

Codex Arcanis COMPENDIUM



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Codex Arcanis Official Rules Errata

Version 1.0

Pg 162 – 163: Val Racial Abilities

Advancing in Blood Rank: Last line should read:

A Val must possess a minimum of two bloodline powers of a given rank before choosing a power of a higher rank.

Add the following Racial Ability:

Psionic Fortitude: Psionic Powers and Attack Modes that require a saving throw have their saving throw DC raised by the manifesting Val's Bloodrank (if applicable) and all Val characters gain a bonus to their saving throws to resist Psionic Powers and Attack Modes equal to their Bloodrank.

Pg 163: Avoidance feat

Add Type: Fighter

Pg 163 Combat Firing feat

Add Type: Fighter

Pg 163 Conscript Feat

Add Type: Fighter

Pg 163: Church Education feat

Nation: Add Solanos Mor

Pg 163: Elorii Bloodline feat

Ardakene Elves: should read: Cure Light Wounds once per day except cures 1d8+1 per level (no maximum)

Pg 163:

Empower Blood [Metamagic]

Nation: Canceri, Encali

Prerequisite: Cleric or Wizard only

Benefit: Prior to casting a spell, the caster may inflict a wound upon himself to feed the energies he is about to unleash. Using this feat is a full round action and must be done “on the fly”, spells may not be prepared with *Empower Blood*. The procedure for damaging ones self is part of the full round casting. Only one-handed weapons may be used as one had must be free to cast the spell. No to hit roll is needed and the caster may not "pull their punch" when rolling damage. Criticals and Sneak Attack damage may not be added to the damage roll.

The Damage inflicted may be added to weaken the target's resistance to the spell or increase the spells damage. To weaken the target's resistance, the amount of damage the spellcaster inflicts upon him self becomes the target's penalty to save against his spell being cast. The damage boosting option of this feat is applicable to only spells with instantaneous durations. If using the Damage Modifying option of this feat, the damage added to the spell is double the damage the caster inflicted upon himself. This damage is added to total damage of the spell, with spells like magic missile, you may split up the additional damage as you wish.

Pg 164: Hawk Eyed feat

Add Type: Fighter

Pg 164: Improved Ride-By Attack feat

Add Type: Fighter

Pg 165:

Tail Attack [Special]

Nations: Any

Prerequisite: must be Ss'ressen, Dex 13+

You have learned how to use your tail as an offensive weapon in melee combat.

Benefit: When using the full-attack option, you can use your tail to make an extra melee attack at your highest base attack bonus, but this attack and all other made during the round suffer a -2 penalty. Alternately, the Ss'ressen may choose to make a single melee attack at her highest base attack.

A Ss'ressen's tail has a reach of 5 feet and deals 1d4 plus 1 ½ times the Ss'ressen's strength bonus to damage. Tail attacks are considered armed attacks; a Ss'ressen who fails a trip attempt made with the tail is not susceptible to the retributive trip attempt. Lastly if the Ss'ressen is a monk the Ss'ressen deals his monk unarmed damage with his tail attack and may combine this tail attack with flurry of blows (Gaining a -4 to all attacks and therefore gaining one extra unarmed attack and one Tail attack during his full-attack option)

Pg 164: Master of the Tops feat:

Nations: add Entaris

Pg 164: Legionnaire feat

Add Type: Fighter, Add Light Armor Proficiency

Pg 164: Quick Reload feat

Add Type: Fighter

Pg 164: Tactical Leadership feat

Add Type: Fighter

Pg 165: Trick Shot feat

Add Type: Fighter

Pg 173: Warriors of Eternal Flame

The second sentence under the class feature Spellcasting should read: The character now gains limited divine spell casting abilities as he rises in level.

First level spells: Add Faerie Fire

Pg 175: Ehtzara

Requirements

Alignment: Any Chaotic

Int: 14 or better

Wis or Cha: 14 or better

Knowledge (Arcana) or Spellcraft: 8 ranks

Alchemy or Scry: 4 ranks

Craft (Any): 1 rank

Feats: Skill Focus (Knowledge Arcana) or Skill Focus (Scry); Iron Will

Special: Ritual or other

Class Skills:

The Ehtzara class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Knowledge (Religion) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha), Wilderness Lore (Wis)

Skill Points at Each Level: 3 + Int Modifier.

Weapon and Armor Proficiency: Simple Weapons, no armor
Spells: Add Elemental Maze as a 5th level spell

Pg 177: Chart with Tralian Hammer
It should be an Exotic Weapon with no reach

Pg 177: Altherian Steel
Replace the Stats:
For information on Altherian Steel please see page **117** of the codex Arcanis.

Light & Med Armor	+1,000gp
Heavy Armor	+9,000gp
Shield	+1,000gp
Weapons	+200gp per lb

Armor made of Altherian Steel -20% weight

- Light and med armor provides the wearer with Electrical resistance of 5
- Heavy Armor provides the warier with Electrical resistance of 10 for heavy armor
- Weapons gain +5 hardness vs. electrical affects

Pg 181: Travel Domain
Should read: Anshar instead of Yarris
Granted Power and Spells: add val'Inares bloodline power Walk the Path of the Stars.

Pg 181: Anshar's Burning Blood Spell
School should be Necromancy only

Pg 182: Beltine's Blessed Strike Spell
School should be Evocation

Pg 182: Bury Spell
Saving throws should all be Reflex

Pg 182: Dolphin Chant Spell
Remove Sea 1

Pg 183: Knowledge of Elders
School should be Necromancy only

Pg 183: Luck of Legend
School should be Transmutation

Pg 184: Natures Gift
School should be Transmutation
Replace "add _ of your level" with "add ½ of your level"

Pg 184: Presence of Master Smiths Spell (corrected)

Presence of Master Smiths
School: Necromancy
Level: Artificer 8
Components: V, S, M
Casting Time: 1 Hour

Codex Compendium

Range: Touch
Area: One Anvil and Caster
Duration: Special
Saving Throw: None
Spell Resistance: No
Description:

For an Altherian, Cleric Forging is one of the most holy of rituals, with this special blessing the ritual takes on an entirely new level of devotion. This spell must be cast upon a specially prepared mastercraft anvil; the anvil must be forged from Iron, silver and gold. (Such an anvil is worth 5,000gp. The anvil is not consumed by the casting of the spell) Upon completion of the spell the caster must begin work on an item, for the duration of the creation process the caster need not sleep or eat (Cutting the time needed to create the item by half).

But soon as the caster sets to the task of creation, she learns the true purpose of the spell. From beyond the grave she can hear the whispers from master smiths, who not only share with her their wisdom but also guide her hands. When creating the item there is no craft skill check needed, also Items created through the use of this spell are of incredible quality.

Items Forged are affected in the following ways

Weapons

Greater Mastercraft, +10 Hardness, Worth 500% over cost of standard mastercraft item

Flint Locks

Greater Mastercraft, +10 Hardness, Worth 500% over cost of standard mastercraft item

Armor

Greater Mastercraft, +20 Hardness, Worth 500% over cost of standard mastercraft item

Other Forged Items

Greater Mastercraft, +10 Hardness, Worth 300% over cost of standard mastercraft item

Greater Mastercraft weapons are +1 to hit and +1 on damage; *Greater Mastercraft* Flint Locks gain a +2 to hit, and *Greater Mastercraft* Armor has its weight reduced by 20% and Armor check penalties are reduced by 2. *Greater Mastercraft* equipment adds a +3 circumstance bonus to related skill checks.

Note: The Cleric must have the corresponding Craft skill at a min of 10 ranks. The cleric may use this spell in the process of creating magic items but must possess the Item Creation feat needed for the item she is attempting to make.

Pg 184: Small Favors Spell

School should be Evocation

Pg 185: Summon Spirit

School should be Necromancy only

Spirit CR should be 12

Pg 185: Touch of Agony

School should be Evocation only

Pg183: Bloodline Powers Rules:

Unless otherwise indicated in the power description, all bloodline powers that require an effective caster level use the Val's total character level. The saving throw to resist a Val's bloodline power is equal to 10 + the Val's charisma modifier + the Val's blood rank. Val characters receive a bonus to saving throws against bloodline powers equal to their Bloodrank.

Arcanis Languages

Arcanis player characters may only choose languages from this list. Those entries followed by a **(W)** are languages that also have a written aspect. Each written language has its own alphabet or pictographs unless otherwise noted.

