty on all attack rolls and is required to make a successful Concentration check to cast any spells or make any skill checks. This effect lasts only 1 round per caster level or until a successful Will Save is made.

Material Component: A scrap of rice paper or vellum.

DREAMSCRYING

Divination (Scrying)

Level: Dream 4

Components: V, S, DF, F

Casting Time: 10 minutes

Range: See text

Effect: Magical sensor

Duration: 8 hours

Saving Throw: Will negates

Spell Resistance: Yes

Dreamscrying allows the caster to see and hear a specific creature as he dreams, requiring the spell to be cast immediately prior to normal rest time. The spell func-

tions like *scrying*, except as noted above and with the following limitations.

The caster receives only vague, dreamlike images and sounds based on the whereabouts of the subject throughout an 8-hour period. He can hear only brief excerpts of conversation, as allowed by the GM, and no other spells can be cast during the spell's effects (as the caster sleeps). Although the spell is technically cast before the caster begins to rest, its effects take place during an 8-hour period and counts against him for purposes of determining the number of spells he may prepare the following day.

The spell will only function during the caster's normal period of rest. If he is awakened at any point during the duration, the spell ends. If the caster is an elf, his trance endures for a full 8 hours, during which *dreamscrying* takes place. If he is not, he sleeps soundly throughout the duration. The spell does not function if the caster is affected by a *nightmare* spell.

Within the oneiric realms of Ôæ (for good- or neutrally aligned clerics) or Gil'Mâridth (evil-aligned clerics), the caster looks upon the subject of the spell as through a fantastical gateway or pool. He can see the subject with astonishing clarity, but immediately upon awakening, only the vague sounds and images allowed by the spell are retained.

Divine Focus: A silken blanket worth at least 70 gp, in which the caster must be wrapped.

GENESIS

Conjuration (Creation)

Level: Creation 9

Components: V, S, M, X P

Casting Time: 1 week (8 hours/day)

Range: 180 ft.

Effect: A demiplane on the Ethereal Plane centered on the caster's location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, finite plane with limited access—a demiplane.

Demiplanes created by this power are very small, minor planes. A character can cast this spell only on the Ethereal Plane. When he or she casts it, a local density fluctuation precipitates the creation of a demiplane. At first, the demiplane grows at a rate of a 1-foot-radius per day to an initial maximum radius of 180 feet as the fledgling plane draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

The character determines the environment in the demiplane when he or she first casts *genesis*, reflecting most



any desire he or she can visualize. The caster determines factors such as atmosphere, water, temperature, and the shape of the general terrain. However, the spell cannot create life, nor can it create construction. If desired, these must be brought in by some other fashion.

Once the basic demiplane reaches its maximum size, the character can continue to cast this spell to enlarge the demiplane if he or she is inside the boundaries of the demiplane. In such a case, the radius of the demiplane increases by 60 feet for each subsequent casting.

If the spell is cast again while outside an existing demiplane, the casting creates a separate bubble that does not touch or overlap any previously created demiplane.

XP Cost: 5,000 XP.

LEYHAR'S OBSESSIVE FOCUS

Illusion [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates

Spell Resistance: Yes

Created by the legendary Quaysarrian illusionist T'Rhos Leyhar, this spell allows the caster to reveal an illusionary image of an object to a specific target. If the target fails a Will save, the target is forced to immediately go forth and search for that object, as per a *geas* spell. Finding this object becomes paramount to the target, and takes precedence above all other things. Only by finding the object shown by the caster can the target end the spell.

The object shown by the caster to the target must actually exist; it cannot be a figment of the caster's imagination. Should the object be destroyed in between the time that the spell is originally cast and when the target would be able to find it, the target is fated to forever search for the object of the obsession in utter futility, unless the caster releases the target from the spell.

Material Component: Five gold coins and a lock of the target's hair.

LEYHAR'S TEMPTING LURE

Illusion [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell produces the illusion of something incredibly attractive to the target. This object is also constantly in motion and always seems just out of reach to the target. Should the target fail to make a successful Will save, the object of the illusion must be relentlessly pursued for the entire duration of the spell, or until the caster chooses to end the spell. Only the target affected by the spell can see the illusion.

The caster of the spell may also select the path taken by this constantly moving illusion, thereby also directing the path taken by the pursuing target. The path chosen by the caster cannot deliberately lead into obvious danger, or the spell is broken. Should the creature affected by the spell be stopped or held back from pursuing the illusion, the target makes every effort to break free from its constraints and to continue its pursuit for the remaining duration of the spell.

Material Component: A handful of bread crumbs.

MADDENING SCREAM

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, Madness 8

Components: V

Casting Time: One action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep him or herself from behaving as though completely mad. This spell makes it impossible for the victim to do anything other than run around shrieking.

The effect worsens the Armor Class of the creature by 4, makes Reflex saving throws impossible except on a roll of 20, and renders the creature incapable of using a shield.

ONEIRIC FORM

Illusion [Mind-Affecting]

Level: Dream 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Caster

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

When casting this spell, the caster assumes the physical appearance of his favored dream persona along with a



number of abilities. The effect is phantasmal, but the caster's absolute belief in this dreamlike shape makes it real to him. His allies and opponents can recognize the transformation as illusionary with a successful Will save, but no attempt to disbelieve it can deny the caster the protection the *oneric form* affords.

The spell functions like *disguise self*, except as noted above and with the following additions. The caster's creature type changes to outsider (dream). He gains a +4 inherent bonus to Armor Class, Charisma, and all saving throws. The caster gains darkvision out to 60 feet and damage reduction 5/-.

PRIMORDIAL TRANSFORMATION

Transformation

Level: Clr 6, Drd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The affected creature undergoes a tremendous transformation into a hairy, primitive brute, becoming much larger, stronger, and faster than normal. However, the mental capacity of the creature becomes greatly diminished at the same time. The spell grants the subject a +6 enhancement bonus to Strength, Dexterity, and Constitution, and -6 penalties to Intelligence, Wisdom, and Charisma. These ability changes also affect hit points, saving throws, ability checks, and so on, as appropriate.

Additionally, the spell changes the affected creature's size category to the next largest one. The creature also gains increases to base movement of 10 feet, a natural armor bonus of +2, and 10 temporary hit point bonus. An affected creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. The spell has additional adverse effects, though: Affected creatures are robbed of the ability to cast arcane spells, and they lose the ability to verbally communicate with others.

RAGE

Enchantment

Level: Madness 3

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)



The caster can put a creature into a blood frenzy. In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. (Unlike a barbarian's rage, there is no penalty to AC, and no fatigue period occurs after the rage is over.)

SANDSTORM

Conjuration (Creation)

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Saving Throw: Fortitude half

Spell Resistance: No

A storm of blinding sand erupts from a starting point selected by the spellcaster, slashing and cutting all creatures caught within its reach. The storm obscures all sight beyond 10 feet, including darkvision and low-light vision. Creatures within 5 feet of the blinding storm have total concealment (50% miss chance, and attackers trapped within the *sandstorm* cannot use sight to locate their opponents). Additionally, all creatures within the spell's area of effect take 1d6 points of damage per caster level (maximum 10d6).

A moderate wind (11-20 mph) disperses the *sandstorm* in 2 rounds; a strong wind (21+ mph) disperses the spell in 1 round. The spell does not function underwater, or in arctic climates.



If cast in a natural desert region, the *sandstorm* gains strength. Base damage for an enhanced *sandstorm* increases to 1d10 points of damage per caster level (maximum 10d10).

Material Component: A handful of sand and a pinch of sulfur.

SURELIFE

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: The caster

Duration: 1 minute/2 levels

Saving Throw: None

Spell Resistance: No

This spell allows the caster to protect herself against some condition that would ordinarily cause certain death. The character can only protect herself against a natural occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which she wishes to protect herself, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, she feels no discomfort and takes no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.

SYMBIOSIS

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 5, Pal 5, Rgr 5, Healing 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

By laying hands upon another living creature, the spellcaster transfers life essence to another being. The recipient of the spell temporarily receives all of the hit points, skills, spells, and spellcasting abilities of the caster. If the recipient and the caster share common skills, the recipient uses the higher of the two bonuses for the skill. The number of spell slots available to the caster should be added to those of the subject of the spell (if the subject has any). However, the recipient of the spell does not receive any of the memories or additional knowledge of the caster. Any damage taken by the spell recipient during this time comes first from the spellcaster's transferred

hit points, then from the subject of the spell.

Once cast, the spellcaster goes into a temporary coma, falling to 0 hit points for the duration of the spell. The spellcaster is unconscious and immobile during this time, and may take no actions at all. If the spellcaster takes a single hit point of damage during the spell's duration, the spell is broken and the recipient immediately loses all temporary bonuses. Additionally, the spellcaster's remaining hit points (if any) are not transferred back if the spell is broken in this manner, and the caster remains below 0 hit points until healed. Should the spell expire naturally, any of the transferred hit points that are left instantly return to the caster without incident.

TOUCH OF MADNESS

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

TOUCH OF SLIME

Transmutation

Level: Clr/Drd 5, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

By casting this spell, the caster's hands begin to drip with a highly toxic slime similar to that of an aboleth's, allowing the caster to inflict great pain upon an opponent with a successful melee touch attack. A creature hit by the spellcaster must succeed on a Fortitude save or begin to quickly mutate over the next 1d4+1 rounds, with the skin of the affected creature becoming covered entirely with a clear, watery slime. At the end of this time, affected creatures must remain completely immersed in water or take 1d4 points of damage each round. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0).



A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *cure serious wounds*, *cure critical wounds*, *heal*, or *mass heal* spell can reverse the condition.

TRUE CREATION

Conjuration (Creation)

Level: Creation 8

Components: V, S, M, XP

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster creates a nonmagical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an appropriate skill check to make a complex item.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation*, objects created by the casting of true creation can be used as material components.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more.

UNDEATH TO DEATH

Necromancy

Level: Sor/Wiz 6, Clr 6, Repose 6

Components: V, S, M, D F

Casting Time: 1 action

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

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the animating forces of undead creatures, killing them instantly. The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

Material Component: A gem worth at least 500 gp.

MAGIC ITEMS

Bonemail: The Xulmecs of the city-state of Amoya revere their dead in ways that foreigners find macabre at best. Warriors of sufficient prowess, wealth, or status with the clergy of Anahuara may be given armor fashioned from the very bones of one or more of his or her ancestors. Known as *tomioquan* by the Xulmecs, such armor is more commonly known as bonemail. Infused with the dead warrior's spirit, it grants the wearer insight on the battlefield and courage against his enemies. This necromantic practice has since been replicated by other cultures, but is found predominantly in western Xulmec.

Crafted by clerics and imbued with the blessings of a god, the bonemail armor is further calcified and strengthened by a wizard's art. Effectively as strong and durable as masterwork scale mail, bonemail armor provides the wearer a +1 divine bonus on all attack and damage rolls and saves to resist fear. Additionally, the spirit or spirits possessing the bonemail can grant the wearer an *augury* once each day. The divine bonuses and spell-like ability only function for wearers of the bloodline from whose bones the armor is constructed. The statistics listed in the table on page 81 reflect a suit of bonemail armor, which is always masterwork, before the additional enhancement bonuses to AC, cost, and creation are applied.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *speak with dead*, *augury*; Price 16,500; Cost 9,750 gp + 850 XP.

Flying Guillotine +4: This highly specialized weapon is only used by the vampires of the Vanguard of Eternal Doom. Ordinarily, the weapon appears as a magical heavy flail with six long, black chains, and acts as a *heavy flail* +4 in battle. However, the longest of the six chains has a black silk sack attached to one end. The perimeter of the opening of this sack is surrounded with hundreds of tiny silver blades. Should a *flying guillotine* +4 strike an opponent with a critical hit, that opponent must make a successful Reflex save (DC 20) or be slain instantly, as the sack covers the head of the opponent and rips it free from its body. The body instantly falls lifeless with -10 hit points; however, the head remains magically alive and able to communicate for an additional day following this decapitation, allowing the owner of the flying guillotine to interrogate the head. Both body and head must be reattached if the slain creature is to be raised or resurrected.

The *flying guillotine* +4 is always found in the possession of the vampires of the Vanguard; there is no other known source for this weapon.

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *keen edge*; Price: 75,315 gp; Cost 30,500 + 4,800 XP.



MAGIC WEAPON PROPERTIES

In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

Dreamforged: A dreamforged weapon was fashioned by clerics of *Ôæ* within the Dream itself (see Chapter 2), but through great spiritual effort has been translated into the waking world. In appearance, it resembles a normal weapon but it leaves a fleeting afterimage in its wake when it moves quickly. The first time a creature is damaged by a dreamforged weapon, it must succeed on a DC 14 Will save or suffer an additional 1d4 points of damage. On the second round, the creature will suffer an additional 2d4 per strike, and on the third round and each round thereafter, the additional damage remains at 3d4. A creature who succeeds on the saving throw is impervious to the dreamforged weapon's phantasmal damage for 24 hours.

Moderate illusion (phantasm). A dreamforged weapon cannot be created by any conventional means.

Dysmorphic: A dysmorphic weapon leaves horrid welts and scars and saps the confidence from its victims. Any living creature struck by a dysmorphic weapon suffers 2 points of Charisma damage and must succeed on a DC 14 Fortitude save or contract red ache. Simply holding such a vile weapon incurs a -2 profane penalty on the wielder's own Charisma. Favored by the deviant followers of gods like Narrimunâth, Nimlurun, and Bobugbubilz, these corruptive weapons are considered holy relics.

Moderate necromantic; CL 12th; Craft Magic Arms and Armor, *contagion*; Price +2 bonus.

Lucent: A lucent weapon constantly sheds a pale, luminous glow that illuminates a 5-foot radius at all times. Upon command, it illuminates a 40-foot radius with clear, white radiance, and creatures that take penalties in bright light also take them while within the radius of this magical light. In addition, a creature damaged by a lucent weapon must make a successful DC 14 Fortitude save or be limned with the same luminous glow that radiates from the lucent weapon. This effect replicates the spell *faerie fire*, although the glow is white in color and lasts for 1 minute. Creatures with spell resistance are unaffected. A creature that successfully saves cannot be affected by the same lucent weapon's *faerie fire* for 24 hours.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *light*; Price +1 bonus.

Silent: A silent weapon bestows the effect of a *silence* spell upon its wielder, though the effect only occurs when

the owner grasps the weapon in hand. Although it negates all sounds made by the wielder, effectively resulting in automatic success on Move Silently checks, the wielder is also unable to cast spells that require verbal components or communicate audibly.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +2 bonus.

Spectral: A spectral weapon can reach into the Ethereal Plane to strike its wielder's opponents. For melee weapons, the spectral weapon bypasses all armor and shield bonuses. Bows, crossbows, and slings so crafted bestow upon their ammunition the ability to bypass only cover bonuses. In the case of a target having full cover, a miss chance of 50% is applied instead, provided the wielder of the spectral bow, crossbow, or sling knows which space the target occupies. Despite these abilities, a spectral weapon also shines like a beacon to incorporeal creatures, even unequipped and stowed. The owner of the spectral weapon incurs a -4 circumstantial penalty to AC against such opponents and any miss chances the owner might benefit from are negated.

Moderate illusion; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +3 bonus.

Stealth: A stealth weapon allows its wielder to become invisible once per day equal to the enhancement bonus for attack and damage rolls. For example, a +2 *stealth longsword* allows its wielder to become invisible twice per day. Activating this power is a free action, and the duration is a full round. As with the spell *invisibility*, the effect ends if the wielder attacks an enemy, but he gains the benefits of *invisibility* during that action (+2 on the attack roll and enemies are denied their Dexterity bonus to AC).

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +1 bonus.

Truculent: A truculent weapon is predisposed to violence and will suffer no hesitation from its wielder. In the hands of an owner proficient in its weapon type, a truculent weapon replicates the effects of a speed weapon, allowing the wielder to make one extra attack when making a full attack action. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.) In addition, the wielder is granted a +4 enhancement bonus to initiative checks. However, for every round (not counting the first) the wielder fails to deal damage to an opponent during combat he or she suffers 1d6 points of nonlethal damage from the weapon itself.

Moderate transmutation; CL 13th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.



COINS OF THE WORLD BEFORE

Many nations mint their own coins, each nation's currency being roughly equivalent to those of her neighbors. But the treasure hordes discovered by adventurers and explorers are seldom so tidy, nearly always containing a handful of exotic coins forged by forgotten empires and ancient kingdoms.

As a general rule of thumb, the GM can always rule that a gold piece is simply a gold piece, but when heroes raise their torches above sparkling hordes of ancient currency, finding the treasure is often only the beginning.

Abylossian Coin Chain: Known to adventurers as “gold snakes,” the coin chains of Abylos were the nomad's answer to the coin purse. The crudely minted coins, often little more than a flattened gold nugget, all have a hole punched through their center, permitting the coins to be threaded onto leather straps. The barbarian nomads would string a chain of gold coins, and hang them from their saddles as symbols of strength and glory in battle. Pictographs show the barbarians exchanging the chains like units of currency, betting and gambling over piles of the snakes, and trading in exchange for arms, slaves, and armor.

