



THE BOOK OF HALLOWED MIGHT™

A DIVINE-MAGIC
SOURCEBOOK
by
MONTE COOK

THE BOOK OF HALLOWED MIGHT



MALHAVOC PRESS™





THE BOOK OF HALLOWED MIGHT

A divine-magic sourcebook

BY MONTE COOK

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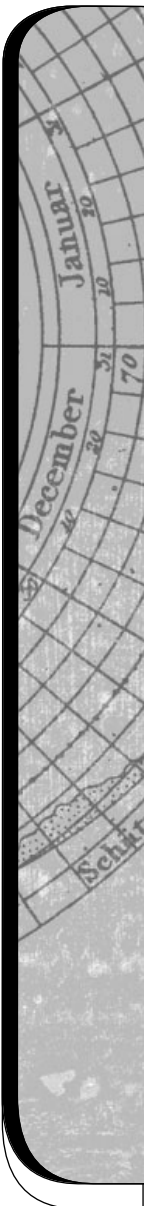
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The Hand of the Gods

The Book of Eldritch Might deals with the arcane. But the divine is just as potent a force. It is literally the might of the gods manifest in a mortal realm—an immortal expression of intervention in a world where lesser beings barely comprehend their own motives and existence, let alone those of deities.

Those who wield divine power are often more than simple spellcasters—they are the representatives of the gods on earth. They not only have to worry about the mechanics of spellcasting, but about what the gods want them to do and how to best represent those desires. They concern themselves with other worshippers in their faith, and with maintaining and defending places holy to their chosen patron(s). In many ways, it is more challenging to be a practitioner of divine magic than of arcane.

From the DM's point of view, having divine spellcasters in a game is more work as well. More than other classes, these individuals are tied directly to the campaign and the details you have created involving cosmology, mythology, and society. Still, it is worth the work. The player of the divine spellcaster is the DM's friend—he helps define the world around the group of player characters (PCs). He represents the campaign's bigger picture, even when the PCs are simply exploring a dungeon or fighting off a tribe of goblins.

Despite this important role, divine casters sometimes get short shrift in supplements devoted to new magic. That's why this book is specifically for them. In addition, much of the content applies to the champions of good, enhancing their power for the fight against vile evils. *The Book of Hallowed Might* covers these topics:

- **Divine Spellcasters in Campaigns:** Offers notes on running clerics, variant ranger and paladin classes, and a new optional alignment system
- **Prestige Classes:** Presents three new prestige classes: the blessed prelate, hallowed mage, and Knight of the Pale
- **Feats:** Contains 20 new feats for divine spellcasters and others, including two new types: the blessed feat and the oath feat
- **Spells:** Includes almost four dozen new spells plus a description of the new Light domain
- **Magic Items:** New armor, shields, weapons, potions, rings, and wondrous items
- **Creatures:** Details the angels of the elements and blessed children

USING THIS BOOK

Throughout this sourcebook, boxed sidebars offer special information and guidelines for the DM. Some spells, items, feats, and classes mentioned in this book were introduced in *The Book of Eldritch Might*; a double dagger (‡) indicates these references. Some were introduced in *Book of Eldritch Might II: Songs and Souls of Power*; two double daggers (‡‡) indicate these references. Spells, items, feats, etc. introduced in this book are marked with a single dagger (†). Otherwise, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, DMG, and MM.

Bonus source material and ideas to augment the information in *The Book of Hallowed Might* appear on Monte Cook's website. Find the links to these free web enhancements at the book's product page online at the following address: www.montecook.com/mpress_BOHM.html.

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Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer.

In 1994 Monte came to TSR as a game designer. As a senior game designer with *Wizards of the Coast*, he codesigned the new edition of *Dungeons & Dragons*, authored the *Dungeon Master's Guide*, and designed the *Book of Vile Darkness* and the d20 version of *Call of Cthulhu*. For WizKids Games, he recently designed the HeroClix system of superhero combat.

A graduate of the Clarion West writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

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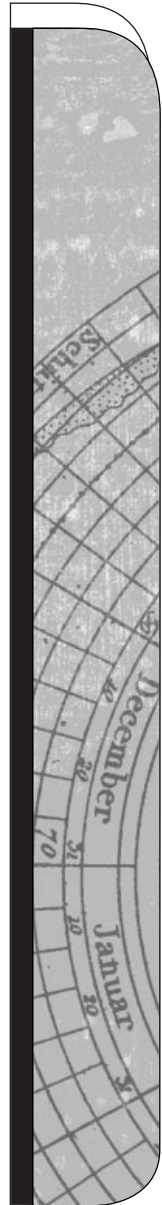
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Malhavoc Press

Malhavoc Press is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the d20 System rules that only one of its original designers can offer.

The Book of Hallowed Might is a companion piece to the award-winning *Book of Eldritch Might* series. Next up, Malhavoc Press will release *Mindscapes*, a psionics classbook for psions and psychic warriors by Bruce R. Cordell.

Current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.





Divine Spellcasters in Campaigns

Because divine spellcasters' very nature requires them to have some source of power beyond themselves, they are more inherently tied to the world created by the DM than other characters.

This chapter discusses the various divine spellcaster classes: cleric, ranger, druid, and paladin. It covers the roles these divine casters play and offers some modifications that DMs can make to tailor them to a particular setting (and vice versa).

DIVINE VERSUS ARCANE

Arcane and divine magic have a variety of differences. Of these, the source of power is the most obvious. While arcane magic comes from manipulating the world and the forces around the caster, divine spells come from a source beyond the mortal practitioner.

Divine spellcasters manipulate positive and negative energy in ways that arcanists cannot. They use power to heal and restore, to remove ailments and rid others of impurities and poisons. While arcane magic can make a person stronger or run faster, such manipulations are almost always temporary. A divine spellcaster can repair a wound permanently, or regrow a severed limb. From a certain point of view, although divine and arcane magic can accomplish many of the same things, one could say that arcane casters use their power to change the laws of nature (usually temporarily), while divine casters use those natural laws to their full advantage. For example, both can give a creature greater endurance, but while the arcanist accomplishes this by filling the creature with unnatural energies, the divine spellcaster simply augments the physiology the creature already possesses.

Because their powers and methods are so different, casters suffer a -5 penalty to Spellcraft checks to identify spells of the opposite type; characters who do not cast spells but have ranks in Spellcraft should specify whether their knowledge pertains more to the divine or the arcane. This is true whether the character is observing spellcasting or using the skill to identify magical writing (like a scroll). Multiclass casters of both arcane and divine spells suffer no penalty.

CLERICS

More than other divine spellcasters, clerics affect the world they live in—as much as or more than the world affects them. The presence of a cleric in a setting changes how people look at disease, injuries, poison, and even death.

CLERIC SPELLS AND RELIGION

Clerics get their spells from their faith and the power of their deity. Thus, they fill their lives with the trappings, rituals,

and dogma of their respective religions. They are not just wizards with different spells.

To reflect this fact, a DM is completely justified in adding on house rules that ground cleric spells—particularly high-level cleric spells—with the tenets of the cleric's religion.

Examples include:

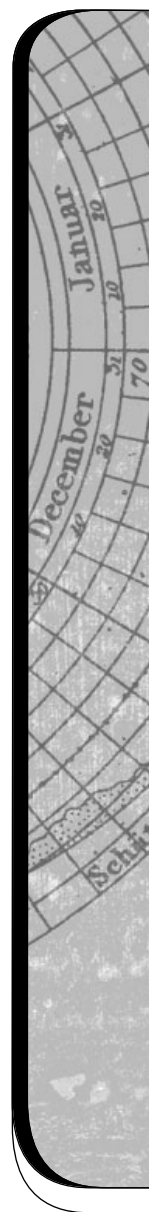
- **Alignment:** If a cleric is to cure or raise a creature whose alignment differs from or even opposes the alignment of her deity, she must burn a special incense of atonement and forgiveness, which costs 10 gp multiplied by twice the spell's level.
- **Holy Days:** A cleric can cast certain spells, such as *true resurrection*, only on specific days sacred to his god. Only on these days does the deity grant her greatest gifts.
- **Holy Ground:** Certain spells can be cast only on ground consecrated in the god's name. Normally, this means a functioning church or temple, but a cleric can *consecrate* any area in a pinch.
- **Church Politics:** Clerics, particularly mid- to high-level clerics, hold a great deal of power in their hands. It may not always be politically advantageous to the goals of the church hierarchy to raise or cure certain individuals. Or, alternatively, they will do so only if certain conditions are met. Even a lawful good church has to look out for its own interests—a lawful good cleric does not have to raise a well-known rabble rouser or troublemaker if he does not want to. And, of course, the church decides who is and is not a “troublemaker.”

CLERIC SPELLS AND MONEY

Clerics have a monopoly on the resurrection of the dead, and a virtual monopoly on curative magic and restorative magic that undoes some of the terrible things that can befall a person: disease, blindness, and so on.

It's possible, if not likely, that clerics may choose a few really important spells—like *raise dead*, *resurrection*, and, perhaps most importantly, *true resurrection*—and demand a greater amount of sacrifice to their god in the form of money or valuables. Whether they call this a sacrifice, a donation, or just an outright fee, a cleric of high enough level to cast *true resurrection* should be able to ask for whatever she wants and expect to get it. If you want the increased cost to apply to PC clerics, add the cost to the material component; make it an actual cost for NPC clerics, rather than merely an inflated price.

Suggested cost modifications appear in this table:



Spell	Adjustment
<i>Remove blindness/deafness</i>	+100 gp
<i>Remove curse</i>	+500 gp
<i>Remove disease</i>	+500 gp
<i>Raise dead</i>	+1,000 gp
<i>Resurrection</i>	+2,000 gp
<i>True resurrection</i>	+4,000 gp

Charging more is also a good way to explain why everyone isn't resurrected when they die. If the costs are so prohibitive that even the wealthy have to scrape the bottoms of their coffers, then having such magic available might appear to fit more logically into the campaign. Likewise, a society with an average number of clerics won't be free of disease or other maladies. The DM needs to pay particular attention to this issue, because these powers can shape a culture. If *raise dead* is common, the culture may trivialize death to some degree.

CLERICS AND WORLDLY RESPONSIBILITIES

In some campaigns, a good-aligned NPC cleric is the most walked-over individual on the planet. "You have to heal us for free," the PCs demand, "because we're fighting evil." But clerics at a given temple are not just waiting around for PCs to make demands of them. Every organized religion has agendas, goals, and missions beyond just furthering the alignment or ideals of a deity. PCs should never assume—even if the clerics at the temple in question assigned them to their current mission—that theirs is the only or even the most important concern the church has at the moment. Churches involve themselves in all sorts of activities at any given time.

Good-aligned church activities might include the following:

Converting the Heathen: Although it is not true of every faith, many good-aligned religions place a heavy burden upon parishioners and clergy to spread the word of their god and covert those of other faiths to their own.

Caring for the Faithful's Spiritual Well-Being: Just as important as conversion, clerics must spend a great deal of their time helping the already converted with problems and teaching them the truth of their religion. For churches with regular "services," vast amounts of a cleric's resources go toward preparing rituals, sermons, and other aspects of these services.

Campaigning for More Freedoms for the People: Clerics are often called upon to be diplomats. A cleric might go to the local ruler and plead on behalf of the common folk on a routine basis. Sometimes they may have to provide sanctuary or even physically struggle against the forces of an oppressive regime or the thugs of a powerful crime lord, warlord, or local noble.

Promoting Widespread Food Distribution: In most campaigns, it is likely that great amounts of food go to waste

in some areas, while people elsewhere go hungry. (Even in our modern, technologically advanced world, this is the case.) Clerics might help shoulder the burden of bringing food and other supplies to the starving.

Administering Day-to-Day Justice: Clerics of some religions—particularly lawful ones—serve as judges and even as law enforcement. They might deal only with petty disputes too small for the local magistrates, or they may be the local magistrates. It certainly makes sense for people who can sense lies or force others to tell the truth to hold such positions.

Ministering to the Sick: Beyond just healing wounded adventurers, clerics need to tend to the rest of the community they serve. In that light, fools who go off and get themselves mauled by a monster while trying to steal its gold might not take precedence.

Dealing With Emergencies: When storms or other disasters come, clerics are often first on the scene with aid. They also help in times of invasion or bandit raids. Sometimes, the local temple becomes the people's last place of refuge. The church would also take the lead in planning responses to such emergencies.

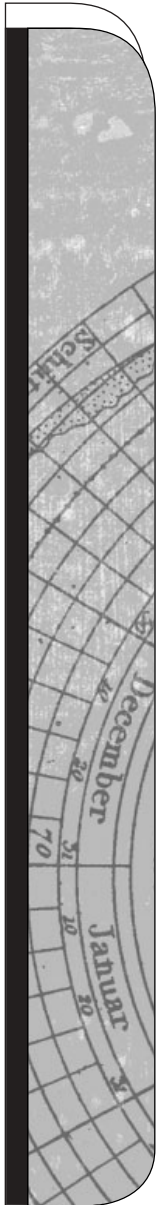
Struggling Against Another Church: While a good-aligned church is virtually always "at war" with the forces of evil, particularly those serving an evil god, sometimes even two good-aligned churches have conflicting dogmas. (It happens in the real world all the time.) Probably too many campaigns assume that all good-aligned churches are friendly and allied with each other. In reality, even the smallest difference in outlook or approach may set two churches against each other. They may not come to blows, but each may make subtle attempts to undermine the other church's activities, convert their membership, disgrace them in the eyes of the nobility, and so on. They may struggle just to outdo their rival's good works: If the clerics of one temple feed 100 hungry people, their rival faith may feel the need to feed 200 (and then pass out tracts to the literate explaining that they are more benevolent—"good" does not preclude "petty").

Campaigning Against Those Not of Their Church: Politics and religion frequently entwine. Church officials may support a local noble or politician who adheres to their religion and do what they can to oppose one who does not.

Raising the Dead Variants

As a variant, the DM could rule that the components for certain powerful, culture-shaping spells, like raise dead, are not only costly, but very rare. The component—a rare herb, gemstone, etc.—would be the object of quests and adventures, a treasure unto itself. What's more, the DM could stipulate that the supply of the component was finite. Thus, clerics don't "waste" it on what they consider a frivolous or unwise use.

Alternatively, perhaps it is not the component that is finite, but the target's ability to accept the spell. Perhaps each character has a set, finite number of "lives," (like the cat's proverbial nine). This limit dictates how many times a character can be raised from the dead. In such a setting, death, though slightly trivialized, still remains a very real ultimate threat.



Applying the “realities” of religion to how the cleric class works provides interesting flavor and logic to the campaign. The previous list also suggests a number of activities that PC clerics might be asked or commanded to participate in.

COMPETING FAITHS, SAME ALIGNMENT

Religion transcends the boundaries of simple good versus evil alignment. It's completely possible that two religions of good gods might compete or even come into conflict. For example, if Thudan, god of justice and life, declared to his high priest that he was the only god and that all other gods were simply minor cosmic beings, demons, or didn't exist at all, the clerics of Thudan would have little recourse other than to at best pity and at worst oppose all other clerics, even those of good deities.

Of course, the conflict does not have to be that blatant. Vessara, Master of Cats, might hold all cats to be sacred.

Umoss, Lord of the Clouds, might teach his followers that cats are demons in disguise, creatures that spy on mortals for their infernal masters. Or, Umoss might hold a special mountain to be sacred and thus his priests want to build their temple at its summit. Thudan might hold the same mountain sacred and desire to have a temple there as well. Perhaps they can compromise and share facilities, but there's just as good a chance that they won't—religious faith can make people both oversensitive and overly stubborn.

As previously stated, sometimes religion

becomes enmeshed in politics. Say the kingdom of Vantom goes to war with the elves of Theridae. The clerics of lawful good Assara, patron of Vantom, will find themselves in direct conflict with the clerics of the elven god, also a good deity. In such instances, the courtesies of war among non-evil foes might forbid combatants to attack holy places and clerics. Or they might not...

Religious Drift/Faithful Mistakes

Would a god allow her faithful to misinterpret her dogma? Can two clerics of the same faith have differing views on what they should believe or what the god teaches? Those are questions only an individual DM can answer. With the vagueness of spells like divination, or the possible misinterpretations of a commune spell (or, if a cleric just asked the wrong questions), it is easy to see how one might incorrectly construe a deity's will. Clerics are, after all, only mortal. A god that closely monitors the activities of her worshippers might attempt to communicate her true feelings through signs, omens, or visions, but probably only for issues that affect a large number of worshippers. For example, say a cleric began mistakenly preaching that all followers of a particular goddess must get in ships to sail to another continent, but this wasn't actually the goddess' will. She might send others a vision, if it appeared that people in numbers actually believed the mistaken cleric in the first place. Otherwise, she might not notice at all.

Smaller issues, however, such as favored weapons, foods, colors, animals, and so on, which probably aren't crucial to the religion, could indeed “drift” over time as worshippers go through their mortal generations and misunderstand or misinterpret old teachings, to the point where a goddess' followers might become split over doctrinal issues of holy texts, holy day observances, or a minor quibble over a specific morality issue. If such a division did not cause undue strife, the goddess still might not care. Remember that the gods possess a larger view, in terms of both time and space.

MYTHOLOGY AND DOCTRINE

There is more to serving a god than knowing his alignment and the domains he grants. Every religion has its own myths, its own tenets, its own holy days, its own holy figures (like saints), and so forth. While a whole book could be written on this subject alone—and many have been—here are some examples you can use as idea generators:

TENETS

Virtually any religion has tenets. These can involve rules to follow, items to revere, days to keep sacred, and so forth.

They add a great deal of flavor to a campaign.

Some tenets are rules like these:

- Church members must partake of physical sacraments—items that represent holy concepts—involving blessed wine, special stones, a sacred flame, and so on.
- The faithful must eat special foods on certain days; other foods are forbidden on certain days, or forbidden altogether.
- Every altar consecrated to the god(s) must have a relic of a holy figure—a bit of clothing, a bone, etc.—worked into its construction somehow.
- Every worshipper must pray at a certain time of day.
- Temples all must have a stained glass window depicting the holy symbol facing a certain direction.

Some tenets are beliefs:

- No one knows the true name of the god(s), but discovering it would unlock great mysteries.
- Creatures are reborn (reincarnated) after they die.
- Faithful worshippers dwell in the citadel of their god after they die, singing his praises.
- The evil or the unfaithful are cast into a pit of utter darkness after death, where they fall for all eternity.
- Hawks, sacred to the god(s), serve as his eyes and ears in the world.

HOLY FIGURES

Holy figures are important to a religion from a historical point of view, but they also have an impact on present-day aspects of the faith. Here are some examples of such figures:

- *Sherasa*, a woman known for her compassion and charity. Now there is a group known as the Sisters of Sherasa that serves communities, takes care of the poor, runs orphanages, and so on.
- *Zoaraph*, a paladin who killed an evil dragon about to destroy a sacred site. An order of knights, known as the Defenders of Zoaraph, hold his memory in high regard and consider him their patron.
- *Moden*, a priest of great faith who scribed the religion's most sacred of texts. Now libraries of the church are called Modenaries, and the original Book of Moden remains a relic of incredible value.

HOLY PLACES

Holy places—whether they are temples, the inner sanctum of a temple, or places of religious/historical/mythological importance—often are governed by strict guidelines, enforced by the custodians of the religion (usually clerics).

A few examples might include:

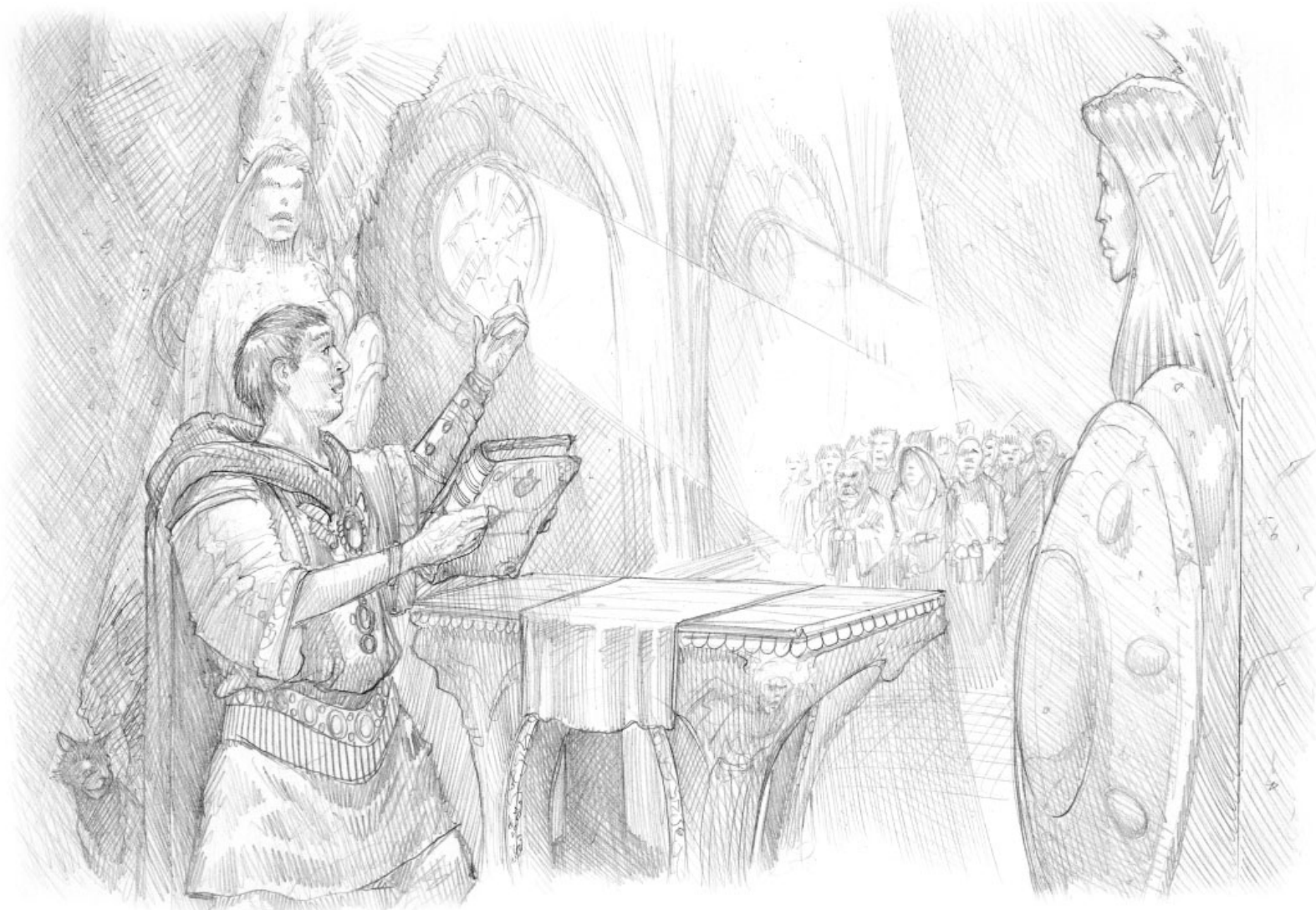
- Cannot be entered by a particular gender
- Cannot be entered by a particular race
- Cannot be entered by a particular class
- Cannot be exposed to natural light
- Cannot be exposed to any light
- Cannot be cast into darkness
- Can be entered only by priests
- Must always be occupied by at least one priest

USES FOR CONSECRATE/DESECRATE

One of the most potent powers a cleric has in his repertoire is the ability to *consecrate* or *desecrate* an area, imbuing it directly with the power of his deity. He can create holy (or unholy) ground. *Hallow* and *unhallow*, of course, are even more powerful versions of these abilities. The benefits of holy ground go beyond those detailed in the spell descriptions.