- ❖ **Altharin or Ancient Imperial (W)** – Known also as the Tongue of Man, this ancient language was used during the First Imperium and the root of most major languages on Onara. A dialect of this language, called Altherin, is still spoken in the Republic of Altheria.
- ❖ **High Coryani (W)** – A derivative of Ancient Imperial, this language is used by the Nobles and functionaries of the Imperial Senate in the Coryani Empire. Those of Noble birth, (Vals especially), usually learn this as their mother tongue.
- ❖ **Chauni (W)** – Language of the mysterious Chauni. This language shares elements with Ying Hir despite the tremendous distances between these peoples. (Uses Coryani alphabet in the rare times this tongue is written)
- ❖ **Low Coryani (Common) (W)** – The language known to most people throughout the Coryani Empire and its Successor States.
- ❖ **Auxunite (W)** – Ancient tongue of the fallen Empire of Auxun who's written language is known to only a few dedicated scholars.
- ❖ **Tenecian (W)** – Ancient tongue of the Tenecian Empire that spanned what is now the South Western portion of the Coryani Empire. Found only in written form in the moldering ruins in that region.
- ❖ **Myrantian (W)** – Tongue of the ancient city of Myrantis and the Myrantian Hegemony, this language is still spoken by the native Myrantian nobles of the Coryani province of Toranestra.
- ❖ **Dwarven (W)** – The language spoken by the eight Dwarven enclaves throughout Onara. Strangely, the Giants found across Onara also speak the same language with only slight variants in dialect.
- ❖ **Eloran (W)** – The singsong rhythmic language of the Elves of Onara. Somewhat derivative of the Ssethric tongue.
- ❖ **Druidic (W)** – Secret dialect spoken by the Druids across Onara. (Uses local alphabets)
- ❖ **Gnollish** – Guttural and harsh language of the savage Gnolls.
- ❖ **Golic (W)** – The high-pitched shrieking language of the Goblinoid races.
- ❖ **Low Khitan (W)** – Common language of the Khitani Empire, north of the Blessed Lands. Commonly seen used by Yhing Hir traders in the Blessed Lands as well as the rare Khitani Merchant Prince.
- ❖ **Orcan (W)** – Lost tongue of the Orcs. Although evidence of the written Orcan exists, almost all Half-Orcs speak the language of the region they were born in.
- ❖ **Ssethric (W)** – Arguably the most ancient language on Onara, this tongue is spoken almost exclusively by the Reptilian humanoids of the Ssethregore Empire. Of the humanoid races, only reptilian humanoids and Elorii can manage this language. Others cannot speak the language due to their vocal cord structure, but may learn to understand the spoken word as well as read its swirling writing.
- ❖ **Ss'ressen (W)** – A direct derivative of Ssethric, the Ss'ressen tongue is a distinct dialect, which has enough differences as to be considered its own language by scholars. Spoken almost exclusively by the Ss'ressen of the Sulfur Marshes in Milandir, of the humanoid races, only reptilian humanoids and Elorii can manage this language. Others cannot speak the language due to their vocal cord structure, but may learn to understand the spoken word. (Uses Coryani alphabet, to limited success)
- ❖ **Infernal (W)** – Blasphemous tongue of the Outsiders from the Blasted planes. Also known by those who deal with Outsiders on a regular basis like the Sarishans. Note: Infernal applies to all fiendish creatures in the vernacular of Arcanis.
- ❖ **Milandisian (W)** – A mixture of Coryani, Auxunite and Ancient Milandisian spoken in the Successor state of Milandir. (Uses Coryani alphabet)
- ❖ **Ancient Milandisian (W)** – Found in pre-terror writings of the Milandisian League. This tongue is an amalgamation of Ancient Imperial and another language that shares many elements with the languages of the Skohir and Voei. (Uses the Ancient Imperial alphabet)
- ❖ **Cancerese (W)** – A mixture of Coryani, Infernal and Ancient Imperial spoken in the Successor state of Canceri. (Uses Coryani alphabet)
- ❖ **Yhing Hir (W)** – Language spoken by the Yhing Hir and used throughout the Hinterlands. It belongs to the same linguistic family as Chauni, and shares some similarity with Low Khitan. (Uses Khitan pictograms.)
- ❖ **Kion (W)** – A language that is not a derivative of Ancient Imperial and spoken only by the small population of Kio on Onara. Kion relies heavily on inflection, derived inferential meanings and modifiers, making it a very complex language to speak and understand.
- ❖ **Unden (W)** – Language spoken by the Undir in the League of Princes, derivative of Chauni and another unknown language group. (Uses Kion alphabet)
- ❖ **Ymandrake (W)** – Mystical language of the Sorcerer King and his minions on the Isle of Tears. Ymandrake has its own unique alphabet, though some of the characters are quite similar to common arcane symbols and glyphs.

Arcanis Secret Societies

- ❖ **The Orthodoxy** – During the First Imperium, all the Gods were worshipped equally as a great Pantheon. Then, unlike now, there were not individual priests of each God, but a single Pantheonistic priesthood. Today, the Coryani Mother Church still pays obeisance to the Pantheon, but as fragments of the whole. Each God has its own separate priesthood answering to the Patriarch of the Mother Church. Members of this faction do not believe this is the way the Gods intended for humans to worship Them and may be the reason They have all but stopped speaking directly to Humanity.
Goals: The reintegration of the 12 priesthoods back into a true Pantheonistic Church and the elimination of all heretical worship.
- ❖ **The Followers of the Azure Way** – The First Imperium was to be perfect vessel to embody the Rule of Man as decreed by the Gods themselves. For millennia, those who were citizens of the First Imperium lived during a glorious Golden Age not seen since. Corruption, strife and eternal war is all that Mankind can now look forward to having fallen so far from the vision that was the First Imperium.
Goals: To establish the Second Imperium as foretold by prophecy and to bring all humanity into a new Golden Age under the Rule of Man.
- ❖ **The Emerald Society** – Vast numbers of artifacts from ancient human and non-human civilizations lie buried and forgotten in the far corners of the continent. These objects could bring about great good to humanity after being properly inspected and studied.
Goals: To recover lost lore and artifacts and deliver them to scholars who may unlock their secrets.
- ❖ **The Hawk** – Taking their name from one half of the symbol for the safe houses throughout Onara that train and protect those Arcanely gifted from the Harvesters of Ymandragore, these Mages and Sorcerers have a more aggressive outlook than their colleagues in dealing with Ymandragore.
Goals: Take the fight to the Sorcerer-King of Ymandragore and eliminate the threat he poses, once and for all.
- ❖ **The Shield** - Taking their name from one half of the symbol for the safe houses throughout Onara that train and protect those Arcanely gifted from the Harvesters of Ymandragore, these Mages and Sorcerers have a more protective outlook than their colleagues in dealing with Ymandragore.
Goals: Deny the Sorcerer-King as many “Gifted” practitioners as possible and marginalize Ymandragore without direct confrontation.
- ❖ **The Mourners In Silence** – The members of this faction believe that the Gods have died or are no longer interested in the fate of Man. The Silence of the Gods will result in an apocalypse of a sort- the death of the old society, and the beginning of a new and more enlightened one.
Goals: Spread the word of this philosophy to enlighten the people and expose the Coryani Church and its priesthood for the manipulating institution that it is.

Arcanis FAQ and Errata

Compiled by Russ Stanley from the Arcanis Mailing List www.yahogroups.com/LA_Talk/

Campaign Information

Q) Will running a LA scenario require me to purchase any additional books other than the D&D core?

A) Yes, chances are you will need the Codex Arcanis. It's our world book. We have new races as well as new rules for elves and a list of new feats, spells, PClasses and Domains. Also the Psionics Handbook would be very helpful.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) How easy will D&D judges adjust to the d20 environment of Arcanis?

A) Very. Not only am I the Living Arcanis Coordinator but also the Rules Designer/ Rules Editor for Paradigm Concepts. The PSI rules will take a little getting use too but they fit very well into 3E. GMs should have very little problems.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) Who is the official point of contact that I should talk to for arranging the scheduling of a LA scenario or two?

A) Hi my name is Pedro Barrenechea. Just call me Pete, I'm your Living Arcanis Coordinator ::smiles:: welcome.

You want a Living Arcanis adventure? I'm the guy to e-mail. Our mods will be up for ordering a few weeks after its premier convention. If you would like to order Premiers (Soft or Hard Point adventures) Please e-mail me (LACord@Paradigmconcepts.com) with the request and after GenCon we will get right on it

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) Coryani Legions are composed of humans or Vals or both? Also, are the generals Vals, human, or can they be either?

A) They can be either humans or Vals. Half -Orcs and Dark-kin have also been known to be in the Legions but they rarely rise above the rank of Centurion (prejudice, you know.)

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Who exactly were the Eryunellians and what legacy have they left to modern Onara?

A) The Eryunellians were mages who excelled in battlemagic. They fought a devastating war against the Myrastian Hegemony, which ended in their eventual defeat due to the intervention of the Sorcerer-King and his forces.

As to their legacy, that remains to be seen and discovered.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) I had read in previous messages that some city maps were going to be included in the Codex Arcanis, but I don't see any! I'm just wondering if these maps exist and if they do if they'll be appearing in the web supplement that you're going to be releasing for the codex.

That was the plan, but the space constraints were too tight, so they were cut. These maps were the same ones that are available for download from our websites. We were going to publish them for those who do not have access to the Internet.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Out of curiosity, is it possible for a character that is neither a Wizard nor a Sorcerer to choose the Hawk or the Shield as his faction? While the majority of both factions would certainly be Arcanely gifted individuals, it occurs to me that both factions would benefit from having some loyal fighters, rogues, etc. around.

A) Yes it is possible. Friends and/or relatives of those who have been victimized by the Harvesters or who could be victimized are logical choices for membership into either group. Having a strong sword arm to back you up while you're casting is very helpful. :-)

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) If a character plans to be a multiclassed fighter/wizard (for example), would he have to take the wizard class first in order to take the Hawk as his faction?

A) No, for the above reasons. Actually, it would make sense for the PC to multiclass afterwards, as she would be exposed to many Mages or Sorcerers. Perhaps a Mage took a liking to the PC or saw in her a spark of the Gift and chose to instruct her in the Mystic Arts.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Can a character ever change factions? If the aforementioned character started out as a fighter with Coryan as his nationality and faction, could he then change factions and join the Hawk once he took a level in Wizard?

A) To clarify: Your nationality is not a faction like a secret society. It's your nationality, something, which you are loyal to. If you choose a "faction" like the Hawk or Shield, you would still be Coryani, for example, but your loyalty to your Faction supercedes your loyalty to your nation.

It makes for interesting roleplaying when the interests of your nation come in direct conflict with those of your Faction.

But to answer your question: If you choose to join with one Secret Society and then want to change your alliance, you may do so at extreme peril. Your former associates may take a dim view of your disloyalty and may wish to make sure that none of their secrets fall into the wrong hands. Congrats, now you have a secret sect after you.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) I was just wandering what is planned for next year (2001); amount of mod's, interactives, and other things of the sort?