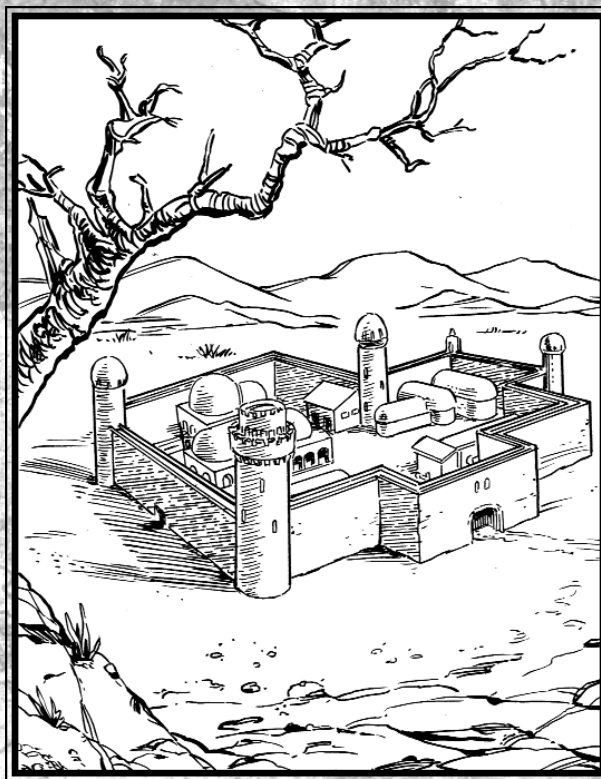
The coin chains are most often found in 10, 20, and 50 coin chains, and are usually worth their weight in gold. Legends tell of a “master chain” made of one hundred enormous coins hung on a chain of iron and born by the slaves of an Abylossian warlord.

Elven Leaf-Stones: The elves of Foresthome traded in smooth spheres of amber with leaves, flower petals, or droplets of water encased within the stone. The spheres vary widely, leading some scholars to theorize that the value of a stone was determined by its aesthetics, but there is little in the way of evidence to support this theory.

Of more interest to adventurers are the rare leaf-stones that contain spells. Utilitarian leaf-stones enchanted with *light*, *detect poison*, and *detect magic* are the most common, while leaf-stones with *charm person*, *mage armor*, and *shocking grasp* have also been discovered. The type of spell can often be determined only by trial and error. A dweomered leaf-stone contains 1 to 4 charges.

Nonmagical leaf-stones are worth as much as 5 gp to collectors. Dweomered leaf-stones are worth anywhere from 50 to 200 gp.

Nimorian Star: The chief currency used by the wealthy Priest-Kings, the Nimorian star is a gold piece with a black star etched into its center. The stars are curiously warm to the touch, and radiate an aura of minor divina-



tion if detected. A DC 20 Spellcraft check will reveal that the gold of the star carries the taint of fiendish essence.

Minted as a means of spying on the Nimorian populace, each star serves as a scrying focus. Any creature carrying a star suffers from a -2 modifier to any Will save made against scrying.

Nimorian stars are considered contraband in most good nations, but can be purchased on the black market for 100 gp each.

OF CITIES AND CITADELS

The *DMG* provides guidelines for generating communities, but in a world besieged by violence, certain communities are created for the sole purpose of consolidating military power. These are the castles, forts, fortresses, and citadels of the world, where archers stand guard atop high walls, and knights ride out, lances raised, to thunder across the plains.

Strongholds differ from generic communities in important ways. Strongholds typically have lower populations than regular communities, but a great likelihood of high-level NPCs (most often fighters and warriors). Compared to smaller communities, a stronghold has a higher gold-piece-to-population ratio, due to any stronghold's need of craftsmen, armor, and weaponsmiths. This wealth curve peaks quickly, and unless a stronghold is surrounded by a large community, PCs will be hard pressed to find and



sell truly expensive items.

The largest stronghold is far smaller than a city, although oftentimes a city can spring up around an established stronghold, and a mighty metropolis might be warded by several castles.

The names of the stronghold levels are descriptive in nature, and have little to do with the actual strength of a stronghold. A band of spearmen might call their humble keep the Citadel of Blades, and Brighthawk Castle of the Theocracy of the Lance is actually a citadel. Every griz-

zled war veteran knows that impressive names often go with the least effectual strongholds, and that the mightiest citadels seldom trouble with such niceties, leaving dramatics to the bards.

The following tables supplement the community rules found in the *DMG*, and should be used in place of the community tables when generating strongholds.



GENERATING STRONHOLDS

Stronghold Size	Garrison	GP Limit
Fort	10–100	200 gp
Keep	101–350	500 gp
Small Castle	351–1,000	1,500 gp
Large Castle	1,001–5,000	15,000 gp
Citadel	5,001 or more	25,000 gp

Garrison numbers reflect fighting men, usually warriors and fighters. Typical strongholds have an additional population of noncombatant commoners and experts equal to one third its garrison.

Forts: Forts are the smallest and weakest defenses, ranging from muddy encampments defended by ditches and earth ramparts, to wooden stockades with spindly watchtowers. Siege weapons are nearly always nonexistent. Barbarian communities are typically defended by forts.

Keep: The smallest stone defenses, a keep is often a single wall built around a donjon and gatehouse. One or two catapults or ballistae might sit atop towers. Monasteries and strongholds guarding mountain passes or built along the wild frontier are typically keeps.

Small Castle: Defended by a moat house and outer and inner walls, small castles are typically home to a small number of siege weapons, often supplemented by a handful of war wizards and clerics. A small castle might be the home of a knighthood, or a lord and his followers.

Large Castle: Built with outer and inner walls, several levels of towers, and any number of siege weapons, large castles are supported by several high-level war wizards, their apprentices, as well as clerics and their initiates. Large castles are the staging grounds for armies and the homes of great lords and kings.

Citadel: The mightiest of all strongholds, a citadel often dominates the landscape. Defended by concentric walls, multiple levels of towers, specialized siege weapons, and dedicated teams of powerful spellcasters, a citadel may even be defended by magical beasts—dragons, griffons, wyverns, or pegasi, ridden by knights. Citadels are home to the mightiest of regents, and often sit at the center of an empire, surrounded by a city or metropolis.

Stronghold Size	Community Modifier
Fort	–3
Keep	+0
Small Castle	+5 (roll twice)
Large Castle	+9 (roll three times)
Citadel	+16 (roll four times)

A stronghold's community modifier is used to generate the fortress' highest-level locals as per the *DMG*, but care should be exercised to avoid illogical results. In small strongholds especially, not every character class will be represented. For instance, a barbarian fort will rarely boast of a high-level paladin or monk. As always, GMs should tailor the results of their rolls to match the needs and consistency of the campaign setting.

CHAPTER 5

ROGUES' GALLERY AND HALL OF HEROES

The world of Aereith is populated by great heroes and wicked villains alike. Sagacious mages, devout priests, courageous warriors, and cunning rogues have all have left their mark on the cities and wilds. Following is a brief survey of some of the most celebrated and notorious personalities to tread the Known Realms. Only the key attribute scores and class levels of each NPC are listed, to give a sense of power level and strengths; the GM should feel free to scale the NPCs up or down to match the level of their current campaign.

GMs are encouraged to use these NPCs to imbue their own campaigns with a sense of life. Evil wizards and corrupt princes constantly scheme and plot, while courageous paladins ride the borderlands, righting wrongs and bringing justice to the wilds. Despite the allure of introducing these world-shaking personalities to the game, the GM should remember that it is the PC that is the hero of the story, the focus of the tale. No matter a NPC's power or influence, they are all supporting characters to the cast of PCs. Consequently, GMs should adapt the power levels of the NPCs to meet the needs of their particular campaign.

ABAN KAVEH

(CG male rakshasa Rog7, Dex 17, Con 14, Int 18)

Loud and boisterous, this outrageous rakshasa merchant can often be heard for miles within the walls of Achaemia before he is seen ... and what a sight he makes. Completely covered in indigo-black fur and fond of golden silk clothing, Aban Kaveh is easily the most recognizable and well-known figure in the rakshasa city—much to the dismay of the other rakshasa. He frequently disobeys the laws of the city, flaunting them as he does so, and often deals freely with those the other rakshasa view with disdain: humans, dwarves, and other foreigners. His hatred of the drow is also of concern to the Caliph and the ruling council of Achaemia, as they represent one of the city's strongest trading partners. So long as Aban Kaveh continues to bring coin into the city, his eccentricities are

permitted, but the unruly rakshasa merchant is but a small step away from finding his black-furred neck on the executioner's block.

Despite his carefree, freewheeling nature, Aban Kaveh is highly intelligent, and is thought to have some sort of master agenda. Of late, he has divested himself of his traditional trade interests, and has become active in the building of grandships for the Twisted Sea. He is never seen walking the streets of Achaemia without his retinue of elven guards, and always has his enchanted twin scimitars, Trouble and More Trouble, either lashed to his belt or twirling in his hands, ready for a fight.

ACATZALAN

(LG male human Ari3/Ftr2, Str 13, Wis 16, Cha 16)

Despised by the aristocracy of Voltigeur, Acatzalan possesses Xulmec blood from his father and the blood of Cristine nobility from his mother. Granting the half-blood the office of mayor to appease the restless citizens, Viceroy Durand has underestimated the love the lower and middle class have for Acatzalan. The young politician understands the duplicitous nature of the Viceroy and the disposition of Lady Mortiana better than they suspect, continually weighing the colonists' separatist ideas against loyalty to the crown. He has a bold vision for the future of the Colonies and a great respect for his Xulmec heritage. Acatzalan, a man known for his open-mindedness, is always willing to meet with visiting adventures of positive repute.

ANALEE WAVESEER

(CG female aquatic elf Clr16, Wis 19, Cha 18)

One of the three leaders of the Sirens of Pelagia, Analee Waveseer is charged with guarding the Temple of the Sacred Wave on the hidden Isle of Argent. With the Isle serving as the only true headquarters of the Sirens, Analee's duties as a high priestess are married to her devotion to the organization.



Analee Waveseer is a sea elf of great beauty and power, consorting with the deep-dwelling beings of the sea and the proxies and petitioners of the gods themselves. She guards the greatest secrets of the Sirens and its most powerful treasures. Not content to remain static, Analee frequently swims the domain of her goddess and personally sees to it that errant captains and vengeful pirates do not locate the Isle of Argent.

Analee is always encountered with her friends and bodyguards, a Huge water elemental named Vaer and a triton lord named Erazaa. In battle, she wields a *trident of warning* and she always carries with her a *decanter of endless water*, enabling her to travel anywhere her faith requires without fear of suffocation.

ASHIR THE MAUL

(CN male human Bbn16, Str 18,
Con 19, Wis 13, Cha 14)

The warlord of the Cinai people is a swordsman of unmatched fury and might. A mountain of steely sinew with the reflexes of a lion and the hardened eyes of a raven, Ashir the Maul has led the armies of Cinai to victory time and again. Ashir is not a foolish ruler, but he prefers the absolutes of war and personal combat to the simpering, sycophantic politics of “civilized” countries. In Ashir’s eyes, honor is won by courage and a quick blade, and those who shun battle are less than worms.

AUNYX

(LG half-elf female Mnk12, Str 14, Dex 16, Wis 18)

At first glance, the fiery-haired half-elf Aunyx does not appear to be anything other than a young woman of modest, stylish dress, and cheerful demeanor. Yet her prowess as a martial artist is quickly apparent when evil presents itself and her body becomes a fluid weapon. As one of the few known pupils of the legendary master, Joramus, Aunyx is a heroine of grace and precision.

A foundling raised by a wandering tribe of Gadjarrian halflings, Aunyx grew into a spirited lass with a big heart and matching temper. When she reached adolescence, her foster parents brought her to a monastery, hoping to give her the stability and discipline the vagabond halflings could not offer. Aunyx’s restlessness could not long endure the inaction of ascetic study. Impressed with her outspoken conviction to bring justice to a world in need, Joramus, a visiting master, took her as his pupil. Together they set out from the monastery and wandered the Northlands for two years until Joramus eventually returned to his solitary journeys.

Aunyx is often found in the company of halflings and

typically wanders the land with her friend and mount, a slightly addled light warhorse named Whirlwind. Aunyx wears *bracers of armor* (+3) and favors a +2 *thundering club* when faced with opponents she’d rather not touch—especially oozes, fungi, and most undead.

KING AZGHAAR

(LE male sahuagin Rgr16, Str 19,
Dex 16, Wis 16, Cha 16)

A sahuagin mutant unparalleled among his kind in the arts of war, Azghaar V is the king of the Undersea kingdom known as Azghaar-aqin. All who have learned his name fear the sahuagin king, and his sovereignty is a tangible presence within the isles of Dujamar, the Javran Sea, and even the town of Rutuan.

Beneath the waves, his influence reaches further still. Smaller principalities of sea devils pay tribute to him, extant only at his behest. Yet King Azghaar placates the krakens that dwell at the bottom of the Javran Sea, and they provide gifts of magical treasures—culled from the detritus of centuries of shipwrecks—in exchange for the fresh victims he supplies them. Their demands have increased over the years, and King Azghaar’s pride will not suffer them indefinitely. Though he looks to the dry lands of Xulmec and the Ciestine Colonies for future conquest, Azghaar knows his monstrous benefactors are instrumental to victory. At present, he is torn between bolstering their support or seeking alliances to supplant them.

Azghaar’s mate is a malenti assassin named Ivтана—a an ambassador from a foreign kingdom of sahuagin with designs against the Lirean Sea elves. Their consortion is as political as it is disconcerting to his kind—she resembling a fragile aquatic elf and he a four-armed mutant. Both keep the company of the cunning priests of Elas and mad cultists of Sothulth.

King Azghaar wields a +3 *icy burst trident* and wears a *periapt of wound closure* and *bracers of armor* (+5). On his belt, he wears a stolen *horn of the tritons*, its former owner’s skull mounted upon Azghaar’s gruesome scepter, which functions as a *rod of rulership*.

BLACK COVEY

Comprised of Alunine (CE female annis Sor13, Str 25, Cha 16), Meglea (CE female green hag Sor9, Str 19, Cha 18), and Sayocia (CE female green hag Sor7/Rog5, Str 19, Dex 18, Cha 15), the sisters of the Black Covey are the governing body of the Dujamar town of Rutuan. Approximately twenty years ago, the three hags convened in the marshes of Dujamar from their respective



homes in remote places of the Known Realms. The *crystal balls* they had used to communicate with one another they fused into a single *hag eye* of great power. Dispatching the thuggish rulers of Rutuan, the Black Covey was formed and declared its authority. The bodies of those who resisted their rule still decorate the town.

The hags live in an oversized cottage at the center of town. Guests to the Covey's home who retain their sanity afterward have trouble conveying the unspeakable horrors they witnessed within. A squad of ogres and their imposing boss, the lycanthrope Guloresh, enforce the Covey's laws and disturbing whims. Among their many secrets, the Covey has imprisoned a storm giant in the earth beneath their cottage, warping him with foul magics in the hopes of breeding a new servitor.

BLACK DOUGAL

(CN male human Rog14, Dex 20, Int 15, Cha 17)

Every back-alley cutpurse worth his shiv has heard of the infamous Black Dougal, rogue nonpareil. A thin, swarthy rogue with dark curls and black, dispassionate, eyes, the nefarious Dougal has been reported dead on multiple occasions, only to resurface anew with fresh scars and another fortune—which is quickly spent on women and wine.

A master of two-weapon combat, Dougal fights with the elven short sword *Ravenward* and a long knife named *Ironrain*. Both weapons bear multiple enchantments and have histories nearly as illustrious as their master's. *Ironrain*, specifically, is responsible for Dougal's penchant for survival: If the knife's master should ever perish, the blade teleports a portion of his corpse to a holding area until Dougal can be resurrected by a cleric. This also accounts for the speed with which Dougal spends his fortunes.

Black Dougal makes his home in the Free City of Soulgrave and is often found in the company of his master, Boss Bomar. Dougal was last seen riding north towards the Saint's Blood Mountains. Whispers allege he was sent on a quest to breach the legendary Iron Crypt of the Heretics.

BOSS BOMAR

(LN male half-orc War5/Rog3, Str 13, Int 15, Wis 14)

Unofficial master of the streets of the Free City of Soulgrave, Boss Bomar rules with a delicate balance of crude humor and quick violence. Despite his appearance as a carefree brute, Bomar seldom takes an action without considering its consequences. He simply analyzes situations so quickly that most assume that he doesn't think at



all. The barrel-chested half-orc is seldom seen without his escorts: lovely harlots that double as well-paid assassins.

CAARATHYR AMOND

(NG female elf Rgr8/Sor5, Dex 17, Wis 16, Cha 15)

One of seven Wardens of the Blackbriar Wood, Caarathyr is tasked with monitoring the game trails and paths leading in and out of the Blackbriar. A merry, lively elf-maid, Caarathyr (or Mistress Caar as she is known to her rangers) is quick to laugh, her voice ringing through the sun-dappled woods like a birdsong. It therefore comes as a surprise to many when evil humanoids or monsters enter the Blackbriar, and this same elf-maid transforms into a solemn huntress.