When an evil magic item, specifically an evil artifact, finds its way into the hands of those of good alignment, they often want to seal the item away or destroy it. While many items can just be crushed, burned, or otherwise ruined, others prove more resistant. These particularly sturdy or irrepresible items of power can sometimes (at the DM's discretion) be destroyed in a *hallowed* or *consecrated* area. Even if that's not possible, it is usually safer to store invulnerable items of evil in a permanently holy place. Lastly, whether an item is easy or difficult to destroy, its destruction may loose evil energies or spirits. Destroying it in a temple or *hallowed* area lessens the risk of losing evil essences. An evil magic item destroyed in a *consecrated* area presents no risk of contamination (or, if the DM wishes, less risk). The result of this logic is that, when PCs find an evil item, they will return to a temple to destroy it.

As a variant rule, DMs can allow spells cast in temples to operate better than normal, as if the caster were one level higher than normal. This rule would not work in a newly *consecrated* area, but in one that has been *hallowed* for at least a year, with a proper altar and structure dedicated to the deity. This bonus to the caster level would affect even spells



where the caster normally has achieved the highest level-based effect possible. Thus, a 6th-level cleric could cast *cure light wounds* and cure 1d8+6 points of damage rather than the normal maximum of 1d8+5 points. What effect would this change have on the campaign? It would always be better for a cleric to attempt to remove a curse, *dispel magic*, break an enchantment, or provide healing within a temple.

NONAUTOMATIC REMEDIES (VARIANT)

The cleric's spell arsenal allows him to basically remedy any malady that a character can encounter. Being struck blind, being cursed, falling victim to a disease, or being poisoned become fairly trivial—or at least mundane matters—when you have a cleric ally. Worse, a DM is hard-pressed to create a plot where an important person has been struck with a malady and a quest must be undertaken to find its cure.

One solution is to treat *remove disease*, *neutralize poison*, *remove blindness/deafness*, *remove paralysis*, and *remove curse* in a similar manner to *dispel magic*. That is to say, using these spells would involve a caster level check. For diseases, poisons, curses, blindness, and so on that result from a spell, the cleric should make a d20 check, adding his own caster level. The Difficulty Class for this check is 11 plus the level of the original caster. For afflictions that do not result from a spell, such as wyvern poison or mummy rot, use the saving throw Difficulty Class of the poison, disease, or other malady as the Difficulty Class for the caster level check.

DRUIDS AND RANGERS

Defenders of the wilderness, masters of nature, druids and rangers access the divine, but in a very different way from clerics. A druid isn't just the priest of a nature god. In fact, a druid or ranger might not directly revere a specific god at all. Instead, they can call upon the divinity of nature itself to grant them power. The DM may even wish to clarify the idea of "nature" and the force it represents to clarify the power of druids and rangers. For example, those who follow this path may refer to the power as "the Green," and through their teachings suggest that it is a semi-sentient extension of the power of life itself.

Since they are tied to nature, druids and rangers are often depicted as loners out in the wilderness. However, this does not always have to be the case. Instead, imagine a confederation of rangers and druids that form a network of people in the wild who rely upon one another and exchange information. In fact, deep in the forest or off in the wilderness, fortresses of druids and rangers might work together, offering one another not only shelter and aid, but also training and education. Such a place might hold vast libraries of naturalist information. The fortress might house the animal companions of the druids and rangers, as well as fey creatures, centaurs, and other related beasts and monsters friendly to the inhabitants.

Taking things a step further, with her knowledge and spell power, a druid could easily rule a community. Perhaps deep in the woods a city grows, with a druid leader and a retinue of powerful rangers as her guards and allies. At the center of this green city lies the druid's well-protected grove, the city's holy of holies. The population of the city might be equal parts human, elf, centaur, and fey creatures like pixies, dryads, and so on. Even lammasu and unicorns might dwell in such a place.

Of course, druids and rangers are not limited to the woods. With little or no modification, either class can operate in the desert, the jungle, or the frozen tundra. Subterranean druids and rangers are possible as well, particularly if the DM creates an underground ecology that allows for a lot of animals. While it would not resemble our own world's ecology, you can certainly imagine a series of vast subterranean caverns filled with fungi forests and herds of herbivores that feed upon them (and the predators that feed on them). Underground cattle, bears, wolves, and so on could thrive in such a strange place. A subterranean druid's fungi grove, found in a limestone grotto near an underground pool, would be an interesting encounter, to say the least—and potentially a place where PCs deep underground on some quest might find allies, succor, and some safety in an otherwise alien environment.

GROVES

Every druid has a grove, but the definition of the grove can vary by circumstance or environment. Many might not be recognizable as "groves" at all. Some possibilities appear below.

Location	Grove Details
Forest	Within a deep gully, covered at its top by tree branches and other growth, this hidden sanctuary is usually dark and damp. During the day shafts of light shine down like the pillars of a church, surrounding an altarlike stump.
Wasteland	This grove lies atop a high plateau within columns of rock that rise up like natural standing stones. From this place, the night sky reveals certain stars and constellations that cannot be seen from anywhere else.
Arctic	Within a deep, water-filled ice cave guarded by an awakened orca and some dire polar bears, the heart of this grove is warmed by geothermic activity.
Jungle	On an island within a secluded lake, surrounded by almost impassably thick trees, vines, and other growth, the grove is maintained by numerous tool-and-weapon-using ape companions of the druid.
Desert	Shifting with the sands, this "grove" moves around, blown by the wind. The druid always knows where it is, and follows the blowing winds as it moves.



VARIANT RANGER CLASS

The standard ranger class is rather front-loaded; once you take a single level of ranger, there is no strong reason for continuing in the class. This variant ranger class is an effort to spread out the class abilities a little more. It also contains a few additional fighterlike bonus feats and has a slightly improved spell progression at the higher levels. In exchange, the class loses the automatic Ambidexterity and Two-Weapon Fighting feats. (*Note:* This is not the same variant as the version available free in the Stuff archives online at <www.montecook.com>.)

Rangers have the following game statistics:

Alignment: Any

Hit Die: d10

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Use Rope (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Intelligence modifier) x 4

Skill Points at Each Additional Level: 4 + Intelligence modifier

THE RANGER

Level	Base	Fortitude	Reflex	Will	Special	—Spells per Day—			
	Attack Bonus	Save	Save	Save		1	2	3	4
1	+1	+2	+2	+0	Track, 1st favored enemy	—	—	—	—
2	+2	+3	+3	+0	—	—	—	—	—
3	+3	+3	+3	+1	—	—	—	—	—
4	+4	+4	+4	+1	Bonus feat	0	—	—	—
5	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6	+6/+1	+5	+5	+2	—	1	—	—	—
7	+7/+2	+5	+5	+2	—	1	0	—	—
8	+8/+3	+6	+6	+2	Bonus feat	1	0	—	—
9	+9/+4	+6	+6	+3	—	1	1	—	—
10	+10/+5	+7	+7	+3	3rd favored enemy	1	1	0	—
11	+11/+6/+1	+7	+7	+3	—	2	1	0	—
12	+12/+7/+2	+8	+8	+4	Bonus feat	2	1	1	—
13	+13/+8/+3	+8	+8	+4	—	2	1	1	0
14	+14/+9/+4	+9	+9	+4	—	2	2	1	0
15	+15/+10/+5	+9	+9	+5	4th favored enemy	2	2	1	1
16	+16/+11/+6/+1	+10	+10	+5	Bonus feat	3	2	2	1
17	+17/+12/+7/+2	+10	+10	+5	—	3	3	2	1
18	+18/+13/+8/+3	+11	+11	+6	—	3	3	2	2
19	+19/+14/+9/+4	+11	+11	+6	—	3	3	3	2
20	+20/+15/+10/+5	+12	+12	+6	Bonus feat, 5th favored enemy	4	3	3	3

CLASS FEATURES

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that wearing armor heavier than leather imposes a penalty to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a –1 penalty for every 5 lbs. of armor or equipment carried.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine, nature, or wilderness-related spells. To cast a spell, the ranger must have a Wisdom score of at least 10 plus the spell's level, so a ranger with a Wisdom of 10 or lower cannot cast these spells. Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 plus spell level plus Wisdom

Ranger Favored Enemies

Type	Example
Aberrations	Beholders
Animals	Bears
Beasts	Owlbears
Constructs	Golems
Dragons	Black dragons
Elementals	Xorns
Fey	Dryads
Giants	Ogres
Humanoid type	*
Magical beasts	Displacer beasts
Oozes	Gelatinous cubes
Outsider type	*
Plants	Shambling mounds
Shapechangers	Werewolves
Undead	Zombies
Vermin	Giant spiders

* Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid (such as goblinoids, humans, or reptilian humanoids) or outsider (such as devils, efreet, or slaadi). See the MM for more information on types of creatures.

modifier. When the ranger gets zero spells of a given level, such as zero 1st-level spells at 4th level, a character may cast only bonus spells. A ranger without a bonus spell for that level cannot cast a spell of that level yet. The ranger's spells appear in a list below. A ranger has access to any spell on the list and can freely choose which to prepare. A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a *cure* or *inflict* spell in its place).

For all spell effects dependent on the caster's level (such as how many Hit Dice worth of animals he can befriend with *animal friendship*), a ranger's caster level is one-half his class level, rounded down.

Track: Rangers gain Track as a bonus feat.

Bonus Feats: At 4th level, the ranger gets a bonus feat in addition to the feat that any character gets. The ranger gains an additional bonus feat at 8th level, and again every four levels thereafter (12th, 16th, and 20th).

A character must draw these bonus feats from the following list: Alertness, Ambidexterity, Blind-Fight, Dodge (Mobility, Spring Attack), Endurance, Expertise (Improved

Disarm, Improved Trip), Favored Enemy Critical Strike†, Favored Enemy Strike†, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Skill Focus, Two-Weapon Fighting (Improved Two-Weapon Fighting).

Feats dependent on other feats are listed parenthetically under the prerequisite feat. Characters must still meet all prerequisites for a feat, including ability score and base attack minimums.

Favored Enemy: At 1st level, a ranger may select a type of creature (dragons, giants, goblinoids, undead, etc.) as a favored enemy. Due to their extensive study of their foes and training in the proper techniques for combating them, rangers gain a +1 bonus to Bluff, Diplomacy, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature.

Likewise, rangers get the same bonus to weapon damage rolls against creatures of this type. A ranger also gets this damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures immune to critical hits.

Every five levels (at 5th, 10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1. For example, a 15th-level ranger will have four favored enemies, with bonuses of +4, +3, +2, and +1.

The Ranger Favored Enemies table on the previous page lists possible categories for a ranger's favored enemy.

PALADINS

Like rangers, paladins wield both martial skills and the ability to draw upon divine power. They are holy knights, relying on nobility, truth, and purity to define their character.

VARIANT PALADIN CLASS

The paladin is a strong character choice, with many interesting abilities. Above 8th level or so, however, the standard paladin begins to suffer in comparison to other classes, such as the fighter. He trades a very small number of spells for the fighter's continuous feat progression. This variant paladin class adds some additional abilities gained at high levels—a few more reasons for a player to want to keep advancing his character in paladin levels.

Paladins have the following game statistics:

Alignment: Lawful good

Hit Die: d10

CLASS SKILLS

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st level: (2 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

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

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

Lay on Hands: Each day a paladin can cure a total number of hit points equal to her Charisma bonus (if any) times her level. Paladins can cure themselves. The paladin may choose to divide her curing among multiple recipients, and she doesn't have to use it all at once. Lay on hands is a spell-like ability whose use is a standard action.

Alternatively, the paladin can use any or all of these points to deal damage to undead creatures. Treat this attack just like a

Ranger Spell List

1st-Level Ranger Spells

Alarm
Animal Friendship
Burning Brand†
Delay Poison
Detect Animals or Plants.
Detect Snares and Pits
Entangle
Magic Fang
Pass Without Trace
Read Magic
Resist Elements
Speak With Animals
Summon Nature's Ally I

2nd-Level Ranger Spells

Animal Messenger
Blight Enemy†
Cure Light Wounds
Detect Chaos/Evil/Good/Law
Hold Animal
Protection From Elements
Sleep
Snare
Speak With Plants
Summon Nature's Ally II
Wild Stealht†

3rd-Level Ranger Spells

Control Plants
Cure Moderate Wounds
Diminish Plants
Greater Magic Fang
Neutralize Poison
Plant Growth
Remove Disease
Summon Nature's Ally III
Tree Shape
Water Walk

4th-Level Ranger Spells

Aeonian Lantern†
Cure Serious Wounds
Freedom of Movement
Nondetection
Polymorph Self
Summon Nature's Ally IV
Tree Stride
Unite Alliest
Wind Wall

touch spell. The paladin decides how many cure points to use as damage after successfully touching the undead creature.

Divine Health: A paladin is immune to all diseases, including magical diseases.

Aura of Courage: Beginning at 2nd level, a paladin becomes immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

Smite Evil: Once per day, a paladin of 2nd level or higher may attempt to smite evil with one normal melee attack. She adds her Charisma modifier (if positive) to her attack roll and deals 1 extra point of damage per level. If the paladin accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. At 10th level, the paladin can use this ability twice per day. At 16th level, she can use it three times per day. Smite evil is a supernatural ability.

Remove Disease: Beginning at 3rd level, a paladin can *remove disease*, as the spell, once per week. *Remove disease* is a spell-like ability for paladins. At 3rd level the paladin can use this ability once per week; at 6th level she can use it twice a week; at 9th, three times a week; at 12th, four times a week; at 15th, five times a week, and at 18th level, six times a week.

Turn Undead: The paladin may use this ability a number of times per day equal to three plus her Charisma modifier. The paladin turns undead as would a cleric of two levels lower, so this ability begins at 3rd level.

Extra Turning: As a feat, a paladin may take Extra Turning. This feat allows her to turn undead four more times per day than normal. A paladin can take this feat multiple times, gaining four extra daily turning attempts each time.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells. To cast a spell, she must have a Wisdom score of at least 10 plus the spell's level. Paladin bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 plus spell level plus Wisdom modifier. When the paladin gets zero spells of a given level, such as zero 1st-level spells at 4th level, she can cast only bonus spells. A paladin has access to any spell on the paladin spell list on the next page and can freely choose which to prepare, just as a cleric can.

A paladin prepares and casts spells just as a cleric does, though the paladin cannot use spontaneous casting to substitute a cure spell for a prepared spell.

Through 3rd level, a paladin has no caster level. Starting at 4th level, her caster level is one-half her class level.

Special Mount: Upon or after reaching 5th level, a paladin can call an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy warhorse (for a Medium paladin) or a war pony (for a Small paladin).

Should the mount die, the paladin cannot call another for a year and a day. The new mount has all the accumulated abilities due a mount of the paladin's level.

THE PALADIN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	—Spells per Day—			
						1	2	3	4
1	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health	—	—	—	—
2	+2	+3	+0	+0	Aura of courage, smite evil	—	—	—	—
3	+3	+3	+1	+1	Remove disease, turn undead	—	—	—	—
4	+4	+4	+1	+1	—	0	—	—	—
5	+5	+4	+1	+1	Special mount	0	—	—	—
6	+6/+1	+5	+2	+2	Remove disease 2/week	1	—	—	—
7	+7/+2	+5	+2	+2	—	1	—	—	—
8	+8/+3	+6	+2	+2	—	1	0	—	—
9	+9/+4	+6	+3	+3	Remove disease 3/week	1	0	—	—
10	+10/+5	+7	+3	+3	Smite evil 2/day	1	1	—	—
11	+11/+6/+1	+7	+3	+3	—	1	1	0	—
12	+12/+7/+2	+8	+4	+4	Special weapon, remove disease 4/week	1	1	1	—
13	+13/+8/+3	+8	+4	+4	—	1	1	1	—
14	+14/+9/+4	+9	+4	+4	Special weapon becomes bane weapon	2	1	1	0
15	+15/+10/+5	+9	+5	+5	Remove disease 5/week	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5	Smite evil 3/day	2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5	Special weapon becomes holy	2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	Remove disease 6/week	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6	—	3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Blessed aura	3	3	3	3

The DM will provide information about the mount that responds to the paladin's call. "The Paladin's Mount" sidebar in Chapter Three: Classes of the *Player's Handbook* outline its special abilities.

Special Weapon: At 12th level, the paladin can call a holy weapon to use in her fight against evil. The weapon is of a type appropriate to the paladin (one that she is most proficient with), and has a +1 enhancement bonus as well as being permanently blessed (for purposes of fiendish regeneration). At 14th level, the weapon becomes a bane weapon against evil outsiders and has a +2 bonus. At 17th level it gains the holy attribute, inflicting an additional +2d6 points of damage to evil creatures. The weapon cannot be sold, nor can it be given away except to another paladin of at least 12th level who does not already have a special weapon; doing so violates the paladin's code. The special weapon must be the primary weapon of its type (ranged or melee) for the paladin. If the paladin obtains a weapon she would rather use instead, she must give this weapon to another paladin at her earliest opportunity, or it disappears mysteriously.

Paladin Spell List

1st-Level Paladin Spells

Armor Contingency
Bless
Bless Water
Bless Weapon
Burning Brand†
Create Water
Cure Light Wounds
Detect Poison
Detect Undead
Divine Favor
Endure Elements
Illuminated Weapon†
Magic Weapon
Protection from Evil
Read Magic
Resistance
Virtue

2nd-Level Paladin Spells

Delay Poison
Heartglow†
Remove Paralysis
Resist Elements
Shield Other
Undetectable Alignment

3rd-Level Paladin Spells

Cure Moderate Wounds
Discern Lies
Dispel Magic
Godspeed†
Greater Magic Weapon
Heal Mount
Magic Circle Against Evil
Prayer
Remove Blindness/Deafness

4th-Level Paladin Spells

Cure Serious Wounds
Death Ward
Dispel Evil
Freedom of Movement
Holy Sword
Neutralize Poison

*Paladin's maximum effective caster level is 10

Whether the paladin gains the weapon as the result of some adventure or quest, or whether it is a gift from a celestial being directly, is up to the DM.

Blessed Aura: Starting at 20th level, a paladin is surrounded by a continuous blessed aura that provides SR 25 against evil spells or spells cast by evil casters, and a +4 deflection bonus to Armor Class. Further, she can transfer these effects to another creature if that creature remains within 5 feet of her. There is no limit to the amount of time the aura can remain transferred, but while transferred, the paladin gains no benefits from it—only the other creature does. This is a supernatural ability.

Code of Conduct: A paladin must be of lawful good alignment and loses all special class abilities if she ever willingly commits an act of evil. Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, etc.), help those who need help (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or

neutral alignment, a paladin will never knowingly associate with evil characters. A paladin will not continue an association with someone who consistently offends her moral code. A paladin may only hire cohorts or accept followers who are lawful good.

Ex-Paladins: A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all special abilities and spells, including the service of the paladin's special mount and special weapon. She also may not progress in levels as a paladin. She regains her abilities if she atones for her violations, as appropriate.

DEDICATED PALADINS

Although the *Player's Handbook* states that paladins need not dedicate themselves to a single deity, many do. Beyond being champions of good, these paladins represent the ideals of the deity's religion. Unlike a cleric, who might be seen as a shepherd, a guide, or a guardian, the paladin serves as a champion, a defender, and an avenger.

Paladins of a specific god gain the domains of the god in the same way as clerics, and gain access to the domain powers as well. They earn an additional spell each spell level, which must be a domain spell. Of course, the paladin doesn't gain spells until 4th level at the earliest, so she cannot take advantage of the additional spells until then. A dedicated paladin does not gain a domain spell for a particular level until she can actually cast spells from her normal list at that level. Paladins gain domain spells only up to 4th level, since their own spells go no higher than that.

In exchange for these abilities, the dedicated paladin loses divine grace, divine health, and the ability to remove disease.

NEUTRAL GOOD PALADINS

Normally, paladins are only lawful good. But sometimes, a champion might arise who upholds the cause of goodness and light, yet ignores the strict interpretations of laws or codes (neither disdaining them, nor paying them much heed). The fight against evil cannot be bogged down with such concerns.

These neutral good paladins wield slightly different powers than their lawful good fellows in their crusade to protect and uphold all that is good:

- **Blessed Presence:** At 2nd level, neutral good paladins project an aura that affects all allies within 15 feet as if they were under the effects of a *bless* spell (+1 morale bonus to attacks and saves against fear). This is a supernatural ability.



- **Celestial Ally:** At 5th level, once per day, a neutral good paladin can use a standard action to summon a good-aligned outsider as if he cast *summon monster*. Divide the paladin's level by 2 (minimum 1, maximum 9) to determine the level of the *summon monster* spell, and use the paladin's level as the caster level.
- **Associates:** The alignment restriction on a neutral good paladin's followers and cohorts requires them to be neutral good as well.

Neutral good paladins do not have an aura of courage, nor do they gain special mounts.

CHAOTIC GOOD PALADINS

Sometimes a champion of good focuses on the individual and defends his right to freedom against tyranny as much as he struggles against evil. This knight rarely belongs to an order and creates his own code of conduct as he goes along.

Chaotic good paladins wield slightly different powers than lawful good ones in their struggle against evil:

- **Shared Grace.** At 2nd level, chaotic good paladins gain the ability to share the bonus that they gain through divine grace with one other character who must be within 5 feet. The paladin can designate a new character to share his grace with each round. This is a supernatural ability.
- **Stand Against the Tide.** Chaotic paladins train to use their foes' numbers against them. At 3rd level, the chaotic good paladin gains a luck bonus equal to his level divided by 3 (round down, minimum 1) to Armor Class and attack rolls if engaged in melee with more than one foe. This is an extraordinary ability.
- **Associates:** The alignment restriction on a chaotic good paladin's followers and cohorts requires them to be chaotic good as well.

Chaotic good paladins do not turn undead, nor do they have an aura of courage.

THE PALADIN'S CODE

It is possible, and in fact likely, that different paladins probably follow different codes of conduct. The code defines what a paladin is, what he does, and how he acts. When deciding how a paladin should act, do not simply seize upon notions of what is "good" or "lawful" and take them to the extreme. Being a paladin is more than that. It is about honor and nobility. It is about dealing harshly with evildoers because in so doing one preserves what is good. It is about being forgiving and generous with those who are innocent and good—putting others before oneself and putting higher principles such as truth, nobility, and purity above all else. To live such a lifestyle is obviously difficult. To help, paladins develop codes that they follow like a road map toward what is right and good.