A) While I really don't want to go into exact detail and ruin any surprises, expect the following:

1. The continuation and conclusion of the 1st year LA story arc, "Ascension" through to Gen-Con.
2. Our first official interactive.
3. A "Tristor"-like mod that can be played at home with your LA PCs.
4. Lots of other stuff. ;-)

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) How long ago did the Dwarven Deneki Enclave vanish? I'm still trying to tie my dwarven wizard in with them somehow, and I figure that if it has been a long time, they might have been on the right track, since none of the other enclaves has been successful yet.

A) The Deneki are off limits at the moment. We have plans for them and don't wish for PCs to be of their Enclave

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Character Creation

Q) What nationality are Ss'ressen and Dark Kin? What deities can they worship? What Factions can they join? Are all Ss'ressen from the Black Talon egg clutch?

A) Ss'ressen worship their own Deity, the Fire Drake and as for their nationality, they are considered Milandisian. As far as their Factions are concerned, that's up to you. (See the Dragon Annual for an in-depth look at the Black Talon Ss'ressen.)

Ss'ressen are all from the Black Talon egg clutch

Dark Kin may be from any **Human** nation and may worship any Deity as well as joining any faction.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Can a PC be a Voei?

A) Nope. Voei are a savage and barbaric people without any civilized qualities whatsoever. I assume you are referring to playing a Voei in the Living Campaign. In a home campaign, the GM can do whatever he/she wishes.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Can a PC be a loyal Ymandrake? Could their prestige classes ever be open to PC's?

A) Never is a long time. Let's just say for right now, no and that the nationality of Ymandrake is not an option for LA PCs.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Could someone please let me know which if any of the builder books have been approved, or point me in the correct direction to find this information.

A) The Character Creation Guidelines ver 2.0 will have a complete list of which Builder books have been approved. The CCG should be online (Free BTW) at this time.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) MUST you have a nationality? I know you don't have to belong to a faction, but do you have to have a nationality?

A) Nationality is the default faction for anyone who does not choose a secret society. Everyone has to be born somewhere, so yes choose a nationality.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) Is it practical to say that your character is a member of one of the legions? I am currently developing my first LA character and my character concept is leaning towards an ambitious young Val who is serving in the legions as a means to eventually gaining entry into the Senate. Could I just say he is in a legion and assume his more mundane tasks are dealt with "offstage"? Will there eventually be legion-related metagame activities? Any insight would be appreciated.

A) It's not really practical to say that you are **currently** attached to a Legion as that would mean that you would be obligated to move as the Legion is moved to whatever assignment it has.

However, you can say that you were a member of a Legion and that you have mustered out. Usually, in times of relative peace, the time a young Coryani Nobleman is expected to serve in the military can be anywhere from 2 -4 years. If you are taking a Fighter-type class, this would be a great way of explaining why you have these skills. Also, the Legionnaire Feat would be a good idea.

We are planning certain Meta-Org activities and one will definitely be a Hall of Legions, where non-active legionnaires can go and tell stories with other legionnaires.

Remember, once a legionnaire always a legionnaire.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Classes

Q) In Arcanis, a Paladin can serve the church as a whole instead of an individual god, right?

A) Paladins **MUST** begin his/her training and service to a specific church. Afterwards, the Paladin may opt to protect the entire Pantheon or Mother Church without specifying the deity, but he/she is always regarded as a Paladin of the original Temple he/she trained in, but this is **VERY** rare indeed.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) That's really too bad. I really liked the idea of a paladin that served the church as a whole instead of an individual god.

A) That time may still come. During the reign of the First Imperium, the Gods were truly worshipped as a combined whole. There were no priests of Nier or Beltine, etc. There were just priests of the Pantheon. These priests knew the rituals needed for each of the gods and had access to all the domains of the Gods. Same with Paladins. They served the Church as a whole.

Then, of course, the Theocracy of the Cleansing Flame toppled the old Imperium and was eventually toppled in turn, bringing about the Shadowed Age and a time of isolation and ignorance.

Now, there is a Secret Society that is trying to follow the old traditions. Your character could be a member of the Orthodoxy, trying to return to the old ways, but your PCs original training would have to have begun in **ONE** God's Temple.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) Are you also planning on adding a restriction that a druid must chose a deity? I notice that Ranger has such a restriction, but Druid does not.

A) My first instinct was going to be "Yes", but then I began to think about those Druids that may exist in the Western Lands who would worship the "elemental gods", so I would say that if you are Coryani, Milandisian or Altherian your Druid would worship Saluwe'. Outside of those areas, the choice is yours.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) Under her listing on page 10 of the Codex it lists that priests of Anshar can activate portals. I would like to know if Druids, Paladins, or Rangers fall under the category of "Priest" since they dedicate themselves to a specific god in the pantheon for their divine powers or whether Clerics are the only ones who learn the secret of the portals. Perhaps there might be a monk order that would also know how to use them?

A) Now, as far as Portals go, these are very special rituals taught to the clergy of Anshar. It was omitted from the Codex (a MAJOR oversight) and will be included in the Codex Compendium as Errata. In essence it's the same as the val'Inares Bloodline power Walk the Path of the Stars, but is considered granted power of the Travel Domain.

When your Ranger and Paladin reach sufficient level to cast divine spells, they *may* be taught the ritual *if* they have shown their loyalty and faith to the Ansharan priesthood or the val'Inares family by performing extraordinary actions.

Again, a Druid would not have access to this ritual.

As of right now, no Monk Order has this ability.

Source: Henry Lopez, President of Paradigm Concepts, Inc .

Q) Can Ss'ressen be sorcerers?

A) Page 163 of the Codex states that "Humans may not be Sorcerers". All other Races, including the Ss'ressen may.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) I just took a level of cleric of Nier. The Holy symbol (and divine focus) for Nier is a fire opal. Does the church automatically provide one or do I have to buy it? And if I have to buy it, how much is it?

A) Well, let's see. Pg. 108 of the PHB states that a wooden Holy symbol costs 1 gp and a silver one costs 25 gp. If we do some creative extrapolation, let's assume that a low-quality Fire Opal Holy Symbol (i.e., an Opal with the symbol of Nier inscribed upon it) costs 1 Imperial (or Baht, the Canceri equivalent of a gp. And yes to simplify things there aren't varying exchange rates. 1 Imp = 1 Baht = 1 gp.)

A finer quality Fire Opal Holy symbol of Nier would then cost 25 gp.

The Church would not provide you with one, but you can purchase one from the Gift Shop outside the Temple area.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Races

Q) Ss'ressen and their tail whip: I take it that you don't need to make an attack roll with the tail, due to the reflex savings throw. However, is that saving throw continually static? Or does it become more difficult with some factor (like the Ss'ressen's strength, dexterity, or other to hit advantages?) also, can the Ss'ressen use this attack for a trip maneuver? Does it count as an "unarmed attack" for a monk's unarmed attack rate?

A) Yes, you need to make an attack roll. The feat states, "You can use your tail to make *an extra melee attack* as a move-equivalent action. " I would say that yes, a Monk can use his highest unarmed attack bonus to strike with the tail.

And No, the DC of Ref save never raises. Ss'ressen can use this attack as a trip maneuver, but it is treated as a normal trip attack, (i.e. you don't do the 1d4+1 damage and you can't take the trip action as extra melee attack). The Ss'ressen tail slap is more of a sweep, as you face more experienced (or quicker) foes they can easily avoid falling on their face.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) Ss'ressen and their claws: It says that they can attack with two claws for 1D4+strength. Since it's two hands rather than one, what is the size of this attack? If different from the normal unarmed strike, can it be used for bonuses on unarmed disarms? Do the claws afford any advantage to monks?

A) Claws & Monks

In this case, a monk's attack at 1st level (1d6) is better than the 1d4 damage per attack, but Ss'ressen monks can deal P, B, or S type damage with their attacks. In other words a High-level monk can decide to use his claws to change the damage type from Blunt to Slashing.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) The Elorii are able to speak the language of their element's creatures (which I would assume, per PHB, to be Terran, Ignan, etc.), yet these do not show up on the list of allowable languages in the CCG. Is this an oversight, or are LA elves not allowed to have them? If it is an oversight, can the languages be purchased with skill points by other characters?

A) The languages of Ignan et al. were omitted on purpose. The Elorii can speak with their elemental brethren, but it's more of an intuitive manner of communication: part empathy, part speech, and part gestures.

Since the Elorii have a piece of the elemental essence as part of their souls, this empathic form of communication is a singular occurrence by Elorii type and cannot be learned by others, nor is it necessary for the particular Elorii to spend points to learn this language.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) According to the Codex Elorii reach adulthood at ten years of age. For the purposes of Living Arcanis, how young can Elorii be?

A) I believe that Elorii PCs should follow the same chart as the humans. Mid to late teens and up. Of course, if you want to make a 100 year old Elorii, that's fine too. He/She would have just spent ALOT of time in the Vastwoods before coming out to play.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Conversely, how old can Elorii be? Given that they don't die of old age, is it possible to play a starting character of some ridiculous (millennia) age, possibly one who witnessed the death of the Elorii Gods, or other distant historical events? If it's allowed... how plausible is it?