Caarathyr is deadly with a bow, and—while she seldom boasts of her skill—ranks among the deadliest archers in the North. Her prized possession is a composite bow made of cherry ash and dragon horn. Inscribed with flowing, elvish script, it is said the enchanted bow refuses to be strung by any but its mistress.

CAPTAIN SENTRI

(LG male human Ftr14, Str 17, Con 15, Wis 14, Cha 15)

Master of the Sable March and General of the Seven Armies, Captain Senti is renowned throughout the North as a paragon of virtue and righteousness. At heart a humble, loyal warrior of Cieste, Senti is forced to play games of cloak and dagger to protect his nation's Child-Emperor. To rely on deception galls Senti, but his plots





are no less cunning for his qualms.

The heir to eleven generations of warrior-lords, Senti is steeped in the warrior traditions of Crieste. As a young soldier, he proved his skill and courage fighting on the borderlands. Afterward, Senti traveled widely, serving first as a bodyguard to Criestine nobles, and then as a knight-ambassador to Crieste's far-flung allies. Senti is loathe to speak of his adventures, but his private chambers bear treasures and trophies collected from across the Known Realms.

A dashing warrior in his early thirties, Senti is broad of shoulder and a natural leader of men. The Knights of the Sable March are always recruiting upright young warriors, and the captain has an eye for talent. Most at home in a suit of mail on the field of battle, Senti is less comfortable in the duplicitous courts of Crieste. Among aristocrats, he carries himself with a solemn silence. What the court sycophants mistake for stupidity is actually a warrior's wariness among enemies—and Senti's suspicions are seldom misplaced.

KING CHULL'PAK

(LN male mummy lord Clr14, Str 26, Wis 21, Cha 17)

The practice of mummification by the Amoya people seldom involves necromancy, but the city-state's need brought its former king back from the repose of death in a divine ritual. King Chull'pak is a mummy lord of solemn, but noble disposition. The protection of his people is paramount to Chull'pak, and he will personally slay any who threatens the holy shrines and sacred relics

of the city. As a high priest of Anahuara, the king has been known to offer powerful healing and even resurrection magic to adventurers in exchange for service to his city. Missions against the drakon are more often than not the form such service takes.

Chull'pak wears a suit of +2 *bonemail armor* fashioned from the remains of his great-grandfather and carries a silvered +4 *lucent drakon bane heavy mace*, a weapon he put to considerable use when he lived. Now he wields it like a scepter and rallies his people whenever the snake men from Ssorlang dare venture into the Anduran Mountains.

QUEEN CITLALLI

(NG female human Ari6/Clr4, Wis 16, Cha 17)

It is said that the dazzling Queen Citlalli spends more time aboard her family's longboats than in the city proper, yet the middle-aged queen does not neglect her duties as monarch of the second most powerful Xulmec city-state. The ruling family oversees all maritime trade for Athua, and in such foreign affairs Citlalli demonstrates she is as much a businesswoman as she is a queen. The Athuans fear little in the Surya Sea, but the brooding ruin of Ayoxatlan remains the exception. Queen Citlalli has been known to use her family's wealth to bribe adventurers into exploring its infamous depths to spare her people the risk.

COZETTE LEROUX

(NE human female Rog6/Ftr2/Duelist 7,
Dex 16, Int 18, Cha 17)

The youngest Barrier Lord the Isles have ever known, Cozette was born in the squalor of Bloodport thirty-one years ago. The daughter of a copperless waif and a murderous pirate, at the age of seven Cozette was sold into slavery. The Sirens of Pelagia soon seized the slave ship and Cozette was eventually dropped off in a Blihai orphanage, where she was adopted by a wealthy couple and given a formal education. At the age of twenty-one, Cozette joined the Sirens. After spending a few years learning all she could about piracy and her own lineage, she murdered the Siren captain of her ship and seized it as her own.

The next ten years she spent making a name for herself, climbing her way up the Imperial Navy's wanted list. Her lust for slaughter, equal to her lust for gold, has made the surname LeRoux one of the most dreaded on the open sea. The fearless Cozette shares rulership of the Isles with Lord Raazt but she is still in the prime of her life, spending as much time at the helm of her schooner, *The*



Banshee, as she does in her opulent manor in Bloodport.

Cozette wears her russet-red tresses loose or braided, and is seldom seen without her black leather coat (which functions as a *cloak of the manta ray*) and her +3 *keen saber*. She possesses many magical items, the best of which are cached in the cellars beneath her manor and guarded with a host of deadly traps. Though she is not proficient in the use of spells, she has an appreciation for necromancy and often employs wizards to animate her dismembered victims.

THE CRONE

(CN female ogre-mage Drd6/Sor20/Epic5, Str 18, Con 21, Wis 18, Cha 22)

Little is known about the ancient sorceress known as the Crone. Thirteenth and mightiest in a world-spanning coven of witches, the Crone makes her home somewhere in the far reaches of the North, appearing as the mood strikes her and often going unseen for entire decades. The withered, hunchbacked ogre-hag has been known to appear before noble heroes, offering power and wealth in return for assistance on peculiar quests. Compliance is never *demand*ed, but those that are foolish enough to ridicule or scorn the Crone are rarely seen again.

CYN ALFWEN

(LE female half-elf Pal8/Blk5, Str 14, Wis 15, Cha 16)

As a commander serving in the armies of Leherti, Alfwen witnessed the Fall of Leherti firsthand. Fleeing from before the rush of the Scourge, Alfwen sought refuge among the bandit lands of the Freeholds. Cyn quickly rose through the ranks of brigands, her feverish self-hatred driving her to increasingly greater depths of madness. Despite the insanity that plagues her, the blackguard is a capable leader and tactician, commanding her small army of brigands with precision and skill. Now the brigand queen of Bald Tower, Alfwen leads regular raids on the Free Cities. The half-elf's single weakness is her seething hatred for soldiers of Leherti.

Cyn dresses in arms and armor appropriate to a brigand queen. She dons spiked half-plate for battle, and fights with a black-bladed bastard sword. The sword is said to be a gift of her demon patron, the half-plate recovered from the corpse of a defeated Scourge general.



DAESSA

(CG female brightvenom drakon Ari1/Mnk5/Rog7, Dex 17, Wis 15, Cha 15)

Orphaned by the Brood of Ahzari, Daessa travels the Known Realms in opposition to all assassins. Sometimes called “the assassin killer”—an epithet usually misunderstood—she is attracted to adventurers who challenge authority and champion the less fortunate. Jaded by the arrogance and cruel whims of her own kind, Daessa is not accustomed to trusting even her allies and seldom speaks her intentions directly.

When her aristocratic family was slain by the Brood of Ahzari, Daessa escaped Ssolang and found temporal peace among the macabre monks of the Lamasery of the Dead. Eventually she returned to the streets of Myashtlan, her ancestral home, and embraced the arts of a thief, studying the Brood assassins from the shadows. Someday she intends to infiltrate the Moryan Temple itself, and she searches always for powerful companions to help her.

When she moves about in Ssolang society, Daessa plays the part of a flattering courtesan, hoping to insinuate herself into influential circles. When abroad, she plays the part of a Ssolang ambassador and tries to manipulate others to her cause. Daessa wears a silken *cloak of charisma* (+4) and proudly carries a +4 *stealth keris*, a deadly weapon and trophy she pried from the dead hands of an elder Brood assassin.



DOLGAR THRACIOV

(CG male gnome Sor5, Int 17, Wis 16)

One of the most sought-after figures in all the dwarven courts of Taijin, this bitter, cranky gnome sorcerer would like nothing better than to disappear into one of the deep catacombs of the Herrenia Mountains. Unfortunately for him, the crown of Taijin will not let him leave the confines of the kingdom. For in Dolgar's possession is a potent artifact—a crystal known as the *Eye of the Bloodwyrm*—capable of seeing the future and of translating the omens and portents of prophecy. Although the gnome sorcerer has little idea of how to control the device, he is able to do so with far better accuracy and results than any other being on Áreth. His abilities with the *Eye* are deemed to be quite important to the kingdom of Taijin, important enough to make the gnome sorcerer a permanent—albeit pampered—guest of the crown.

When not on official business with the courts of Taijin, Dolgar can typically be found in the alehouses and taverns of Raiju Khor, regaling all within earshot with tales of his many adventures. For not long ago, Dolgar was a noted explorer and adventurer, battling his way to fortune and glory. He longs to become an adventureer once more, and to rid himself of the *Eye* and all its power—though he does not long for dwarven soldiers to shove spears in his back as he attempt to escape Taijin. Should he ever cross the path of another adventurer, he eagerly demands details of all their tales and exploits—and should they be sufficiently exciting to his longing ears, Dolgar may tempt fate and try to join his new “friends” in a life of adventure ...

ABBOT KALLUS WAYRENNE

(LG male human Mnk3/Clr12, Wis 18, Cha 16)

Ordained as the head of the Abbey of St. Terinmora, Abbot Wayrenne is a man of unflinching piety. His stern demeanor, which seems standoffish with one's first visit to the abbey, is tempered by his compassion for those who seek the absolution of the gods. The Abbot serves Gorhan foremost, but beseeches all the benevolent gods of the Sancturn Pantheon for their protection of his ministries. Even the Xulmecs of the abbey who still practice the rituals of their native gods find Wayrenne to be tolerant of their spirituality.

The Chuzecs would conquer the abbey and sacrifice its inhabitants to their god, but thanks to Abbot Wayrenne's vigilance, it has remained safe. Unbeknownst to all, however, he is dying, slowly falling prey to a divine curse laid upon him by Xolatl, the Fire Priest. Though the Abbot's faith will save his soul, it will not save his life.

Wayrenne's search for a worthy successor has him eyeing all visiting clerics with great scrutiny. He has been known to test the faith of adventuring clerics by asking great quests of them in exchange for powerful healing and holy relics.

Abbot Wayrenne carries a *staff of healing* and possesses a *phylactery of undead turning*.

ELARABETH

(NG female half-elf Ftr3/Rog4/Duelist 6,
Dex 16, Int 17, Cha 18)

Possessed of emerald green hair, sea-blue eyes, and skin of palest green, the lady mayor of Halcyon presents an impressive figure. Elarabeth is a veteran mariner and retired Siren, but has settled into the politics of Halcyon to preserve the city as a bastion of safety amidst the turbulent, pirate-infested Empyrean.

Elarabeth's father was a Criestine imperial officer killed when she was only a child. Her mother, a sea elf priestess of Pelagia, was tortured and crucified by the pirates of the Barrier Isles, and for this crime Elarabeth opposes them at every opportunity. Whether funding the Sirens' continued efforts or acting as a benefactor for adventurers contesting with the Barrier pirates, Lady Elarabeth uses her family inheritance and personal wealth to make the Empyrean Ocean a safer place for all.

Elarabeth uses a +3 *frost rapier* in combat and wears a *ring of water elemental command*.

ELDREN MADRIGAN (TIREND)

(N male human Ari5/Brd12, Dex 15,
Int 18, Wis 16, Cha 19)

Eldren is the gilded heir of the Madrigan estate and along with his twin sister, Gwynathra, guildmaster of the League of Resonance like his father before him. A young man both handsome and arrogant, Eldren is the quintessential aristocrat and a foppish bard, but behind the veneer of indulgence hides a rare cunning. Fully enmeshed in the political aspects of his office, he allows his sister to travel abroad and avoid the entanglements of diplomacy.

Few who look upon the golden-haired Eldren would suspect the strings he pulls among the sovereigns of the Northlands. Fewer still know his secret: he is, in fact, Tirend Madrigan, the founder of the League of Resonance. The same magic that devastated the University of Arven Phael centuries ago transferred his spirit into the body of an absent cousin. The same magic has kept his transient mind alive through each successive



generation. When his body dies, he inhabits the body of his son a number of years afterwards, or his closest male relative. Despite his efforts, Tiredn has been unable to break this curse or keep his spirit in one place. Unlike his sister, Maera, he has yielded to the magic and has even grown comfortable with it.

The League of Resonance has been his greatest love since its founding centuries ago, and Tiredn intends to see its designs reach fruition. The majority of Áereth's most renowned bards report directly to him, and only a select few know his true identity.

Wealthy and resourceful, Eldren always wears a suit of +3 *glamered leather* altered to resemble the next fashion in courtier attire. He carries a +4 *dancing rapier* at all times and makes frequent use of his *pipes of sounding* to impress fans and enemies alike.

GULORESH

**(CE male ogre werecrocodile Ftr8,
Str 23, Int 12, Wis 14, Cha 7)**

An oversized ogre of disturbing and stolid demeanor, Guloresh reports directly to Alunine of Rutuan's Black Covey. For his impeccable loyalty, the annis called upon spirits of the Dujamar marshes and gifted him with lycanthropy. The ogres that he commands are typical brutes for their kind, but Guloresh keeps them in line with uncompromising intimidation and a marked lack of bravado. Something sinister and collected lurks behind the eyes of this formidable ogre champion, and it belongs to the hag Alunine.

Guloresh wields a +2 *adamantine warhammer* and bears a +1 *heavy wooden shield of arrow catching*.

GWYNATHRA MADRIGAN (MAERA)

**(CG female human Ari4/Brd6/Wiz7,
Dex 17, Int 17, Cha 19)**

Gwynathra is the golden-haired twin of Eldren Madrigan and guildmistress of the League of Resonance. Though she has great wealth at her disposal, Gwynathra seems a wayward spirit, choosing a life in the saddle over the indulgences of her inheritance.

Yet Gwynathra, like her brother, is more than she seems. Born Maera Madrigan, she was once the beautiful and privileged twin of Tiredn Madrigan, patriarch of the family and founder of the League of Resonance. When the magic disaster claimed the University of Arven Phael and the lives of those in attendance, Maera's spirit survived in the body of a relative. The experience did little to change her, however. She remained spoiled and pretentious, see-

ing the rebirth as another pleasure to enjoy.

The passage of centuries has changed her. Having lived countless lifetimes in the bodies of her own descendants, Maera has grown humble. Witnessing war after war, she has even come to believe in her brother's work and the pacifistic goals of the League itself. While Eldren handles the politics of the Madrigan estate, Maera wanders the Known Realms in the body of the wayward Gwynathra. Even as she carries out her duties as a renowned Resonare, Maera searches always for the means to break the curse. She is weary of stealing the bodies of her own bloodline, and hopes to find release for herself and her brother.

Maera, in the identity of Gwynathra, wears inexpensive travel clothes, but her true wealth is evident in the magical items she possesses. She wields a *rapier of puncturing* and wears *bracers of armor* (+3), a *ring of protection* (+5), and *boots of levitation*. For the research she undertakes, she makes constant use of her *bag of holding* (type IV).

IMORAG THE WISE

(LN male nalvor Clr12, Dex 15, Wis 19, Cha 19)

Wandering through the endless sands of the Ghetrian Desert is Imorag the Wise, a powerful nalvor cleric in the service of the god Soleth. How this nalvor from the Lostlands came to be a disciple of Soleth is unknown; however, what is certain is that the desert cleric is one of the god's most faithful—and powerful—servants.

Although the flesh of Imorag the Wise has literally been burned and charred to a blackened husk, and though his tongue has been torn out by fearful nalvor elders, the wizened priest is still an imposing—some would even say frightening—figure. Despite the absence of a tongue, Imorag still speaks with the thunderous voice of angels, able to inspire great hope or great fear with a mere word. He is a stern, imposing individual, dressed only in threadbare robes. He only carries a rusted mace as a weapon.

Imorag travels from town to town, city to city, in the remnants of the old Khonsurian Empire, urging all whom he encounters to abandon the old, corrupt way of the sphinx and to embrace the divine power of Soleth. Though branded as a blasphemer by the government of Xa Deshret, the cleric of Soleth is no longer hunted as a criminal. His power has grown far too great, and all prior attempts to kill Imorag—hanging, burial beneath the desert sands, burning at the stake—have failed, serving only to make the legend of Imorag more powerful than before. Though constantly on the move, Imorag can frequently be found in the poorer sections of the cities of Xa Deshret, healing the sick and fervently preaching the words of his divine master Soleth.





ISOLIA SEYENE

(N female human Rog5/Brd7, Dex 16, Int 15, Wis 16, Cha 18)

Although she was raised in the impoverished, slum districts of Kassantia, one would not think that the cultured, silver-tongued lord-baroness to be anything but a pure-blooded aristocrat. Having studied the wealthy as her prey, young Isolia Seyene quickly learned to emulate their manners to make stealing their fine jewelry an easier feat. But Isolia was whisked away from her childhood crimes by a handsome young bard for a romantic voyage touring the Empyrean Ocean. She enjoyed a wedding at sea, losing her heart to both her new husband and the azure waters of Pelagia's domain. When their ship was scuttled by the infamous pirate lord Raazt, Isolia fell into the sea where she was rescued by merfolk before the sadistic scrag could find her. Rage against the Barrier pirates and her newfound passion for the sea led the anguished Isolia inexorably to the Sirens of Pelagia.