Often, a paladin's code of conduct is very simple. Some say, for instance, that you can judge a warrior by how he treats his enemies:

Do not maim when harming will suffice.

Do not kill when maiming will suffice.

When you must kill, do it quickly and take no pleasure in it.

For killing is a product of evil, to be sure.

If there were no evil in the world, there would need never be any killing.

More often, however, a code deals not only with one's enemies, but how one treats all others, including friends (and helps define whom a paladin calls friend). For example, consider a chivalrous code. It involves paladins acting with honor and courtesy. Chivalry requires that knights be brave, loyal, and just. It demands that they speak only the truth, be fair to their enemies, help people in distress, show mercy to the weak and defenseless, and to never harm women or children. (Traditional chivalry assumes that paladins are male.)

A typical chivalric paladin code of conduct might read as follows:

Thou shalt respect the weak and shalt constitute thyself their defender.

Thou shalt make war against evil—those who attack the weak and the poor—without cessation, and without mercy.

Thou shalt never lie and shalt remain faithful to thy pledged word.

Thou shalt be generous and give largesse to everyone.

Thou shalt be everywhere and always the champion of the Right and the Good against Injustice and Evil.

A paladin's code might be broken down into various tenets, like the dogmatic structure of a religion. For example:

- **Prowess:** Seek excellence in all endeavors expected of a paladin, martial and otherwise, gaining strength to be used in the service of justice, rather than in personal aggrandizement.
- **Justice:** Seek always the path of good, unencumbered by personal interest. Recognize that the sword of justice can be a terrible thing, so it must be tempered by humanity and mercy.
- **Loyalty:** Be known for unwavering commitment to the people and ideals you choose to live by. There are many places in life where compromise may be needed. Loyalty is not among them.
- **Defense:** Seek always to defend your nation, your lord, your family, your companions, and those whom you believe worthy of loyalty.
- **Courage:** Being a paladin often means choosing the more difficult path, the personally expensive one. Be prepared to make personal sacrifices in service of the precepts and people you value. At the same time, a paladin should seek wisdom to see the difference between courage and foolishness. Courage also means taking the side of truth in all matters, rather than seeking the expedient lie.

- **Faith:** A paladin must have faith in his beliefs, for faith roots him and offers hope against despair.
- **Humility:** Place value upon the contributions of others. Do not boast of your own accomplishments, wait for others to do this for you. Tell the deeds of others before your own, according them the renown rightfully earned through virtuous deeds.
- **Largesse:** Be generous insofar as your resources allow. Place the needs of others before your own. Keeping this in mind makes decisions regarding justice much simpler.
- **Nobility:** Seek great stature of character by holding to the virtues and duties of a paladin. Realize that, though one can never teach such ideals, the quality of striving toward them makes one truly noble. Through your nobility you can also influence others, offering a compelling example of what one can accomplish in the service of good.
- **Principle:** Although a paladin shows wisdom in his actions and commits no act without due consideration, when in doubt, do what is right and good for its own sake. Truth, virtue, fidelity, and honor are motives unto themselves, and each is larger than any single paladin.
- **Franchise:** Seek all these achievements as sincerely as possible, not for the reason of personal gain but because it is right. Do not restrict your exploration to a small world, but seek to infuse every aspect of your life with these qualities. Should you succeed in even a tiny measure, you will be well remembered for your quality and virtue.

ALIGNMENT

Alignment seeks to show a clear distinction between the actions and outlooks of different intelligent creatures. In some views, the alignment system presented in the Core Rulebooks is too simplistic. While attempting to implement alignment, one might encounter some or all of the following sentiments that run counter to the system:

- “Look, I don’t like to see everything falling apart and disorganized, but that doesn’t mean I feel the need to follow the letter of the law if it doesn’t make sense in a given circumstance.”
- “I’m a good person, but if someone attacks me, I’m going to fight back—and not pull any punches.”
- “I love freedom and individual choice. Does that mean I have to be in favor of the dissolution of society?”

This alternate system seeks to rectify those situations by making each factor of one’s alignment—whether it be good, evil, lawful, or chaotic—a spectrum rather than an absolute. Thus, someone can be more lawful than someone else, even

though they are both lawful. Each factor of a character’s alignment carries a numeric rating on a scale of 1 to 9.

The purpose of this variant system is to achieve better precision of definition. It is difficult to use only the alignment name labels to describe every living creature in the world (and all the planes). This system, while more complex, provides a far broader scale in which to place a particular character, to distinguish her outlook more easily from that of other characters.

Players should not look at the rating system as a judgment. These are not levels one necessarily attempts to ascend like character levels. A character with a higher rating in an alignment is not a “better” character than someone with a lower rating, any more than a chaotic character is “better” than a neutral one. One can argue, in fact, that a character with a 9 rating in an alignment is too fanatical a personality to make a good long-term character. Not even otherplanar paragons of alignment, like angels or demons, necessarily rate a 9 every time. Likewise, the gods themselves fit into the spectrum at various places rather than always being at the extreme. A typical paladin, for example, might be merely L5G5.

To get an idea of what ratings you would give a particular creature, use the following suggested descriptions of each level. DMs can change these descriptions to fit their campaigns and their conceptual understandings of how alignment should work in their worlds.

GOOD

- | | |
|---|--|
| 1 | Doesn’t like to see bad things happen to others |
| 2 | Helps others occasionally, particularly friends |
| 3 | Willing to help strangers on occasion |
| 5 | Gives of himself to help others, whether it be time, money, possessions, or something else |
| 7 | Takes concepts like purity, innocence, and other higher principles very seriously |
| 8 | Would sacrifice anything, even his life, for others in a heartbeat |
| 9 | Refuses to harm anything or anyone, even if it brings misfortune or death on himself |

EVIL

- | | |
|---|--|
| 1 | Finds joy in the misfortune of others, but usually wouldn’t act to hurt others |
| 2 | Willing to cause others pain or misfortune to better himself |
| 3 | Actively enjoys lying, stealing, and inflicting pain on others |
| 4 | Willing to cause harm even to friends to get ahead |
| 5 | Willing to kill to better himself |
| 7 | Will kill for the sheer pleasure of bringing pain and death to others |
| 9 | Hates life, goodness, and light and does everything in his power to destroy them |

LAW

- 1 Generally tries to keep his promises and, when in doubt, follows the rules
- 2 Has a set of guidelines he generally lives by
- 3 Genuinely respects authority figures for their positions
- 4 Willing to see one person killed or hurt if it helps large numbers of people
- 5 Willing to follow a code or a strict set of principles even if it brings misfortune on himself
- 8 Would be willing to see many people harmed or killed if it helped society as a whole
- 9 Follows a set path in such an orderly manner that it risks blind self-destruction. Despises and fears individuality.

CHAOS

- 1 A bit of a nonconformist or free spirit
- 2 Will lie if it suits him, hates to be ordered around
- 3 Disorganized but extremely easygoing
- 5 Rejects the idea of majority rule
- 6 Would prefer anarchy to any other form of organization
- 7 Occasionally destroys things in reckless abandon
- 9 Hates structure and order so much that destruction for its own sake becomes desirable

NEUTRALITY

This system assumes that there are, in fact, very few truly neutral people. Most are at least a 1 rating on one side of the spectrum or the other. For that reason, rating 1 is still considered Neutral for purposes of alignment-affecting or -detecting spells.

EXAMPLES

The following examples illustrate the range of this variant alignment system.

- **Aliya Al-Mari, L5G1.** Aliya, under the standard method of determining alignment, would be Lawful Neutral. However, truth be told, this monk does not want to see innocents harmed and is willing to fight against evil for its own sake. She follows a code of her own but also sees the benefits of freedom and individuality.
- **Juthan Christoph, L6G5.** Juthan is a paladin. He is honest, loyal, and true. A powerful combatant who shows no mercy to evil, Juthan follows the commands of those above him perhaps a little too blindly—at least for the tastes of his companions.
- **Malhavoc, C6E5.** Malhavoc is a ruthless mage. He focuses only on becoming more powerful and will kill those who get in his way. When angry, he resorts to destroying things, although it is actually quite rare for him to lose his composure to that degree.

- **Neurik, C1G1.** Neurik is certainly more good than evil, but as a rogue he mostly looks out for himself—he wouldn't go very far to help you if you needed it, but he'd be happy if he saw that someone else was helping you. He's a devil-may-care sort of fellow, but he only lies if he absolutely has to. He does however, harbor resentment when others attempt to boss him around.

ALIGNMENT REQUIREMENTS**(VARIANT)**

Spells, classes or abilities that call for a particular alignment actually require a rating of at least 2 in that alignment. Thus, the least lawful monk is L2, and the least chaotic barbarian is C2.

The DM may choose to impose other, stricter alignment requirements as well. For example, a prestige class with an alignment requirement might call for a rating of 4. Perhaps some alignment-based spells require a rating of 5 to cast. The blessed feats in Chapter Three require a rating of 5 in one alignment shared with the god.

ALIGNMENT-BASED EFFECTS (VARIANT)

Spells that affect alignment, such as *holy smite*, are modified using this system, to have a greater or lesser effect based on the target's alignment rating.

Rating	Modification
1	Treat as neutral
2–3	Half damage (or half duration)
4–8	Normal
9–10	Double damage (or double duration)

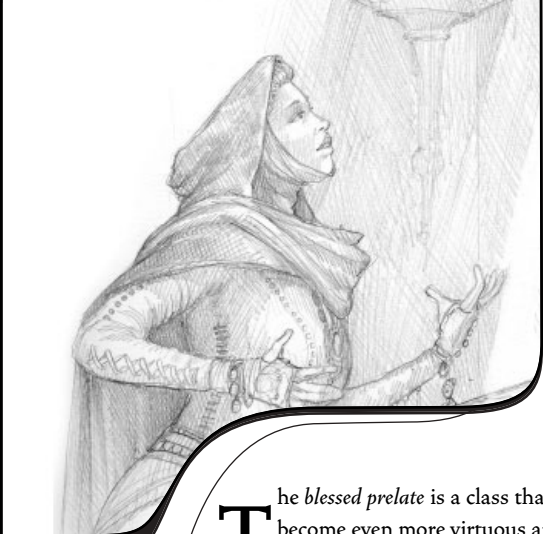
OBJECTS AND ALIGNMENT

Objects and even places can have an alignment rating just like creatures. Use the following evil rating descriptions as a guideline for other alignments:

Rating	Description
1	Residual effects only (a knife once used in human sacrifice)
2	A strong lingering residual effect or a hint of innate evil (the door into an evil temple)
3	Evil in its own right, but only slightly
4	Moderate innate evil (a magic item capable of drawing on negative energy or an evil altar)
5	Strong innate evil (the magic item used to create a powerful undead creature that killed hundreds)
6	Very strong innate evil (a gate to an evil plane)
7	A supernaturally evil item (corrupted by the forces of Hell, made by demons, etc.)
8	An evil artifact
9	A supernaturally evil artifact (corrupted by the forces of Hell, made by demons, etc.)

Prestige Classes

The three prestige classes in this chapter—the blessed prelate, the hallowed mage, and the Knight of the Pale—were designed with divine spellcasters in mind.



The *blessed prelate* is a class that allows a cleric to become even more virtuous and devout in faith, while a *hallowed mage* is the perfect fusion of arcanist and divine caster, and a *Knight of the Pale* presents a member of a specific knightly order in a unique way.

BLESSED PRELATE

The path toward perfect faith and purity is difficult. Mortals can strive their whole lives to make themselves acceptable in the sight of the gods and never actually achieve it. However, those who come close often attain special positions in a religious hierarchy. Such people, as they strive toward holiness, are called blessed prelates. As they advance, their state of enlightenment grows, as does their devotion to their vows and their faith.

Most seeking to become a blessed prelate must undergo the training of a cleric, serving a god with great devotion and fidelity. A few good-aligned monks also seek the road to enlightenment and purity. Either way, theirs is a hard path, one where Wisdom is of greater value than wealth, and faith greater than Strength.

PCs rarely encounter blessed prelates as nonplayer characters (NPCs), for such special individuals either consume themselves with study or meditation, or use their Wisdom to help chart the path of their religion. They are spiritual leaders and guides. Sometimes devout worshippers make pilgrimages to ask their advice. Occasionally a blessed prelate takes it upon herself to undertake a quest of some importance. Such quests are always steps on the path to true purity or enlightenment.

REQUIREMENTS

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

Alignment: Any good
Knowledge (religion): 5 ranks
Feats: Devout Faith†, Vow of Obedience†, Vow of Stability†
Special: Ability to raise the dead or the wholeness of body class ability
Special: Ability to turn undead or an innate immunity to disease
Special: All ability score increases (those gained every four levels) before and after gaining levels in this class must be used to add to Wisdom or all class abilities are lost.

Hit Die: d8

CLASS SKILLS

The blessed prelate's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the blessed prelate prestige class.

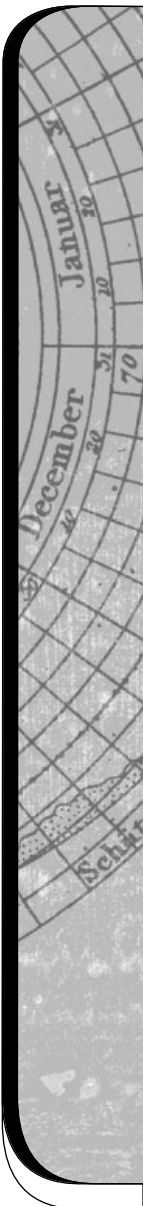
Weapon and Armor Proficiency: The blessed prelate is proficient with no weapons, and no armor or shields.

Spells. When a blessed prelate gains her first level, her second level, and on alternating levels after that, she earns new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, receive any other benefit a character of that class would have gained (metamagic or item creation feats, turning undead, and so on). This essentially means that she adds the new level of blessed prelate to the level of whatever other spellcasting class she has, then determines spells per day, spells known, and caster level accordingly. For example, if Thuis, a 10th-level cleric, gains a level in blessed prelate, she gains new spells as if she had risen to 11th level in cleric, but uses the other blessed prelate aspects of level progression such as base attack bonus and save bonuses. If she next gains a level of cleric, making her an 11th-level cleric/1st-level blessed prelate, she gains spells as if she had risen to 12th-level cleric.

If a character had more than one spellcasting class before she became a blessed prelate, she must decide to which class she adds the level of blessed prelate.

If a character becomes a blessed prelate with no spellcasting ability, the bonus spell levels are clerical spell levels. Thus, a 10th-level monk/1st-level blessed prelate casts spells as a 1st-level cleric.

Bonus Feat: At 1st level, and at alternating levels after that, the blessed prelate gets a bonus feat in addition to the feats that any character normally gets. The blessed prelate must draw these bonus feats from the following list: Accolade† (Adoubement†), Brew Potion, Call Down Divine Wrath†, Craft Magic Arms and Armor, Craft Rod,



Craft Staff, Craft Wand, Craft Wondrous Item, Extra Turning, Forge Ring, Redeeming Grace†, Reform† (Redeem†), Scribe Scroll, Skill Focus, Swear an Oath† (Oath of Magic†), Vow of Chastity†, Vow of Fidelity†, Vow of Poverty†, Vow of Silence†.

Some of the bonus feats available to a blessed prelate cannot be acquired until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. A blessed prelate must still meet all prerequisites for a feat, including ability score and level minimums.

Blessed Child: Starting at 2nd level, a blessed prelate can summon a blessed child, which is the spirit of a person not yet born—the opposite of undead (see Chapter Six: Creatures). This ability functions as if the blessed prelate had cast a *summon monster* spell using her total character level as her caster level. The blessed child summoned by a 2nd-level blessed prelate is of the Dayod variety. At 6th level, the blessed prelate can summon a Fealom blessed child. At 10th level, she can summon a Hallas blessed child. At any level past 1st, the blessed prelate can summon one blessed child per day as a standard action. This is a spell-like ability.

Enlightened State: The 4th-level blessed prelate has achieved such a level of awareness that she gains a +2 insight bonus to Spot, Listen, Armor Class, and initiative rolls. This is an extraordinary ability.

Greater Enlightened State: The 8th-level blessed prelate has achieved such a level of awareness that she gains a +2 insight bonus to Spot, Listen, Armor Class, and initiative rolls. This bonus stacks with the one gained at 4th level for a total of +4. This is an extraordinary ability.

Touch of Purity: The 10th-level and higher blessed prelate has achieved such a state of purity that her touch heals 4d8+10 points of damage to a nonevil creature, or inflicts a like amount on an evil creature (no saving throw). This supernatural ability is a standard action that can be used three times each day.

BLESSED PRELATE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1st	+0	+2	+2	+2	Bonus feat	+1 caster level
2nd	+1	+3	+3	+3	Blessed child (Dayod)	+1 caster level
3rd	+2	+3	+3	+3	Bonus feat	—
4th	+3	+4	+4	+4	Enlightened state	+1 caster level
5th	+3	+4	+4	+4	Bonus feat	—
6th	+4	+5	+5	+5	Blessed child (Fealom)	+1 caster level
7th	+5	+5	+5	+5	Bonus feat	—
8th	+6	+6	+6	+6	Greater enlightened state	+1 caster level
9th	+6	+6	+6	+6	Bonus feat	—
10th	+7	+7	+7	+7	Blessed child (Hallas), touch of purity	+1 caster level

HALLOWED MAGE

Devotion to both arcane and divine magic does not have to be impossible. The two types of magic can, in fact, intertwine within an arcanist who also devotes herself to the path of holiness and maintains strong faith in the gods. In short, a mage who uses her power to further the cause of her religion can become a hallowed mage.

To become a hallowed mage, an individual must have experience with both the divine and the arcane. Most often they are multiclassed wizard/clerics or sorcerer/clerics, but those with druidic spells, bardic backgrounds, or even higher-level paladin or ranger abilities are not unheard of.

NPC hallowed mages often work for a church as experts in magic and as support mages. They also work together in small sects to devote their lives to the study of magic. Such individuals refer to the path they have chosen as “learning the arcane through the divine.” Hallowed mages are more likely to worship a god of magic than another type of deity.

REQUIREMENTS

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

Alignment: Any good
Knowledge (arcana): 8 ranks
Knowledge (religion): 8 ranks
Feats: Devout Faith†, Vow of Obedience†
Special: Ability to cast 3rd-level arcane spells
Special: Ability to cast 3rd-level divine spells

Hit Die: d6

CLASS SKILLS

The hallowed mage’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any) (Int), Profession (Int), Scry (Int), and Spellcraft (Int). See Chapter Four: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

HALLOWED MAGE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells per Day					
						4	5	6	7	8	9
1st	+0	+0	+0	+2	—	2	—	—	—	—	—
2nd	+1	+0	+0	+3	Hallowed arcana	2	1	—	—	—	—
3rd	+1	+1	+1	+3	Divine/arcane fusion I	3	2	—	—	—	—
4th	+2	+1	+1	+4	—	3	2	1	—	—	—
5th	+2	+1	+1	+4	Bless spell	4	3	2	—	—	—
6th	+3	+2	+2	+5	—	4	3	2	1	—	—
7th	+3	+2	+2	+5	Purify spell	4	4	3	2	—	—
8th	+4	+2	+2	+6	—	5	4	3	2	1	—
9th	+4	+3	+3	+6	Sanctify spell	5	4	4	3	2	—
10th	+5	+3	+3	+7	Divine/arcane fusion II	5	5	4	3	2	1

CLASS FEATURES

All of the following are class features of the hallowed mage prestige class.

Weapon and Armor Proficiency: The hallowed mage is proficient with no weapons, and no armor or shields.

Spells per Day: These are divine spells prepared and cast just as a cleric casts his spells (though a hallowed mage may not substitute a cure spell for a prepared spell). If the entry

is “—” for a given level of spells, the character may not cast any spells of that level regardless of bonus spells. If the entry is a number, the character may cast that many spells plus any bonus spells. Bonus spells for hallowed mages are based on Wisdom, and hallowed mages must have a Wisdom of at least 10 plus a spell’s level to cast that spell.

The hallowed mage’s spell list appears at right.

Hallowed Arcana: A hallowed mage of 2nd level and higher adds

her spellcasting class levels together (including her hallowed mage levels) to determine her caster level. This is an extraordinary ability.

Divine/Arcane Fusion I: At 3rd level the hallowed mage learns to cast her arcane spells almost as divine spells: She can ignore arcane spell failure chances of 30 percent or less. This is an extraordinary ability.

Bless Spell: Evil creatures suffer a –1 morale penalty to saving throws against the spells cast by a 5th-level or higher hallowed mage. This is a supernatural ability.

Purify Spell: Starting at 7th level, the hallowed mage’s spells cannot harm or adversely affect creatures of good alignment. This means the hallowed mage may freely cast area spells when her good-aligned allies are in the area without worrying about affecting them. This is a supernatural ability.

Sanctify Spell: The 9th-level and higher hallowed mage gains a bonus equal to her Charisma modifier (if positive) on checks to overcome the spell resistance of evil creatures.

Divine/Arcane Fusion II: At 10th level, the hallowed mage learns to cast her arcane spells entirely as divine spells: She can ignore arcane spell failure chances altogether.

HALLOWED MAGE SPELL LIST

4TH-LEVEL HALLOWED MAGE SPELLS

- Confusion:** Makes subject behave oddly for 1 round/level.
- Cure Critical Wounds:** Cures 4d8+1/level damage (max. 20).
- Detect Scrying:** Alerts you to magical eavesdropping.
- Dimension Door:** Teleports you and up to 500 lbs.
- Dimensional Anchor:** Bars extradimensional movement.
- Ethereal Prison†:** One helpless or willing creature is imprisoned on Ethereal Plane forever.
- Halo of Glory†:** Creature gains celestial template.
- Ice Storm:** Hail deals 5d6 damage in cylinder 40 feet across.
- Minor Creation:** Creates one cloth or wood object.
- Solid Fog:** Blocks vision and slows movement.
- Summon Monster IV:** Calls outsider to fight for you.
- Truth’s Wings†:** Magical bird brings character to you.
- Wall of Fire:** Deals 2d4 damage out to 10 feet and 1d4 out to 20 feet. Passing through wall deals 2d6+1/level.
- Wall of Ice:** Ice plane creates wall with 15 hp + 1/level, or hemisphere can trap creatures inside.

5TH-LEVEL HALLOWED MAGE SPELLS

- Cone of Cold:** 1d6 cold damage/level.
- Fabricate:** Transforms raw materials into finished items.
- Hallow:** Designates location as holy.
- Halo of Shelter†:** Surrounds target with energy field that absorbs 5 hp/level

Hallowed Mage Design Notes

It is currently very difficult to have a multi-classed spell user, such as a cleric/wizard, that does not pay for her increased versatility with a dramatic decrease in power. Compare the power of a 10th-level cleric/10th-level wizard with that of a 20th-level cleric or wizard, for example. The ability to cast both cone of cold and cure critical wounds does not compensate for the inability to cast wish or miracle.