A) No, Elorii PCs should be "young bucks" so you can't have start off with one that is as old as you describe. I'd say the cut off should be 100 years or so. Either way, they would not have any special knowledge that a 25-year-old Elorii PC would have, so there's no real advantage.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Further information: The age range you are talking about is that of the Great Elorii, or High Elves. Many are creatures of incredible power. In addition to the benefits of having dozens of human lifetimes of experience, elder Elorii undergo physical changes that dramatically heighten their affinity with their elemental nature, giving them amazing abilities. Alas however, these ancient beings are not available as a PC race. To be fair though, you can't play a Valinor, either)

As the Codex states, Elorii PC's should be Laerestri - and most Laerestri are young (in Elorii terms, 25 to 200 years). In the north, Elves that heed the call to wander from the relative safety of the Vastwood enter a world hostile to them, and often serve as mercenaries in the armies of the various human despots. Danger is ever present, and inevitably numbers of elves fall on the battlefield. When an elf is reborn, he or she will not usually remember details of their previous life, but their personality will be, in large part, the same. Therefore an elf that chose to wander in the previous life may likely decide to do so again. Given that the first Laerestri emerged from the forest just over two centuries ago, it makes sense that most Wanderers are less than 200 years old.

In any case, where the world of humans is concerned, Elorii PC's are indeed "young bucks".

The Elorii usually spend the first few decades of their lives in training with their Bloodkine, and no Laerestri are given leave to wander without first demonstrating the ability to defend themselves. So, most elves are at least in their 30's before leaving the forest.

An individual Elorii could possibly be ready to wander by his/her teens in the case of a prodigy, or of an Elorii with strong memories of his/her previous lives (see the feats Henry spoke of), but this would not be the norm.

Source: Brian Dalrymple, Writer, Codex Arcanis Elorii Chapter

Q) Can you play a Dark-Kin with Val ancestry, but with no Val powers?

A) In short, No.

As stated in the Codex, if a Val and a Val mate the offspring is a Val. If a Val and a human mate, the offspring is a Val.

If a Val and a Dark-kin would mate, the offspring is a Val or a Val Dark-Kin (extremely small possibility of that)

Now, Dark kin crop up every so often as accidents of births, meaning that someone's ancestor could have mated with an Infernal, had a Dark kin, but when that Dark Kin mated, the offspring was a normal human. The Dark kin "blood" (or gene) could stay dormant for centuries until appearing again.

Therefore, a Dark kin could NOT have Val ancestry and not be a Dark kin Val because Vals always breed true

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) It states that Dark Kin make animals uneasy. Does this apply to beasts? To magical beasts?

A) As "Stat Monkey", I would say only normal beasts. Magical beasts don't react as badly as normal creatures, but they are still uneasy around them.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) More precisely: if I've got a Dark Kin sorcerer with a cat familiar, the familiar being a magical beast instead of an animal, will it sense something about the Dark Kin that makes it uneasy?

A) Again I would say no. Familiars are bound to their master, same as a Paladin's Mount. These creatures share a very personal & magical connection with their Dark Kin masters.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) Let's say I'm playing a Val Paladin, with a bonded heavy warhorse. Would my horse react to a Dark Kin approaching, even if that Dark Kin were successfully disguised as a human? If so, Wizards and Sorcerers and Paladins have an advantage in identifying Dark Kin.

A) Yes, familiars and mounts (such as a paladin's mount) would feel the "wrongness" of the dark kin and start acting strange. But it would not be able to pick the dark kin out of a crowd.

Yes, Wizards, Sorcerers, Paladins, and Druids (or anyone with a mount/animal companion) can use their pets to detect dark kin.

Just keep in mind, dark kin are not attacked on sight, nor are they hunted. Some may treat them with a measure of disrespect, pity, curiosity, and, in some strange cases, amazement. Dark Kin are not treated like drow in Greyhawk.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) For the half-breeds (half-orc, half-elf, gnomes), is there some axiom stating what race the mother must be?

A) There are no hard and fast rules as to what gender each parent must be, but I would like to point something out.

There are NO half-elves on Arcanis.

As soon as you get the Codex and read Chapter 11, you'll see why Elves and Humans (or anyone else for that matter) cannot reproduce.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) An NPC in the Personages of Ymandragore mentions goblin blood in his ancestry. Can humans crossbreed with goblins as well? What about hobgoblins?

A) If the narrator of the chapter can be believed, yes. It stands to reason if there can be Half-Orcs, then humans who breed with goblins or hobgoblins can issue similar offspring. And before you ask, yes you can say that your Half-Orc is actually a Half-Hobgoblin, (use the exact same stat block as a Half-Orc), but no he can't be from Ymandragore.

Clarification: This not a new race that can be played. I was saying that if you would prefer to have a Half-Orc PC that has Hobgoblin blood instead of Orc blood, you could say so. Once again, this is a ROLEPLAYING hook, not a new race. As far as languages is concerned, given that the nationalities allowed for play in LA are explicitly listed in the CCG, they would tend to be raised by their human parents. (Reference Ig of the Many Tongues, page 51.)

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Where can I find information on Arcanis Gnomes? All I see is the little blurb in the appendix. There must be more somewhere.

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A) Well, the specific information besides the rules stuff in the Appendix is on page 127. But to truly appreciate the reasons why, please read Chapter 10 in its entirety.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Having read the Elvish side of the deaths of the Elven gods, I have to ask the following questions: Are elves that worship gods of the Pantheon shunned by their peers?

A) Yes they are. That's why we're giving LA Players a short time to correct these small faux pas. Any Elorii found worshipping the human Gods would be at best considered deranged or heretical.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) If I understand correctly, all Val breed true and all Val are considered noble. How, exactly, does this work in society? For example, imagine a farm community where a young woman dallies with a visiting nobleman and gives birth to a grey-eyed baby. The visiting nobleman is long gone, and the child is going to be raised to do farm labor.

A) Very good questions (the kind I love to grapple with)! The above scenario occurs more often than you think. Some Vals are irresponsible and feel that their higher social status allow them to swoon 'poor hapless farm girls' with their "God's Given Right to Rule". Then bam...you have a "noble" child living amongst the peasants.

Now, to your questions:

<<How are the other peasants going to treat this child? My thought is that they'll be a little afraid and a little scornful right up until the first Bloodline manifestation. >>

Possibly. They may also try to instill the children with a sense of "down-home" common sense and nobility [ala the Kents with Clark ;-)] or heap scorn and treat them badly depending how the villagers were treated by the local nobility. What you'll have to do first is characterize the general "personality" of the village and react accordingly.

Now, to the bigger question: Are the children truly noble?
The answer is No, not automatically.

There are many Vals who roam the continent, bereft of money, elite social standing, etc. They may be as poor as a dirt farmer, but are treated by the common man with respect at the least. Noble status comes from society and those that rule. Sure, you may be the Duke's fifth cousin's sixteenth son, but that doesn't automatically entitle you to land, wealth and a title.

Some Val families may welcome a "long-lost" relative with open arms, but even these are cautious in the giving titles and such. More often, even if given the opportunity by the ruling families, these "illegitimate" Vals would need to prove their worth, noble heart, and loyalty to the family before being accepted as a full member.

Remember that Vals can also be evil and base. Why would I let a perfect stranger rule in my name only to find that that he's been demanding "unwholesome" tribute from the peasants. A major stain on the old honor just waiting to happen.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) A clarification... Are ALL Vals supposed to carry the last name of their forbearers, or are there "lesser" Vals that have last names like Val' JohnQPublic?

A) Yes, they carry the name of their forbearers, although within the Val families themselves they may differentiate by lineage. For example: All val'Holryn take that name, but those who were from Simon's lineage may differentiate themselves to other members of the family by saying they are Scions of Simon or from the line of Simon. Usually it's taken from a very important or powerful family member and its use is very uncommon. But you're safe calling yourself XX val'Ishi.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Since the Vals are apparently derived from humans, does this mean that all of their physical stats (save their gray eyes) are the same as those of humans (age, height, weight, hair, etc.)?

A) Correct. As far as hair color and other physical nuances, check the Codex under the 13 families.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) On p. 11, the description of the val'Ossan tells us that they "...tend to have dirty blond hair." On the other hand, the description of King Osric of Milandir on p. 65 says that he has "the trademark raven hair and gray eyes of the val'Ossan family." I'm a pureblooded val'Ossan, and I need to know what color my hair should be, darn it! 8-)

A) Sorry for the confusion. Let me clear it up for you.

The val'Ossan's from Milandir have raven-black hair.

The val'Ossan's from the south of the Coryani Empire (heaviest population in the province of Salantica) have dirty blond hair.

So just decide where your val'Ossan is from and voila...instant hair color.

PS.yes it should be hyphenated. ;-)

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) What countries can a Val character be from?

A) Every Human country has Vals. Certain countries have more of one type but that's so you can have a Val from anywhere.

Source: Nelson Rodriguez, Vice President Paradigm Concepts

Feats

Q) Are the new feats in the Codex Arcanis allowed in Living Arcanis? (It's not as silly a question as it sounds, honest.)

A) You can use any of the feats from the Codex Arcanis.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) Can we use the Psionic Feats from the Psionic Handbook?

A) You can use all the feats from Psi Handbook, except *Psychic Inquisitor*.

Also note that very soon we will have an update to the character gen rules, with added PClass and Feats for use by PCs in Living Arcanis.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) When it comes to those feats that make certain skills class skills for you (like Church Education, Fishmonger, Gentry, Knowledge of the Past, Legionnaire, and Linguist), does this mean that these skills are class skills (i.e. 1 skill point for 1 rank) no matter what class you take? That is what it sounds like, but I wanted to be sure.

A) They are class skills no matter what classes you take. They are always class skills for your character.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) The Linguist feat states that you get a +2 insight bonus to all Speak language checks. What exactly does this mean?