Fifteen years later, Isolia is a Criestine lord-baroness who serves as the Sirens' chief mainland contact. She recruits for new blood and entreats the wealthy and political to donate to their cause. The largest mercantile arrangements for Siren protection pass through Isolia's hands even as she keeps the Sirens from falling into the political intrigues of Lady Mortiana. Out of the public eye, Lord-Baroness Seyene often looks for trustworthy adventurers to carry out the missions her office restricts her from taking.

QUEEN ITLANEXCA

(LG female human Ari2/Clr1, Int 18, Cha 15)

At the tender age of fourteen, the young Queen of Teotcoatlan is already a wise asset to her people. Betrothed to King Mactezu, Iatlanexca is idealistic but not naïve to the truths of the world; leading Teotcoatlan to continued glory and goodness is a path fraught with many enemies.

Along with the king, Iatlanexca is tutored by the wisdom of the guardian naga Nonotzale. She is an acolyte to the virtues of Cynhara in an attempt to raise the goddess from the slumber of divine death. Madrah grants her spells for the time being.

Possessing long hair of radiant silver—an anomaly among her people—the young queen wears upon her head a feathered crown that functions like a *helm of telepathy*. When visited by foreign dignitaries she has a reason to distrust, Iatlanexca has no qualms about reading their thoughts.

JOLENE CARIGNAN

(CN female human Ftr7/Rog7, Dex 16, Int 16)

To most of the populace of Morena Nova, Jolene Carignan is the attractive third daughter of a minor nobleman. She is also one of the most notorious bandits in the region, robbing the plantations of Morena Nova with daring and style. In recent times, she has expanded the reach of her larcenous greed far past the borders of her homeland, robbing the coffers of Taijin as well as many treasure troves hidden throughout Xa Deshret. Her band of fellow outlaws—the Company of the Black Fox, as they have come to be known—are also the sons and daughters of the Morenan royal court. Though their identities remain secret, each bolder, grander exploit executed by Jolene and her Company brings the threat of discovery ever closer.

In the courts of Morena Nova, Jolene Carignan is a shy and demure lady. When leading the Company of the Black Fox on one of their infamous raids, however, she is vain, arrogant, and known to frequently say a bawdy word or two to her traveling companions. She is one of the best horse riders in all the land, and is renowned—though only behind the black mask of the bandit—for her remarkable skill with handheld crossbows. Of late, she has taken to more and more daring exploits, robbing vaults said to be impenetrable, stealing the biggest and grandest treasures to be found in Morena Nova. Most of what she and her Company steal is either carelessly tossed into caves or given to the poor—for them, thievery is best done for the thrill.



JORAMUS

(LG human male Mnk18, Str 16, Dex 18, Wis 20)

With his modest appearance and calming demeanor, one would not think the aging Master Joramus capable of the feats to which legends hold. His iron-gray hair and soft blue eyes hide the passions of a fervent hero. But Joramus is not on the road to champion righteous causes—this he did in his youth, and he has moved into the twilight of his years. Rather, this pilgrim is in the business of *making* heroes. As he wanders the Known Realms, Master Joramus constantly searches for pupils on whom to bequeath his arts. His deeds, and the new heroes he has given rise to, have made Joramus one of the most legendary humans in the current age. In some lands, his name is the utterance of myth.

Not all who meet Joramus will find his favor, but those of goodly heart who cross paths with him will be the safer for it. He offers wisdom and advice in soft-spoken tones, never preaching, never forceful. Bardic tales claim that Joramus has visited gold dragons in their remote aeries, has consulted with the sphinxes of long-faded Khonsuria, and has supped with elder nagas of old Zimala. Less well known is the fact that aside from his great martial prowess, Joramus also happens to wear a pair of *bracers of armor* (+5) and puts a pair of +4 *holy merciful nunchaku* carved from the bones of a fallen titan to good use.

KAEDE RYU

(CG female half-dragon [green] Ftr8,
Str 22, Con 19, Cha 14)

The undeniable crowd favorite of the gladiatorial fighting pits of Djeser al-Maqqara, Kaede Ryu is both beautiful and deadly. For the most part, her dragon heritage is difficult to detect; only glittering green scales on her forearms and her emerald flowing hair betray the fact that she is not purely human. A slave that was reputedly captured in the jungles of the Southlands, Kaede Ryu is said to be adept with all weapons, though the long spear is her favorite. She knows how to work a crowd, and how to put on a show while fighting to the death—something that has earned her the love of the entire city. Despite the fact that she earned her freedom from the gladiator pits years ago, she continues to fight as a free warrior, commanding hefty appearance fees each time she steps into battle.

Of late, Kaede Ryu has begun her own gladiatorial school, selecting the finest slaves in the city and instructing them in the arts of war. Although it was welcomed at first by the city, Lord Marko Hellmont and other powerful figures in Djeser al-Maqqara have lately grown con-



cerned, wondering if Kaede Ryu is forming an army of gladiators ... or an actual army. Rumor has it that many of the weaker slaves purchased by Kaede Ryu are simply given their freedom and sent to the Northlands, a thought that the Slavers' Council cannot accept. For the moment, her massive popularity amongst the commonfolk of Djeser al-Maqqara make the dragon warrior untouchable to her enemies.

LADY KESHEBA, MAGISTER OF THE AURORA

(NG female human, Wiz11, Int 17, Cha 14)

Few rulers are as devoted to their people as the baroness of Koranth. The beauty of Lady Kesheba is legendary throughout the North, and she is regularly besieged by suitors. But the devotions expressed by her paramours pale before the love Lady Kasheba bears for her country.

This love is a double-edged blade. Koranth is a nation of free-willed wizards and mages, and rallying the spellcasters to a cause other than their own mystical research can be nearly impossible. Seeing her nation beset on all sides, Lady Kesheba has been forced to seek out magical means of ensuring the mages' compliance.

The fair Magister of the Aurora is desperate for loyal agents who will carry out missions on behalf of Koranth, and will pay handsomely for discrete adventurers with a knack for survival against long odds.





KASHYA

(CG female half-elf PsyWar12, Str 16, Dex 17, Wis 16)

As one of the Captains of the Wanderers, Kashya travels the wilds of the Northlands in search of psionic-using creatures in need of liberation. Herself orphaned by abhorrent creatures in a village near the Vermilion Steppes, Kashya is passionately devoted to the liberation of all who suffer from the sins of the wicked. Lately she has taken to attacking slaver caravans bound for the markets of Djeser al-Maqqara. Kashya looks always for allies against the subjugation of the innocent.

Wearing +3 *elven chain* and wielding a *psychic longsword* known as the *Revenant Blade*, Kashya is a formidable foe, making frequent use of her *claws of the beast* power in conjunction with her sword. With her hair half-braided and woven with beads (and other sundry trinkets), her fiery amber eyes, and dark-skinned, tattooed body, this half-elf appears savage or barbaric to Northland eyes. Kashya's truest friend is her vibrant green psicrystal, Y'na ("hero" personality).

KHORJALA THE HAWK

(N male human Rgr9/Asn5, Str 15, Dex 18, Con 16, Wis 15, Cha 14)

The leader of the Lehertian resistance is known to be a noble general and natural leader of men, a courageous hero emerging from the ruins of war to serve Leherti in its darkest hour.

Nothing could be further from the truth.

Before the Fall of Leherti, the man calling himself Khorjala was awaiting execution in the dungeons of Araloges. When the Scourge swept over the city, the convict fought his way to freedom, eluding both his captors and the swarming hordes of orcs. Working his way south to the Free Cities, the convict killed Scourge soldiers out of necessity, inadvertently drawing the attention and support of the Lehertian resistance.

For the first time in the assassin's life, he found himself welcomed with open arms. The same crimes that labeled him a criminal now made him a hero of the common people. Arriving in the Free Cities, he adopted the name Khorjala, accepted the promotion to general, and has been taking the fight to the Scourge ever since.

Khorjala's success has not gone unnoticed by Tarkhan Khurzog. The demon-ogre knows something of Khorjala's past as an assassin, and delights in the power he wields over his greatest enemy. It is only a matter of time before the demon-ogre offers Khorjala a choice: Join the Scourge or be exposed as an imposter and assassin.

KHAINE GYLES DURRAN

(NG male human Ftr10, Str 16, Dex 19, Wis 14, Cha 14)

Formerly a proud knight in the service of the Grand Duchy of Leherti, Sir Giles Durran was exiled from Crieite for his supposed failures during the Fall of Leherti. Whether these failures were genuine or trumped-up charges by others, no one can say, for Durran does not speak of his time in Crieite anymore, save to mention that he has a daughter there.

Following his exile, Durran made his way to the Lostlands, where he lived handsomely as a mercenary fighter for many years. His unrivaled prowess with the longbow caught the eye of one of the Vermilion Tribes, who asked him to join their number. Surprisingly, he did, and his blunt, no-nonsense attitude, as well as his legendary ferocity in combat, allowed him to quickly rise in the normally reclusive Tribe society, eventually leading him to become the ruling Khaine of the Huligai Tribe. He has begun to combine the traditional battle tactics of the Vermilion Tribes with those of the armies of the Northlands, turning the Tribes into an even deadlier fighting force. He is a quiet, unassuming man who says little and prefers to lead by example, but those who know him well say that revenge still burns brightly in his heart.



LETON N'RHYLL

(NG male halfling Brd8, Str 14, Dex 18, Int 16)

Leton N'Rhyll is one of the most well-known bards in the entire world. Although not the sweetest singer nor the most skilled with a lyre, there is not a tale or song in the entire world that Leton N'Rhyll does not know. His memory is legendary: The halfling bard has but to hear a song once, or see a scrap of parchment for a mere moment, and it is committed forever to his memory. Although the earnest young halfling has already traveled the realms of Aereeth thrice over, he always returns to his humble tent in Gadjarria.

Leton's uncanny memory has made him part of many an adventure, albeit usually against his will. Though the bard would like to say that his appearance in royal courts throughout the world is entirely due to his good looks and sense of humor, the truth is that thieves constantly conspire to enlist his aid in their grandiose schemes. Leton has been kidnapped on well over a dozen occasions by ambitious bandits, hoping that the halfling bard can perhaps memorize a stolen treasure map for them, or recall a line from an ancient prophecy. For this reason, the feisty halfling bard, who possesses an overwhelmingly grand appetite for good food and fine wine, is notoriously wary of strangers with swords, particularly those who seem eager to ask him about tales of adventure.

LINNI

(N female halfling Brd8/Psi5, Dex 16, Int 16, Cha 18)

As one of the Captains of the Wanderers, the halfling Linni travels the known roads of the Northlands in order to find psionic-using creatures in need of a home. As a psion and bard, she conceals her psionic talent from the ignorant and proclaims it to those who share it. Linni rides a valiant war pony named Marigold, using telepathic powers and dramatic songs to mislead her enemies and search for those in need.

Linni wears a suit of +2 *glamered leather armor* and favors her +2 *seeking shortbow* when forced into battle. She sings old songs of her ancestry in Gadjarrian and composes new ballads for Elraydia, but Linni's greatest passion finds expression through her masterwork drums. Her everyday companion is her psicrystal, Chenneth ("sympathetic" personality)—which means "grandmother" in Halfling—who has been known to scold Linni when it disapproves of her actions.

LOREMER D'ARISSEUX

(N male human Ari2/Rog1, Int 15)

Motivated by greed and fear of responsibility, Loremer will do anything to ensure his position as mayor of Pleniere. Fortunately, such motivations often coincide with the safety of the town itself. When things are going well for him, Loremer assists explorers in smuggling Southland contraband through the Cristine tax system.

KING MACTEZU

(LG male human Ari2/Pal1, Wis 16, Cha 18)

Just fifteen years old, the young King of Teotcoatlan is already a proficient warrior on the path to greatness. Mactezu is still impressionable, but his secret mentor, the elder naga Nonotzale, and his betrothed, Queen Itlanexca, are his chief allies against a world of enemies: jealous nobles and foreign powers who would take the rulership of the most powerful Xulmec city-state from his youthful hands.

A paladin of many virtues, Mactezu's skills remain untested against the dangers of the world. He and his queen are guarded by the royal guard, an elite order of fighter/rangers who are always close at hand—except when Mactezu and Itlanexca meet with their serpentine mentor. Nonotzale teaches the young sovereigns the value of tolerance, so King Mactezu is willing to meet with foreigners if they have anything to offer Teotcoatlan, whether in the form of martial prowess, arcane knowledge, or simply information about faraway lands.

The dark-eyed young king keeps a *flame tongue* on his person at all times, a gift from Viceroy Durand. Mactezu is a handsome youth beloved by most of his subjects.

THE MAELIDoch

(LE male tiefling Wiz16, Dex 14, Con 6, Int 22)

The grim master of the Sireal Citadel is a demon half-blood trapped in a body crippled by an occult disease. The Maelidoch's tiefling traits aren't readily apparent as such, and he wears a black mask and heavy cloak to disguise the deformities that mark him as other than human. The wizard's body is covered in scaled scar tissue born of the disease that burns through his blood and makes his skin hot to the touch. Whether this blood-plague is the physical manifestation of the wizard's infernal ancestry or the result of his wicked experiments is unknown.

The Maelidoch is amoral and indifferent to the suffering of others, but seldom cruel for the sake of cruelty. He per-





forms endless cycles of experiments on the prison's inmates, twisting and shaping flesh like a sculptor shapes clay. The vast majority of Sireal's inmates never see the warden, but those who do cross the paths of the Maelidoch report a tall, silent man-thing cloaked in black, and trailing an aura of death and decay.

The Maelidoch holds himself aloof from the internecine politicking of the lord-barons, ruling his island prison free of corruption and outside influence. Curiously, the Maelidoch bears an unswerving loyalty to the Child-Emperor of Crieste. Like the wizard's crippling disease, the origins of this devotion are a mystery to all but the Maelidoch and his master.

MELISINE D'AURIELLE

(NG human female Sor8, Dex 17, Int 19, Cha 18)

The brilliant and beautiful Melisine d'Aurielle was tutored with her innate magic from a young age, and she enjoyed a carefree and spoiled life of magic and luxury. After an old mentor recommended she and her sister, Amarante, to the Royal Academy of Sorcery in Kassantia, she found her life changing dramatically. Her vanity and pride paved the way to an impressive reputation and soon the crown assigned her to the prestigious Beryl Conclave in the town of Voltigeur across the Empyrean.

Melisine became one of the arcane protectors of the Criestine Colonies, but she sees the assignment as an insult to her talents. Though well meaning in her station, she dreams of greater ambitions and has taken to

researching local legends in hopes of finding the recognition she feels she deserves.

Melisine's inheritance and natural talent has yielded her a number of magical possessions. She wears an *amulet of natural armor* (+2), *bracers of armor* (+4), a *ring of blinking*, a *ring of regeneration*, and a host of jewelry.

MORGAN IRONWOLF

(NG female human Ftr9/Rgr4, Str 15, Con 17, Wis 14)

Raven haired, iron willed, and wild eyed, Ironwolf fought her way up from the rank of a common sellsword to the command of her own mercenary company. When the Duchy of Leherti fell to the Scourge, the Company of the Ironwolf was trapped behind the armies of the advancing horde. Morgan Ironwolf and her company of soldiers rallied the citizens of the city of Yithain. Led by the brazen warrior, the company turned the tide of the battle, and Yithain remains free to this day.

A young woman with a quiet temper and a strong sense of justice, Ironwolf leads her warriors by example. Before the Fall of Leherti, she had little reason to risk the wrath of the Scourge. But having witnessed the Tarkhan's cruelty firsthand, Ironwolf's conscience compels her to defend the forsaken refugees of Occupied Leherti.

The warrior commonly wears a fine suit of *elven chain mail* given to her by the elves of the Blackbriar, and carries a shield emblazoned with the company's sigil. She fights with a cunning mix of sound tactics and unrivaled bravery.

LADY MORTIANNA

(LE female human Ari4/Sor13, Int 14, Cha 19)

The coldly beautiful Lady Mortiana rules Crieste as Vizier to the Child-Emperor. Her plots span the entire continent and even reach into the Lostlands and Southlands. Some of the finest rogues and mages of the North serve as her spies, and very little transpires without the Vizier's knowledge. Her chief frustration is Captain Sentri, who, along with his Knights of the Sable March, has been able to match her schemes, move for move. Mortiana craves the humiliating defeat of her rival, and is always looking for pawns to play against Crieste's loyal son.

As befitting her position, Mortiana dresses in demure obeisance to the Child-Emperor. However, no one looking into her midnight black eyes can mistake the lady's raw ambition and force of personality. Like a marble statue, the lady has a cold, yet undeniable beauty. Many have courted the Vizier, offering to steal, lie, and even murder



on her behalf. An equal number have met their end at an executioner's axe, used and then abandoned by the lady whose affections they hoped to win.

NENTAWAT

(N male darkvenom drakon Ari2/Clr8,
Str 15, Int 18, Wis 19, Cha 16)

The mayor-priest of Angkar is charged as caretaker of the ancient town and the sacred temple of Madrah that it oversees. A degenerate aristocrat in his youth, the drakon's heart has been humbled by decades of visiting pilgrims seeking the hidden truths of Madrah. Though he still possesses a glimmer of his racial arrogance, Nentawat has come to respect the many children of the Lord of the Earth and Sky and now he sees all foreigners as a chance to learn more about Áereth. Visitors to Angkar expecting hostility from the drakon are delightfully surprised by its soft-spoken ruler.