Where are spells of 1st through 3rd levels? The hallowed mage represents an attempt to create a class that fuses the divine and arcane spell-caster into one. Since the class requires that a character already be able to cast 3rd-level divine and arcane spells, the hallowed mage spell list starts out at 4th level with a limited fusion of mostly 4th-level wizard and cleric spells. Why not just call these 1st-level hallowed mage spells? Because that would artificially alter magic item pricing, spellcasting pricing, saving throw Difficulty Classes, and other aspects that rely on spell level to accurately measure relative power.



Hold Monster: As *hold person*, but any creature.

Improved Invisibility: As *invisibility*, but subject can attack and stay invisible.

Major Creation: As *minor creation*, plus stone and metal.

Polymorph Other: Gives one subject a new form.

Polymorph Self: You assume a new form.

Scrying: Spies on subject from a distance.

Shield of Light†: Grants +2 armor bonus and a +1 enhancement bonus to AC/three caster levels, undead cannot attack.

Summon Monster V: Calls outsider to fight for you.

Telekinesis: Lifts or moves 25 lbs./level at long range.

Wall of Stone: Creates stone wall that can be shaped.

6TH-LEVEL HALLOWED MAGE SPELLS

Angel's Redoubt†: Conjures a fortified dwelling.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Blazing Light†: Ray deals 1d8 damage/caster level; more to undead.

Chain Lightning: 1d6 damage/level; secondary bolts.

Contingency: Sets trigger condition for another spell.

Control Water: Raises or lowers bodies of water.

Eyebite: *Charm, fear, sicken, or sleep* one subject.

Greater Dispelling: As *dispel magic*, but +20 on check.

Light of the Earth†: Light shines up through cracks in the ground, inflicting 3d8 damage to evil creatures and 5d8 to undead.

Permanency: Makes certain other spells permanent.

Return and Avenge†: Summoned celestial creature returns if destroyed and attacks slayer.

Spell Resistance: Subject gains SR of 12 + 1/level.

Stone to Flesh: Restores petrified creature.

Summon Monster VI: Calls outsider to fight for you.

Teleport: Instantly transports you anywhere.

True Seeing: See all things as they really are.

7TH-LEVEL HALLOWED MAGE SPELLS

Greater Scrying: As *scrying*, but faster and longer.

Holy Word: Kills, paralyzes, weakens, or dazes nonlawful subjects.

Phase Door: Invisible passage through wood or stone.

Plane Shift: Up to eight subjects travel to another plane.

Power Word, Stun: Stuns creature with up to 150 hp.

Redemption from Evil Power†: Undoes the effects of an evil spell cast within 1 round.

Resurrection: Fully restores dead subject.

Reverse Gravity: Objects and creatures fall upward.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Summon Monster VII: Calls outsider to fight for you.

Vengeful Spell Resistance†: Grants SR 12 + caster level. Enemy caster suffers 2d6 + level in damage if spell is resisted.

Watery Prison†: Imprisons subject in a pool of water.

Waves of Light†: Holy energy inflicts 1d6 points of damage/two levels and other effects.

8TH-LEVEL HALLOWED MAGE SPELLS

Antimagic Field: Negates magic within 10 feet.

Arathan's Spiritual Soldier†: Creates statue that absorbs incorporeal undead and becomes a stone golem under caster's control.

Discern Location: Exact location of creature or object.

Etherealness: Travel to Ethereal Plane with companions.

Greater Planar Ally: As *lesser planar ally* but up to 24 HD.

Holy Shout†: Inflicts 1d8 points of sonic damage/two caster levels and other effects to evil creatures.

Mass Heal: As *heal* but with several subjects.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Polymorph Any Object: Changes any subject into anything else.

Power Word, Blind: Blinds 200 hp worth of creatures.

Prismatic Wall: Wall's colors have array of effects.

Summon Monster VIII: Calls outsider to fight for you.

Symbol: Triggered runes have array of effects.

9TH-LEVEL HALLOWED MAGE SPELLS

Confutation of the Demon†: Destroys evil outsider or inflicts 10d6 damage.

Foresight: "Sixth sense" warns of impending danger.

Gate: Connects two planes for travel or summoning.

Meteor Swarm: Deals 24d6 fire damage, plus bursts.

Miracle: Requests a deity's intercession.

Prismatic Sphere: As *prismatic wall* surrounding all sides.

Refuge: Alters item to transport its possessor to you.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls outsider to fight for you.

Temporal Stasis: Puts subject into suspended animation.

True Resurrection: As *resurrection* but remains aren't needed.

Wellspring of Soul's Light†: Inflicts 10d6 on all evil creatures and summons one 10th-level paladin/four caster levels.

KNIGHT OF THE PALE

While there are many great heroes of good in the world today, many lived in earlier times as well. Some people called these holy champions saints. Many characters alive today draw upon the goodness and purity of these historical figures to fight the forces of evil. The Knight of the Pale specializes in revering and honoring the saints of the past.

The Knights of the Pale are an order dedicated to ridding the world of evil magic and the creatures created or summoned by that magic. In particular, they despise demons. They are also fairly adept at fighting undead and ally with

lawful good churches, though they are not a part of any formal church hierarchy.

Most Knights of the Pale are fighters, paladins, rangers, or clerics, although barbarians, druids, and even rogues occasionally join their ranks. Sorcerer, wizard, and monk knights are rare.

NPC Knights of the Pale work in groups, fighting alongside their brethren or likeminded individuals.

REQUIREMENTS

To qualify to become a Knight of the Pale, a character must fulfill all the following criteria.

Alignment: Any nonchaotic, nonevil

Base Attack Bonus: +7

Knowledge (religion): 4 ranks

Feats: Devout Faith†

Hit Die: d10

CLASS SKILLS

The knight's class skills (and the key ability for each skill) are Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Int), Sense Motive (Wis), and Spot (Wis). See Chapter Four: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

All of the following are class features of the Knight of the Pale prestige class.

Weapon and Armor Proficiency: The Knight of the Pale is proficient with all simple and martial weapons, and all types of armor, and shields.

Ability Suites: A Knight of the Pale gains a group of special abilities called a suite; specifically, at 1st level, he gains the first suite. Higher-level knights gain multiple suites. Each day at sunrise, a Knight of the Pale with more than one suite chooses which group of powers to activate for that day. DMs should feel free to rename the suites for saints or gods appropriate to their campaigns. Suite descriptions appear on the next page.

KNIGHT OF THE PALE

Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1st	+1	+2	+0	+2	Suite of St. Chausle
2nd	+2	+3	+0	+3	—
3rd	+3	+3	+1	+3	Suite of St. Gustav
4th	+4	+4	+1	+4	—
5th	+5	+4	+1	+4	Suite of St. Yessid
6th	+6	+5	+2	+5	—
7th	+7	+5	+2	+5	Suite of St. Daris
8th	+8	+6	+2	+6	Holy Avenger
9th	+9	+6	+3	+6	Suite of St. Feldin
10th	+10	+7	+3	+7	Suite of Lothian

Suite of St. Chausle (Guardian of the Temple)

- *Bless weapon* (as spell, cast at knight's class level) once per day
- +2 enhancement bonus to Strength
- +2 enhancement bonus to Constitution
- +1 bonus to attack and damage rolls against all outsiders

Suite of St. Gustav (Protector of the Just)

- *Cure moderate wounds* (as spell, cast at knight's class level) once per day
- +2 enhancement bonus to Dexterity
- +2 dodge bonus to Armor Class
- +2 resistance bonus on all saves
- +1 bonus to attack and damage rolls against all undead

Suite of St. Yessid (Judgment from Above)

- *Fly* (as spell, cast at knight's class level) once per day
- *Dismissal* (as spell, cast at knight's class level) once a day
- +2 bonus to attack and damage rolls against all outsiders
- Resistance 20 against fire, cold, acid, sonic, or electricity (must choose at beginning of day)
- +2 resistance bonus on all saves

Suite of St. Daris (Swift Avenger)

- *Haste* (as spell, cast at knight's class level) once per day
- +1 bonus to attack and damage rolls against all undead
- +1 bonus to attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against undead)
- +2 enhancement bonus to Dexterity
- +2 resistance bonus on all saves
- Spell resistance against all evil spells, equal to 11 plus knight's class level

Suite of St. Feldin (Faultless Rock of Faith)

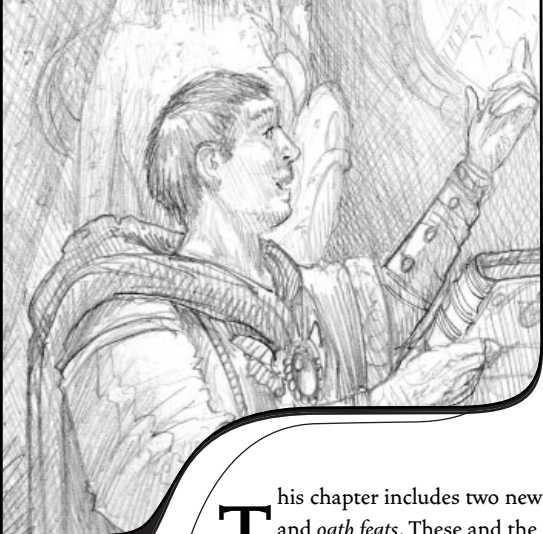
- *True strike* (as spell, cast at knight's class level) once per day per class level of knight
- *Stoneskin* (as spell, cast at knight's class level) once per day
- *Dispel evil* (as spell, cast at knight's class level) once per day
- +4 enhancement bonus to Strength
- +4 enhancement bonus to Constitution
- +2 bonus to attack and damage rolls against all outsiders
- +2 bonus to attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against outsiders)

Suite of Lothian (Provider of Truth)

- *Heal* (as spell, cast at knight's class level) once per day
- *Holy word* (as spell, cast at knight's class level) once a day
- *See invisible* (as spell, cast at knight's class level) continuously
- Spell resistance equal to 11 plus knight's class level
- +4 enhancement bonus to Strength
- +4 enhancement bonus to Constitution
- +2 bonus to attack and damage rolls against all outsiders
- +2 bonus to attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against outsiders)

Holy Avenger: A Knight of the Pale gains the ability to forge a personal *holy avenger* sword that functions in his hands (and only in his hands) as if he were a paladin. This ability effectively eliminates the need for the Craft Magical Arms and Armor feat and all other prerequisites and allows the knight to make whatever sort of sword he wishes (long, short, great, bastard, etc.). Cost to create, in gold and experience, is normal. The sword may be any of the variant *holy avenger* swords presented on page 41 as well as that found in Chapter Eight: Magic Items in the DMG. Once it's created, if the knight is separated from this weapon by more than 25 feet, he suffers the effects of a negative level until he touches the blade again. If the sword is destroyed, the negative level equates to true level loss (no save).





Feats

Being good isn't just about fighting evil. It's also about making promises and keeping them. It's about enduring hardships for a noble cause. And it's about both giving and gaining trust. The 20 new feats introduced in this chapter are for characters who take the swearing of oaths very seriously and aspire to be called blessed.

This chapter includes two new feat types: *blessed feats* and *oath feats*. These and the other new feats found here relate primarily to divine spellcasters. A few have the requirement of *holy/noble blood*. This prerequisite refers either to someone who is an aasimar, a half-celestial, or a celestial creature, or to someone who has been declared a noble by divine right (a king, a king's heir, and so on). This definition may seem somewhat vague, because it is up to DMs to decide who has a special holy or noble bloodline in their campaign worlds.

GENERAL FEATS

Many of the feats in this section are designed to challenge players of good characters and create some interesting role-playing situations. They are excellent choices for NPCs as well as player characters.

ACCOLADE (GENERAL)

Using the power invested within you, you can grant power to another, as in dubbing a knight.

Prerequisite: Holy/noble blood

Benefit: You make a symbolic gesture toward another creature of your alignment with an Intelligence score of at least 3. Such a gesture might involve tapping the creature's shoulders with a ceremonial sword and naming the creature—perhaps with a new or holy name—before the assembly. The creature can then swear oaths in your name (see page 26). Once per day per your level, the creature can call upon your holy/noble power to gain a +1 luck bonus to an attack roll, saving throw, or check before making it (as a free action).

Special: You can use this feat only once per month per level, and you can never use it on yourself.

Special: If the knight you create goes on to break a sworn oath or commit an ignoble act (as determined by the DM), you suffer a –1 morale penalty to attacks, saves, and checks for one month. During that month, you cannot use this feat, and the knight loses the benefits gained.

ADOUBEMENT (GENERAL)

Using the power invested within you, you can grant physical prowess to another.

Prerequisites: Holy/noble blood, Accolade†

Benefit: You make a symbolic gesture toward another creature of your alignment with an Intelligence score of at least 3. Such a gesture might involve girding the creature

with an armored belt. The creature then gains the ability to smite enemies in your name. Once per day, the creature may attempt to smite anyone that you have specified to be an enemy with one normal melee attack. To smite, he adds your Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per your level. If the creature accidentally smites someone not designated as an enemy, the smite has no effect but is still used up for that day.

Special: You can use this feat only once per month per level, and you can never use it on yourself.

Special: If the creature you bestow this honor upon goes on to break a sworn oath or commit an ignoble act (as determined by the DM), you suffer a –1 morale penalty to attacks, saves, and checks for one month. During that month, you cannot use this feat, and the knight loses the benefits gained.

FAVORED ENEMY CRITICAL STRIKE (GENERAL)

You can inflict telling blows with even greater than normal accuracy upon your favored enemies.

Prerequisite: Favored enemy

Benefit: When inflicting a critical hit upon a foe designated as your favored enemy, you inflict an extra 1d10 points of damage, in addition to the damage you would normally inflict. This bonus stacks with damage inflicted by Favored Enemy Strike†.

Special: This feat does not allow you to make critical hits on creatures that are immune to them.

FAVORED ENEMY STRIKE (GENERAL)

You can inflict greater damage than normal against your favored enemies.

Prerequisite: Favored enemy

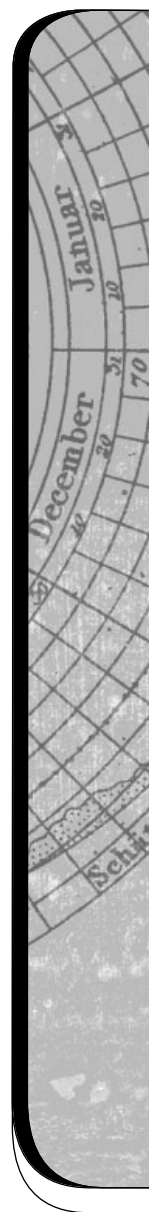
Benefit: When striking a foe designated as your favored enemy, you inflict an additional 1d6 points of damage every time you hit. As with a rogue's sneak attack bonus damage, do not multiply this damage if you score a critical hit against the enemy. However, this bonus does stack with damage inflicted by Favored Enemy Critical Strike†.

REDEEM (GENERAL)

You skillfully bring an evil creature into the light and show it the right and proper path.

Prerequisites: Reform†, Charisma 15+, good alignment

Benefit: As Reform (see next page), but you require only half the number of days listed there to make a check. In addi-



tion, the creature type does not modify the Difficulty Class, although conditions can still influence the saving throw.

REFORM (GENERAL)

You bring an evil creature into the light and show it the right and proper path.

Prerequisites: Charisma 15+, good alignment

Benefit: You use logic, moral lessons, persuasion, and kindness to turn someone from the path of evil. After you speak with an evil creature individually for at least one hour per day, for one day per level of the creature, the creature must make a Will saving throw (Difficulty Class equals your Diplomacy skill bonus). If the saving throw fails, the creature moves one step in alignment closer to you. For example, if a lawful good cleric attempts to reform a captive chaotic evil umber hulk, a failed save results in the umber hulk's alignment changing to either neutral evil or chaotic neutral, as the DM considers appropriate. Further successful attempts at reformation move the creature's alignment closer toward yours. The reformed creature suffers no penalties for changing alignment.

The Difficulty Class is further modified by penalties or bonuses that the DM deems appropriate. Reforming an evil human may be easier than reforming a dark elf, which may be easier than reforming a night hag. (Some creatures, like demons, may very well be impossible to reform.) Further, conditions can modify the saving throw by +/-2, depending on how well you treat the creature.

A character can attempt to reform only one creature at a time. A creature to be reformed must have Intelligence and Charisma scores of at least 3. *Note:* DMs should decide for themselves whether this feat can be used against player characters in their campaigns.

TEMPT (GENERAL)

You convince a good creature to do wrong and fall from the path of light.

Prerequisites: Charisma 15+, evil alignment

Benefit: You use logic, offers of bribery, seduction, torture, and threats to turn someone from the path of good. After you speak with a good creature individually for at least one hour per day, for one day per level of the creature, the creature must make a Will saving throw (Difficulty Class equal to your Diplomacy skill bonus). If the saving throw fails, the creature moves one step in alignment closer to you. For example, if a lawful evil half-fiend attempts to tempt a captive chaotic good elf ranger, a failed save results in the ranger's alignment changing to either neutral good or chaotic neutral, as the DM considers appropriate. Further attempts at temptation move the creature's alignment closer toward yours. The tempted creature suffers no penalties for changing alignment.

The Difficulty Class is further modified by penalties or bonuses that the DM deems appropriate. Tempting a good human may be easier than tempting a unicorn, which may be easier than tempting a lammasu. (Some creatures, like angels, may very well be impossible to tempt.) Further, conditions can modify the saving throw by +/-2, depending on how well you treat the creature.

A character can attempt to tempt only one creature at a time. A creature to be tempted must have Intelligence and Charisma scores of at least 3. *Note:* DMs should decide for themselves whether this feat can be used against player characters in their campaigns.

BLESSED FEATS

Blessed feats are supernatural abilities gained by earning favor in the eyes of a god. Some blessed feats require your character to take a vow involving specific actions you must do or avoid. Others require the ability to turn undead, allowing the character to use a turn attempt to achieve a different effect.

CALL DOWN DIVINE WRATH (BLESSED)

You ask for your deity's intervention, and she responds with retribution upon your enemies.

Prerequisites: Devout Faith†, ability to turn undead, spellcaster level 9th+, Wisdom 18+

Benefit: Using two turning attempts (but one standard action), you attempt to affect all of your enemies within 30 feet with a temporary affliction that stuns them for 1 round, then acts as a *slow* spell cast at your level. You make a turning check (as you would normally) to see the maximum Hit Dice of creatures you can affect. The potentially affected foes must succeed at a Will saving throw with a Difficulty Class of 15 plus your Wisdom bonus or suffer the affliction.

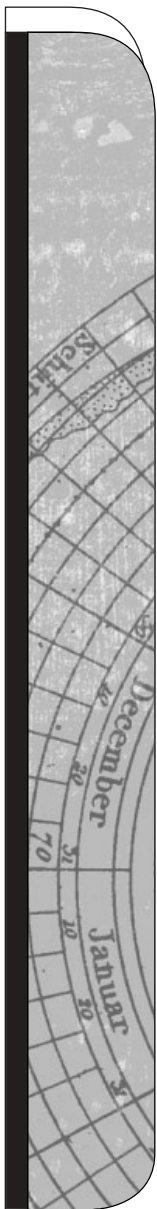
DEVOUT FAITH (BLESSED)

You take your religious beliefs very seriously—and gain blessings for your devotion.

Prerequisite: DM approval

Benefit: No more than once per day, for up to 10 rounds, you gain the effects of a *bless* spell (+1 bonus to attack bonus and saving throws against fear)—but only when your deity or his servants choose to bestow the blessing upon you. Thus, activating this feat requires no action on your part, but you cannot know when and if the feat comes into play (the DM decides). The will of gods is difficult to fathom, and should never be questioned, at least by the faithful.

Special: You can gain this feat only if the DM decides that your character truly obeys the teachings and tenets of her faith, and if her patron deity or deities approve of her actions. If this changes at any time, you lose the benefits of this feat and any feats for which it is a prerequisite.



REDEEMING GRACE (BLESSED)

You ask for your deity's intervention, and he responds with cleansing power.

Prerequisites: Devout Faith†, ability to turn undead, ability to remove curses or disease

Benefit: You use a turn attempt to try to help cleanse a target of a curse or a disease that otherwise would be impossible for you to deal with because of level requirements that preclude the use of normal magical means (such as *remove disease* or *remove curse*). To see whether you succeed, make a turning check as normal—use the result as your level for dealing with the affliction.

Taking Vows

DMs should decide the particulars of taking a vow. For instance, is there a ceremony involved? Can it only be done on holy ground? Must a high-level cleric be present to administer the vow? Must witnesses be present? You might decide that a vow taken lightly in casual circumstances does not carry the weight of one entered into solemnly with ritual pomp.

For example, say you are 10th level, and an ally carries a curse that can be removed only by someone of 12th level casting *remove curse*. You use Redeeming Grace and make a turning attempt with a result of caster level + 3. This result means that, when you next cast *remove curse* to deal with that particular curse, you are effectively 13th level, so you succeed.

Special: The DM may allow Redeeming Grace to permit you to deal with afflictions that actually have very specific removal requirements (a disease whose only cure normally calls for the leaves of a specific plant) without fulfilling those requirements. This may be particularly handy in situations where fulfilling those requirements becomes impossible or nearly so—if, for instance, the plant in question no longer exists.

VOW OF CHASTITY (BLESSED)

You pledge not to engage in any kind of sexual activity, and in return you gain resistance to disease and poison, for there is purity in chastity.

Prerequisite: Devout Faith†

Benefit: You take a vow not to engage in any kind of sexual activity. For as long as you keep your vow, you gain a +4 divine bonus to all saving throws against poison and disease.

Special: Should you break the vow, you lose the benefits of this feat and must atone using an *atonement* spell. After atonement you can retake the vow and, after complying with its mandates for one month, you regain its benefits.

VOW OF FIDELITY (BLESSED)

You pledge to be true to your allies, and in return you gain a resistance to charms and compulsions that might otherwise cause you to be untrue.

Prerequisite: Devout Faith†

Benefit: You take a vow swearing that you will defend and be true to any number of specific individuals, all of whom must be present at the time of the vow taking. For as long as you keep your vow, you gain a +4 bonus to saving throws against all enchantments. If one of your allies dies (except by natural causes), the vow is broken.

Special: Should you break the vow, you lose the benefits of this feat and must atone using an *atonement* spell. After atonement you can retake the vow and, after complying with its mandates for one week, you regain its benefits.

VOW OF OBEDIENCE (BLESSED)

You pledge to obey any superior figure in your church, and in return gain renewed vigor, for there is solace in obedience.

Prerequisite: Devout Faith†

Benefit: You take a vow to obey the instructions of clerics of your faith, or those of allied or associated faiths. If you yourself are a cleric, you need only obey those clerics of a level higher than you. For as long as you keep your vow, you gain the ability to cure your own wounds. You can cure up to your current level in hit points each day, once per day.

Special: Should you break the vow, you lose the benefits of this feat and must atone using an *atonement* spell. After atonement you can retake the vow and, after complying with its mandates for one month, you regain its benefits.

VOW OF POVERTY (BLESSED)

You pledge not to own very much property, and in return you gain new insight into the ways of people.