A) When you take the Linguist feat you get two extra languages for free.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) For purposes of nation-specific feats, are dwarven enclaves considered their own nations? (Meaning that such feats are barred to all dwarves, as none is specific to their enclaves.) Are they considered part of the nation that their enclave is in, in which case that would need to be clarified, or do they choose based on where they have spent most of their time?

A) For nation-specific feats, yes, each Dwarven Enclave is considered its own nation.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) What Nation specific feats may a dwarf take?

A) The only Feats that are nation specific that may apply to a dwarf would be:
Church Education (especially Solanos Mor)
Empower Blood (Sarishan dwarves only or those from Encali)

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) In Sword and Fist there is a variant ruling on weapon focus. A character taking weapon focus (long bow) also applies the weapon focus to composite long bows and mighty composite long bows. Is this more liberal rule allowed in LA?

A) Yes, we are using that rule.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) In consideration with the prereqs of "Any Human" and must be taken at creation, what races fall under "Any Human"?

A) The requirement is actually a national requirement, not a racial one. So any human nation will produce Gentry and each can produce: Val, Dark Kin or Human gentry as LA characters.

Source: Eric Wiener, CFO Paradigm Concepts, Inc.

Equipment

Q) Does it require a separate Exotic Weapon Proficiency feat to use pistols and rifles, or does one feat cover both?

A) Taking the EWP: Flintlock should cover both the pistol and the Rifle.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Is the ammunition and powder for a flintlock weapon readily available for characters to purchase (assuming they can legally do so)?

A) Yes and No. There will be a short essay on Blastpowder economics and what not forthcoming, but to give you an idea: He can receive an allotment of Blastpowder from his nation's Quartermaster in any major city in the nation, i.e. Capitol, Provincial Capitol, Ducal Seat, etc. Remember that Blastpowder is rationed to all the nations of Onara by the Altherians. Being a nobleman, one can expect to "take" a certain amount of the Blastpowder from his nations reserves, but a strict accounting is maintained and constantly requisitioning this rare commodity may lead to some major explaining. Also note that if you are a Milandisean Nobleman, you will be unable to acquire more while traveling in another nation. Blastpowder reserves are jealously guarded by each nation.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Where does it say that it is illegal to carry a flintlock unless you are noble? Because depending on what country says it and what country or race my character is from I might be in a mind to break that law. If that did happen what would be the penalties?

A) All nations enforce this law to one extent or another. No one wants the unwashed masses running around with arms that are considered Upper-Class weapons. The penalty is anything from cutting off your shooting hand to death. And yes, these laws WILL be enforced in the LA Campaign.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Just had a question for the guys in charge, what's the size of the flintlock pistols and rifles.

A) Pistols are considered Small weapons, while the Rifle is considered a Large weapon

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Since Flintlocks can be used as melee weapons if necessary, how do the proficiency's work? What about weapon focus and specialization?

A) Exotic weapon proficiency: Flintlock will allow you to fire both rifles and pistols w/o penalty

Weapon Focus & Specialization must be taken for Flint Lock pistol and Flint Lock rifle

Lastly, Weapon Focus & Specialization doesn't add to one's attack bonus when using the weapon as a melee weapon. Weapon focus & Specialization must be taken in these weapons separately (for example Weapon Focus: Light Mace will give you a +1 to hit with light maces and flintlocks when used in melee (unless being fired in melee).

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) What would happen if someone of the Val bloodline of the god of fire (Nier) uses their "make this weapon a flaming weapon" power on a flintlock rifle being used as a melee weapon while it's already loaded?

A) I would say that the gun would not go off ... for simplicity's sake.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Q) Errata for the Tralian Hammer:

A) This is an exotic weapon. The weapon also has *no* reach much like the Halberd.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Prestige Classes

Q) The Warriors of the Eternal Flame, the Warrior Prestige class that is granted spells by Nier, does not state whether the spells are arcane or divine, and what, if any, is the applicable stat.

A) As this prestige class is the most devout of Nier, the spells are Divine in nature and the level of the spell is considered to be that which appears on the list on page 173. The appropriate stat is wisdom and the caster gains additional spells according to his wisdom per the PHB

Source: Henry Lopez, President of Paradigm Concepts, Inc

Spells and Domains

Q) *Mantle of Unassailable Flame* is listed as being in the Enchantment school, which makes no sense whatsoever to me, as Enchantment deals with mind-affecting magic. Is this intentional?

A) Nope, you're right. It should be from the Abjuration school. Sorry.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) Is the omission of Anshar from the Travel Domain list on page 181 an oversight?

A) Yeeesh! That is one MAJOR typo.

Actually, the only God who should have Travel as a Domain is Anshar. In other words, under the Travel Domain replace Yarris with Anshar.

Note that the Bloodline power of Yarris is more a function of the val'Ossan's affinity to water than an aspect of the Travel domain.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) Some of the options for the Reincarnate spell don't exist in Living Arcanis, or are not legal PC races in Living Arcanis. How is this handled when Reincarnate is cast on a PC in Living Arcanis?

If your character comes back as a non-PC race, it is out of the game. I never thought about writing an Arcanis Reincarnation chart. I'll work on that this weekend...

And no you can't come back as a dwarf. Dwarfs are a special case, you know someone who is dark kin also has a tainted soul... Hmmm this could make reincarnation rather interesting...

Clarification: There will be a major re-working of this spell forthcoming as it just doesn't fit into the cosmology of Arcanis as is.

Source: Pedro B (Living Arcanis Coordinator and Stat Monkey)

Val abilities

Q) Can a val'Virdan monk set himself aflame for unarmed attacks?

A) The Monastic Orders will be covered in the forthcoming this document. At this time, no you can't.

Source: Henry Lopez, President of Paradigm Concepts, Inc

Q) What would happen if someone of the Val bloodline of the god of fire (Nier) uses their "make this weapon a flaming weapon" power on a flintlock rifle being used as a melee weapon while it's already loaded?

A) I would say that the gun will not go off ... for simplicity's sake.

Source: Pete B (Living Arcanis Coordinator and Rules Guy)

Q) I noticed that of the 13 major bloodlines, that the Val'Holryn are not listed in the bloodline powers.

A) The val'Holryn are the **only** Val family which may choose **ANY** other family's Bloodline powers (though they must stay with those powers all the way through).

For example: Alec val'Holryn's player may choose the val'Tensen Bloodline powers.

Just a bit of insight, the val'Holryn were the very first Val family ever created.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Can someone tell me how to calculate the DC for a Val's bloodline power when it requires a save from the opposition? Some powers are listed as Supernatural effects and presumably follow the formula in the MM (but I don't know for sure - can seem to find if its stated anywhere). Others are Spell like effects and even go off from spells of different levels. Gods forbid I get on the wrong side of a val'Virdan Flamestrike but what would I need to roll to get away?

A) Here are the Bloodline power rules:

Unless otherwise indicated in the power description, all bloodline powers that require and an effective caster level use the Val's total character level. The saving throw to resist a Val's bloodline power is equal to 10 + the Val's charisma modifier + the Val's blood rank. Val characters receive a bonus to saving throws against bloodline powers equal to their Bloodrank.

Special Psionics rule: Psionic Powers and Attack Modes that require a saving throw have their saving throw DC raised by the manifesting Val's Bloodrank (if applicable) and all Val characters gain a bonus to their saving throws to resist Psionic Powers and Attack Modes equal to their Bloodrank.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) The stat point cost for Val blood ranks during character creation seems a little steep. Wouldn't it be better if they cost 4 and 8 instead of 8 and 12?

A) It was purposely designed in that manner so that those who truly wished for their PCs to have great blood

potency, (i.e. higher blood rank) they would have to make a difficult decision. If it were cheap, we'd be flooded by Vals only.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) What determines 'major' versus 'minor' for the Val bloodlines? What other gods used to be in the Arcanis pantheon that they spawned Val families?

A) Major is a matter of power and politics. The Gods of Arcanis were not just limited to one family. Remember, its the Valinor of the Gods that actually mated with the humans and each God has more than one Valinor. So in Saluwe's case, for example, one Valinor sired the val'Dellenov line while another mated and sired the val'Haupt line. The fact that the val'Haupt's are considered a minor line is just due to their political power, etc

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Is val'Sungha in the League of Princes an example of this? What sort of bloodline powers would they have? Do they have any?

A) Yes, indeed they are. And yes they do have Bloodline powers that differ from the others but you'll have to wait just a bit to see them fleshed out. In any case, they can't be used as PCs yet, so that shouldn't be a problem.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

Q) Could a Val'Holryn have the bloodline powers of such a family?

A) Theoretically, yes he could. But for right now, all val'Holryn PCs must choose from the other 12 major Bloodlines.

In the upcoming adventure, ***In the Shadow of the Devil***, you'll meet one of the vilest Val families on the continent, the val'Bausicz. That adventure will also list their bloodline powers.

Source: Henry Lopez, President of Paradigm Concepts, Inc.

The Monastic Orders of Arcanis

During the glorious age of the First Imperium of Man, the peoples who would one day populate the Empires of Coryan and Khitan lived harmoniously with one another. Ideas, philosophies and traditions flowed like Yarris' tides and were adopted or discarded at whim.

When the befouled Sword of the Heavens marched upon that Majestic Nation, those of Khitani stock, the Uls and their progeny, fled northward led by their Sleeping Emperor, leaving the valiant and pure Vals and their wards to stand against the unstoppable Flaming Horde. Many of the traditions of the Khitan were thus discarded, seen as the works of cowards, but for one. The tradition of Monastic Orders survived the vilification of the Khitani Exodus and exists to this day. – Welswick val'Inares, Historian to the King of Milandir, 1022 I.C.