NONOTZALE

(LG male guardian naga Clr6, Str 21, Dex 14,
Con 19, Int 16, Wis 20, Cha 18)

A guardian naga of considerable power and knowledge, Nonotzale is the wise mentor behind the thrones of the Xulmec city-state of Teotcoatlan. Once a friend to the former queen of the Gilded City, now Nonotzale counsels the young King Mactezu and Queen Itlanexca with an eye to the future of all Xulmec. Lairing deep beneath the royal palace, the naga teaches the adolescent monarchs the virtues of Cynhara and the foresight of Madrah. In a land still wary of the presence of nagas, for now Nonotzale's presence remains a secret. Yet rumors have already circulated far as to the presence of *something* guiding the king and queen, and a time will come soon when the naga must reveal himself.

Hatched beneath the lost Zimalan capital city, Nonotzale spent the first half of his life fighting against the dark and spirit nagas who still haunt the ruins of the long-faded empire. When a young explorer named Cetlana found his home, a friendship was forged. Years later, when Cetlana married the king of Teotcoatlan, she invited the aging guardian naga to live with them in the palace. On her deathbed, she beseeched her old friend to care for her son and his new queen. Nonotzale has done so, and is ever vigilant against threats to his young charges.



ORO LOROTH, THE MOUNTAIN KING

(LE male dwarf Ftr13, Str 17, Con 21, Int 14)

Few villains dominate the imaginations of the peasants in the western Northlands like the legend of Oro Loro, the Mountain King. The renegade dwarf-lord reigns from his nigh-invulnerable mountain fastness, raiding the nations of good at will, carrying off slaves and entire troves of stolen treasure.

Taller than the average dwarf, his body decorated with tattooed runes, and his soot-stained beard as black as charcoal, Loro cuts a fearsome image. The Mountain King's army is a ferocious mix of renegade dwarves, monstrous humanoids, human mercenaries, and beasts. While far from a match for the legions of the Steel Overlord, the Mountain King has more than enough might to defend that which is his. There will come a time when Loro oversteps his boundaries and draws the wrath of the Overlord, but until that day he raids the southwestern slope of the Ul Dominors, terrorizing the people of the Sylvan Downs and trading the souls of his captives to infernal beings in exchange for power and demonic allies.

KING OZTAHUA

(NG male human Ari2/Ftr8, Str 16, Wis 16, Cha 16)

King Oztahua of the Xulmec city-state of Kaatlan favors pragmatism above all else. He is predisposed toward peaceful coexistence and open trade with his neighbors,



believing in the tenets of his goddess, Calchoti. But at the slightest provocation from the Chuzecs or untoward actions from folk he does not know, Oztahua is quick to consider bloodshed and the tenets of Coatlimict. While he favors peace, he would rather allow the death of a hundred foreigners to save one of his own.

PRESTER “TRAPMASTER” UNGART

(NG male dwarf Rog14, Dex 18, Int 17)

With lockpicks in hand, a worn axe slung over his back, and a crossbow at his side, Prester “Trapmaster” Ungart has forgotten more about traps, tricks, and puzzles than most dungeon delvers will ever know. A master at deciphering lost languages and hieroglyphs, Prester made a name for himself early in his career by surviving traps and ambushes with an almost-intuitive sense for danger. Nearing retirement, the dwarf continues to roam the Known Realms in search of ever greater challenges, sometimes relishing the trap more than the treasure. He has contributed his knowledge to the creation of a handful of dungeons (most notably the Thief Lord’s Vault), but Prester’s first and last love will forever be exploration, preferably with a great deal of risk and reward thrown in for good measure.

RAAZT

(CE male scrag Sor7/Ftr3, Str 25,
Con 23, Int 15, Cha 16)

Known among fearful sailors as the Scrag Scuttler, Raazt’s name is near the top of the long list of pirates wanted dead or alive by the Criestine Imperial Navy. Though he’s owned several galleys, Raazt’s favored method of pirating came with a unique use of necromancy: attacking ships via the hollowed-out and animated corpse of an immense dire shark he named *Lesstra*. Raazt’s sobriquet stemmed from his reviled strategy of punching through the hull of his victim’s ship, then surging up with his men—humans and orc-kin, mostly—through the hold. Lord Raazt made a tradition out of personally devouring the captain of each unfortunate ship as it slowly sank into the sea. Getting on in years now, Raazt has retired from the trade, setting up in Dead Man’s Cove and sharing the rulership of the Barrier Isles with Cozette LeRoux, whom he despises and intends to one day kill and eat. Raazt sells his necromancy secrets and occasionally hires out *Lesstra* to wizards he feels are worthy of her.

Once a lithe specimen like most aquatic trolls, Raazt’s body has rounded out since retiring from active piracy. Among other gruesome accoutrements, he wears a barbed fisherman’s net over his mottled gray skin which

functions as a *cloak of resistance* +2 and he always keeps his +3 *cutlass of icy burst* on hand. A black leather patch (an *amulet of proof against detection and location*) covers his destroyed right eye, the painful result of an enchanted acidic dagger wound that will not regenerate. The very few who’ve seen what lies beneath the patch report a melted, fleshy pit that exposes part of his skull. Finding and flaying alive the Siren (see Sirens of Pelagia in Chapter 5 of the Gazetteer) who blinded him remains one of Raazt’s major goals. Any lead on her whereabouts often takes priority over any other plot.

Paranoid and cruel, Raazt is in a perpetually foul mood. As a creature from cold waters, he complains constantly about the temperature of the sea around the Barrier Isles, but knows that his lot as a Barrier Lord is preferable to the short and ultimately unrewarding lifestyle of his kind. His quasit familiar, Azt, always perches on Raazt’s shoulder and often parrots back the words of visitors in a mocking tone.

RAQUELLE CLAVET

(LG female human Ari2/Ftr10, Str 15,
Con 16, Wis 15, Cha 15)

Charged with the defense of the Criestine Colonies from Xulmec aggression, Lieutenant Clavet is a steel-nerved fighter. Given the nickname “princess of the borderline” (though never spoken to her face), Clavet is unwilling to exhibit vulnerability as a warrior or a woman. Her strength at arms is rivaled only by her tongue and tempered by her sense of justice. Yet these virtues and faults are softened foremost by her love for the people in her protection. Clavet is not overly prejudiced against the Xulmec natives, but her zealous devotion to the crown and her Northland kin make her an uncompromising diplomat. A former Knight of the Sable March, Clavet was charged by Captain Sentri himself to handle border disputes with Xulmec on the colonial frontier.

A fixture of Ft. Montsiang now for several years, the Omian Pass has never been safer than it is on Clavet’s watch. Her soldiers are well equipped and well trained to handle the aggressions of the Chuzec warriors, but the lieutenant is always willing to hire newcomers to clear the Pass from more monstrous denizens. Such dangerous work is better handled by versatile adventurers than her Criestine soldiers.

RAYLEN DURAND

(LE male rakshasa Rog5, Dex 16,
Con 16, Int 16, Cha 17)

The real Raylend Durand was a ruthless courtier from Archbridge who beseeched Lady Mortiana for the role



of Imperial viceroy of the Cristine Colonies. Impressed with his proposals and esteemed career, she had him murdered and replaced him with a trusted otherworldly cohort—the better to control the far-off Imperial colony.

Raj-nirav, a sadistic rakshasa, relishes his guise as the pompous Viceroy Durand. With appraising eyes fixed firmly upon the Southlands, he sends regular reports to Lady Mortiana and in turn she sees to some of his Northland interests. A thorn in his side is Acatzalan, the mayor of Voltigeur, and Raquelle Clavet, the militant commander of Ft. Montsiang, do-gooders he hopes to soon replace with two of his kin, newly arrived from the far east.

The false Raylen Durand wears an *amulet of proof against detection and location* to further conceal his identity, and he keeps a *ring of djinni calling*, delighting in ordering about the noble genie bound to its owner.

SAKDA

(LN male brightvenom drakon Ari8,
Int 17, Wis 15, Cha 15)

This elderly drakon is the current and longstanding lord of Kanthara. He is a pragmatic ruler, and despite the accusations of human sympathy made against him, Sakda works to boost the living conditions of the slums of Kanthara. Seeking to improve the quality of the slave stock benefits both the humans and the drakon.

SALEY LONESINGER

(CG female halfling Ftr7/Rog7)

The stories that surround this renowned pirate hunter seldom portray her as the halfling she is. Nicknamed the Emyrean Terror by bards, the mere sight of her standard—a shattered skull and spyglass—sends most buccanniers retreating at full sail. Saley is unrelenting in her pursuit, however, and those guilty of piracy that do not surrender are slain without mercy. When face-to-face with Saley, her enemies discover that the Emyrean Terror is a mere three and a half feet tall—yet every inch of her is worth fearing.

As leader of the Sirens of Pelagia, Saley has made many enemies. She has personally waged several sea battles against Cozette LeRoux—vicious engagements, many of which only the red-haired pirates and the diminutive Siren have survived. Saley is good humored in her everyday life, but she takes pirate-hunting very seriously. She is often encountered in the company of clerics of Soleth, Pelagia, and Olidyra. The many lives Saley has taken—always unapologetically and in the name of the greater good—has left in the steely halfling a need for frequent



penance among the gods she adores. Likewise, she has lost many friends to the cutlasses of her chosen enemies.

Saley Lonesinger wears a tailored suit of +3 *leather armor of invulnerability* and wields a +4 *human bane rapier*, a weapon she is very careful to keep from her enemies' hands.

SARAAS HELSBORNE, THE STEEL OVERLORD

(LG male dwarf Ari3/Ftr14, Str 16,
Con 17, Wis 15, Cha 14)

The ruler of the dwarven Holdfast is a passionate dwarf with midnight-black hair and a beard woven with gold and platinum. A mere three hundred years old, Helsborne stands with one foot in the past while looking to the future. This ability to balance tradition and the changing needs of the bearded mountain folk has earned Helsborne the respect and admiration of all the dwarves of the North.

Holdfast armies hold the Ul Dominor Mountains against the advance of the Scourge, a fact that is not lost on the nobles of Criste. Helsborne trades on his nation's place as the linchpin in the North's war against the Scourge, encouraging trade with the elves and nations of men. The sole chink in Helsborne's armor is the renegade dwarf known as the Mountain King. For reasons unknown to human and dwarven sages alike, Helsborne refuses to war against the Mountain King, instead permitting the tyrannical villain to lurk in the very shadows of Helsborne's Holdfast.





SENTH LAVROUSSE

(NG male half-elf Rgr8, Str 15, Dex 16, Wis 16)

Outcast from the Blackbriar Quarter of Voltigeur because of his mixed blood, Senth Lavrousse turned to the wilds of the Eztenqui Jungle and found himself enamored of its spirits. His accomplishments and zeal in defending the environs of Feronte from the frequent dangers of the jungle earned him the title of mayor from Viceroy Durand. Senth only half-heartedly accepted the position, favoring the active role of town guardian to the role of politician. Nevertheless, the townsfolk obey his wishes, and the young womenfolk vie for his favor. Senth's heart, however, belongs to a dryad sorceress of the Eztenqui who knows the secrets of Mt. Icpitl.

SEREMAC BELDOR, THE BLACK PRINCE

(LE male human Ari4/Ftr8, Dex 17, Int 14, Cha 9)

The Black Prince of Amin Dor possesses a fierce temper. Though handsome, Beldor's acerbic bitterness drives away friends and family, leaving only foppish toadies hoping to earn gold by association. The prince bears a burning animosity toward his father, the good King Beldor, and does everything in his power to embarrass and shame the aging monarch. The Black Prince is a master of warcraft, having studied at the feet of great military veterans since he could speak, but prefers to do away with his foes through deception and guile.

SERPENT ORACLE

(N female medusa, Sor12)

A pariah among her kind, the Serpent Oracle is an enigmatic medusa named Vhonistryl who has shunned the company of evil creatures to offer her prophetic powers to those who can find her. Gifted with great prescience even at a young age, Vhonistryl perceived her own kind's murderous jealousy and escaped before the inevitable assassination. Since that day, long ago, she has been unable to foresee her own fate—only those of the pilgrims who come before her.

The Serpent Oracle can see deeply into the future. Yet she is uncertain of the gods' intent with her gift, so she offers her visitors only sparing glances into the future and keeps her words cryptic. She hides within the ruins of Cohuatlizon, praying before a shrine to Choranus, the Seer Father, for insight into her own future. Vhonistryl lives a lonely existence, slaying the envious intruders who would exploit her powers and finding occasional delight—aloof though it must be—in more amiable company. She suppresses her gaze attack frequently, relying on her sorcery more than her heritage to subdue opponents. Nevertheless, over the decades the city's promenade has accrued a vast number of unwilling statues.

Her only regular companionship is a small gang of stone giants who adore her and live on the outskirts of Cohuatlizon. Asking nothing of her for themselves, they have earned her trust and always assist her against her greatest enemies.

SHAHRIYEL JHEK

(CE male human lich Wiz22, Int 30, Wis 20, Cha 24)

In ancient times, the chief advisor to the Sphinx Queen Ankharet of the Khonsurian Empire was a cunning human wizard called Shahriyel Jhek. The evil wizard dared to overstep his bounds one too many times with his queen, and for his arrogance Ankharet walled Shahriyel Jhek up within his own tower, a prisoner for all eternity.

But Shahriyel Jhek was not to be so easily defeated. Using the magicks available to him within his prison tower, Jhek cheated death by transforming himself into an undead monstrosity—a lich. Then luck chose to smile upon the horrid creature. A group of unwary explorers happened upon the wizard's tower, and in opening the gates to his prison, they inadvertently freed him. Jhek made his way back into the realms of the living, which had not seen the likes of his evil for many a year.

Eventually, Jhek wandered out of the desert sands and through the gates of Rhaz al-Khali. He immediately



slaughtered its rulers and assumed command of the city. Jhek has bent the will of the city to his aims, which is to discover the secrets of an ancient prophecy called *The Riddle of Darkest Qartepre*. Only Jhek knows the entirety of the prophecy, and he shares this with no one. Despite his hideous appearance—Jhek still wears the tarnished golden circlet and the black robes that mark his station as an advisor of the Sphinx Queen—he is a gifted speaker and charismatic figure, able to enthrall the masses of Rhaz al-Khali with his silver tongue and powerful spells.

SHATU-MURRIM

(LG female lammasu Clr7, Str 22, Int 17, Wis 20)

Born in the ruins of Coatopolan, Shatu-murrim is the matriarch of a family of lammasus allied with the paladins of the Miztlani. She personally guards the tombs of Cihuamiztli, the Golden Lady, and her own grandfather, the Naram-sin. Shatu-murrim gives counsel to the Knights of Gold and shares with them the wisdom she has gained from her Lostland visitations and her heavenly contacts, and she even teaches Draconic or Celestial to those willing to learn. Any who would harm her family will find the peaceful lammasu matron to be a vessel of divine wrath.

SIONALA KHOR

(NE, female half-elf, Bbn8/Drd8, Str 15, Int 14, Wis 17, Cha 17)

As the de facto ruler of the Valley of Xyr Muthal, Sionala Khor is perhaps one of the most powerful figures in all the Lostlands. The barbarian queen wields a mighty artifact, a staff known as the Soulfinder, and with that staff Sionala controls all the beasts within the valley. Dinosaurs, mammoths, primitive dragons—all sorts of mighty beasts obey every whim of the haughty but beautiful barbarian queen.

The true origins of Sionala Khor are unknown, although most sages believe that she may have once been a slave in the markets of Djeser al-Maqqara. Most creatures that know of her think of her as a good, kindly soul—a perfect queen ruling over a gentle paradise. This image is completely false, but it's one that Sionala Khor perpetuates nonetheless. In actuality, she is a cruel, cold despot, who cares nothing for the Valley of Xyr Muthal or its creatures ... she only loves the treasures that they can provide for her. Sionala Khor plays the wide-eyed innocent fool with those poor souls she encounters, trying to take advantage of them as best she can—but once they are of no use to her, she cruelly disposes of them.



SONECHKI

(CG female human Rog4/Wiz8, Dex 16, Int 18)

The daughter of a Criestine nobleman and a gypsy sorceress, Sonechki has never found peace in the Imperial courts or the wandering caravan of her mother's tribe. A bookish rogue and artful wizard, Sonechki spends most of her time seeking the identity of her father's murderer and the whereabouts of her estranged mother. She collects magical daggers and spells like a miser his gold coins.

Sonechki's best clue to finding her mother is the curious *staff of divination* that once belonged to the elusive gypsy woman. She searches the Northlands for leads, often employing adventuring companies to investigate locales too dangerous for her alone. Her only constant companion is her familiar, an arrogant and ambitious owl named Evvit who looks down his beak on everyone except Sonechki.