Prerequisite: Devout Faith†

Benefit: You take a vow not to maintain a personal residence. You cannot keep more than 50 gp per level with you at any given time in coins, jewelry, or other nonmagical, nongear items. You cannot own more than one magic item for every two levels, not counting potions and scrolls (although you can have only one of those items per level as well). For as long as you keep your vow, you gain an insight bonus equal to half your level (maximum +10) to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

Special: Should you break the vow, you lose the benefits of this feat and must atone using an *atonement* spell. After atonement you can retake the vow and, after complying with its mandates for one week, you regain its benefits.

VOW OF SILENCE (BLESSED)

You pledge not to make a sound, and in return you gain new insight, for there is wisdom in silence.

Prerequisite: Devout Faith†

Benefit: You take a vow not to speak or otherwise make any verbal noise. For as long as you keep your vow, you gain a +2 insight bonus to all Wisdom- and Intelligence-based skill checks and on all saving throws.

Special: Should you break the vow, you lose the benefits of this feat and must atone using an *atonement* spell. After atonement you can retake the vow and, after complying with its mandates for one week, you regain its benefits. *Note:* This is a very difficult feat for PCs to keep, and might be a challenge to play. DMs may wish to restrict it to NPCs.

VOW OF STABILITY (BLESSED)

You swear not to ever leave your faith or the structure of your church, and in return you gain the ability to channel positive energy into your spells.

Prerequisites: Devout Faith†, Vow of Obedience‡, ability to turn undead, membership in a religious hierarchy

Benefit: You take a vow not to change your alignment or leave the organization of your church. For as long as you keep your vow, you gain the ability to use two turn undead attempts as a means to empower a spell already prepared (as the Empower Spell feat) with no increase in level. Using this feat (and the two turn attempts) is a standard action, and you must cast the spell to be empowered within 1 round of using the Vow of Stability or you lose the benefit.

Special: Should you break the vow, you lose the benefits of this feat and must atone

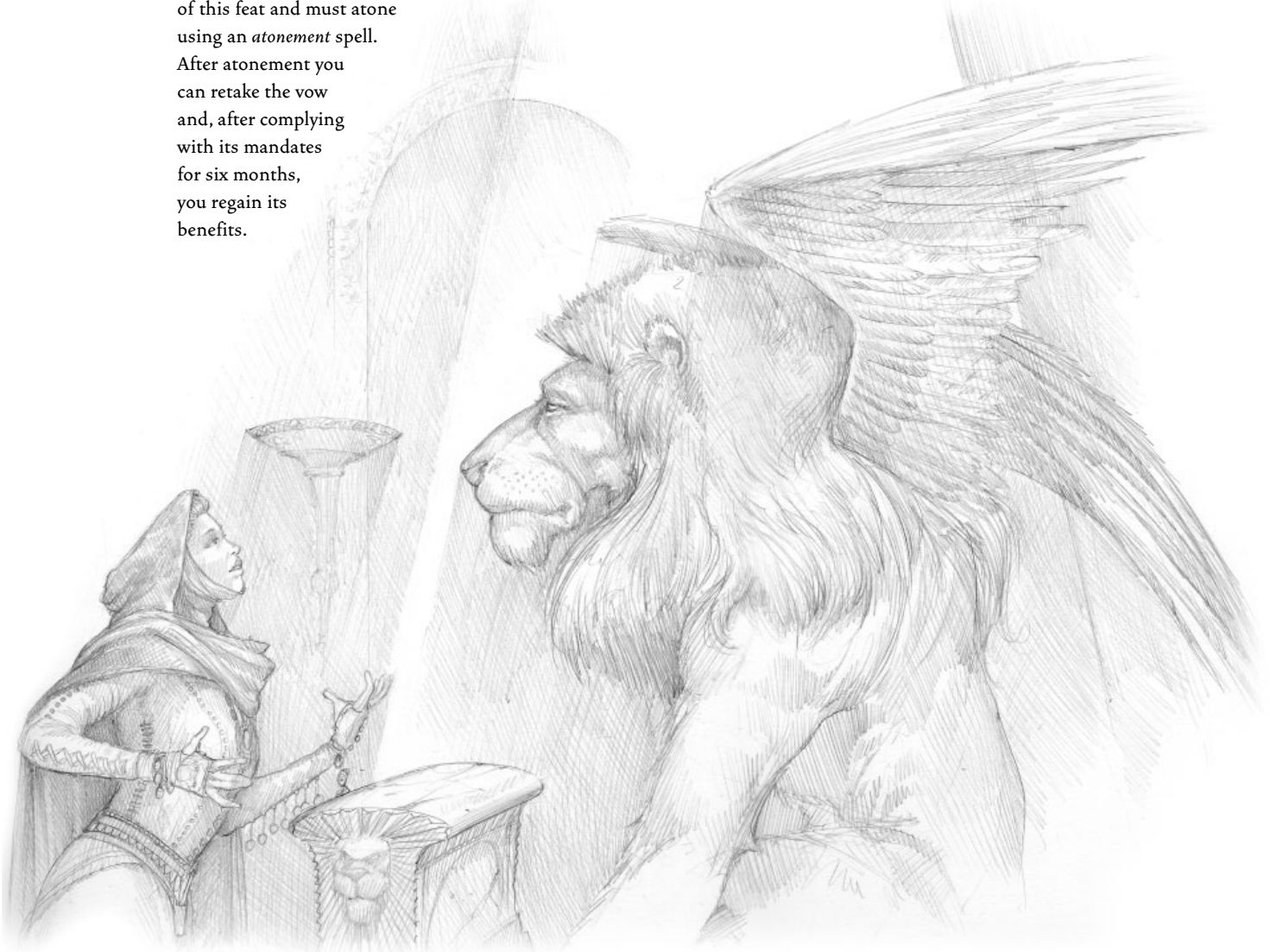
using an *atonement* spell.

After atonement you can retake the vow and, after complying with its mandates for six months, you regain its benefits.

OATH FEATS

Oath feats require a character to swear an oath, usually using the name of his god, although religious belief or faith is not necessary to draw on the power of an oath. There is power in a true oath, and those with real nobility learn to harness that power. To swear an oath, a character must first name a god, a creature who has given him an accolade, or a creature to whom he has sworn an oath of fealty (see the Accolade‡ or Oath of Fealty‡ feat descriptions). Then he names—very specifically—a task he will accomplish in no more than a year's time. If he does not complete the task in that time, the person named in the oath suffers great shame, and—if mortal—a –1 morale penalty to attacks, saves, and checks for one month. After the oath is completed, or after the pledged time expires, he can swear a new oath.

Of course, a god does not look kindly upon being shamed in such a way and always takes appropriate retribution. This may involve stripping the oathbreaker of his class abilities, spellcasting abilities, or something similar. It is, at the very least, a *curse* that cannot be removed normally by a mortal caster. The character can alleviate the effects of the god's retribution only by completing a difficult quest and seeking



atonement from one of the named god's clerics of a higher level than his own. If no such cleric exists, the character must seek out an audience with the god himself (or a direct celestial representative).

OATH OF COMBAT (OATH)

You swear an oath to accomplish a task, and you gain prowess in combat while undertaking that task.

Prerequisites: Wisdom 15+, Swear an Oath†

Benefit: You must swear an oath to activate this feat, using the oath swearing guidelines presented on the previous page. While the oath remains in effect, you gain an additional attack at your highest bonus every time you make an

attack. For example, if you make three attacks in a full attack action, you make four using this feat. If you take only a standard attack action (making one attack) you make two attacks. The extra attacks are available only in combat pertaining to the fulfillment of the oath.

Special: The DM should be very strict in determining when a combat situation directly pertains to the fulfillment of the oath. For instance, say a character swears an oath to return a kidnapped high priest back to his abbey from imprisonment in the fortress of the Demon-Lich. Combat with the Demon-Lich's vrock guards would earn the character this benefit. A barroom brawl back in town as the character equips herself for the adventure is not pertinent to the quest, nor is a fight ensuing from a random encounter with a pack of hungry griffons she met on the journey to the fortress.

OATH OF FEALTY (OATH)

You swear an oath to serve a particular individual.

Prerequisite: Swear an Oath†

Benefit: You must swear an oath to activate this feat, using the oath swearing guidelines presented on the previous page, except that this oath carries no time limit. When swearing an oath of fealty to someone, you do so in the name of your deity or other higher power (see Swear an Oath, below). You swear to obey a particular individual's edicts and commands, making that person your lord (also sometimes called a liege lord). You are this lord's vassal and can now swear oaths in this character's name. You gain a +4 circumstance bonus to Bluff, Diplomacy, Gather

Information, and Intimidate checks made against those who know of your lord and either respect or fear him.

You may only have one sworn oath of fealty at any given time.

Special: If you go on to commit an act your lord would think ignoble or improper, or you fail to obey his commands, you suffer a -1 morale penalty to attacks, saves, and checks until you have made things right in the eyes of your lord. During that time, you cannot use this feat. If your lord dies (and is not raised), you suffer a -1 morale penalty to attacks, saves, and checks for one month. During that time, you cannot use the benefits of this feat.

OATH OF MAGIC (OATH)

You swear an oath to accomplish a task, and gain greater magical abilities while undertaking that task.

Prerequisites: Wisdom 15+, Swear an Oath†

Benefit: You must swear an oath to activate this feat, using the oath swearing guidelines presented on the previous page. While the oath remains in effect, you gain the ability to quicken one spell per day, as with the feat Quicken Spell, but with no spell level modification. The quickened spell must be cast toward the fulfillment of the oath.

Special: The DM should be very strict in determining whether a quickened spell's use directly pertains to the fulfillment of the oath.

SWEAR AN OATH (OATH)

You take an oath to accomplish a task, and gain luck while undertaking that task.

Prerequisite: Wisdom 15+

Benefit: To swear an oath, you must use the oath swearing guidelines presented on the previous page. Most oaths are sworn in the name of a deity. While the oath remains in effect, you gain a +1 luck bonus to saves and checks pertaining to the fulfillment of that oath. "By the power of Almighty Lothian, I swear to avenge the death of my father!" or "In the holy name of Yaheine, I swear to see that Castle Kimorran is regained from the forces of darkness."

Special: The DM should be very strict in determining whether a save or check directly pertains to the fulfillment of the oath.

Oaths Without Feats

In very special circumstances, a DM may allow a character to make an oath without having the appropriate feats and still gain the benefits (and obligations). Or, a character may willingly make an oath, forgoing the benefits but accepting the obligations and potential penalties for failure. Characters might do this to show someone their level of seriousness or sincerity, or perhaps to gain a favor.

Spells

Just like the sword of a holy knight, spells are the weapons that clerics and other divine spellcasters use to fight against the forces of darkness. Equip your characters with spells from this magical arsenal and watch the minions of evil take flight.

This chapter provides a number of new spells, mostly divine. A number of them offer ideas for imprisoning your foes, rather than slaying them, in the event that your characters take prisoners. Introduce this new material on scrolls, in wands or staves, or however else you see fit.

NEW DOMAIN: LIGHT

This chapter also describes a new cleric domain: Light.

Granted Power: With a touch, you can infuse a creature with light. This is a spell-like ability that you may use once per day. You must make a successful melee touch attack (using the rules for touch spells). When you touch, there is a burst of light. Creature with a special vulnerability or aversion to any kind of light are affected as if by the light to which they are vulnerable, regardless of light conditions.

The effect lasts for one minute per your cleric level, even if the creature moves away into the darkness. If the creature would normally be destroyed in light (like a vampire), roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it is destroyed.

LIGHT DOMAIN SPELLS

Spell Level	Spell
1st	<i>Illuminated weapon</i> †
2nd	<i>Heartglow</i> †
3rd	<i>Searing light</i>
4th	<i>Shield of light</i> †
5th	<i>Blazing light</i> †
6th	<i>Waves of light</i> †
7th	<i>Sunbeam</i>
8th	<i>Sunfire tomb</i> †
9th	<i>Wellspring of soul's light</i> †

SPELL LISTS

The descriptions for these new spells start on page 29.

BARD SPELLS

0-LEVEL BARD SPELLS

Audible Whisper: Everyone within 100 feet can hear everything you say.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS

Audible Whisper: Everyone within 100 feet can hear everything you say.

Clarity of Mind: Grants +1 to Concentration checks.

1ST-LEVEL CLERIC SPELLS

Armor Contingency: Summons armor in certain conditions.

Crystal Shard: Launches crystal that inflicts 1d8+2 damage.

Divert Charge: Redirects movement of a charging attacker.

Pattern of Sibyllic Fate: Reveals general outlook of a creature's future.

Redemptive Redress: Compensates for, but does not dispel, the effects of a detrimental spell.

Resist Touch: Adds +2 luck bonus +1 per three caster levels to touch AC.

2ND-LEVEL CLERIC SPELLS

Crystal of Reflection: Reflects ray attacks back at attacker.

Grant Quarter (Bonds of Mercy): Puts one helpless or willing creature per level into an extradimensional prison.

Touch No Evil: Adds half caster level to saving throws against evil effects until caster touches evil.

3RD-LEVEL CLERIC SPELLS

Blast of Castigation: Energy attack inflicts 1d8 points of damage per three caster levels and continues to blast foe.

Godspeed: Movement rate increases to 60 feet and adds +2 to AC.

Peaceful Weapon: Target weapon cannot inflict damage.

See No Evil: Adds half caster level to Wisdom until caster sees evil.

4TH-LEVEL CLERIC SPELLS

Aeonian Lantern: Magical nonmoving lantern imparts -2 penalty to foes' attacks, saving throws, and checks.

Ethereal Prison: One helpless or willing creature is imprisoned on the Ethereal Plane forever.

Halo of Glory: Creature gains celestial template.

Truth's Wings: Magical bird brings character to you.

5TH-LEVEL CLERIC SPELLS

Curse of Wounding: 50 percent of attacks targeting creature that would normally miss now hit.

Halo of Shelter: Surrounds target with energy field that absorbs 5 hp per level.

Shield of Light: Grants +2 armor bonus and a +1 enhancement bonus to AC per three caster levels, undead cannot attack.

6TH-LEVEL CLERIC SPELLS

Angel's Redoubt: Conjures a fortified dwelling.

Blazing Light: Ray inflicts 1d8 points of damage per caster level, and undead suffer more.

Glory of the Beast: Animal or beast gains celestial template, maximum hit points, and +2 to all ability scores.

Light of the Earth: Light shines up through cracks in the ground, inflicting 3d8 points of damage to evil creatures and 5d8 points of damage to undead.

Return and Avenge: Summoned celestial creature returns if destroyed and attacks slayer.

7TH-LEVEL CLERIC SPELLS

Crystal Eruption: Crystal shards burst from the ground, inflicting 1d6 damage/level and stun.

Redemption from Evil Power: Undoes the effects of an evil spell cast within 1 round.

Vengeful Spell Resistance: Grants SR 12 + caster level; enemy caster suffers 2d6 + level in damage if spell is resisted.

Watery Prison: Imprisons subject in a pool of water.

Waves of Light: Holy energy inflicts 1d6 points of damage per two levels and other effects.

8TH-LEVEL CLERIC SPELLS

Arathan's Spiritual Soldier: Creates statue that absorbs incorporeal undead and becomes a stone golem under the caster's control.

Holy Shout: Inflicts 1d8 points of sonic damage per two caster levels and other effects to evil creatures.

9TH-LEVEL CLERIC SPELLS

Confutation of the Demon: Destroys evil outsider or inflicts 10d6 points of damage.

Sunfire Tomb: Imprisons target in the sun.

Wellspring of Soul's Light: Inflicts 10d6 points of damage on all evil creatures and summons one 10th-level paladin per four caster levels.

DRUID SPELLS

0-LEVEL DRUID SPELLS

Clarity of Mind: Grants +1 to Concentration checks.

1ST-LEVEL DRUID SPELLS

Burning Brand: Burning torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).

Crystal Shard: Launches crystal that inflicts 1d8+2 points of damage.

2ND-LEVEL DRUID SPELLS

Crystal of Reflection: Reflects ray attacks back at attacker.

Wild Stealth: Grants +10 bonus to Move Silently and Hide checks outdoors.

3RD-LEVEL DRUID SPELLS

Carnivorous Defender: Plant wraps around caster and attacks those that attack her.

4TH-LEVEL DRUID SPELLS

Bind with Plants: Plants hold one creature helplessly.

Woodlands Prison: Imprisons one helpless or willing creature in the woods.

5TH-LEVEL DRUID SPELLS

Glory of the Beast: Animal or beast gains celestial template, maximum hit points, and +2 to all ability scores.

6TH-LEVEL DRUID SPELLS

Light of the Earth: Light shines up through cracks in the ground, inflicting 3d8 points of damage to evil creatures and 5d8 to undead.

7TH-LEVEL DRUID SPELLS

Crystal Eruption: Crystal shards burst from the ground, inflicting 1d6 points of damage per level and stun.

9TH-LEVEL DRUID SPELLS

Sunfire Tomb: Imprisons target in the sun.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Armor Contingency: Summons armor in certain conditions.

Burning Brand: Burning torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).

Illuminated Weapon: Weapon imposes –2 penalty to attacks, saves, and checks upon undead struck.

2ND-LEVEL PALADIN SPELLS

Heartglow: All evil creatures within 10 feet suffer –1 penalty to all attack rolls, saving throws, and checks.

3RD-LEVEL PALADIN SPELLS

Godspeed: Movement rate increases to 60 feet and adds +2 to AC.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Burning Brand: Burning torch inflicts 1d6 points of damage as a touch attack (2d6 points of damage to undead).

2ND-LEVEL RANGER SPELLS

Blight Enemy: Favored enemy suffers 1d6 damage per level.

Wild Stealth: Grants +10 bonus to Move Silently and Hide checks outdoors.

4TH-LEVEL RANGER SPELLS

Aeonian Lantern: Magical nonmoving lantern imparts –2 penalty to foes' attacks, saving throws, and checks.

Unite Allies: Grants allies a +1 favored enemy bonus.

SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER AND WIZARD SPELLS

Trans **Audible Whisper:** Everyone within 100 feet can hear everything you say.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Abjur **Resist Touch:** Adds +2 luck bonus +1 per three caster levels to touch AC.

SPELL DESCRIPTIONS

AEONIAN LANTERN

Conjuration (Creation)

Level: Clr 4, Rgr 4

Components: V, S

Casting Time: One action

Range: Touch

Effect: A glowing, stationary lantern

Duration: Permanent (D)

Saving Throw: No

Spell Resistance: No

You create a magical glowing lantern. In its eternal light, which is equal to that of a normal lantern (30-foot radius),

all foes suffer a –2 morale penalty to attacks, saves, and checks. The lantern can float in mid-air or rest upon a surface, but once created it does not move. It is not a physical object, just a manifestation of light and energy. As such, it cannot be damaged, although it can be extinguished. The caster (and those who learn the specific command word unique to each lantern) can douse the light with a word, returning the light upon command whenever desired.

Many temples or frequent campsites in the wilderness are protected by one or more aeonian lanterns.

ANGEL'S REDOUBT

Conjuration (Creation) [Good]

Level: Clr 6

Components: V, S, M

Casting Time: One minute

Range: Medium (100 feet + 10 feet/level)

Effect: A tower 20 feet square and 30 feet tall

Duration: Two hours/level

Saving Throw: No

Spell Resistance: No

You conjure a fortified tower made of stone upon a flat surface. There are two floors and a flat roof with battle-

ments, all connected by narrow stairs inside. In all respects the structure resembles a normal tower with an iron door and three shuttered windows on the upper level (stairs lead from the ground level outside up to the door), and a small fireplace.

The shelter has a comfortable temperature and atmosphere no matter what the conditions are like outside. The tower provides considerable security—the stone walls measure 4 feet thick, and the iron door 2 inches thick. The structure itself resists spells cast directly upon it as if it had SR 25. It is impervious to normal missiles, but not the sort cast by siege machinery or giants.

The door, shutters, and even chimney remain secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. Finally, seven conjured celestial dogs watch over and protect the tower for the duration.

The tower contains elegant furnishings—12 bunks, a trestle table, eight chairs, two benches, and a writing desk. The interior decor includes reliefs and tapestries depicting angels and other holy beings.

Material Components: A small block of granite and a white feather dipped in holy water

ARATHAN'S SPIRITUAL SOLDIER

Conjuration (Creation)

Level: Clr 8, Hallowed Mage 8

Components: V, S, M

Casting Time: Full round

Range: Medium (100 feet + 10 feet/level)

Effect: A stone golem

Duration: One hour/level

Saving Throw: No

Spell Resistance: No

You conjure a tall stone statue in the form of a shining knight. This statue absorbs any incorporeal undead of 10 HD or less within range, starting with the least powerful undead. Once the spell has drawn at least 25 HD of incorporeal undead into the statue, the imprisoned spirits cause the statue to animate as a stone golem. As long as the golem does not leave the range, it remains under the caster's control. If the golem goes outside the range, if it's destroyed, or if the spell's duration ends, the statue crumbles to dust, destroying the undead. Although, like a normal stone golem, the statue proves impervious to most spells, a successful dispelling will disintegrate the statue and free the undead rather than destroying them. Once the undead have entered the statue, they are no longer able to be turned.

Material Component: A stone statue around 6 inches tall, worth at least 25 gp

ARMOR CONTINGENCY

Conjuration (Calling)

Level: Clr 1, Pal 1

Components: V, S, M



Casting Time: 10 minutes

Range: Touch

Effect: One suit of armor

Duration: One hour/level

Saving Throw: No

Spell Resistance: No

You set up a contingency with your armor, so that if a predetermined event takes place during the duration, the armor appears on you, fully donned and prepared. Such an event can include a specific word or gesture from you as a free action. The armor must be within 1 mile per level for this spell to function, and it cannot bring anything else with it. For example, you cannot attach your weapon to your armor and expect it to appear with the armor. A shield cannot be prepared with this contingency, only a suit of armor.

An obvious contingency event might be, "If I am attacked."

Material Component: A few drops of scented oil

AUDIBLE WHISPER

Transmutation

Level: Brd 0, Clr 0, Wiz/Sor 0

Components: V, S

Casting Time: One action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: No

Spell Resistance: No

You give your voice a magical quality so that your words, even your whispers, can be heard by all within 100 feet. This effect proves true even over loud noises, like combat. You cannot be selective with this spell, however. Everyone within 100 feet can hear everything you say.

BIND WITH PLANTS

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: One action

Range: Long (400 feet + 40 feet/level)

Target: One plant

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You transform a plant into a grasping trap that immediately wraps around a single victim, regardless of size. The plant grows to conform to the size of the target creature, which must be on the ground or within 5 feet of the plant. The plant holds the target immobile and helpless. The target remains aware and breathes normally but cannot take any physical actions, even speech. The creature can, however, execute purely mental actions (such as casting a spell with no components) or try to break free (Strength check [DC 30]). Others can try to free the victim with a Strength check (DC 28). Hacking at or burning the plant serves no purpose; it is impervious to damage for the duration.

BLAST OF CASTIGATION

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Concentration (up to 1 round/level)

Saving Throw: Reflex half

Spell Resistance: Yes

You hurl a ray of violet energy from your open palm. You must make a ranged attack roll against the target. A successful strike inflicts 1d8 points of damage per three caster levels (maximum 5d8). You may then concentrate to continue blasting the target with a continuous beam of energy. Each round the target is blasted, the spell deals another 1d8 points per three caster levels (maximum 5d8). If the target or the caster moves so as to break line of sight, even for a moment, the spell ends. You cannot switch the target of the spell, once cast.