The Monastic Orders of Arcanis have an ancient tradition, spanning millennia. Many of these Orders were directly spun off from various Temples as the need for scholars and scribes to translate and copy the Holy text became necessary. Others were created by the desire of some to contemplate philosophies that were not popular or even accepted by the populace at large.

Ignorance, though, leads to fear and violence and many of these secluded Monasteries were branded Heretical or Evil by many during the Shadowed Age. Some of these Orders began to train themselves in the art of combat, not only to defend themselves from the misguided but also to safeguard against roaming bands of brigands and humanoids.

Thus the tradition of unarmed combat was adopted, both from the desire to not permanently harm these ignorant peasants, but also due to the scarcity of arms. These Orders became known as Fighting Orders and were given a wide berth due to their martial prowess.

Monks can be a fascinating PC class to choose. A mix between a philosopher/scholar and Bruce Lee Martial Arts master, the role-playing opportunities afforded are practically endless. As you will see below, the style and types of Monastic Orders are as varied as the Monks themselves.

A few notes before proceeding to the Orders themselves:

- PCs are normally from what are known as Fighting Orders. Although other, more scholarly Orders exist, role-playing the copying of endless rolls of Holy text can be a bit monotonous.
- With very few variations, the Monk abilities from the PHB will be the default progression of the Monk PC. This represents the lessons taught to the Neophytes of the Order.
- If a Monk PC manages to prove himself worthy, he/she may be inducted into the Inner Circle of the Order and are shown the Mysteries practiced. This is represented by advancing to a special Prestige Class, one of whose requirements is membership in said Order.
- You do not **HAVE** to choose one of the Orders listed below. You must choose one, however, if you wish to take advantage of the Multi-classing options or future unique Pclasses.
- These unique Prestige classes are not listed at this time. Remember, that an aspiring Monk chooses to join an Order due to an affinity with that Order's philosophy, not because he can eventually gain flaming fists.

Below is a list of Monastic Orders available as options to the Living Arcanis player. This list should not be viewed as definitive nor exhaustive, as listing every single Monastic Order is beyond the scope of this treatise.

The Order of the Iron Soul

Patron/Affiliation: The Temple of Anshar

Location: An unknown location within the Western Marches.

Abbott: Hundin val'Inares, His Most Serene Grandfather.

Multi-Classing Ability: None

Philosophy: Patroned by an Ansharan sect venerating Her Outcast Aspect, this Order assists those whose tainted souls rile against a pure heart. Many Dark Kins who are troubled by the malignant evil within them petition to join this ascetic Brotherhood, hoping to learn ways to control their Infernal Ancestor's legacy.

Members of this Order are taught that emotions are like the deadly whirlpools of Yarris' oceans, always threatening to suck them down into the darkest bowels of their souls. These Monks are masters at controlling their emotions with an iron will. Unfortunately, repressing one's negative impulses exacts a heavy toll, as these Monks rarely show any emotion whatsoever, good or ill. Many believe that the cold, stoic reputation associated with Monks can be traced back to members of this Order.

Symbol: Members of this Order bear burn scars on their inner forearms in the shape of a serpent, whose demeanor they attempt to emulate.

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Misc. Notes: Members keep their heads shaved at all times and tend to wear the plainest of clothing, usually just a threadbare brown robe of course cloth.

This order only: Monks who follow the tenets of this order are granted a +2 bonus to all Will saves. Their focus on the mind costs them a –1 penalty to Ref saves.

The Order of the Blade

Patron/Affiliation: The Temple of Hurrian

Location: Sequestered in the Parthian Mountain Range.

Abbott: Divelos Norvitecus, the Blade of Hurrian.

Multi-Classing Ability: Fighter

Philosophy: Nestled in the Parthian Mountain range in the Duchy of Moratavia in Milandir, the Order of the Blade stands as a sentinel over the ancient lands of the val'Tensen family. Founded shortly after the fall of the Auxunite Empire, it was granted an Auxunite Fortress from where it has instructed the scions of the val'Tensen family, as well as any who feel Hurrian's call to defend the weak, for centuries.

The elder monks are primarily comprised of war veterans who, for physical or psychological reasons, are no longer fit for duty as warriors. These seasoned swordsmen instruct novice monks in the way of the Blade, the path of transforming oneself into an instrument of Hurrian's Will. After many grueling years of practice, the sword and the monk become as one; the blade becoming an extension of the monk's limb.

Unfortunately, the pall of controversy hangs over the Monastery of late. The Order has traditionally been a place where the val'Tensen family has sent its best and brightest children to master the blade, and the Monastery has always welcomed them, whether they be Milandisian or Coryani.

However, the recent invasion of Milandir by the Coryani General Menisis val'Tensen has caused many Milandisian nobles to call for an end to this tradition and bar any Coryani from induction into the Order. Adding to the tension is the well-known fact that the current Abbott is a Coryani national and a former member of the Legion of the Storm Lord, one of the Legions currently occupying Moratavia.

To date, the leadership of the Monastery has been able to postpone any such decision, but the time will soon come when the Monks of the Blade will be forced from their precarious perch on the sword's edge and side with one faction or the other.

Symbol: Members of the Order bear the brand of a longsword pointing downward, upon their chest.

Misc. Notes: Members of this Order are called the Blades of Hurrian or 'Blades' for short. They tend to shave their heads, thereby denying an enemy an advantage, and wear as little clothing as possible, usually only a short vest or tunic and loose breeches.

For this Order only: The long sword is considered a Monk weapon and enables the Monk to use his unarmed bonus when wielding it.

The Order of the Perfect Union

Patron/Affiliation: The Temple of Illiir

Location: In the Corlathian Mountains near Solanos Mor.

Abbott: His Illuminated Perfection, Morven of the House of Vodik.

Multi-Classing Ability: Paladin

Philosophy: This Monastic Order strictly adheres to the scriptures of Illiir, calling for the perfection of both the mind and the body.

Within its white marbled walls, the perfect world of Illiir is recreated as closely as possible by imperfect hands, though those visitors from outside the Order consider it cold and sterile.

Initiates entering the Monastery undergo a grueling ritual, which scrubs away the filth of the world and prepares them for the path of perfection. Many of the Elders of this Order are Vals of exceedingly powerful Psionic abilities, who use their mastery of the mind to probe, shape and cleanse impure thoughts and urges from the young initiates. Even after advancing in the ranks of the Order, those Monks who travel abroad in the world are required to submit to scans to assure that they have not been contaminated by imperfect ideas or urges.

Attiring themselves in form-fitting body suits and enveloping cloaks, these Monks usually leave only their faces exposed to elements. Paradoxically, although they eschew casual physical contact, they are commanded by their leaders to travel beyond the Monastery's elegant gate and interact with the world, seeing firsthand the contamination wrought by those who have strayed from Illiir's path. During these extensive travels, the monk views any interaction with the unclean (anyone outside the Order) as a test of their own ability to resist corruption.

Dwarves from Solanos Mor are very welcome and are frequently inducted into the Order. Viewed as exemplary models in their devotion and piety to Illiir, these dwarves are treated without prejudice and are accorded any and all

privileges and duties. Many dwarves come to the Order trying to perfect their bodies for the express purpose of breaking the Curse. The current Abbott of the Order is the ancient dwarf Morven who suffers fools lightly and has expelled many a member of the Order at the slightest hint of impurity in action or thought.

Val members are afforded the opportunity of reaching their potential as Psionicists. Some say that there are no greater masters of the power of the mind than the Elders of this Order.

Symbol: Members of this Order bear the mark of Illiir, a stylized sun symbol upon their brow.

Misc. Notes: Haughty and assured of their superiority, members of the Order are seen as cold, aloof and smug by the unclean.

This order only: The mind cleansing of this order gives them a +2 bonus to saves against any Mind Affecting spells as well as any Psionic attacks. This lack of strong emotion has the side effect that magical fear has a much stronger effect on them they suffer -2 against fear effects. Also, the unclean seem to physically harm these monks. Any attacks by undead do an additional +2 damage as the monk's body cannot abide their impurity.

The Brotherhood of Man

Patron/Affiliation: Unknown

Location: Cells of this Order are known to exist, but their exact locations remain a mystery.

Abbott: Unknown. Only Cell Masters may be known to the Initiates

Multi-Classing Ability: Rogue

Philosophy: Members of this small but growing order have been declared traitors in the Coryani Empire, Milandir, and in Canceri, a disgrace that they consider to be a badge of honor. The reason for this persecution lies in the prevailing philosophy that the leaders of this Order espouse, specifically that the rule of the Vals has been a plague upon humanity and that Man should be master of its own destiny.

One would imagine that members of this Order would be anti-Pantheonistic, but no, the leadership teaches devotion and piety towards the Gods as one of their most sacred tenants.

The Elders of the Order point to the fall of the First Imperium, the subsequent Shadowed Age, and the current silence of the Gods as testament that the Vals have failed in their assigned duty as guardians of Mankind and have incurred the displeasure of the Gods.

To further inflame the mistrust the ruling Vals afford to these mere men, these monks have been aided and abetted by the Elorii, specifically those known to harbor hatred and bitterness for all the Vals represents. Should this alliance shift to a more militaristic union, it may well be the harbinger of doom for the sons and daughters of the Valinor.

Symbol: Members of this Order slice off the top joint their left pinky, making it easy to identify a member while being explained as a workman's accident should they be questioned.

Misc. Notes: Members of this Order usually belong to a six-member cell and attempt to sabotage the agenda's of the ruling Vals, but will usually not engage in assassination unless the direst of circumstances necessitate such a drastic move.

This order only: The hatred for the Vals drives these monks to the brink of madness. Their anger compels them to attack Vals without concern for their own bodies. When combating an obvious Val, these monks lose their wisdom bonus to AC but instead apply it to unarmed attack damage.