SPARKMAKER

(CN male tiefling Sor11, Dex 18, Int 17, Cha 18)

A wandering tiefling with an identity crisis, Sparkmaker shuns his given name, choosing instead the nickname given to him by his gnomish master. At a glance, he resembles a nondescript half-elf—and does his best to remain inconspicuous—but up close one cannot miss the preternatural appeal to his eyes and the small, curling horns growing from his temples. His manners twitchy and his paranoia profound, Sparkmaker seldom trusts





anyone too much. Yet he frequently attaches himself to adventuring companies to search for a future that makes sense to him—and to run from his devilish heritage.

Sparkmaker favors electricity spells and *summon monster*. He possesses several *ioun stones* and makes frequent—and at times premature—use of his +2 *shock light crossbow*. Sparkmaker's truest friend is his familiar, a rat named Stin'Kki, who offers him sound advice and appraisals of exotic cheeses.

TALA REVALIETH

(N female elf Drd10, Dex 16, Wis 18)

Displaced from Mirdar Forest by the orc hordes that overran it, the wild elf Tala Revalieth now walks the Northland forests to bring Ildavir's justice to those who abuse her children. Favoring animals more than humanoids, she is the friend of all beasts and an enemy to those who would harm them.

Her wheat-colored hair, soft blue eyes, and fair features do little to hide her frosty disposition from strangers—a fact strangely offset by the presence of her friend and animal companion, a people-loving brown bear named Mungo. Despite her ire, Tala is still an elf, delighting in beautiful art and the majesty of the natural world. When sharing her company, other elves find Tala unusually impatient but endlessly resourceful.

Tala puts her +3 *spectral longbow* and +2 *flaming scimitar* to good use against aberrations and undead who intrude in the Northland forests.

TARKHAN KHURZOG, SCOURGE OF THE NORTH

(LE male half-fiend/ogre-mage Ftr12/Sor9, Str 24,
Con 20, Int 17, Wis 14, Cha 19)

The fearsome overlord of the Scourge is a demon-blooded orge-mage of unmatched ambition and cruelty. The unholy offspring of a minor demon and an ogre-mage witch, Khurzog is a master at pitting the nations of the North against one another. By turning the suspicious, untrusting natures of kings to his advantage, the Tarkhan and his armies marched through the Northlands like a storm, toppling ancient nations and razing whole cities for their pleasure.

The kings of the civilized lands look to the North, praying that the Tarkhan's greed is sated, all the while knowing that the next war is not a matter of if, but when. For now Khurzog patiently bides his time in Azmog-Azmennum, studying his enemies and plotting his next campaign. The demon-ogre can afford to be patient: Each day the might of his armies grows and the courage of his enemies weakens.

TERHALIEN RAALT

(CE male drow Ftr6/Rog6/Asn4, Str 14, Dex 18, Int 16)

This skilled assassin is perhaps one of the most notorious killers on Áereth. Devilishly handsome, this fiendish drow is wanted in at least twelve different kingdoms for his murderous exploits. Although able to kill in any numbers of ways, Terhalien prefers a dagger tipped with an extremely rare poison, one purportedly made from tarasque blood. The effect of the poison is always fatal and extremely slow-acting, putting its victims in exquisite agony for days before finishing them. The poison fits Terhalien's personality perfectly, as he kills for sport. The gold collected for killing his victims is merely a bonus. Sarcastic and sharp of wit, Terhalien is said to be quicker with his tongue than with his dagger.

Most recently, Terhalien was wanted for the killings of a Morenan duchess, who was flung off the parapets of the royal palace. His whereabouts since then are unknown. If not in a brothel or otherwise in the company of a beautiful woman, he typically can be found in various thieves' guilds, always searching for information, or at least for a situation to use to his advantage. Although he typically works alone, Terhalien is not above teaming up with others. Such "partners," however, rarely live to collect their reward.



TSURUGI SAKU

(LG male dwarf Ftr12, Str 17, Con 16, Wis 15, Cha 12)

Also known as the Rock of Raiju, this venerable dwarf is a ferocious warrior and a trusted advisor, serving as a confidante for the past four Taijin kings. Tsurugi Saku is believed to be well over four hundred years old, ancient by even dwarf standards, yet the spry old warrior is still able to beat warriors half his age in duels. He faithfully acts as guardian of the magic seal for the Merchant House of Bakar Joseon each and every day.

In his earlier days, Saku personally led many of the dwarven assaults against their goblin enemies during the Seppuku Cleansing. Far better than any ancient map, Sake personally knows every twist and turn of the vast labyrinth of passageways that run beneath the Herrenia Mountains. He also knows the locations of every lair that ever existed in the mountains, from the largest giant caves to the smallest kobold warrens. A stern but kindly soul, Tsurugi Saku gladly helps anyone who treats him with courtesy and respect.

EMPEROR VITHOON

(CE male darkvenom drakon Wiz15, Str 16, Con 14, Int 21, Wis 21, Cha 19)

Venerable and cruel, the Emperor of Ssolang has coiled about the Emerald Throne for many long years, and they have taken their toll. Stricken with senility and recurring diseases that his attendants cannot cure for much longer, Vithoon's death is near. He usually defers to the decisions of his son, Prince Zurasak, but moments of lucidity suggest that the old drakon has a few more schemes to hatch—most of which do not include his son.

VOLEI OJAR

(CE male half-orc Ftr7/Rog6/Asn3, Str 15, Dex 17, Con 16, Int 14)

A slim, tusk-jawed half-orc with hard eyes and a quick blade, Volei Ojar is also one of the North's most wanted assassins—a fact he rues every day. Since the botched assassination attempt on King Beldor two years ago, Ojar has been on the run. The attempts on his own life tapered off after Ojar took up service with the Mountain King, but the half-orc is too cagey to believe that all the bounty hunters have abandoned the hunt.

Ojar is always on the lookout for young assassins to use as pawns, and passes along jobs to those who show promise. Despite his eagerness to rebuild a circle of assassins, the half-orc watches his associates and servants with the jaded eye of a hired killer, knowing that



with enough gold, anyone can be bought.

XOLATL

(LE male human Clr16, Str 17, Wis 18, Cha 18)

Known as the Fire Priest, Xolatl is the king and chief spiritual leader of the city-state of Chuzec. He rules the city with intimidation and frightening piety, his every edict said to be the will of Tlachinozal, the Scorched God. Those who question his orders find themselves—and their families—bound to the sacrificial alters of the Burning Temple.

Xolatl wears a suit of +3 *banded mail* edged with obsidian armor spikes and adorned with red phoenix feathers. The fearless priest wields a +3 *adamantine flaming burst battle axe* and a +2 *shortbow of distance*.

YARACEN EOTH

(LN male human Ftr9, Str 15, Dex 18, Int 17)

Although blind since the day he was born, Yaracen Eoth is a skilled and graceful fighter. Once one of the best pit fighters in all of Djeser al-Maqqara, his freedom was purchased in the slave markets there some thirty-odd years ago by a masked bidder. That bidder turned out to be one of the silent servants of the white apes of Tharnaka, who trained Yaracen Eoth to be his successor. When not on the Isles of Tharnaka, Yaracen Eoth is on the great ships traveling from the Isles to some other destination on Aereath usually conducting business on behalf of the white apes that are his true masters.



Yaracen Eoth is the guide that many merchants and other travelers seek when heading to Tharnaka. Though he barely speaks above a whisper, the blind, grizzled warrior is slightly more forthcoming about the secrets of the Isles of Tharnaka than most of his blind brethren. He is also cryptic when supplying answers to questions, and can play the part of the helpless, ignorant blind man well—however, he is a sharp and shrewd tactician, and has free rein to negotiate on the white apes' behalf. He also appears to be their most trusted servant, with access to nearly everything in all the cities of the Isles. He also is the only servant known to be able to change the minds of his ape masters, and his ability to mediate is legendary. More than once, hostilities between rival merchants visiting the Isles have been quelled by a few stern but soothing words from the blind warrior.

YOLLOTL

(CE male darkvenom drakon Ari3/Wiz7, Int 18, Cha 16)

Yollotl is the sadistic and collected lord of the city of Xincayot, and a strong supporter of Ssorlang's Amotuans. He spends most of his time organizing expeditions into the ruins of old Zimala, hoping to increase the influence of his faction with elder magic. Yollotl eschews his own sorcery in favor of the legion of bodyguards, and gives each of his servants who displeases him a single chance for reparation. Failing that, they are impaled, along with enemies of the state, and made to decorate the shoreline outside of the city walls.

KING ZACATAL

(N male human Ftr10, Str 18, Dex 17, Wis 15)

King Zacatal is the fair-minded monarch of the Xulmec city-state of Maras. In times of war, he personally takes to the field and leads his scouts in guerilla warfare, allowing nothing to endanger his people or the sacred cenotes they guard.

PRINCE ZURASAK

(CE male darkvenom drakon Ftr5/Sor6/Eldritch Knight3, Str 21, Con 17, Int 20, Wis 20, Cha 18)

One of the most dreaded drakon in the Known Realms, Prince Zurasak is the true power behind Ssorlang's Emerald Throne. He advises the venerable Emperor Vithoon, forestalling his father's death as long as he can. Shirking his official duties as prince, Zurasak tours the breadth of Ssorlang frequently and has been known to personally lead raids against the Xulmec city-states, ensuring a villainous reputation long before taking the throne himself.

Prince Zurasak wields a vile artifact known as *Shadowcurve*, an intelligent +5 *unholy scimitar* forged of shadowstone. He often shuns the use of his natural magic in favor of personally slaying his enemies with the blade. The young drakon has foiled numerous coups against his father and looks forward to executing those who rise against him when he is Emperor. Such single-minded pursuits, however, will likely keep Ssorlang from long-term expansion in his coming reign—an ironic blessing for the Southlands.



CHAPTER 6

ZERO-LEVEL CHARACTERS

Few roleplaying experiences are more satisfying than playing a character from unschooled youth, to champion, to epic hero. Every culture has its legends of foundlings and orphans, maturing into mighty warriors, rogues, wizards, and prophets. These are the roots of epic fantasy—and of fantasy roleplaying.

Most d20 games assume that characters begin at first level, armed with the knowledge, weapons, armor, and spells necessary to make their mark upon the world. But in ongoing, living campaigns, players often wonder what took place *before* their characters stepped foot on the road to glory. Bereft of powerful special abilities, feats, and skills, 0-level PCs must survive by their wit, cunning, and sheer courage alone. Adventures set during this time can be some of the most exciting and dangerous of a PC's career, with danger lurking around every corner and the question of life or death hanging on the throw of a die.

Playing a PC from 0-level also gives a character the added depth of a personalized back-story, supported by unique skills and abilities. An adept might go on to become an infamous rogue who uses his old spells to lend him an edge over the city watch. An expert weapon-smith might become a fearsome paladin who insists on crafting his own unique weapons, equipment, and armor for use in his crusade against evil. Perhaps before being adopted by the church, the noble cleric was a cutpurse, and to this day the pious soul keeps his old skills in practice ... just in case.

How did the elven knight acquire his master's sword, the same blade that drives him to vanquish evil? Why is the rogue committed to thwarting oppression in every form? From what ruin did the wizard acquire the magic staff, and does it really contain the soul of an ancient dragon? Why, in a world of deadly challenges and vicious foes, does a meek peasant take up weapons and stand against the press of darkness?

The answers to these questions, and more, are the adventures of 0-level characters.

ZERO-LEVEL PLAYER CHARACTERS

Zero-level player characters begin with 1 level in an NPC class, but differ from NPCs in that PCs are destined to become heroes. An NPC might spend his entire life gaining levels in Warrior, but a PC Warrior will soon become a Fighter, quickly outstripping her common, non-heroic peers. This can often invite jealousies and vicious rivalries when the smith's daughter returns home, now a celebrated paladin of the realm.

A 0-level PC chooses an NPC class—Adept, Aristocrat, Expert, or Warrior—and begins with –1,000 XP. After gaining one thousand experience points, reaching 0 XP, the PC gains a level and advances to one of the regular PC classes: Barbarian, Cleric, Druid, Fighter, Paladin, Ranger, Rogue, Wizard, or Sorcerer. One level in an NPC class never counts against a PC for purposes of multi-classing (see *PHB*).

The NPC classes available to PCs are outlined in detail in the *DMG* and are summarized here for quick reference.

FIRST-LEVEL ADEPT

Gifted in the ways of magic, yet unschooled in its mastery, adepts are the witchdoctors, mystics, healers, herbalists, and shamans of Aereth. While NPC adepts grow to become wise men, elders and sages, heroic adepts quickly rise to become champions of their chosen cause, serving a deity as a devoted cleric, or defending the spirits of nature as woodland druids.

An adept casts divine spells, which are drawn from the adept spell list. Like a cleric, an adept must choose and prepare her spells in advance. Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells. In addition, she receives bonus spells per day if she has a high Wisdom score.



APPRENTICES AND MEDIUMS

Not all adepts advance to become clerics or druids. At their discretion, GMs may permit PC adepts to be apprentices (wizards in training) or mediums (untutored sorcerers). Both sub-classes follow all the rules applying to adepts, with the following exceptions:

Apprentice: An apprentice's key attribute is Intelligence, not Wisdom. To prepare or cast a spell, an apprentice must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an apprentice's spell is 10 + the spell level + the apprentice's Intelligence modifier.

In addition, she receives bonus spells per day if she has a high Intelligence score.

An apprentice must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook.

An apprentice begins play with a spellbook containing all 0-level apprentice spells, plus three 1st-level spells of her choice. For each point of Intelligence bonus the apprentice has, the spellbook holds one additional 1st-level spell of her choice.

Medium: A medium's key attribute is Charisma, not Wisdom. To prepare or cast a spell, a medium must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a medium's spell is 10 + the spell level + the medium's Charisma modifier.

In addition, she receives bonus spells per day if she has a high Charisma score.

A medium can cast any spell she knows without preparing it ahead of time. A medium's selection of spells is extremely limited. A medium begins play knowing four 0-level spells and two 1st-level spells of her choice.

APPRENTICE AND MEDIUM SPELL LIST

0-level: *acid splash, dancing lights, daze, flare, light, ghost sound, touch of fatigue, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance.*

1st-level: *alarm, burning hands, cause fear, color spray, comprehend languages, detect secret doors, disguise self, expeditious retreat, feather fall, grease, hold portal, hypnotism, protection from chaos, protection from evil, protection from good, protection from law, obscuring mist, shield, sleep, unseen servant, ventriloquism.*

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Hit Points: 6 + Con modifier

Base Attack: +0

Starting Wealth: 2d4 x 10 gp

Fort Save: +0 **Ref Save:** +0 **Will Save:** +2

Class Skills: Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points: (2 + Int modifier) x4.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Spells per Day: 0 – 3; 1st – 1.

ADEPT SPELL LIST

0-level: *create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, touch of fatigue.*

1st-level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

FIRST-LEVEL ARISTOCRAT

Aristocrats are the nobles of Áereth, the privileged upper class with access to wealth, tutoring, and training. Squires, princes, scions of merchant-lords, and royal heirs are all aristocrats.

Simply because a character is born of royal or noble blood does not mean that the character can expect to have all his needs and wishes met. While aristocrats may receive preferential treatment by merchants and their ilk, they will also be expected to pay inflated prices. Similarly, many noble families send their scions out into the world, permitting the fledgling aristocrats to return only after they have proven their worth.

Hit Points: 8 + Con modifier

Starting Wealth: 6d4 x 10 gp

Base Attack: +0



Fort Save: +0 **Ref Save:** +0 **Will Save:** +2

Class Skills: Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points: (4 + Int modifier) x4.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

FIRST-LEVEL EXPERT

Blacksmiths, locksmiths, cutpurses, woodland scouts, and trackers are all experts in their chosen realm. Many occupations fall under the designation of expert. The class is highly versatile, permitting characters to focus and excel in specific areas of study.

Any occupation that is not explicitly a spellcaster, noble, or warrior is likely an expert. NPC experts grow to become master craftsmen and specialists in their fields, but PC experts broaden their fields of study, and thereby become even more skilled and talented because of their understanding of the larger world.

Hit Points: 6 + Con modifier

Starting Wealth: 3d4 x 10 gp

Base Attack: +0

Fort Save: +0 **Ref Save:** +0 **Will Save:** +2

Class Skills: The expert can choose any ten skills to be class skills.

Skill Points: (6 + Int modifier) x4.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

FIRST-LEVEL WARRIOR

Warriors are the mainstays of Áereth. Brave and courageous, they stand watch atop high towers, hunt stags through deep woods, protect the common citizen, and serve in the king's army. Soldiers, watchmen, slave-gladiators, and huntsmen are all warriors.

Warriors are natural leaders, especially during times of danger and strife. In times of peace, excessive warriors can become a liability. Forced to seek their fortunes on the open road, some turn to banditry, while a select few train to become fighters, excelling in the arts of war.

Hit Points: 8 + Con modifier

Starting Wealth: 4d4 x 10 gp

Base Attack: +1

Fort Save: +2 **Ref Save:** +0 **Will Save:** +0

Class Skills: Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points: (2 + Int modifier) x 4.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

CHARACTER BACKGROUNDS

Every PC has a background, a story that explains his core value and beliefs. Backgrounds are much more than occupations, but the following list can provide inspirations for a character's background, along with suggested NPC classes. This register is in no way exhaustive nor could it ever be; a PC's history should be limited only by the player's imagination and the GM's whim.