BLAZING LIGHT

Evocation

Level: Clr 6, Hallowed Mage 6, Light 5

Components: V, S, DF

Casting Time: One action

Range: Long (400 feet + 40 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Focusing holy power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light suffer 1d8 points of damage per caster level (maximum 15d8). Undead creatures take an additional +2d8 points of damage, and undead creatures particularly vulnerable to sunlight, such as vampires, receive an additional +5d8 points of damage (not cumulative with the additional damage to undead). Constructs and inanimate objects take only 1d6 points of damage per caster level (maximum 15d6).

BLIGHT ENEMY

Evocation

Level: Rgr 2

Components: V, S

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One favored enemy

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You draw upon the raw power of nature to create a discordant surge within any one creature of a type that you have designated as a favored enemy. The spell inflicts 1d6 points of damage per caster level, to a maximum of 5d6 points.

BURNING BRAND

Evocation

Level: Drd 1, Pal 1, Rgr 1**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Effect:** A burning flame on the end of a torch**Duration:** 1 round/level**Saving Throw:** No**Spell Resistance:** Yes

This spell lights a torch with a burst of powerful, divine fire. The brand can be used by the caster as a touch-attack

weapon that deals 1d6 points of fire damage, 2d6 points to an undead creature.

It can also be used (once) as a ranged weapon with a range increment of 10 feet. Using the brand as a ranged weapon ends the spell. The brand counts as a blessed weapon against those creatures (such as some fiends) with a special weakness to them and strikes incorporeal undead with no miss chance.

Material Component:

A torch

CARNIVOROUS**DEFENDER**

Transmutation

Level: Drd 3**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Effect:** One nonanimate plant**Duration:** One minute/level**Saving Throw:** No**Spell Resistance:** Yes

You transform an innocuous plant into an animate, carnivorous one that defends you. It wraps around you with leafy vines and grows one mouthlike structure for every three caster levels (maximum five mouths). When a foe attacks you in melee combat, the plant immediately retaliates with a bite that uses your base attack bonus (plus the

plant's Strength bonus of +3) and inflicts 1d6+3 points of damage on a hit. The plant strikes only in retaliation, and does so automatically (you cannot command it to stop).

Each mouthlike structure can strike only once per round.

The plant does not make attacks of opportunity and cannot take special attack actions such as grapple or disarm. The plant has 10 hp + 1 per caster level and shares your Armor Class and saving throws. To be attacked, it must be specifically targeted.

Material Component: A tiny sliver of meat**CLARITY OF MIND**

Enchantment (Compulsion)

Level: Clr 0, Drd 0**Components:** V, S**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You call upon the stillness of the universe to grant you mental and emotional peace. You gain a +1 competence bonus to Concentration checks.

CONFUTATION OF THE DEMON

Evocation [Good]

Level: Clr 9, Hallowed Mage 9**Components:** V, S**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Target:** One evil outsider/round**Duration:** 1 round/level**Saving Throw:** Will negates (see text)**Spell Resistance:** Yes

When you point your finger at an evil outsider and speak the holy words whispered to you by servants of the divine, you consume the outsider utterly in an explosion of light and glory. Beings with less than 10 HD get no saving throw against this effect. Those with 20 HD or more are not consumed but instead suffer 10d6 points of holy damage if they fail their saving throw. Beings of godlike status remain immune to the effects of this spell.

Despite its name, this spell works equally well on devils, efreet, and all evil outsiders. When the effects of this spell consume an evil outsider, they destroy it utterly and forever.

CRYSTAL ERUPTION

Conjuration (Creation)

Level: Clr 7, Drd 7**Components:** V, S, M**Casting Time:** One action

Range: Medium (100 feet + 10 feet/level)
Area: 50-foot-diameter circle on the ground
Duration: 1 round/level (D)
Saving Throw: Reflex half and partial
Spell Resistance: No

After you cast this spell, the area quakes and rumbles, and the ground bursts forth with massive crystalline shards. The shards rise up to 20 feet high. Anyone or anything in the area must make a save each round. Failure indicates that the subject suffers 1d6 points of impact damage per caster level (maximum 20d6) and remains stunned for 1 round, knocked prone. On a successful save, the subject suffers half damage and is not stunned or prone. Structures built upon the area are likely destroyed, and if the spell is cast underground in a cave or cavern with a ceiling less than 20 feet high, there is a 50 percent chance that the area completely collapses. The crystal shards remain in the area where they rose up after the duration ends, but they crack and turn brown, making them worth practically nothing.

Material Component: Crystal shard worth at least 50 gp

CRYSTAL OF REFLECTION

Abjuration
Level: Clr 2, Drd 2
Components: V, S, M
Casting Time: One action
Range: Touch
Effect: Floating crystal
Duration: One minute/level (D)
Saving Throw: None
Spell Resistance: No

You take a small crystal and imbue it with magical power so it floats near you like an *ioun stone*. Any time you are the target of a ray attack, the ray misses you and strikes the attacker (no attack roll necessary).

Material Component: Crystal shard worth at least 10 gp

CRYSTAL SHARD

Conjuration (Creation)
Level: Clr 1, Drd 1
Components: V, S
Casting Time: One action
Range: Long (400 feet + 40 feet/level)
Effect: Crystal shard
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a thin crystal shard that comes out of the tip of your finger and flies in the direction you point, like an arrow. Make a ranged attack roll. If you succeed, the shard inflicts 1d8+2 points of damage. After it strikes its target, the shard turns to powder.

CURSE OF WOUNDING

Transmutation
Level: Clr 5
Components: V, S
Casting Time: One action
Range: Touch
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

The opponent you touch gains a 50 percent hit chance: 50 percent of the attacks targeting the creature that normally would miss it now hit. This curse negates the effect of a normal miss chance, whether it comes from incorporeality, concealment, *displacement*, or a similar source. In such a condition, however, the effects of the curse are also negated. This curse can be removed with a *remove curse* spell.

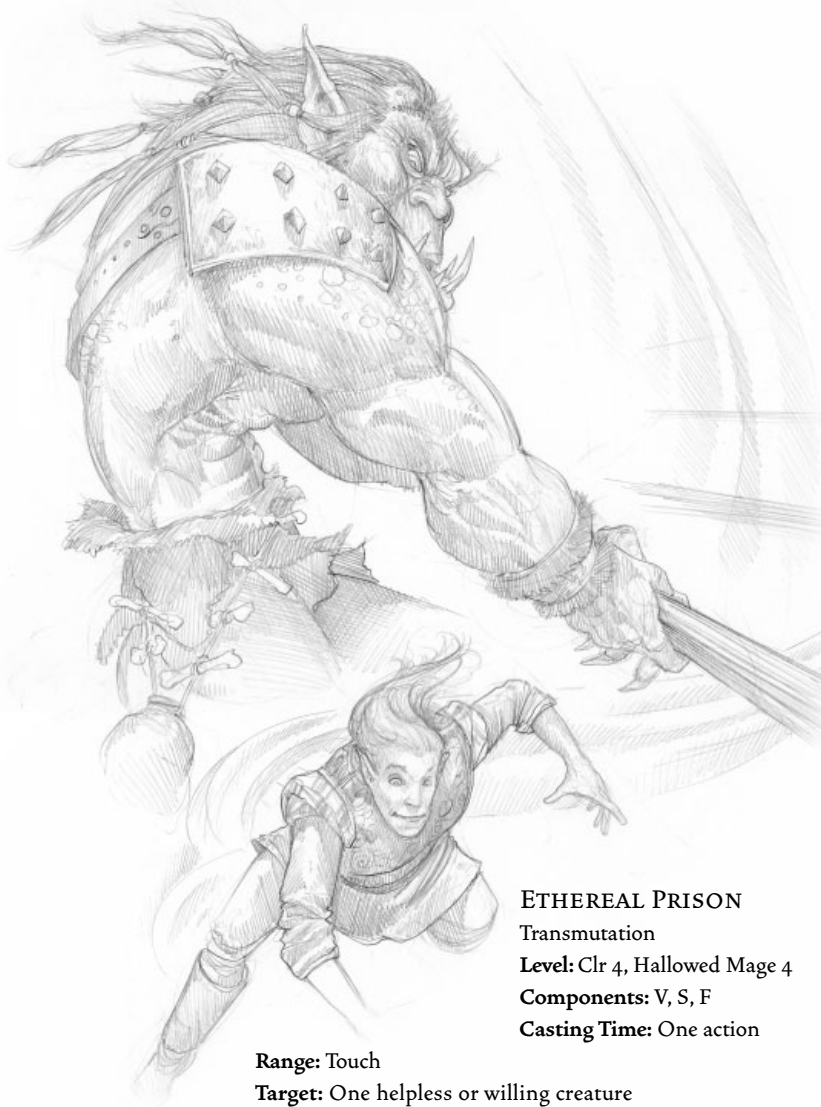
DIVERT CHARGE

Abjuration
Level: Clr 1
Components: V, S
Casting Time: One action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged
Saving Throw: None
Spell Resistance: Yes

You grant yourself a special blessing that takes effect if someone makes a charge attack against you. If you are aware of the attack, you can divert it away from you. A diverted charge begins when the charger stops and makes an attack roll. Out of turn, on the charger's action, you immediately point the charger in a new direction and he must continue moving in that direction to the maximum of his charging speed, or until he charges into another target, at which time the charge attack is resolved normally.

For example, say an orc with a 30-foot speed charges a cleric with this spell active from 20 feet away. Once the orc gets within 5 feet of the cleric, the cleric sends him off in another direction, up to 40 feet. If another orc stands in her way, 30 feet from the cleric, the charging orc must make a charge attack roll against the other orc. If the charging orc had a long spear with a 10-foot reach, the cleric would activate this spell's effect when the orc was 10 feet away, leaving the orc with 50 feet of movement. In theory, the cleric could steer the orc into another orc (as described) or over a ledge, into a fire, into a trap, through areas threatened by the orc's foes, and so on.

You cannot divert a charge and take an attack of opportunity on the charger for passing through your threatened area.

**ETHEREAL PRISON**

Transmutation

Level: Clr 4, Hallowed Mage 4**Components:** V, S, F**Casting Time:** One action**Range:** Touch**Target:** One helpless or willing creature**Duration:** Permanent (D)**Saving Throw:** None**Spell Resistance:** Yes

You send a target to the Ethereal Plane, where she is held motionless. She does not grow older, and her bodily functions virtually cease. She cannot use any abilities, even purely mental ones. Someone affected by the spell must be either helpless or willing—often, when granted an option between this type of imprisonment and death, a subject will submit to the spell. Willing targets cannot be tricked or magically compelled. For up to one hour per day, you can mentally communicate with the target, although she is in no way compelled to answer any questions or even respond. This amount of contact is enough for you to use the Reform†, Tempt†, or Redeem† feats, however. The *ethereal prison* is tied to you, so that when the spell ends, the freed subject appears next to you.

The subject can be found by normal divinatory means. A *freedom* spell cast at the spot where this spell was cast can free her, as can a *dispel magic* spell cast successfully by an ethereal caster in range.

Focus: A small silver mirror worth at least 100 gp

GLORY OF THE BEAST

Transmutation [Good]

Level: Clr 6, Drd 5**Components:** V, S, DF**Casting Time:** One action**Range:** Touch**Target:** One animal or beast**Duration:** One hour/level**Saving Throw:** None**Spell Resistance:** Yes

You fill an animal or beast with holy power, giving it a glorious aspect. The animal adopts the celestial template, has maximum hit points, and gains a +2 enhancement bonus to all ability scores. For the duration, the beast adopts a good alignment.

GODSPEED

Transmutation

Level: Clr 3, Pal 3**Components:** V, S, DF**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** One minute/level**Saving Throw:** None**Spell Resistance:** No

You call upon divine energy to grant yourself great speed. Your movement rate becomes 60 feet, regardless of size, armor, or encumbrance. Your movements look almost like a blur. You also gain a +2 haste bonus to Armor Class.

GRANT QUARTER (BONDS OF MERCY)

Transmutation

Level: Clr 2**Components:** V, S, M**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Targets:** One helpless or willing creature/level (see text)**Duration:** One day/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

You create an extradimensional prison where you store a captured foe in stasis. Some know this spell only by its second name, *bonds of mercy*. This spell's target must be either helpless or willing—often, when granted an option between this type of imprisonment and death, a subject will submit to the spell. Willing targets cannot be tricked or magically compelled. The subject must also be of 5 HD or less. This spell places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature does not grow older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the spell ends, the freed subject appears next to you.

Material Components: Three 1-inch bars of iron

HALO OF GLORY

Transmutation [Good]

Level: Clr 4, Hallowed Mage 4**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One creature of a nonevil alignment**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell allows the caster to confer the celestial template on a creature for a very short time. The target also glows with divine energy (particularly around the head) that illuminates a 5-foot radius.

Material Component: A vial of holy water

HALO OF SHELTER

Abjuration [Good]

Level: Clr 5, Hallowed Mage 5**Components:** V, S, M**Casting Time:** One action**Range:** Touch**Target:** One creature of a nonevil alignment**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** No

You create a halo around a subject that can sustain 5 hit points of damage per caster level. All incoming damage (hit point damage—normal or subdual—but not ability score damage) is subtracted from the halo before any of it reaches the target; as long as the halo has any hit points left, it absorbs the *entire* attack.

Thus, if a 9th-level cleric casts *halo of shelter* upon a subject, the halo has 45 hp. If the subject is then struck by a sword that deals 13 points of damage, the halo absorbs the damage and has 32 hp left. If the target then falls into a pit and suffers 20 points of damage, he sustains no damage himself, leaving the halo with 12 hp. If the target is then in the area of a *fireball* which inflicts 24 points of damage, the halo is destroyed, but the subject remains unscathed. The halo also blocks any effect accompanying an attack that requires damage to be inflicted, such as a poisonous bite or the effects of an *axe of wounding*.

The target glows with divine energy (particularly around the head) that illuminates a 5-foot radius.

Damage from artifacts, spells of 7th level or above, and +5 weapons bypasses the halo. The halo does not protect against nondamaging attacks like *cause fear*, gaze attacks, or *disintegrate* (although it would absorb the damage inflicted by a *disintegrate* spell if the subject's save succeeds).

Material Components: Four vials of holy water

HEARTGLOW

Transmutation [Good]

Level: Light 2, Pal 2**Components:** V, S**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** One minute/level (D)**Saving Throw:** None**Spell Resistance:** Yes

You focus the holy power within yourself into your heart, causing it to glow like a brilliant light, which can be seen through your chest, and even your clothing and armor. While your heart glows, all evil creatures within 10 feet of you suffer a morale penalty of –1 to attack rolls, saving throws, and checks as they are discomfited in the presence of the shining light of your goodness.

HOLY SHOUT

Evocation [Sonic, Good]

Level: Clr 8, Hallowed Mage 8**Components:** V**Casting Time:** One action**Range:** 30 feet**Targets:** Creatures in a 30-foot radius spread centered on the caster**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

Letting loose with a *holy shout* has three effects. First, any evil creatures in the area suffer 1d8 points of sonic damage per two caster levels (maximum 10d8). Nongood, nonevil creatures suffer only half damage. Good creatures suffer no damage.

Further, if you are on your home plane, the spell instantly banishes nongood extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least one day. This effect takes place regardless of whether the creatures hear the *holy shout*.

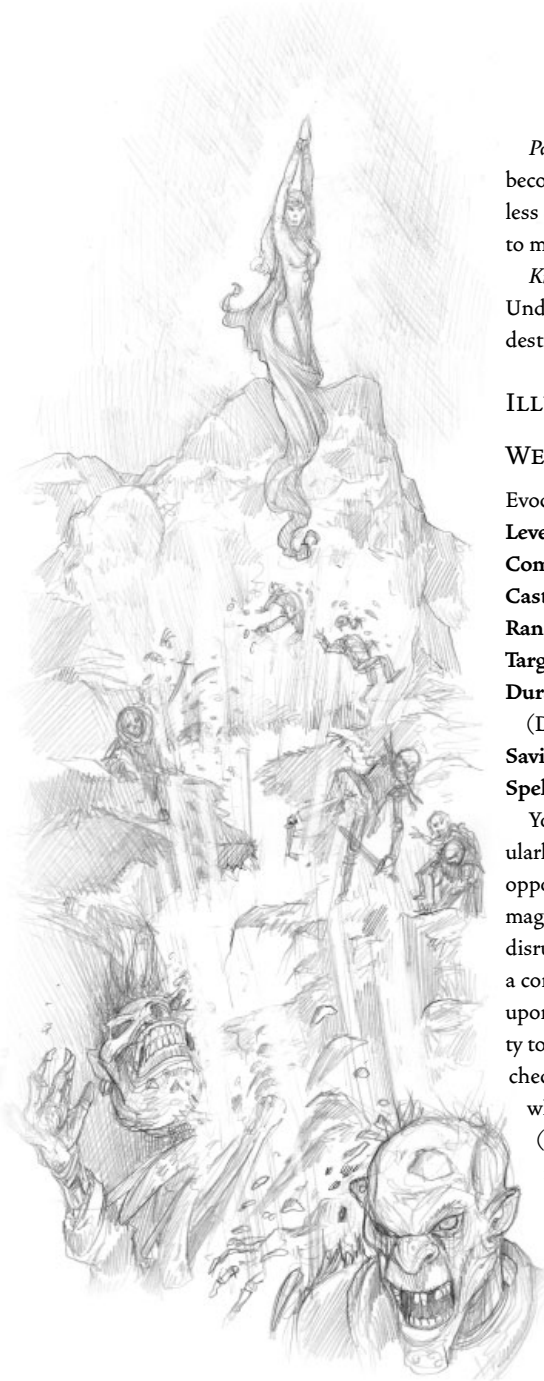
Lastly, creatures native to your plane who hear the *holy shout* and are not good suffer the following ill effects:

Hit Dice	Effect
14 or more	Deafened
Less than 14	Blinded, deafened
Less than 10	Paralyzed, blinded, deafened
Less than 6	Killed, paralyzed, blinded, deafened

The effects are cumulative.

Deafened: The creature is deafened (see *blindness/deafness*) for 1d4 rounds.

Blinded: The creature is blinded (see *blindness/deafness*) for 2d4 rounds.



Paralyzed: The creature becomes paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

Killed: Living creatures die. Undead creatures are destroyed.

ILLUMINATED

WEAPON

Evocation [Good]

Level: Light 1, Pal 1

Components: V, S

Casting Time: One action

Range: Touch

Target: One weapon

Duration: One minute/level (D) (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You make a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of a corporeal foe, inflicting upon them a -2 divine penalty to attacks, saves, and checks for 1 round per level when it strikes them.

(Multiple strikes do not inflict stacking penalties.) Incorporeal undead hit are also disrupted, forcing them to take only a partial action on their next turn.

LIGHT OF THE EARTH

Evocation [Good]

Level: Clr 6, Drd 6, Hallowed Mage 6

Components: V, S

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Area: 30-foot-radius spread on the ground

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast this spell on an area of the ground, the earth cracks and shudders. Holy light blazes out of the cracks and shines upward 30 feet. Evil creatures in the light

suffer 3d8 points of damage. Undead suffer 5d8 points of damage. Once the spell ends, the ground reseals and returns to its previous state.

You may cast this spell only upon a patch of earth or on the ground floor of a building or similar structure.

PATTERN OF SIBYLLIC FATE

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Targets: One creature/two levels

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn the basic fortune of a creature, as a symbol appears over its head that only you can see. If you see a glowing halo, you know that the person has general good (or at least average) fortune ahead and likely will live out a fairly normal lifespan (the creature will not die in the next few months at minimum). If you see a death's head symbol, you know the person has some hideous fortune ahead or soon will die. If you see a shifting orb of multicolored light, you know that the creature is in a state of flux; it is impossible to determine the pattern of fate at this time.

There is a chance of 70 percent + 1 percent per caster level that you will see a pattern; you never see an incorrect pattern with this spell, but you might see nothing. You can only try to view a creature's fate pattern once per casting of the spell. Casting this spell on a character who frequently heads into danger but is fairly capable (like an adventurer) likely generates a flux result each time. You can never view your own *pattern of sibyllic fate*.

PEACEFUL WEAPON

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: One action

Range: Close (25 feet + 5 feet/two levels)

Target: One weapon

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You surround a normal weapon (not a natural weapon) with a field of magical energy that makes it impossible for the weapon to inflict damage in any direct way. No matter who uses the weapon, or how it is used, it cannot hurt anyone or anything. Even dropping it from a great height or causing someone to fall upon it inflicts no damage. The weapon cannot hurt objects, thus a blade cannot sever a rope or fell a tree. It can't even dig into the ground or be used to push an object.

REDEMPTION FROM EVIL POWER

Transmutation [Good]

Level: Clr 7, Hallowed Mage 7**Components:** V, S, DF**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One evil spell**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

You undo the effects of a spell of 7th level or below with the evil descriptor cast within 1 round. The evil spell's effect must be within range (the evil caster does not). Thus, if someone casts *summon monster V* as an evil spell to summon a fiendish creature, you can make it so that the creature never appeared. Wounds inflicted by the summoned creature vanish. Likewise, you can undo the damage and effects wrought by an *unholy blight* or a *blasphemy* spell, or the protection offered by an *unholy aura*.

This spell does not actually turn back time. The evil caster has still lost the spell slot or the prepared spell. Everyone involved remembers the spell being cast and its effects.

REDEMPTIVE REDRESS

Transmutation

Level: Clr 1**Components:** V, S, DF**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** 1 round/level**Saving Throw:** None**Spell Resistance:** No

You compensate after the fact for the effects of any ongoing detrimental spell. If a character is affected by a *bane* spell that makes her suffer a -1 morale penalty on attacks and saves against fear, then the spell grants a $+1$ morale bonus to attacks and saves against fear. If a curse causes a character to suffer a -6 penalty to Strength, this spell grants a $+6$ bonus to Strength. *Redemptive redress* affects only targets affected by spells with a noninstantaneous duration. This spell does not heal wounds (or compensate for them), although it will grant bonuses to ability scores to compensate for very temporary effective losses, such as the effects of a *ray of enfeeblement*.

RESIST TOUCH

Abjuration

Level: Clr 1, Wiz/Sor 2**Components:** V, S**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One creature**Duration:** 10 minutes/level**Saving Throw:** None**Spell Resistance:** No

The subject that you designate gains a $+2$ luck bonus $+1$ for every three caster levels (maximum $+8$) to her touch Armor Class (note that this bonus cannot make the subject's touch Armor Class higher than her normal Armor Class). This spell simply bends fate to make the subject harder to touch. It is said that dragons often favor *resist touch*.