The Order of the Bronze Sepulcher

Patron/Affiliation: The Temple of Neroth

Location: Within the walls of the City of the Dead in Abessios

Abbott: Imsiba val'Mordane

Multi-Classing Ability: Necromancer

Philosophy: This Order has been in existence since the days that the Myrantian Hegemony ruled Abessios and the surrounding lands. The ancient Myrantians worshipped different Gods than those accepted by the Mother Church of Coryan, the greatest of which was Tzizhet of the Many Limbs, a strange amalgamation of Neroth and Sarish. Like modern day worshippers of the Death God, the ancient Myrantians held their ancient dead and undead ancestors in the highest reverence.

Unfortunately, some of these ancient ancestors become addled and disoriented when receiving Neroth's gift of Life Beyond Life. To assure that they harmed neither themselves nor others, an order of monks were created and trained in dealing with these uncontrollable undead without causing them permanent harm. A unique fighting technique was developed that mainly dealt with submission holds and throws allowing these Monks to either restrain or firmly place the walking dead back into their tombs.

An Initiate of this Order is also instructed in the mysteries of the Nerothian belief system and is awakened to the world beyond the veil of life. Eventually, should the monk continue his lessons, he will develop the ability to resist the necromantic energies that some undead naturally exude.

For millennia, this Order has tended to the vast necropolis on the outskirts of Abessios and other cities of the former Myrastian Hegemony, known as the City of the Dead, caring little for the activities of the outside world.

A few years ago, that all changed.

An underground movement to sabotage and destabilize the Coryani rule of Abessios has been active in the city for decades. The assassination of the wife and children of the General of the Legion of Radiant Glory upped the stakes precipitating an unorthodox response by the Coryani legion. Instead of rounding up known members of this movement and their sympathizers, the General decided to strike at the spiritual heart of the population, ordering his siege engines and troops to raze a section of the necropolis at first light. The blazing light of the sun burned and destroyed as many of the walking dead as the crushing masonry and boulders hurled by the catapults. The destruction was a terrible blow to the citizens of Abessios who were forced to witness the devastation.

Among the casualties were members of the Order of the Bronze Sepulcher whose surviving members decided that the time for inaction had long since passed. Now actively involved in the overthrow of Coryani rule, these usually reserved and peaceful monks have been stirred to a bloodthirsty frenzy to the dismay of the legionnaires stationed in the city.

Symbol: Members of this Order brand themselves with the holy symbol of Tzizhet somewhere upon their body, normally on their left shoulder.

Misc. Notes: These sallow skinned monks ritually use a depilatory salve to defend against lice and other such parasites that thrive in the places of the dead. The cream has the unfortunate side affect of leaving them smelling strongly of formaldehyde. The usual attire of this order is a long robe that resembles funerary shrouds.

This Order only: Monks of this order gain +2 against any undead fear effects. But due to their repugnant smell, suffer a – 5 on any Diplomacy checks.

The Order of the Incandescent Path

Patron/Affiliation: The Temple of Nier

Location: Near the opening of a volcanic vent of Nier's Spine in Canceri.

Abbott: Menoc val'Virdan

Multi-Classing Ability: Fighter

Philosophy: Nier is the ultimate warrior: Fierce, relentless, unstoppable. The monks of this Order believe it is not the mastery of the weapons of war that makes a great warrior, but mastery over the body and the mind. In fact, the greatest weapon that can be wielded is a sharp, analytical mind coupled with a steel thewed body.

The monks are taught to control and channel one's emotions to the task at hand, temper ones body to iron hardness and focus on the true objective: the annihilation of the enemy. Their single-minded focus has made members of this Order one of the most feared throughout the Known Lands.

The Monastery sits adjacent (and in places over) a lava vent in the volcanic mountain range known as Nier's Spine. According to legend, during the battle with Keleos, Nier commanded the very magma from below the earth to boil up and shower upon the Elorii Fire God. During the same battle, Keleos managed to wound Nier with its fiery blade, slashing across his chest. A few drops of blood fell from this wound and ignited deep within a rift formed by the nascent mountain range. This fire is considered holy by the Nierites and is one of the nine known pillars of flame that can be found throughout the Known Lands of Onara.

The Monastery was founded early during the First Imperium to safeguard and venerate the Fires of Irlagul, the ancient Altharian word for "the First Wound".

Some Monks of the Order eventually become worthy of learning the deeper mysteries of their faith and are said to have the ability to ignite their very fists. The process is said to involve immersing one's hands in the Fires of Irlagul, though... *"woe be to he who is found unworthy by Nier, for he shall be consumed for his conceit."*

Symbol: Once past the initial stage of training (1st level) a series of tattoos are inscribed upon their forearms beginning at their wrists. With each additional rank achieved, an additional ring of fire is tattooed further up the arm.

Misc. Notes: Monks of the Order are usually attired in reddish or orange colored robes with the strong smell of smoke and ash hanging about them.

This order only: The monks of this order have toughened their bodies to such a degree that they are considered to have +1 Natural Armor. Their belief in hand to hand combat is such that they will not allow themselves to use any Ranged weapons. Death should come from the touch of Nier.

The Order of the Pearl Maidens

Patron/Affiliation: None. Allied with the Royal Houses G'mel and val'Haupt of Censure, and the Nawali of the Bleak Coast and Pengik peninsula. It is rumored that the Pearl Maidens have taken steps to solidify a naval compact with Naeraanth and King Osric of Milandir.

Location: The monastery ship called *the Way of the Pearl*, whose homeport is Pearlspar in the Hinterlands.

Abdess: I'kir Ruhk, Captain of the Way of the Pearl.

Multi-Classing Ability: Ranger

Philosophy: The Pearl Maidens are a matriarchal monastic order that promote the independence and liberty among the women of the Hinterlands and other nations, and ensure the safety of the many female pearl divers of the Bleak Coast. These women are a favored target for pirates, corsairs and reavers that ply the waves between the Hinterlands and the Pirate Isles, and the trade lanes between Censure and the Republic of Altheria.

Many hardened pirates have turned and run rather than face certain death at the hands of the crew of *the Way of the Pearl*, the ship that serves as the monastery for the Order. This large many-decked ship is manned entirely by the monks of the order who go to extreme lengths in running down pirate vessels and burning them down to the water line. Pearl Maidens often travel in disguise when on land, sequestering themselves in port cities or aboard ships for special missions.

Along with the usual training in unarmed combat, the monk's skill with the bow is legendary. They may take bows as a favored weapon. Pearl Maidens are one of the few women fully respected as warriors by the Yhing Hir.

There has been growing concern amongst the crew that their time upon this plane may soon be at an end. For the last few weeks, during a handful of encounters with the vessel *the Sea Wolf's Despair*, a hazy mirage has been seen near the horizon. With each subsequent encounter, the apparition has been coming closer and more details can be made out. The spectral vision appears to be of a ship identical to *the Way of the Pearl*, but with its masts are broken and what appears to be the crew are hanging over the railing or strung up on its lashes.

Since the ship is still too far away to make out any details with any certainty, the Abbess has forbidden any more speculation that it is a vision of the Monasteries doom. For now, the monks that crew *the Way of the Pearl* keep their counsel, but silently dread their next encounter with the spectral ship.

Symbol: A Sailesh. The Sailesh is a headband made of pearls with bangled strings that loop underneath the eyes. Pearl Maidens also often carry painted bows and long oyster knives strapped to their legs.

Misc. Notes: For an illustration of a typical Pearl Maiden see page 81 of the Codex Arcanis.

This order only: Members of this order are considered proficient with the longbow and have Sailing and Navigation as an additional class skill. Their training on board the ship means that they do not have Diplomacy and Perform as class skills, and lose the proficiency with Crossbows.

The Contemplation of the Elements

Patron/Affiliation: The Elorii of Elonbe'

Location: In the western portion of the Vast Woods at a place called the Citadel of Convergence.

Elder: Cevandros, Elder Osalikene Elorii

Multi-Classing Ability: Wizard

Philosophy: The Elorii Monks of Arcanis do not have follow the same structure or traditions as the human style monastic orders. In fact, they do not consider themselves Monks at all, but rather call themselves Selenestri (He who thinks or philosopher in the Elorii tongue).

As immortal beings, some Elorii decide to spend four or five decades delving into and exploring a certain trade or philosophical lifestyle. Exploring and contemplating these philosophies is known as walking a Path, i.e. the Path of the Vengeance, the Path of the Life Giver or the Path of the Elements.

Those that choose the Path of the Elements, feel the need to contemplate their inner duality of their joined soul, focusing on the elemental portion of their being.

Deep within the Western portion of the Vast Woods is a place from which it is said that the ancient Ssethregore found, contacted and invited the four great Elemental Gods to this plane. It is here, at the citadel erected many ages in the past, that the Selenestri of this path come to learn and interact with others of a similar mind.

Within the Citadel of Convergence is a nexus point where all four elemental planes intersect. This point manifests as glittering gem, over 12 feet in diameter and is purported to allow access to any of the four elemental planes, though the few who have gone through have never returned.

Members of this Path are now exploring a new and some say dangerous thought. Some believe that the Elemental Lords were not killed or absorbed by the human Gods, rather they were sent back to their plane and barred from returning. They suspect that the gem actually acts like a plug rather than a conduit and by destroying the jewel, they may enable their

gods return. Others caution that should they be wrong, they may unleash a backlash of energy into this plane that may destroy all. The possible threat of total annihilation has so far stayed their hand, but for how long?

Symbol: A small headband of tiny crystals with a gem hanging in the center, representing the jewel at the Citadel of Convergence.