The classes listed in parentheses should be taken as suggestions, not rules. Exceptions will always exist, and should be encouraged—especially in support of a PC's unique story.

Alchemist (Expert)

Animal Trainer (Expert)

Armorer (Expert)

Astrologer (Expert, Adept)

Blacksmith (Expert)

Brigand (Expert, Warrior)

Caravan Guard (Warrior)

Confidence Artist (Expert)

Cutpurse (Expert)

Entertainer (Expert)

Foundling (any¹)

Fortune-teller (Expert, Adept)

Gambler (Expert)

Gravedigger (Expert²)

Guild Beggar (Expert²)



Healer (Adept)
Herbalist (Adept)
Herder (Expert²)
Hired Muscle (Warrior)
Hunter (Warrior, Expert)
Indentured Servant (Expert²)
Jeweler (Expert)
Locksmith (Expert)
Logger (Expert²)
Mercenary (Warrior)
Minstrel (Expert)
Noble (Aristocrat)
Outlaw (Expert, Warrior)
Orphan (any¹)
Royal (Aristocrat)
Savage (Warrior, Expert)
Scribe (Expert, Adept)
Scout (Expert)
Serf (Expert²)
Shaman (Adept)
Slave (Warrior, Expert)
Smuggler (Expert)
Soldier (Warrior)
Squire (Aristocrat, Warrior)
Street Fighter (Warrior)
Trapper (Expert)
Yeoman (Expert²)
Watchman (Warrior)
Weaponsmith (Expert)
Weaver (Expert)
Witchdoctor (Adept)
Woodcutter (Expert, Warrior)
Wizard's Apprentice (Adept³)

Notes:

¹ Both orphans and foundlings adopt classes suitable to

their foster families. An orphan taken in by the Thieves Guild will be predisposed to becoming an Expert with a focus in Rogue skills, whereas a foundling adopted by a monastery may show talents as an Adept or Warrior.

² With many backgrounds, the NPC class of Commoner in the *DMG* seems a more logical choice. Of the NPC classes, however, Commoner is the weakest, and in these instances it is best to go with Expert, reflecting a PC's exceptional interests and talents.

³ With the GM's permission, Adepts can also be Apprentices or Mediums. See sidebar above for details.

ZERO-LEVEL ADVENTURES

Adventures as a 0-level character can be among the most thrilling that a PC will ever have. Combats are deadly and often decided with the first blow. Without careful consideration by the GM, a string of bad rolls can turn a CR 1 wandering monster encounter into a game-stopping TPK (Total Party Kill). Players with 0-level PCs have to act with caution, creativity, and cunning, frequently coming up with unique solutions to challenges that higher-level PCs would never deign to try. Ad hoc traps, improvised weapons, and dirty tactics are often the only way a party can survive. Whereas stronger parties can rely on their superior armor and hit points to give the PCs time to think, a party of 0-level PCs has to be prepared and ready to act at a moment's notice, or else suffer the consequences.

This constant, on-edge tension is what makes low-level campaigns so enjoyable, but GMs must tread with care.

There are a number of ways to subtly shift the odds in the PCs favor, while still encouraging creative play. As in *DCC #0: Legends Are Made, Not Born*, PCs might overhear a monster before actually encountering it. Variants on this theme include coming across a beast's tracks, encountering the bleached bones of its previous victims, or simply catching the scent of its foul lair. Any of these warning signs will serve as cues for PCs to be on their guard. Of course, if PCs elect to disregard all precautions, their fate is their own!

Similarly, players should be encouraged to use cunning to overcome superior forces. There is no reason to duke it out, toe-to-toe with the ogre, when a rock dropped from the cave's entrance can do the work for you. Similarly, PCs might take the time to construct deadfalls, pit traps, and the like.

Finally, intelligent monsters might elect to take the PCs prisoner instead of slaying them outright. Captured PCs can be sold as slaves or simply reserved to be eaten at a later date. The opportunity to escape from captors, sans weapons or armor, is a challenge worthy of any hero!



EXPERIENCE POINT AWARDS FOR 0-LEVEL CHARACTERS

PC Level	CR 1/2	CR 1	CR 2	CR 3	CR 4
0	200	400	800	1,200	2,000

CAMPAIGN HOOKS

Zero-level adventures need not be world-spanning affairs. Simply learning to hunt or fight or acquiring a certain rare spell can become exciting adventures. Often, young heroes serve masters who may send them on challenging errands designed to tutor naïve students in the ways of the world. Having the entire party serving a single master is an excellent way to convince PCs to work together toward a single goal.

Zero-level adventures also present a great opportunity to introduce recurring villains. These arrogant foes are quick to disregard the PCs as nothing but nuisances, setting up rivalries and enmities that can stretch on for years or even decades.

Villains need not be powerful to be memorable. Whereas a higher-level PC might beat a dozen orcs in a battle, to a party of 0-level characters a single orc, hobgoblin, kobold, or goblin can be a terrifying foe. This gives a GM the chance to personalize the opponent, creating a more noteworthy encounter. Physical affects, unique fighting styles, unusual arms and armor can all make a common foe uncommon.

With this in mind, take inspiration from or use one of the following plot hooks as a seed for your campaign:

The Old Man of the Wood: The characters are the servants of Nymoren the White, a wizened mage who lives in a half-ruined tower deep in the Blackbriar Wood. Some of the PCs may be talented apprentices that have

been adopted by the old mage, while others are simply the children of servants and were born into his service. Nymoren keeps close watch over his beloved woods and sends his young wards on errands to acquire exotic spell components, rescue the wizard's hapless animal companions, fend off the predations of goblins and kobolds, and perform quests on the old mage's behalf.

Tales of the Canting Crew: The characters are street urchins, beggars, and petty thieves, serving Obo the Beggarmaster. A wicked and corpulent taskmaster with an endless capacity for cruelty and greed, Obo makes certain to keep his wards under his thumb, placing extra pressure on those that show promise. Warriors will be tasked as hired thugs and muscle, experts will be trained in the ways of the rogue, adepts will be carefully groomed—and all will be constantly watched for signs of treachery. For all his fiendish ways, Obo makes certain to protect his own, and may go to war with other lords of the underworld in defense of his charges. Adventures can range from petty thievery, to enforcing the Beggarmaster's street edicts, to collecting his tithes, to finally escaping from Obo's sweaty clutches.

Knights of the Realm: The characters are the squires, grooms, assistants, and spearmen of the solemn and virtuous Sir Kameron, Knight Errant of the Lance. Sir Kameron's love was kidnapped by an evil baron seven years ago and now the knight travels the Northlands in search of her. The lovelorn knight is dogged by assassins, evil knights, and foes that would besmirch his honor and lure the good knight into disgrace. Sir Kameron uses the PCs to accomplish what he cannot, going places where he would be noticed, and defending him against all comers while the knight searches the Known Realms for his lady. Adventures could include recovering the knight's stolen sword in time for a tournament, foiling attempts to frame him as a wicked ne'er-do-well, tracking down leads to his lost lady, and thwarting the endless plots of

MENTORS

For many GMs and players, it may be a stretch to imagine peasants delving into a goblin lair and emerging, mere days later, as accomplished adventurers boasting of new feats, spells, and skills. Mentors, experts who train PCs in their new classes, can serve to bridge this gap, taking the PCs under their wings and tutoring them in the ways of adventuring.

Any NPC with at least one level in the class the PC wishes to adopt can serve as a mentor. But time spent studying with mentors need not be time wasted for players. For while a mentor may guide the PC along the proper path, nothing can take the place of actual experience. In this way, mentors can best serve as plot hooks, sending the adventurers scurrying off on missions, errands and quests, each challenge designed to test the PCs in their newfound roles.

For PCs that truly dedicate themselves to their studies, GMs should consider awarding PCs a one-time bonus of 1d4 skill points, to be allotted to specialties of the mentor.





the 0-level servants of a rival knight. Traveling with Sir Kameron permits the PCs to visit vast swaths of the North, where every day sees another kingdom and every night reveals another intrigue.

Of Kith and Kin: The Baron is dead and his ancient elven castellan, Essech Ggeredna, scours the lands for the new rulers. Regrettably the Baron had no direct heirs, so obscure bloodlines must be sought out, and the collected heirs resemble nothing so much as a band of uneducated rascallions, rogues, mercenaries, and wild mages. Nevertheless, the PCs have indeed inherited a small barony placed deep within the wilds of the North, and now it is their task to keep it. This will require quickly mastering the skills necessary to lead a small, isolated community. Predators ranging from wolves to goblins and worse threaten the townsfolk, false heirs lay claim to the throne, and—worst of all—the true seat of the barony is in ruins, home to fearsome monsters and dungeons of untold depths. Who was the old baron and why were his heirs sought out ... four hundred years after his death?

Pawns of the Slavelord: During the Fall of Leherti, untold numbers of Lehertians were captured and sold into slavery. The PCs begin their adventures as slaves in the care of Mordeng Skoloth, a wicked slavelord based in the city of Freeport. Mordeng delights in depraved blood sports, and has a special fondness for gladiator combat. The enslaved PCs in his stable are regularly forced to fight wild animals, monstrous humanoids, and even other slaves. Yet the intrigue of Freeport reaches to every segment of the population, so it isn't long before the PCs are

thrust directly into the heart of the shadow war between Mordeng and his rivals. The PCs are forced to decide between helping Mordeng against his foes (and earning the foul man's gratitude) or defying his orders and suffering the slavelord's wrath (or even worse, the vengeance of his triumphant rivals).

FINAL NOTE: NPCs AND 0-LEVEL PCs

It can be tempting for GMs to introduce powerful NPCs into the lives of the characters, such as knights and wizards who are always on hand to rescue the PCs when the going gets rough. This could easily overshadow a group of 0-level characters, turning them into the supporting cast for the GM's own band of heroes.

In these cases, remember the golden rule: No matter how weak they may be, the PCs are the heroes of the story. Even during a nation-shattering war, there is enough smaller-scale action for them. In this case, the war would simply provide the backdrop and stage setting for the PCs' adventures.

Æreth is a *world* full of powerful beings, but the *game* is about the PCs. Players want to play, not watch the GM's pet NPCs act out their lives like a historical drama.

CHAPTER 7

PATHS OF ADVENTURE

Adventures in the DCC line are designed to be setting neutral, even within the world of *Æreth*. Every GM should feel comfortable removing the iconic *Dungeon Crawl Classics #1: Idylls of the Rat King* from the humble town of Silverton and placing the adventure wherever it will serve their own campaign the best. As always, GMs should tailor the world to suit their own designs and their group's enjoyment. Every other concern comes second.

Of course, that's all fine if you are an old hand at the game and know precisely the sort of campaign you'd like to run. But with over thirty adventures to choose from, where does an intrepid new GM begin?

Never fear! For those who seek guidance in the ever-expanding world of the *Dungeon Crawl Classics*, or for those sadistic GMs who must simply roll for *everything*, we present the Adventure Paths: series of modules loosely organized by level, location and theme, and which can serve as narratives to aid GMs in planning their PCs' careers as adventurers.

Note that these paths serve only as guidelines. GMs should feel free to adjust them as necessary for their wicked purposes. Flesh out the skeleton, add your own adventures, make the PCs lords of their own realms, and then lay waste to those kingdoms with armies of wicked monsters – in short, make the world your own!

To begin a campaign, choose your favorite low-level DCC and follow the subsequent titles in the path. Or, if you are truly willing, brave and brazen enough to throw caution to the wind, roll a d12.

If the result is 1-4, go to Adventure Path 1. If the result is 5-8, go to Adventure Path 2. If the result is 9-12, go to Adventure Path 3.

ADVENTURE PATH 1: WEST TO EMPIRE

Levels Adventure

- 0 **DCC #35A: Halls of the Minotaur:** Humble villagers armed with farm tools venture into the Thornswild Forest to rescue a fallen paladin. There they uncover the ruins of a long-forgotten citadel, a tribe of ferocious kobolds, and Toth-Ror, a deadly minotaur bent on the PCs' destruction.
- 1-2 **DCC #29: Lair of the White Salamander:** Travelling south, the PCs (now aspiring heroes) come upon the sinking city of Thelport. There they discover a series of sea caves, where they battle their way past crazed cultists to the source of the city's plight: a horrible giant salamander gifted with wicked genius. Having saved the people of Thelport, the PCs can continue their travels west, or catch a ship south to Porthmeor (go to Adventure Path 1A).
- 1-3 **DCC #1: Idylls of the Rat King:** The PCs press on to Silverton, where a small mining community is being threatened by a wererat menace.
- 4-6 **DCC #27: Revenge of the Rat King:** The PCs, having deposed the Rat King, now suffer his wrath beneath the streets of Soulgrave. Escaping his clutches, they put an end to his wicked reign.
- 7-8 **DCC #5: Aerie of the Crow God:** Now heroes in Crieite, the PCs are summoned before Captain Senti, Master of the Sable March. The Captain awards the PCs titles befitting their class and rank and tells them of the costal hamlet of Carnelloe, where dark secrets work to conceal an ancient tragedy. The Captain beseeches the PCs to act as his agents and investigate the lingering evil.



- 7-9 **DCC #19: The Volcano Caves:** Recognizing the might of her enemy's agents, the wicked Vizier of Crieste orders the PCs north to investigate the strange rumors surrounding mysterious Mount Rolnith, hoping that the PCs die beneath the dormant volcano. As insurance, the Vizier sends two of her finest assassins to finish what the mountain cannot. There, in the abandoned study of a long vanished wizardress, the PCs find a map leading to...
- 10 **DCC #30: Vault of the Dragon Kings:** Leaving the ruined Mount Rolnith, the PCs venture deeper into the Frosteye Mountains, in search of the legendary Vault of the Dragon Kings.
- 9-11 **DCC #12: The Blackguard's Revenge:** Returning triumphant from the Vault, the PCs are met by Khau the Red, magician in service of the Captain of the Sable March. The Cloister of the Ordocar, a sister order to the Knights of the Sable March, is under attack by an army of undead. Can the PCs reach the monastery in time to save the order?
- 11-13 **DCC #12.5: Iron Crypt of the Heretics:** Though the Cloister of the Ordocar has been saved, the root of the undead army must still be dealt a final blow. Tracking the army back to the Iron Crypt of the Heretics, the PCs must do battle with a nigh-invulnerable menace.
- 15 **DCC #13: Crypt of the Devil Lich:** The Ebon Egg destroyed, the PCs deliver the Iron Crypt's magical keys to the Monastery of the Dawning Sun. Upon their arrival, they realize that a horrible tragedy has taken place....

ADVENTURE PATH 1A: WILD ROVERS

- | Levels | Adventure |
|--------|--|
| 1-3 | DCC #24: Legend of the Ripper: The PCs arrive in exotic Porthmeor, only to find the city locked in a grip of terror. The ghost of an ancient fiend has seemingly risen to stalk the city streets. Can the young heroes put the ghost to rest? |
| 4-6 | DCC #35B: The Thief Lord's Vault: The PCs continue their travels by sea, following the coast west to Punjar. There, in the city's shadowy bazaars, the adventurers catch word of a fabled treasure vault hidden beneath Punjar's grime-stained cobblestones. Investigations prove fruitful, and the PCs discover the entrance to one of |

- the richest treasure vaults in all the Known World. Eluding the Thief Lord's cunning traps, the PCs tumble through a misty green portal to far-flung Voltigeur...
- 6-8 **DCC #16: Curse of the Emerald Cobra:** ...where the PCs learn of a mysterious artifact called Omihuictli – the Bone Blade, an enchanted bastard sword rumored to have been created from the leg bones of an ancient black dragon. The sword is said to rest in the heart of an extinct volcano, Mount Icpitl.
- 10-12 **DCC #4: Bloody Jack's Gold:** Sailing home from their savage encounter with the Emerald Cobra, the PCs' ship is blown off course to an island that doesn't appear on any map. One of the sailors recognizes the island from the *Ballad of Bloody Jack*. Investigating, the PCs discover the maze Jack built to protect the greatest hoard of his long and blood-soaked career.
- 12-14 **DCC #21: Assault on Stormbringer Castle:** Returning to civilization at last, the PCs sail into the town of Argalis, only to discover the town in ruins. Three hurricane-strength storms have struck in as many weeks, sent by a wicked storm giant intent on punishing the town. The townsfolk turn to the PCs. Can the heroes prevail against the Stormbringer?
- 14-16 **DCC #22: The Stormbringer Juggernaut:** After thanking the heroes for their assistance in defeating Stozari, Lord McDurmott, leader of Argalis, calls them back a week later with disturbing news. There are reports from the distant island of Cairvos of a gigantic warship under construction, led by a Stormbringer storm giant. He hires them once again, sending the heroes to vanquish the renewed Stormbringer threat.