RETURN AND AVENGE

Conjuration (Summoning)

Level: Clr 6, Hallowed Mage 6**Components:** V, S, DF**Casting Time:** One action**Range:** Close (25 feet + 5 feet/two levels)**Target:** One celestial creature/five levels**Duration:** 1 round/level or until triggered**Saving Throw:** None**Spell Resistance:** No

You cast this spell on summoned creatures or your alignment. If a creature is slain (and thus returns from whence it came), it instantly returns to the spot where it died, fully healed, as if it were freshly summoned, and acts immediately. The creature remains for as long as it normally would, as if the original summoning spell had just been cast upon it. The summoned creature immediately attacks the one who slew it, continuing until one of them is dead. If a creature did not slay it directly (if, for example, it died as the result of a trap), or if its slayer is not within its perception, it acts normally upon its return.

This spell does not work on called creatures, or on those actually physically present—only on those summoned.

SEE NO EVIL

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Clr 3**Components:** V, S, DF**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** Varies (see text)**Saving Throw:** No**Spell Resistance:** No

For as long as you do not lay eyes upon an evil creature, object, place, spell, or act, this spell continues. While under the effects of its blessing, you gain an enhancement bonus to your Wisdom score equal to half your level. You must be able to see to cast this spell. Sometimes, fanatical clerics will blindfold themselves or wear hoods to keep themselves pure for this blessing to remain in effect.

SHIELD OF LIGHT

Abjuration

Level: Clr 5, Hallowed Mage 5, Light 4**Components:** V, S, DF**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** 1 round/level (D)**Saving Throw:** No and yes**Spell Resistance:** No and yes

You create a glowing shield of brilliant daylight that you wield as you would a normal Large shield. The shield provides illumination in a 30-foot radius. If the shield comes into an area of magical darkness, it temporarily negates the darkness, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Creatures that would be adversely affected by a *daylight* spell are likewise affected when within 5 feet of you and the *shield of light*. The shield offers a +2 armor bonus and a +1 enhancement bonus to Armor Class for every three caster levels (maximum +5 enhancement bonus, for a total Armor Class bonus of +7). Whether affected by *daylight* or not, all undead that attempt a melee attack against you must first make a Will saving throw or cower for the duration of the spell. Even undead that make a successful saving throw suffer a –4 circumstance penalty to attack rolls when attacking you in melee. Undead attacking at range need not make saving throws but do suffer the –4 penalty. This penalty is cumulative with any modifiers based on the *daylight* effect.

You cannot both have this spell active and use a normal shield.

SUNFIRE TOMB

Transmutation [Good]

Level: Clr 9, Drd 9, Light 8**Components:** V, S, DF**Casting Time:** One action**Range:** Medium (100 feet + 10 feet/level)**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Will negates**Spell Resistance:** Yes

You transfer a target, body and soul, into the sun, where he remains (with all of his equipment), held entombed in stasis forever. For the subject, time ceases to flow and he grows no older. His bodily functions virtually cease, and no force or effect can harm him. He is, however, painfully aware of the heat and light around him—those sensations are all he experiences while entombed in the sun. The subject remains there unless someone casts a *freedom* spell at the locale where *sunfire tomb* was originally cast, whereupon the subject reappears in that locale. Magical search by *scrying*, a *locate creature* spell, or similar divination does not reveal the fact that a creature is entombed, but *discern location* does. A *wish* or *miracle* spell will

not free the recipient but will reveal where he is entombed.

The *sunfire tomb* spell functions only if the target's name and some facts about his life are known.

This spell is often used against creatures such as dark elves, vampires, or other beings that hate the light of day, as a fitting punishment for their misdeeds.

TOUCH NO EVIL

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Clr 2**Components:** V, S, DF**Casting Time:** One action**Range:** Personal**Target:** You**Duration:** Varies (see text)**Saving Throw:** No**Spell Resistance:** No

For as long as you do not touch an evil creature, object, place, or spell, this spell continues. Being affected in any way by an evil spell or spell-like effect is the same as touching evil, as is touching something evil with a gloved hand or even a weapon. While under the effects of this spell's blessing, you gain an enhancement bonus equal to half your level to saving throws against evil spells and spell-like abilities or to spells and spell-like abilities cast by evil casters.

Sometimes, fanatical clerics will surround themselves with faithful followers to keep themselves pure for this blessing to continue to remain in effect.

TRUTH'S WINGS

Conjuration (Creation)

Level: Clr 4, Hallowed Mage 4**Components:** V, S, DF**Casting Time:** One action**Range:** Personal**Effect:** A bird of holy fire**Duration:** 10 minutes/level**Saving Throw:** No**Spell Resistance:** No

You call your own true faith to the fore and use it to create a creature like a large bird of fire, which flies out of you when you cast the spell. (See illustration on page 38.) This creation has all the same stats as a giant eagle, but any damage it inflicts is fire damage. After creating it, you speak the name of someone you know to the bird, and it flies to that creature. It fights to defend itself, but otherwise does not engage in combat. If the created bird-creature can reach the named individual within the duration of the spell, and if the individual is Medium or smaller, it offers (in a language the individual can understand) to carry that creature to you. Its flames do not burn that individual. If the individual is too large to carry, the bird gives your location. If the creation carries the named individual to you but cannot

reach you before the duration elapses, the individual lands safely on the ground when the bird disappears. The bird tells the individual your location before it vanishes.

If the named individual is within a place that the bird-creation cannot reach (such as trapped within a prison), the spell is ruined and ends.

UNITE ALLIES

Enchantment (Compulsion) [Mind-Affecting]

Level: Rgr 4

Components: V, S

Casting Time: One action

Range: 50 feet

Area: All allies within 50 feet

Duration: One minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Your allies enjoy a +1 favored enemy bonus (as the 1st-level ranger ability) against a favored enemy you choose. The chosen enemy must be one of your favored enemies. This bonus does not stack with existing favored enemy bonuses.

VENGEFUL SPELL RESISTANCE

Abjuration

Level: Clr 7, Hallowed Mage 7

Components: V, S, DF

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target gains spell resistance equal to 12 plus your level. If a spellcaster cannot overcome the creature's new spell resistance, the spellcaster suffers 2d6 points plus your level in damage as magical feedback. If the spellcaster has spell resistance, the *vengeful spell resistance* must overcome it to affect him. If he also has *vengeful spell resistance* cast on him, the effect does not trigger feedback. A creature with spell resistance may lower it voluntarily in order to accept a spell.

WATERY PRISON

Transmutation [Good]

Level: Clr 7, Hallowed Mage 7

Components: V, S, DF

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Target: One evil living creature

Duration: Varies (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You transfer a target, body and soul, into a contained body of water that also lies within range. A "contained body of



water" is one that has no outlet, such as a pool (natural or otherwise) or a rainwater pond. The body of water must be at least 10 feet by 10 feet on its surface and at least 3 feet deep.

The victim and all of her gear is transformed into a watery form that resembles a Medium water elemental. The target loses all of her own extraordinary, spell-like and supernatural abilities, and cannot cast spells in the new form. The only part of the original victim that remains are her mental ability scores and her original hit points. The victim can move about

in the pool but cannot leave its confines, even against her will (1 round after her removal, she simply reappears in the pool).

Dispel magic, *remove curse*, or *break enchantment* do not end the spell, although a *freedom* spell cast by someone who knows the victim's name and background will free her. Normally, only two things end the spell: Either the evil creature repents of her nature and sincerely changes her alignment to good, or the pool's water is completely drained away or destroyed. In the former case, the creature is restored back to her normal form with her gear at the side of the pool. In the latter, she is destroyed, as described in the *destruction* spell.

WAVES OF LIGHT

Evocation [Good]

Level: Clr 7, Light 6, Hallowed Mage 7

Components: V, S, DF

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Area: Burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half and partial

Spell Resistance: Yes

Waves of holy energy emanate from you. The energy affects only creatures of evil alignment, inflicting 1d6 points of damage per two levels (maximum 10d6) and carries other effects based on their level or Hit Dice:

Level/HD	Secondary Effect
Less than 4	Knocks creatures unconscious for 1d6 minutes
4–8	Stuns creatures for 1d6+1 rounds
9–12	Stuns creatures for 1d4 rounds
More than 12	Stuns creatures for 1 round

A successful saving throw negates the secondary effects. However, those who succeed at their saving throw do suffer a –1 morale penalty on attack rolls, saving throws, and checks for 1 round per caster level.

WELLSPRING OF SOUL'S LIGHT

Conjuration (Summoning) [Good]

Level: Clr 9, Light 9, Hallowed Mage 9

Components: V, S, DF

Casting Time: One action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot radius spread

Duration: Instantaneous and one hour/level

Saving Throw: Reflex half and none

Spell Resistance: No

You call upon the honored dead who have fallen in the service of good to come forth and aid the cause of good once again. This spell conjures an area of holy light that inflicts

10d6 points of damage on all evil creatures or those particularly sensitive to light within it. Further, in the middle of the area, one 10th-level paladin for every four caster levels appears to serve you, as long as you command them to commit only good acts. Each one has typical gear and a warhorse. These spiritual paladins have corporeal form. They can be dispelled or banished. Treat them as typical 10th-level paladins (with stats as described in the DMG), except that they are outsiders. When they are slain or the duration ends, their gear disappears with them.

WILD STEALTH

Transmutation

Level: Drd 2, Rgr 2

Components: S

Casting Time: One action

Range: Personal

Area: You

Duration: 10 minutes/level

Saving Throw: None

You gain a +10 enhancement bonus to Move Silently and Hide checks when out of doors, above ground, in a non-urban environment.

WOODLANDS PRISON

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: One action

Range: Touch

Target: One helpless or willing creature

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: Yes

This spell must be cast in an area thick with plants, some of which must be at least Medium sized (a wooded area, a thick garden, etc.). You create a cocoonlike prison hidden among natural plants where a subject is held motionless. He grows no older, and his bodily functions virtually cease. He cannot use any abilities, even purely mental ones. Those affected by the spell must be either helpless or willing — often, when granted an option between this type of imprisonment and death, a subject submits to the spell. Willing targets cannot be tricked or magically compelled. For up to one hour per day, you can mentally communicate with him, although he is in no way compelled to answer any questions or even respond. This amount of contact is enough for you to use the Reform†, Tempt†, or Redeem† feats, however.

The subject can be found by *discern location*, *locate creature*, or similar divinations. He can be freed by a *freedom* or *dispel magic* spell or by destroying all the plants within 50 feet.

Material Components: Rare herbs worth at least 10 gp

Magic Items

When people think of magic items, they usually think of the wand of fireball in the sorcerer's hand or a similar arcane device. Magic items can just as easily be infused with divine power, to stunning effect. Characters should treat such items with the reverence one would normally accord a receptacle of a god's power.

This chapter provides a number of new magic items of all different types. Although they are quite varied, divine spellcasters will find them all of particular interest: to use, to create, or both.

ARMOR AND SHIELDS SPECIAL ABILITIES

Absolute Courage: Armor and shields with this ability grant the wearer complete immunity to fear-based effects.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *spell immunity*; *Market Price:* +3 bonus

Absolute Purity: Armor and shields with this ability grant the wearer complete immunity to spells with the evil descriptor.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *holy aura*; *Market Price:* +5 bonus

Charity: This ability can apply only to a shield, allowing it to extend its total enhancement bonus to all allies within 10 feet.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, *shield other*; *Market Price:* +2 bonus

Courage: Armor and shields with this ability grant the wearer a +4 morale bonus to saving throws against fear-based effects.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *bless*; *Market Price:* +1 bonus

Crystal: Armor made of crystal is cumbersome (the armor check penalty drops by 1 point) but potent. Whenever a ray attack would strike the wearer, the armor instead absorbs it harmlessly and stores the energy. The wearer can then use the spell levels of the ray attack to power her own spells, similar to the manner of a *rod of absorption*. For example, if the wearer is targeted with a *ray of enfeeblement*, the armor stores the single spell level, which the wearer can then use to cast a 1st-level spell of her own with no loss of a prepared spell or spell slot. If the ray had been from a *disintegrate* spell, the wearer would have six stored spell levels and could cast a 6th-level spell of her own, two 3rd-level spells, a 1st-, 2nd-, and 3rd-level spell, and so on. This armor does not grant the ability to cast spells that the wearer could not otherwise cast. While any energy remains stored within the armor, it does not absorb new incoming ray attacks.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, 5,000 gp worth of crystal, *freedom of movement*, *spell turning*; *Market Price:* +3 bonus

Deathward: Armor and shields with this ability grant the wearer complete immunity to spells with the death descriptor.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *death ward*; *Market Price:* +6 bonus

Faith: Armor and shields with this ability allow the wearer to transfer the item's Armor Class enhancement bonus to a luck bonus to saving throws. The wearer decides to make the transfer on her turn, and the choice remains in effect until her next turn.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armor, *resistance*, *shield of faith*; *Market Price:* +1 bonus

Gold: This armor or shield provides special protection against the breath weapons of foes. The wearer gains a +5 resistance bonus to any saving throw made against a breath weapon attack. The magic effects make the gold portions of this armor as strong as steel.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of gold, *resistance*, *wind wall*; *Market Price:* +1 bonus

Platinum: Armor with this ability increases the wearer's speed by +10 feet. This addition does not stack with spells such as *godspeed*†, nor does it stack with a barbarian's or a monk's enhanced speed. It is not multiplied by *boots of striding and springing* or *expeditious retreat*. It does stack with the bonus provided by a *platinum weapon*†, however.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of platinum, *godspeed*†; *Market Price:* +1 bonus

Purity: Armor with this ability grants the wearer a +4 resistance bonus to saving throws against spells with the evil descriptor.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *holy aura*; *Market Price:* +1 bonus

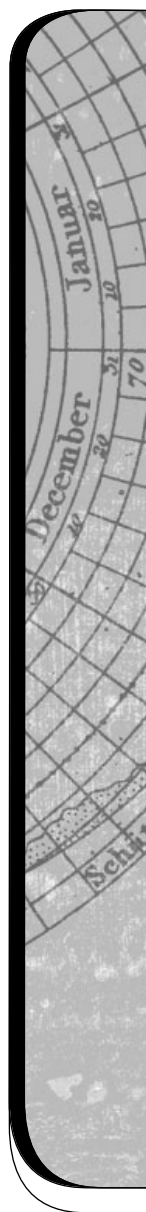
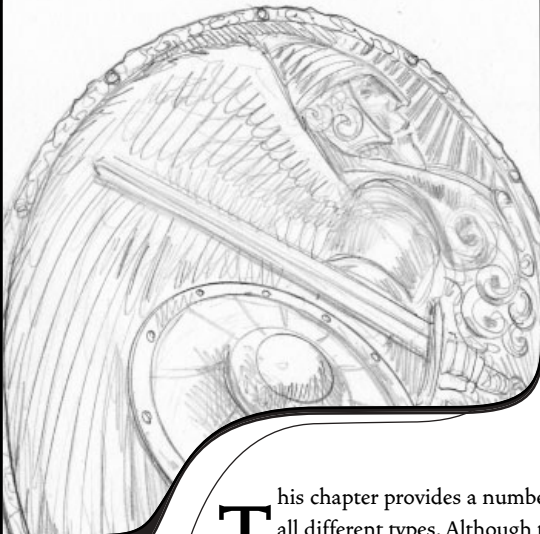
Silver: Armor with this ability grants the wearer a +2 resistance bonus to all saving throws against spells, spell-like abilities, or supernatural abilities (all magic).

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of silver, *dispel magic*; *Market Price:* +1 bonus

SPECIFIC SHIELD

Shield of Moonsage: This +1 large steel shield of blinding glitters with a silvery sparkle. If used by someone currently wielding the sword of *Moonsage*†, the shield surrounds her in a aura of moonlight that also functions as a continuous *godspeed*† spell.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *blindness/deafness*, *godspeed*†; *Market Price:* 14,170 gp



WEAPON SPECIAL ABILITIES

Crystal: Weapons with this ability absorb incoming ray attacks. Whenever a ray attack would strike the wielder, the weapon instead absorbs it harmlessly and stores the energy. The wielder can then use the spell levels of the ray attack to power his own spells, similar to a *rod of absorption*. For example, if the wielder is targeted with a *ray of enfeeblement*, the armor stores the single spell level, which the wielder can then use to cast a 1st-level spell of his own with no loss of a prepared spell or spell slot. If the ray had been from a *disintegrate* spell, the wielder would have six stored spell levels and could cast a 6th-level spell of his own, two 3rd-level spells, a 1st-, 2nd-, and 3rd-level spell, and so on. While any energy remains stored within the weapon, it does not absorb new incoming ray attacks. The weapon must be in hand to absorb a ray.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, 5,000 gp worth of crystal, *spell turning*; *Market Price:* +3 bonus

Gold: Weapons with this ability glisten brightly and draw the gaze of others. Wielders gain a +5 resistance bonus to saving throws against gaze attacks. The magic effects make the gold portions of these weapons as strong as steel.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of gold, *resistance*, *glitterdust*; *Market Price:* +1 bonus

Platinum: A weapon with this ability increases the wielder's speed by +10 feet. This addition does not stack with spells such as *godspeed*†, nor does it stack with a barbarian's or a monk's enhanced speed. It is not multiplied by *boots of striding and springing* or *expeditious retreat*. It does stack with the bonus provided by *platinum armor*†, however.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of platinum, *godspeed*†; *Market Price:* +1 bonus

Silver: Weapons with this ability are considered *bane* weapons against any creature that casts spells or uses spell-like or supernatural abilities (any creature that uses magic). *Bane* weapons add +2 to the enhancement bonus of the weapon against their keyed foe and add +2d6 points of damage against the specific foe as well. *Silver weapons* affect lycanthropes as would other weapons made of silver.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, 1,000 gp worth of silver, *dispel magic*; *Market Price:* +2 bonus

SPECIFIC WEAPONS

Ankh of Justice: This +2 *lawful greatsword* has an ankh-shaped hilt. Once, and only once, it can bring the wielder back to life as with a *true resurrection* spell. The wielder need only be holding the sword when he dies in order for the resurrection to take place. It happens immediately.

Caster Level: 17th; *Prerequisites:* Craft Magic Arms and Armor, *order's wrath*, *true resurrection*; *Market Price:* 40,000 gp

Holy Avenger of Pilgrimage: In the hands of any character other than a paladin, this sword performs only as a +2 *longsword*. In the hands of a paladin, however, it becomes a +5 *holy longsword* that allows him to *fly* at will and *teleport without error* once per day.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *fly*, *divine power*, *teleport without error*, creator must be good; *Market Price:* 120,315 gp

Holy Avenger of Purity: In the hands of any character other than a paladin, this sword performs only as a +2 *bastard sword*. In the hands of a paladin, however, it becomes a +5 *holy bastard sword*, grants the wielder SR 25 and a +4 deflection bonus to Armor Class.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, *divine power*, *holy aura*, creator must be good; *Market Price:* 140,335 gp

Holy Avenger of Renewal: In the hands of any character other than a paladin, this sword performs only as a +2 *longsword*. In the hands of a paladin, however, it becomes a +5 *holy longsword*, creates SR 15 for all allies in a 5-foot radius, and casts *dispel magic* (usable every round as a standard action) in a 5-foot radius at the paladin's level. (Only the area *dispel* is possible, not the targeted *dispel* or counter-spell version of *dispel magic*.) It also allows the wielder to use one of the following spells once in a given day: *heal*, *greater restoration*, or *regenerate*.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *greater restoration*, *heal*, *divine power*, *regenerate*, creator must be good; *Market Price:*

150,315 gp

Holy Avenger of Sanctification: In the hands of any character other than a paladin, this sword performs only as a +2 *longsword*. In the hands of a paladin, however, it becomes a +5 *holy longsword*, creates SR 20 for all allies in a 5-foot radius, and grants all allies within 5 feet acid, cold, fire, lightning, and sonic resistance 20.

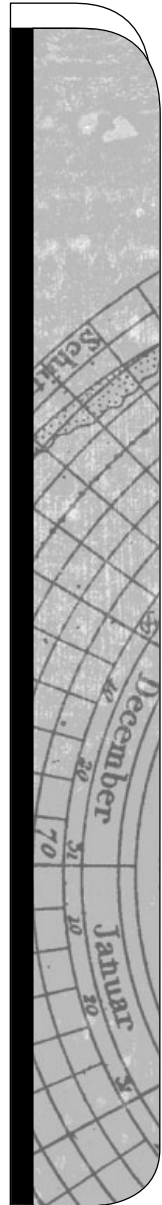
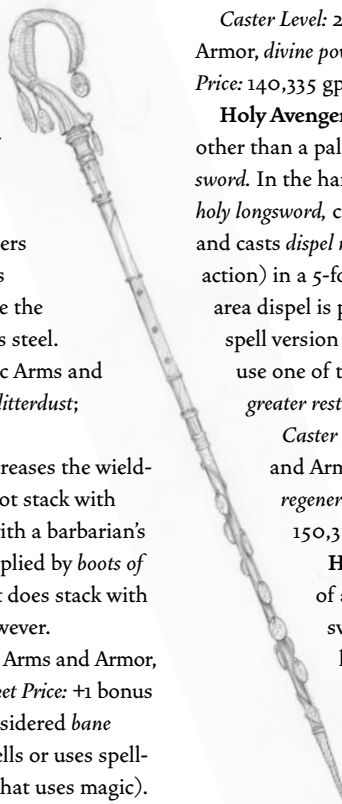
Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armor, *divine power*, *protection from elements*, creator must be good; *Market Price:* 170,315 gp

Mammon's Bane: This +1 *heavy flail* possesses the odd and often frustrating ability to destroy the money carried by anyone that it strikes, up to 500 gp worth of coins per strike, in addition to inflicting normal damage. Most likely created by some ascetic clerics that eschewed wealth, this weapon's effects can prove maddening to many foes.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *disintegrate*; *Market Price:* 18,315 gp

Mara's Mace: This +1 *heavy mace* adds +2 to the Difficulty Class of all divine spells cast by the wielder.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *greater magical flow enhancement*†; *Market Price:* 58,312 gp



Sevion's Mace: This +2 flaming heavy mace of courage imposes a -2 morale penalty to attacks made by evil creatures within 10 feet.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, bane, bless, flame strike; *Market Price:* 34,312 gp

Sword of Moonsage: This longsword is a +2 speed weapon. If the wielder also carries the *shield of Moonsage*, it surrounds her in an aura of moonlight that also functions as a continuous *godspeed* spell.

Caster Level: 15th;
Prerequisites: Craft Magic Arms and Armor, *god-speed*, *haste*; *Market Price:* 87,315 gp

Items With Other Alignments

Most of the items described in this chapter are good-aligned, or affect creatures of evil alignment. However, DMs can easily create similar items that work well against different alignments. Just decide what alignment you'd like the item to affect. Then change the prerequisite spell(s) to match the new alignment; leave the other prerequisites as they are. Do not alter the item's cost, caster level, effects, and so on.

For example, you can turn a holy elixir into an unholy elixir by changing only the targets (creatures of good alignment) and the prerequisite spell (unholy blight). In much the same manner, you can create unholy avengers, weapons of impurity, and similar items.

POTIONS

Holy Elixir: The imbiber of this potion deals an additional +2d6 points of damage to creatures of evil alignment for one hour.