ADVENTURE PATH 2: LORDS OF THE KINGDOM

- | Levels | Adventure |
|--------|--|
| 0 | DCC #0: Legends are Made, not Born: An ogre is terrorizing the town of Dundravage. Six brave citizens, mere peasants, band together with a plan to put an end to the evil ogre's villainy! |
| 1 | DCC #2: Lost Vault of Tsathzar Rho: The triumphant commoners, now adventurers, start on the long road to the heart of the Empire, where they will seek their fortunes. The would-be heroes stop for the night at the settlement of Hadler's Gap, where they hear curious tales of |



once-peaceful kobolds and an ogre in the nearby hills. The PCs find their reputation as “Ogre Slayers” has preceded them. Will they live up to the stories?

1-2 **DCC #29: Well of the Worm:** Resuming their travels south, the PC come across a war-ravaged village plagued by the legacy of wars past. The elders beseech the PCs to put an end to the horrors.

1-3 **DCC #1: Idylls of the Rat King:** The PCs finally reach the capital of Archbridge, where tales of their heroic exploits have already reached people of power. The Captain of the Sable March offers the PCs their first mission for the crown: root out the goblin menace that has been plaguing the silver caravans from Silverton.

4-6 **DCC #27: Revenge of the Rat King:** Having successfully defended the people of Silverton, the PCs find themselves the target of the Rat King’s wrath. In a carefully wrought trap, the PCs are lured beneath the streets of Soulgrave and into the clutches of the Rat King!

7-8 **DCC #5: Aerie of the Crow God:** Back in Archbridge, the PCs are given a hero’s welcome, along with a handsome reward and commission from the Captain of the Sable March. Meeting the PCs in secret that evening, the Captain asks the PCs to undertake another dangerous mission for the crown, sending the PCs to the village of Carnelloe to investigate the site of an ancient tragedy.

6-8 **DCC #10: The Sunless Garden:** Returning triumphant once more, the PCs are given titles and the deed to a small, run-down keep on the border of Crieste. Shortly after the PCs assume ownership, the nearest trading post, Garland’s Fork, is struck by a horrific curse, and it falls to the heroes to solve the crisis. *Or:* The wicked Vizier of Crieste, perceiving the heroes as a threat to her stranglehold on the Empire, commissions a ship for the PCs and orders them to deliver a message to the far-flung colony of Voltigeur. (Go to Adventure Path 2A.)

8-10 **DCC #6: Temple of the Dragon Cult:** With power comes responsibility. Across the borderlands, a dragon has been terrorizing the people of Thire. Lady Aedwyn Cyrean, ruler of the realm, raises an army to defeat the fearsome wyrm, but even they fail. She begs the heroes to finish off what her army could not accomplish.

12-14 **DCC #21: Assault on Stormbringer Castle:** Unnaturally strong storms strike the PCs’ lands, ravaging their fields and fortifications. The source of the fearsome gales lies to the south, with the town of Argalis. A terrible storm giant demands tribute from Argalis and the surrounding settlements (including the PCs’ manor). If she is denied, she will lay waste to the entire coast.

14-16 **DCC #22: The Stormbringer Juggernaut:** The Stormbringer giants return to threaten the realm once more, unless the PCs are able to stop their scheme from coming to fruition. But are even the heroes, now mighty beyond most, strong enough to stop the Stormbringer Juggernaut?

ADVENTURE PATH 2A: OF PIRATES AND PLUNDER

Levels Adventure

6-8 **DCC #16: Curse of the Emerald Cobra:** Sent to the end of the Empire by the Vizier of Crieste, the PCs learn of a mysterious artifact called Omihuitli – the Bone Blade, an enchanted bastard sword rumored to have been created from the leg bones of an ancient black dragon. The sword is said to rest in the heart of an extinct volcano, Mount Iepitl.

10-12 **DCC #4: Bloody Jack’s Gold:** Sailing home from their savage encounter with the Emerald Cobra, the PCs’ ship is blown off course to an island that doesn’t appear on any map. One of the sailors recognizes the island from the *Ballad of Bloody Jack*. Investigating, the PCs discover the maze Jack built to protect the greatest hoard of his long and blood-soaked career.

12-14 **DCC #21: Assault on Stormbringer Castle:** Returning to civilization at last, the PCs sail into the town of Argalis, only to discover the town in ruins. Three hurricane-strength storms have struck in as many weeks, sent by a wicked storm giant intent on punishing the town. The townsfolk turn to the PCs. Can the heroes prevail against the Stormbringer?

12-14 **DCC #18: Citadel of the Demon Prince:** Hearing of the PCs’ might, his Holiness, the Bishop of the Shining Lance, sends a secret agent, Renshai the Cunning, to meet with the PCs. Renshai, the Bishop’s master spy, has uncovered a plot to bring demonic horror into the world. His Holiness begs a boon of the PCs,



asking them to investigate this wicked plot – and put to the sword whatever fiend is behind it.

14-15 **DCC #15: Lost Tomb of the Sphinx Queen:** Taking to the open sea once more, the PCs cross the Lirean Sea to the Great Desert to the south, where rumors lead them to a lost tomb from a long-forgotten empire.

14-16 **DCC #32: The Golden Palace of Zahadran:** Striking out to explore the legendary Lostlands, the PCs uncover a magically sealed dome concealing an ancient, golden palace.

ADVENTURE PATH 3: LEGENDS OF THE NORTH

Levels Adventure

0 **DCC #0: Legends are Made, not Born:** An ogre is terrorizing the town of Dundrville. Six brave citizens, mere peasants, band together with a plan to put an end to the evil ogre's villainy!

1-3 **DCC #28: Into the Wilds:** Seeking their fortunes on the open road, the PCs strike out for the wild borderlands. There they come upon Wildsgate, a frontier keep beset by a terrible curse. Fame and fortune await those courageous enough to venture into the threatening Wilds.

3-5 **DCC #3: The Mysterious Tower:** Fate leads the young heroes east, to the foot of a mysterious tower protected by ancient spells. Investigating a wizard's tower is never easy, but survivors might just return with long-hidden treasures.

4-6 **DCC #17: Legacy of the Savage Kings:** Leaving the mysterious tower, the PCs are met by Venderlos the Green, a druid in service of secret masters. Venderlos, having heard of the PCs' prowess, has come to ask a boon of the PCs. A foul blight has infected the Great Swamp, corrupting the swamp's inhabitants and threatening settlements and forests downstream. Will the PCs investigate and cure this foul disease?

7-9 **DCC #17.5: War of the Witch Queen:** Emerging triumphant from the Great Swamp, the PCs track the fleeing Witch Queen back to her stinking demesne. There, in vaults hidden deep beneath the earth, they put an end to her wicked schemes.

7-9 **DCC #19: The Volcano Caves:** Traveling west on their trek back to civilization, the heroes encounter strange rumors surrounding the mysterious Mount Rolnith. Investigating, the PCs discover that the dormant volcano is not all it seems. In the abandoned study of a long-vanished wizardress, the PCs find a map leading to...

10 **DCC #30: Vault of the Dragon Kings:** Leaving the ruined Mount Rolnith, the PCs venture deeper into the Frosteye Mountains, in search of the legendary Vault of the Dragon Kings.

9-11 **DCC #25: The Dread Crypt of Srihoz:** Returning from the Vault, the PCs come across rumors leading to windswept cliffs and the crypt of an ancient evil.

9-11 **DCC #12: The Blackguard's Revenge:** Upon their return from the Dread Crypt, the PCs receive a summons from Turoch Mas, Overlord of Ternyziem. The ruler tells the PCs of the Cloister of the Ordocar, an order of paladins that keep watch over the north. The order is under attack by an army of undead. Can the PCs reach the monastery in time to save the paladins?

11-13 **DCC #12.5: Iron Crypt of the Heretics:** Though the Cloister of the Ordocar has been saved, the source of the undead army yet remains. Tracking the army back to the Iron Crypt of the Heretics, PCs must do battle with a nigh-invulnerable menace.

15 **DCC #13: Crypt of the Devil Lich:** The Ebon Egg destroyed, the PCs deliver the Iron Crypt's magical keys to the Monastery of the Dawning Sun. Upon their arrival, they realize that a horrible tragedy has taken place....



APPENDIX I

DCC INDEX

This master index lists every place, deity, NPC, spell, object, monster, and organization that has appeared in a *Dungeon Crawl Classics* adventure module. The index does not include this *GM's Guide* or the *Gazetteer*, but does include every DCC up through the two included in this box. You can use this index to assist in finding adventures to use in your *Áereth* campaign, whether to match back to the geographic regions where your heroes are traveling, or to tie into NPCs that they have met.

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Rook (Monster)	5	Skunge Longtooth (NPC)	29	Takaritha (NPC)	7
Roost Dretch (Monster)	5.5	Slash Wing (Monster)	26	Ta'kira'kerymor ("Sword-breaker") (Object)	5
Root of Malotoch (Object)	5.5	Slate, the intelligent chalkboard (Object)	13	Talisman of the Great Beast (Object)	33
Rootshaker (NPC)	10	Slazzik Balefire (NPC)	2	Tan Mold (Monster)	32
Rosemergy (NPC)	5.5	Sle'astakk (NPC)	30	Tarfoot (NPC)	14
Rot Grub (Monster)	26	Slime Zombie (template) (Monster)	26	Tarfoot (NPC)	14
Rumatugtug (NPC)	33	Slithering Ooze (template) (Monster)	30	Tarik One-Arm (NPC)	0
Rune Stone of Baldr (Sorrow) (Object)	29	Slysska (NPC)	30	Tarn Tetherknot (NPC)	11
Rune Stone of Creation (Blessing) (Object)	29	Snake Staff of Baba Yazoth (Object)	17.5	Tarrak (NPC)	5
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Sacrificial Guards (Monster)	33	Solom Quor (NPC)	29	Tentacled Horror (Monster)	16
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Sanguiomancy (School of Magic)	25	Soul Engine (Object)	18	The Forlorn Maid (NPC)	17.5
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		Stormbringer Mountain (Place)	21	Thornswild Wood (Place)	35A
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Tor Barnabas (Blubberbank) (NPC)	29	Velth (NPC)	29	Witch Grass (Monster)	21
Torc of Illusions (Object)	15	Venaku (NPC)	29	Withers (Place)	33
Torgo the Eye Gouger (NPC)	17	Venom Zombie (Monster)	8	Woodroe (Place)	18
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Tororthun (Deity)	8	Verdivis' Catacomb (Place)	31	Wulfrun (NPC)	28
Torvok Blackspear (NPC)	16	Vespertiliac (Monster)	20	Xander (NPC)	5
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Tud (NPC)	29	Wall of Radiation (Spell)	8	Zabator (NPC)	33
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Tzopiloani (Monster)	16	Wardrobe of Cleansing (Object)	3	Zahadran (Place)	32
Ugloshti (NPC)	29	War-worm (Monster)	29	Zamuk the Swift (Deity)	28
Ul Khaz'kul (Place)	23	War-worm Queen (Monster)	29	Ziz Ka-Seer (NPC)	19
Ul-Alam'inic (NPC)	23	War-worm Zombie (template)		Zoë (NPC)	13
Undine (template) (Monster)	24	(Monster)	29	Zolmik Thiat (NPC)	29
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Urudu River (Place)	23	Westphalen School (Place)	33		



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CREDITS

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Special thanks to the many writers and artists who created the DCC adventures that inspired this world.

AFTERWORD: MIKE FERGUSON

It’s been much fun being able to work on the World of Dungeon Crawl Classics ... and a childhood dream come true. Many thanks to the following who made the dream possible:

Joseph, Harley, and Jeff – for making this adventure a grand one indeed.

Laura Ferguson – a great sister, and the one who got me traveling down this road in the first place.

Sue Ferguson – my lovely wife, who humors my obsession with swords and sorcery.

Jonathan Day, John Geoghegan, Eric Mee, Rick Schmidt, and Rich Zeitler – the best gamers a GM could ask for. You guys rule.

And to the memory of Doug Cohen – a great gamer and a fantastic person. Requiescat in pace, my friend.

AFTERWORD: JEFF LASALA

Foremost thanks to my wife, Marisa – Argentine gypsy, mermaid, and a friend to all halflings and kobolds. Thank you for your love and patience, for your much-needed distractions, and for dealing with the real world in those moments when I was in another. You are the bestest, to say the leastest. Never stop looking for your unicorn, okay? For now, I give you Cindy, the baby naga.

Heuristic thanks to my big brother, John – friend, musician, and dork. Thank you for our mutual word snobbery, being a sounding board for concepts and ideas, and for your endless stream of National Geographic lore – some useful, some mere nimiety. I hope to offer you as much assistance in your own oneiric musings and moliminous dreamings.

Symbiotic thanks to Harley Stroh – friend, kindred spirit, and Project Tyrant. Nowhere else have I seen as much energy, enthusiasm, and total geek encouragement as I have in you. Thank you for roping me into this project of gamer retrospection and creative Elysium. Thanks for being that guy at my wedding about whom people later asked, “Who was that masked dancer?”

Heartfelt thanks to Joseph Goodman, for giving me the opportunity to run amuck in the DCC world – I hope you find the Known Realms of Áereth to be worthy of your standards!

Thank you, Mike, for our shared ideas and for *Curse of the Emerald Cobra*, which gave me an excuse to delve into Nahuatl culture.

And nostalgic thanks to my original gaming group: Dan Arney, Chris Nygren, and Steve Simar. Dan, I still can’t believe you used your vorpal axe on a fellow PC...



AFTERWORD: HARLEY STROH

Certain adventures only come around once.

Like when the grizzled old warrior decides to go after the dragon, and asks who's coming with him. Or when the dark-eyed sorceress slowly surveys the crowd of peasants, waiting for one to step forward and pull the sword from the stone.

Like many, I grew up studying the glossography of Pluffet Smedger the Elder, and listening to stories at the knee of the Old Mage of Shadowdale. I will always remember taking my first tentative steps into the Caves of Chaos, only to vanish down a darkened pit swarming with diseased rats. So when Joseph Goodman asked if I'd oversee the chronicling of *Áereth*, the world of the *Dungeon Crawl Classics*, I knew I had been invited on the adventure of a lifetime.

Our source material? Twenty or so (now thirty!) modules written by some of the brightest minds in the business. Immediately we set about extracting all the heroes and villains, monsters and ruins, drawing connections where there were dots, making them up where there were none. What began as a simple compilation quickly grew to an encyclopedic undertaking. Modules were photocopied and highlighted, maps drawn and re-drawn. Notes were taken, backstories written.

Patterns began to emerge.

Of course, not all of the patterns were good. The original *Dungeon Crawl Classics* were written as one-shot adventures for generic fantasy settings, with oh-so-brilliant settings like the Great Swamp. (What's so great about it?) By the time we came across the Swamp's sister setting, the Great Desert, I demanded a blood oath from the other

writers, striking the word Great from their lexicon. As DCC authors, we can be forgiven; after all, when you named a demonic power after an old roommate in graduate school, no one ever dreamed that it would one day be canonized in the official campaign setting ... forever.

But then something began to change. *Áereth*, compiled from the cultural Zeitgeist of classic sword-and-sorcery adventures, began writing itself. Dates started making sense. Old villains returned to overthrow empires, peasants grew into heroes and then legends. Like an ancient dragon stirring from a thousand-year rest, the world came to life.

Here's the secret about *Dungeon Crawl Classics*: Sure, they look like the old modules of yore; sure, they have the blue ink maps and the fonts we remember. But if nostalgia were all they had to offer, DCC sales would have withered and died after the first year. Far more importantly, they have risk, excitement, and adventure, the crucial ingredients to any good game of D&D.

Now it is nearly midnight. Tomorrow I will forward the manuscript on to Chicago. Is the world finished? Absolutely not. Given another four months, we could write – record – another two hundred pages. But like Gygax taught us all those years ago, games are meant to be played, not perfected. This gazetteer isn't a crystal ball peering into every corner of the world; it's a magic mirror, offering you a glimpse of a world you've never visited but have always known.

Now all that's left is for you to step through.

So take up your broadsword, blow the dust off your spellbook, and saddle the horses. The mailed Kings of the North are calling out your name, demanding an audience. I leave you to give an answer.

—Harley Stroh, February 2006



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Dungeon Crawl Classics Character Record Sheet

Player's Name _____

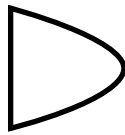
Character's Name _____

Race _____

Class _____

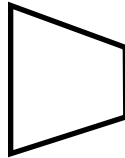
Level _____

Alignment _____



AC

Hit Points



Tch: _____

Max: _____

FF: _____

Nonlethal: _____

Speed _____

XP _____

Initiative _____

Spell Save DC _____

--	--	--	--	--

Strength

Modifier: _____

Dexterity

Modifier: _____

Constitution

Modifier: _____

Intelligence

Modifier: _____

Wisdom

Modifier: _____

Charisma

Modifier: _____

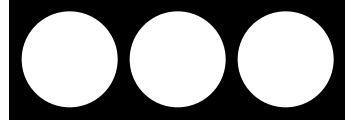
BAB

Melee

2nd Hand

Ranged

Grapple



Fort Save

Ref Save

Will Save

Skills & Feats

Equipment & Treasure

Languages & Notes

Spells & Special Abilities