Caster Level: 7th;
Prerequisites: Brew Potion, *holy smite*;
Market Price: 1,400 gp

RINGS

Ring of Concentration: This ring adds a +10 competence bonus to the wearer's Concentration checks.

Caster Level: 1st; *Prerequisites:* Forge Ring, *clarity of mind*;
Market Price: 2,000 gp

Ring of Neutrality: This plain grey band has a unique property. When a spell or other effect that depends on alignment (*holy word*, *unholy blight*, and so on) would affect the wearer, his alignment is treated as true neutral. The ring likewise masks him from spells like *detect evil* or *detect chaos*, and under the scrutiny of someone with *true seeing* active, he seems neutral. The ring does not mask actions or statements which would betray the wearer's real alignment. Similar items, such as a *ring of neutral evil*, or a *ring of chaotic good*, may also exist.

Caster Level: 5th; *Prerequisites:* Forge Ring, *nondetection*;
Market Price: 30,000 gp

WONDROUS ITEMS

Helm of Flame: This full helm weighs nothing. It confers fire resistance 10. If worn by a paladin or cleric of a god of fire, light, or sun, it also conveys a +2 insight bonus to Armor Class and acts as a continuous *fire shield* (warm).

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *fire shield*, *protection from elements*, *shield*; *Market Price:* 62,000 gp; *Weight:* —



Tabard of Propitiation: This garment, made of sturdy cloth, bears a crest, seal, or symbol when found, which always transforms to something appropriate to the wearer once donned. Once per day while wearing the tabard, you can undo a single mistake that you make: Any time you make a die roll, you can choose to reroll it after seeing the die roll's result. You must keep the second roll's result. For the purposes of how many items you can wear at once, the tabard counts as a shirt or vest.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must be a cleric with access to the Luck domain; *Market Price:* 25,000 gp; *Weight:* —

Token of Long Reach: This rough piece of amber bears a faint symbol etched into its surface that appears to be a thin hand. When grasped, once per day, this item transforms a spell with a range of touch into a spell with a range of close (25 feet + 5 feet/two levels).

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *spectral hand*; *Market Price:* 25,000 gp; *Weight:* —

Creatures

The new creatures in this chapter are strongly tied to divine spellcasters.

Blessed children fill an interesting niche in the campaign as the opposite of undead, while angels of the elements provide a new type of celestial creature at work in the world to promote good and fight against evil.

ANGEL OF FIRE
Medium Outsider (Good)

Hit Dice: 6d8+24 (52 hp)
Initiative: +9 (+5 Dexterity, +4 Improved Initiative)
Speed: 30 feet, fly 80 feet (average)
AC: 25 (+5 Dexterity, +10 natural)
Attacks: Slam +9/+4 melee
Damage: Slam 1d6+4 +1d6 fire
Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: Spell-like abilities, summon elemental
Special Qualities: Damage reduction 15/+1, immune to fire, SR 21, celestial qualities, fast healing 2
Saves: Fort +9, Ref +10, Will +7
Abilities: Str 17, Dex 21, Con 18, Int 19, Wis 14, Cha 22
Skills: Concentration +13, Diplomacy +15, Hide +14, Knowledge (religion) +13, Listen +11, Move Silently +14, Search +13, Spellcraft +13, Spot +11
Feats: Dodge, Improved Initiative
Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 5
Treasure: No coins, standard goods, double items
Alignment: Always good
Advancement: 7–9 HD (Medium); 10–12 HD (Large)

ANGEL OF STONE
Large Outsider (Good)

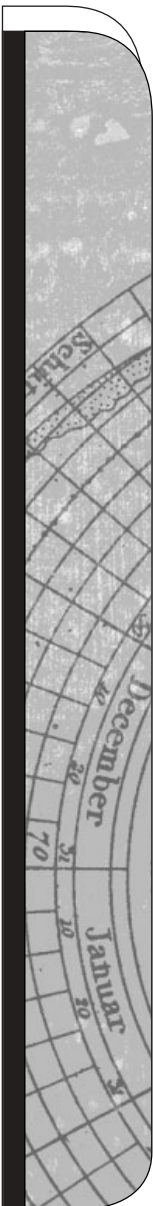
Hit Dice: 8d8+48 (84 hp)
Initiative: +2 (Dexterity)
Speed: 30 feet
AC: 23 (+2 Dexterity, –1 size, +12 natural)
Attacks: +1 huge heavy mace +15/+10 melee
Damage: +1 huge heavy mace 2d8+10
Face/Reach: 5 feet by 5 feet/10 feet
Special Attacks: Spell-like abilities, stone satellites, summon elemental
Special Qualities: Damage reduction 15/+1, immune to acid, SR 21, celestial qualities, tremorsense, fast healing 2
Saves: Fort +12, Ref +7, Will +7
Abilities: Str 22, Dex 14, Con 23, Int 16, Wis 12, Cha 18
Skills: Concentration +17, Craft (stone) +14, Hide +13, Listen +12, Move Silently +13, Search +14, Spellcraft +14, Spot +12
Feats: Cleave, Expertise, Power Attack
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 6
Treasure: No coins, standard goods, double items
Alignment: Always good
Advancement: 9–12 HD (Large); 12–14 HD (Huge)

ANGEL OF THE WINDS
Medium Outsider (Good)

Hit Dice: 6d8+18 (46 hp)
Initiative: +9 (+5 Dexterity, +4 Improved Initiative)
Speed: 30 feet, fly 120 feet (perfect)
AC: 27 (+5 Dexterity, +12 natural)
Attacks: Slam +7/+2 melee
Damage: Slam 1d6+1
Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: Trumpet, spell-like abilities, summon elemental
Special Qualities: Damage reduction 25/+2, immune to cold, SR 21, celestial qualities, fast healing 2
Saves: Fort +8, Ref +10, Will +7
Abilities: Str 13, Dex 20, Con 16, Int 20, Wis 11, Cha 20
Skills: Concentration +12, Diplomacy +14, Heal +9, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +6, Search +14, Spellcraft +14, Spot +9
Feats: Improved Initiative, Iron Will
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 5
Treasure: No coins, standard goods, double items
Alignment: Always good
Advancement: 7–9 HD (Medium); 10–12 HD (Large)

ANGEL OF THE WAVES
Medium Outsider (Good)

Hit Dice: 6d8+24 (52 hp)
Initiative: +9 (+5 Dexterity, +4 Improved Initiative)
Speed: 30 feet, swim 60 feet
AC: 27 (+5 Dexterity, +12 natural)
Attacks: +1 trident +11/+6 melee
Damage: +1 trident 1d8+7
Face/Reach: 5 feet by 5 feet/5 feet, 10 feet with trident
Special Attacks: Spell-like abilities, summon elemental
Special Qualities: Damage reduction 25/+2, immune to cold, SR 21, celestial qualities, fast healing 2
Saves: Fort +9, Ref +10, Will +5
Abilities: Str 19, Dex 20, Con 18, Int 17, Wis 11, Cha 20
Skills: Alchemy +6, Concentration +13, Heal +9, Hide +14, Move Silently +13, Search +12, Spellcraft +12, Spot +13
Feats: Improved Initiative, Weapon Focus (trident)
Climate/Terrain: Any land and underground
Organization: Solitary or team (3–6)
Challenge Rating: 5
Treasure: No coins, standard goods, double items
Alignment: Always good
Advancement: 7–9 HD (Medium); 10–12 HD (Large)





among the archangels and powerful celestial beings. Most elemental angels operate in small groups or as individuals. Most, even the most lawful, do not care for rigid orders and hierarchies. Their main focus is on doing good, and they do whatever it takes to accomplish the good task they set in front of themselves. Self-driven quests are the order of the day for angels of the elements, who may try to watch over a particular place or person they deem both in danger and worthy of saving. They may also seek out evildoers to stop them from completing some foul plan. Just as often, however, angels of the elements focus on even smaller, more personal goals. They strive to help a region wracked with famine and blight. They improve the foundation of a damaged orphanage, temple, or granary. They guide animals out of a raging forest fire. They recover lost items of personal or holy significance.

Angels of the elements speak with all creatures magically (see below).

COMBAT

Angels of the elements are magical beings, each tied to one of the four basic natural elements. Some use weapons while others rely on their spell-like abilities. All angels of the elements have the following in common:

Summon Elemental (Sp): All angels of the elements can summon a Medium elemental (as in a *summon monster* spell) with 100 percent chance of success. They can summon a Large elemental with a 30 percent chance of success. Summoned creatures automatically return whence they came after one hour. Angels of the elements can use this ability once per day.

CELESTIAL QUALITIES

Protective Aura (Su): As a free action, angels of the elements can surround themselves with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* (i.e., +4 bonuses) cast by a sorcerer whose level equals the angel's Hit Dice. The aura can be dispelled, but the angel can create it again as a free action on its next turn.

Teleport (Su): Angels of the elements can *teleport without error* at will, as the spell cast by a 14th-level sorcerer, except that each angel can transport only itself and up to 50 lbs. of objects.

Tongues (Su): All angels of the elements can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level sorcerer. This ability always remains active.

Immunities (Ex): All angels of the elements are immune to electricity and petrification attacks.

Resistances (Ex): All angels of the elements receive a +4 racial bonus to Fortitude saves against poison.

Keen Vision (Ex): All angels of the elements have low-light vision and 60-foot darkvision.

ANGEL OF FIRE

Angels of fire are vengeful spirits, quick to anger when evil rears its head, or even when a good creature loses its way and does something wrong. They normally appear as human males, although sometimes as females. Wings of fire flare up from their backs, and their dark, chiseled faces bear blazing, flaming eyes. They rarely use weapons or rely on equipment. Occasionally, they use their magic to blend in with humanoid communities: sometimes as spies, sometimes as guardians, and sometimes just for the joy of it.

COMBAT

In combat angels of fire prefer to strike with their fists, which blaze with fire when they are angry or afraid. Just as effective, if not more so, however, is when they conjure a *flame blade* or blast with *burning hands*, two tactics they also enjoy. They save their *flame strikes* for when they can be most useful.

Spell-Like Abilities: At will—*aid*, *alter self*, *burning hands*, *continual flame*, *detect evil*, *discern lies*, *dispel magic*, *flame blade*, *produce flame*, *remove blindness*, *remove curse*, *remove disease*, and *read magic*; 7/day—*cure light wounds*, *holy word*, and *protection from elements*; 1/day—*cure critical wounds* and *flame strike*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 16 + spell level).

ANGEL OF THE WINDS

Calm and aloof, the angels of the winds soar through the skies and prefer not to touch the earth if possible. It is said that they sleep in the clouds, the winds they love gently cradling them like babes. Occasionally, they use their magic to take the form of birds to travel incognito. It is usually only in this form that they enter a civilized mortal community.

Angels of the winds have long, flowing hair that billows in the breeze swirling around them at all times. They are beautiful, fragile-looking beings with sparkling eyes. All angels of the winds carry a golden trumpet. This magical device provides both offense and defense.

COMBAT

Angels of the winds rely on their trumpets in battle, although they do not hesitate to create magical whirlwinds to devastate their foes. If severely threatened, they see no dishonor in taking to the skies and fleeing from danger.

Trumpet: Once every 3 rounds the angel can blow this trumpet, creating a sonic *shield* around the angel, or blasting a cone of sonic energy that deals 6d6 points of damage. Each trumpet is attuned to a specific angel. No other angel, and no other creature, can produce any effect or even any sound from it.

Spell-Like Abilities: At will—*aid*, *detect evil*, *discern lies*, *dispel magic*, *gust of wind*, *invisibility*, *polymorph self*, *read magic*, *remove blindness*, *remove curse*, *remove disease*, *see invisibility*, and *whispering wind*; 7/day—*cure light wounds*, *holy word*, and *protection from elements*; 1/day—*cure critical wounds* and *whirlwind*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

ANGEL OF EARTH

An angel of earth, unlike the vast majority of the angelic choirs, does not have wings. Instead, however, these tall, massive, powerfully built humanoids are continuously circled by a halo of orbiting stones. These tiny rocks whirl around the angel, posing a threat to his enemies and a boon to his allies.

Although angels of earth usually work alone, they sometimes ally with other stalwart champions of good (like paladins) when they know that they are going into battle. It is not unheard of, for example, for an angel of earth to show up in a town and rally the men and women of good heart to a cause, then lead them into the fray.

COMBAT

The angel of earth wields a mighty mace in both hands. With a thunderous roar, these angels charge fearlessly into battle. They rely on their stone satellites for protection.

Stone Satellites: Any foes adjacent to the angel of earth must make a Reflex save (DC 18) or suffer 1d6 points of damage as a rock orbiting the angel smashes into them. Any injured ally adjacent to the angel is automatically struck by a stone, which instantly turns to a healing powder, healing 1d6 points of damage. A given being can only be healed this way once per day.

Spell-Like Abilities: At will—*aid*, *detect evil*, *discern lies*, *dispel magic*, *holy smite*, *remove blindness*, *remove curse*, *remove disease*, and *read magic*; 7/day—*cure light wounds*, *protection from elements*, *passwall*, and *stoneskin*; 1/day—*cure critical wounds* and *move earth*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

ANGEL OF THE WAVES

At home on the water or under it, angels of the waves breathe both air and water. The angels of waves often find their way into the communities of aquatic elves, tritons, or locathah, looking for good-aligned individuals to aid or to recruit for some important task. Angels of the waves rarely associate with land dwellers.

Angels of the waves usually appear as human females with wavy, seaweedlike hair. Many carry magical tridents.

COMBAT

Angels of the waves use their tridents in battle after summoning a water elemental to aid them. They do not believe in a “fair fight” against evil and use every advantage against their malevolent foes, including dragging air breathers into the water, or attacking a boat from underneath to sink it.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies*, *dispel magic*, *holy smite*, *holy word*, *polymorph self*, *remove blindness*, *remove curse*, *remove disease*, *read magic*, and *water breathing*; 7/day—*Mel's acid arrow* and *cure light wounds*; 1/day—*cure critical wounds* and *sudden wave*##. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

BLESSED CHILDREN

Blessed children are the spirits of people not yet born. They are the opposite of undead, and as pure and innocent as undead are corrupt and evil. No one encounters a blessed

child by accident. They are summoned from a spiritual realm by good-aligned casters or particularly holy individuals to accomplish important tasks or to fight against evil (particularly against undead). When they return from whence they came, these spirits carry with them no memories. The same blessed child can be summoned twice, but it

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	Fly 80 feet (average)
AC:	14 (+4 natural)
Attacks:	Longsword +3 melee
Damage:	Longsword 1d8+1
Face/Reach:	5 feet by 5 feet/5 feet
Special Attacks:	—
Special Qualities:	+3 turn resistance, unborn spirit
Saves:	Fort +6, Ref +3, Will +4
Abilities:	Str 12, Dex 10, Con 16, Int 6, Wis 12, Cha 15
Skills:	Listen +8, Move Silently +5, Spot +7
Feats:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always good
Advancement:	3–5 HD (Medium)
BALSAM	
Medium Outsider (Good)	
Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	Fly 80 feet (average)
AC:	14 (+4 natural)
Attacks:	Longsword +3 melee
Damage:	Longsword 1d8+1
Face/Reach:	5 feet by 5 feet/5 feet
Special Attacks:	—
Special Qualities:	+3 turn resistance, unborn spirit
Saves:	Fort +6, Ref +3, Will +4
Abilities:	Str 12, Dex 10, Con 16, Int 6, Wis 12, Cha 15
Skills:	Listen +8, Move Silently +5, Spot +7
Feats:	Alertness
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always good
Advancement:	3–5 HD (Medium)
FEALOM	
Medium Outsider (Good)	
Hit Dice:	10d8+40 (95 hp)
Initiative:	+5 (Dexterity, Improved Initiative)
Speed:	Fly 80 feet (perfect)
AC:	17 (+1 Dexterity, +6 natural)
Attacks:	Greatsword +14/+9 melee
Damage:	Greatsword 2d6+6
Face/Reach:	5 feet by 5 feet/5 feet
Special Attacks:	Smite undead
Special Qualities:	+5 turn resistance, unborn spirit
Saves:	Fort +11, Ref +8, Will +9
Abilities:	Str 18, Dex 12, Con 18, Int 10, Wis 16, Cha 18
Skills:	Heal +13, Hide +11, Knowledge (religion) +10, Listen +15, Move Silently +11, Search +10, Sense Motive +13, Spot +15
Feats:	Alertness, Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always good
Advancement:	11–15 HD (Medium)

DAYOD	
Medium Outsider (Good)	
Hit Dice:	6d8+14 (36 hp)
Initiative:	+0
Speed:	Fly 80 feet (perfect)
AC:	16 (+6 natural)
Attacks:	Greatsword +9/+4 melee
Damage:	Greatsword 2d6+3
Face/Reach:	5 feet by 5 feet/5 feet
Special Attacks:	Smite undead
Special Qualities:	+5 turn resistance, unborn spirit
Saves:	Fort +8, Ref +5, Will +7
Abilities:	Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 15
Skills:	Hide +7, Listen +9, Move Silently +7, Spot +9
Feats:	Alertness, Combat Reflexes
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always good
Advancement:	7–9 HD (Medium)

HALLAS	
Medium Outsider (Good)	
Hit Dice:	16d8+64 (146 hp)
Initiative:	+5 (Dexterity, Improved Initiative)
Speed:	Fly 100 feet (perfect)
AC:	21 (+1 Dexterity, +10 natural)
Attacks:	Greatsword +22/+17/+12 melee
Damage:	Greatsword 2d6+9
Face/Reach:	5 feet by 5 feet/5 feet
Special Attacks:	Smite undead
Special Qualities:	+5 turn resistance, unborn spirit
Saves:	Fort +14, Ref +11, Will +15
Abilities:	Str 22, Dex 12, Con 18, Int 12, Wis 20, Cha 20
Skills:	Heal +23, Hide +19, Knowledge (religion) +19, Listen +25, Move Silently +19, Search +19, Sense Motive +23, Spot +25
Feats:	Alertness, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always good
Advancement:	17–24 HD (Medium)



will not remember the caster or any of the circumstances of its previous summoning. In this way, the purity and innocence of the blessed child can never be tainted, no matter what happens. Unlike other outsiders, blessed children cannot be called. They can only be summoned.

Because they are so like undead, evil clerics can turn blessed children in the same way that good clerics can turn undead. Likewise, a good cleric can rebuke blessed children (although the need to do so is rare indeed).

Blessed children look like serious-minded but innocent children with white-feathered wings, although only the upper torso is distinct and visible. The rest of the body fades off into mist. They carry with them swords that appear far too large for them to wield, but they do wield them—and with great skill and surprising power. Except by the weapon that they wield, it is impossible for an untrained viewer to tell the difference between the types of blessed children. A Knowledge (religion) check against DC 15 plus half the blessed child's Hit Dice allows a character to identify its type.

A good-aligned cleric can summon a blessed child using a *summon monster* spell. *Summon monster II* brings a Balsam, *summon monster IV* summons a Dayod, *summon monster VI* produces a Fealom, and a Hallas can be brought to the world via *summon monster VIII*.

COMBAT

Blessed children move into combat using the most straightforward means possible. They are utterly guileless, but also fearless. If a summoner can speak Celestial, they will obey whatever commands they are given.

Unborn Spirit: Blessed children are immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Smite Undead: Blessed children with this ability can strike at an undead creature with a +2 attack bonus, inflicting an extra point of damage per 2 HD against undead. This ability is always active.

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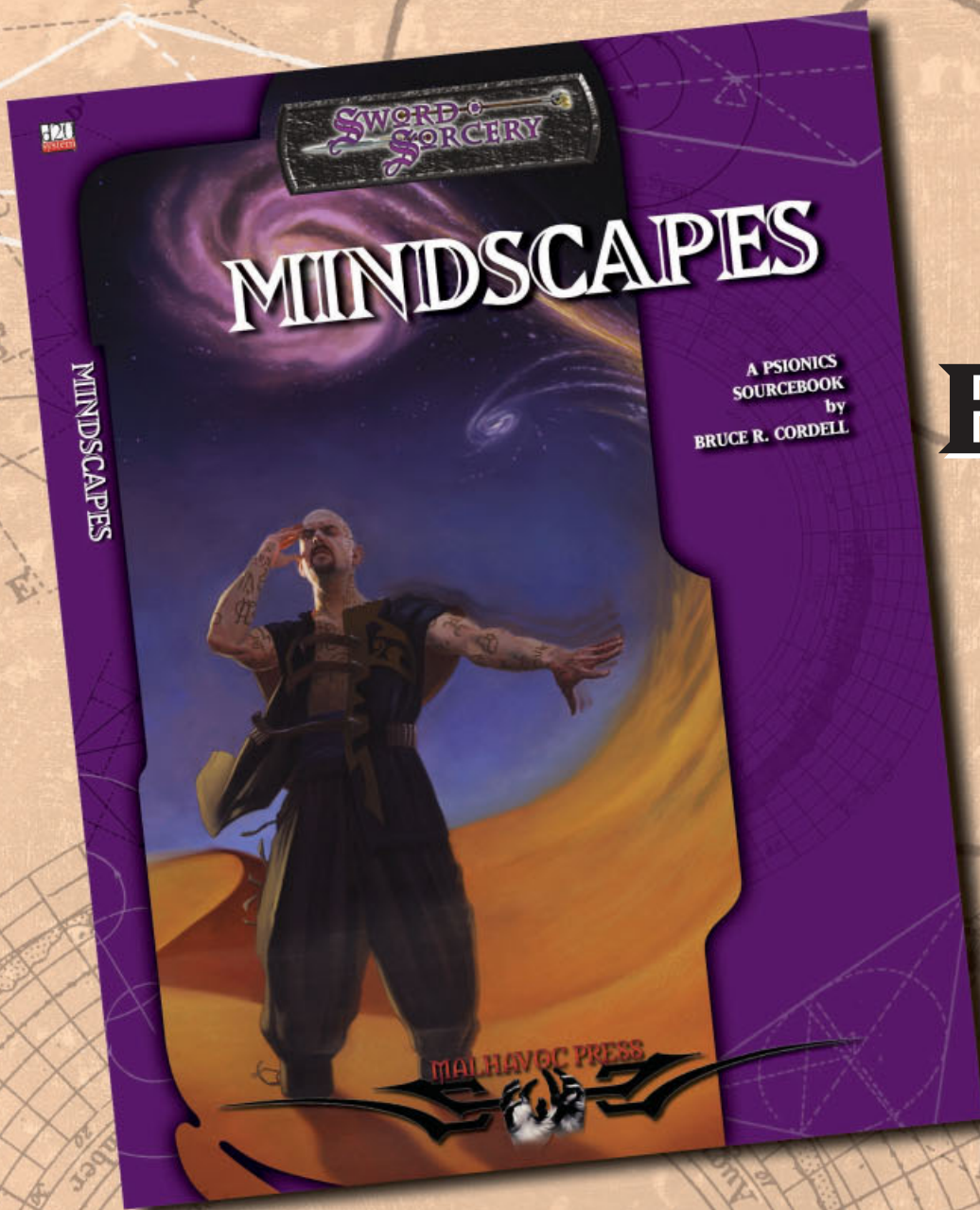
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