Misc. Notes: Selenestri of this Path tend to be more attuned to their elemental nature than others of their kind and act accordingly. They wear simple clothing and lead aesthetic lives. Those traveling abroad are usually searching for ancient artifacts or records that may give some clue as to the purpose of the nexus gem or as to who created the Citadel of Convergence in the first place as it does not appear to have been crafted in the Ssethregore style.

The Order of the Iridescent Scales

Patron/Affiliation: Black Talon Egg Clutch in the Sulfur Marsh in Milandir.

Location: A small cave system on the western edge of the Sulfur Marsh

Abbott: Human name: Flashing Talon.

Multi-Classing Ability: Ranger

Philosophy: *It was the Great Fire Dragon who led us out of slavery and into the promised land. It also gifted us with the means to defend ourselves from attack. Why then, do we take up the weapons of man and layer ourselves useless armor, when all that we need was given to us since we were hatchlings?*

Ss'ressen Monks believe that all their race was blessed with talons, fangs and a vicious tail as well as hard scales with which to protect themselves with. To gird oneself with extra armor or to embrace weapons is to turn their backs on the Dragon. These Ss'ressen train rigorously to turn their armored bodies into walking juggernauts, preparing for the day when they will fight along side their human allies to wipe Onara clean of the scourge that is the Ssethregore Empire.

The idea of a Monastic Order was not introduced to Ss'ressen culture until after their Diaspora to Milandir. Curious about human culture, some Ss'ressen eventually encountered human Monks and their contemplative nature. Intrigued, a small group adopted the practice and settled into a secluded area of the Sulfur Marsh. There, they began the practice of entering deep meditative trances by ingesting a unique plant that grew only in that part of the swamp. This plant induced visions of people, places or events in the future that would have special meaning for the Ss'ressen Monk. The plant also had a strange side effect of making their scales shine with a green sheen.

Many of these Monks see a particular human being while in these visions and set off into the lands of Man to find him or her. Once met, they bond to the human becoming their erstwhile companions and de facto bodyguards, knowing that those they guard will in some way be instrumental or vital to their lives.

Symbol: The iridescent green sheen of their scales denotes the Monks of this Order from any other.

Misc. Notes: These monks refrain from wearing any clothing and only don a russet colored hooded cloak in deference to Milandisian custom.

This order only: Monks of this order will never use a weapon other than their natural ones, or wear any armor. They have learned that their natural abilities can be pushed to new limits thus increasing their move rate by +10ft and making any attacks of opportunity against them suffer a -2 penalty due to their speed

Prestige Classes cut from Codex

The Blackchanter

A slight breeze whispered through the central chamber. He stood there alone. No, not quite alone. He knew better than that. He would never be alone in the dark halls of his family's estate.

"Please play for me, young master", a raspy voice carried from the darkness.

Jerich turned, startled. Caught off guard, he cursed himself for his impulsive assent to his great uncle's request. But he needed his ancestor's knowledge. Desperately.

"As you wish, Lord," he answered, as he readied his lute. "Do you have a request, dear uncle?"

"Yes." Stone ran over glass. The jarring sound of his voice always grated Jerich's nerves. "Today I want to feel... sadness"

It was always sadness. Why would someone wish to cry, even after death?

Background:

The Order of the Dark Song: In the land of Canceri, there is a special tradition of Minstrels. These bards are taught the lineage of the families of the val'Mordane, the history of Canceri, and become well versed in the arts at which the Nerothians excel, especially architecture. Over the years, members of the Order have become known as "blackchanters". The reputation of these Bards has made them highly sought after by many val'Mordane families.

The Blackchanter

Hit Die: d6

Requirements:

- **Alignment:** Any Non-Chaotic
- **Concentration skill:** 4 ranks
- **Knowledge (Heraldry) skill:** 4 ranks
- **Knowledge (Thanatology) skill:** 4 ranks
- **Spellcraft skill:** 4 ranks
- **Perform:** 8 ranks
- **Spellcasting:** Must be able to cast 4th level Arcane spells
- **Special:** Bardic Music

Table 1: The Blackchanter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Advancement
1 st	+0	+0	+2	+2	<i>Free Skill Focus: Knowledge Nobility, Thanatology, Undead Lore</i>	+1 Caster Level
2 nd	+1	+1	+2	+2	<i>Requiem</i>	+1 Caster Level
3 rd	+1	+1	+3	+3	<i>Free Skill Focus: Knowledge Nobility, Thanatology, Undead Lore</i>	+1 Caster Level
4 th	+2	+2	+3	+3	<i>Elemental Savant: Positive Energy</i>	+1 Caster Level
5 th	+2	+2	+4	+4	<i>Dance Macabre</i>	+1 Caster Level

Class Skills:

Blackchanters have the following class skills (and the key ability for each skill) Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Jump (Str),

Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

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

Weapon and Armor Proficiency: Blackchanters gain very little in the way of military training; they gain no additional weapon or armor proficiencies

Spells Known: Continuing their magical training, Blackchanters continue to advance in their spell casting powers as if the character had gained a level in their previous arcane spell casting class.

Free Skill Focus: (EX) Blackchanters receive intense schooling in the history and ways of the val'Mordane. Upon reaching 1st and 3rd level Blackchanters gain the bonus feat of Skill Focus, which must be used for the skills Knowledge Nobility, Knowledge Thanatology, or Knowledge Undead Lore.

Requiem: (EX) The Bards songs seem to take on a strange yet captivating quality, Bardic music can now affect intelligent undead as well as the living. Note that Language is still a barrier.

Elemental Savant: Positive Energy: (SP) The Character now gains inner knowledge of the elements and the secrets within each one, and how they interact with each other on a very basic level. The Blackchanter now learns how to convert her spells from Positive energy to Negative energy; Cure spells can be converted to Cause Wounds on the fly. Note: Blackchanters use this ability to heal undead, but it can be used offensively. This is considered an evil act.

Danse Macabre: (SP) At last the Blackchanter learns one of the val'Mordane's greatest secrets, the Dance of the Dead, the Dance Macabre. This Dance starts off slow and seductive and gradually begins to build, becoming ever wilder as the bard becomes a conduit for the spirits of the dead, drawing upon their memories and emotions. The energy of these spirits starts to gather around the Blackchanter, forming a visible whirlwind of haunts whose screams and whispers form an enchanting yet terrifying melody. Then, as the sounds reach their crescendo, the Blackchanter releases all the energy, which explodes outward with amazing affect. All undead within 50' of the caster are affected by an Emotion spell (No save and the effects are controlled by the Blackchanter). This dance takes 2 minuets in which the Blackchanter may not attack or defend her self.

Val Family Favored Classes

Certain families of the Gods seem to have a certain affinity for certain professions. The favored classes that each family has access to represent this affinity. These favored classes are in addition to the favored class of Psion and Psychic Warrior. Granted to all members of the Val race.

“With great power comes great responsibility”

val’Assante - Paladin

val’Abebi - Wizard

val’Borda - Bard

val’Dellenov - Druid

val’Holryn - None favored class is based on the bloodline chosen.

val’Inares - Monk

val’Ishi - Cleric

val’Mehan - Sorcerer

val’Mordane - Necromancer

val’Sheem - Rogue

val’Tensen - Ranger

val’Virden - Fighter

val’Ossan -Barbarian

New Domains and Spells

There was one domain that got cut from the Codex do to space considerations. There was no way to put the domain in without the new spells. So to the cutting board it went.

Flesh Domain

Deities: Larissa (Pain Aspect)

Granted Powers: You gain the Toughness Feat

Flesh Domain Spells

- 1 Change Self
- 2 Larissa's Blindness
- 3 Vampiric Touch
- 4 Polymorph Self
- 5 Render
- 6 Regeneration
- 7 Larissa's Binding Flesh
- 8 Horrid Wilting
- 9 Clone

New Spells

Render

Transmutation (Flesh)

Level: Flesh 5/Druid 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2levels)

Area: 10-ft.-radius Spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

With the utterance of a word of power and a wave of the hand, hundreds of sharp thorns are sent hurling; cutting and rending the flesh of all within the spell's area of affect. All victims within the area of affect take 1d6 slashing damage per level of caster (to a maximum of 10d6).

Material Component: a hand full of thorns.

Larissa's Blindness

Transmutation (Flesh)

Level: Flesh 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Saving Throw: Fortitude Negates

Spell Resistance: Yes

With a successful touch attack, you cause the skin of a victim's forehead to melt down over the eyes and slowly graft onto the surrounding flesh. The victim suffers all the affects of the blindness [50% miss chance in combat, all opponents are considered to have full concealment, victim loses all positive AC adjustments from

dexterity, and grants attackers a +2 to hit vs. the victim. Also the victim can only move at one half rate and suffers a -4 to all spot and search checks].

This spell, unlike **Blindness**, cannot be cured by the use of a **Remove Blindness** spell. Instead, it can only be cured through the use of a **Cure Moderate Wounds** spell in conjunction with making an incision (**Heal check DC 20**) over the eyes. If the incision is made but the **Cure Moderate Wounds** spell is not immediately cast, the victim's Charisma is lowered by 2 (which can be negated with the use of a **Regeneration** or **Minor Restoration** spell). Also a **Regeneration** spell can heal all effects of **Larissa's Blindness**.

Larissa's Binding Flesh

Transmutation (Flesh)

Level: Flesh 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: Permanent

Saving Throw: Fortitude Partial

Spell Resistance: Yes

With a successful melee attack (all armor bonuses apply), you cause the victim's skin to melt together, (the arms graft to the torso, the legs merge together, and the eyes, ears and mouth seal over), effectively entrapping the victim in a cocoon of his own flesh. The victim cannot move, let alone stand. The victim soon begins to suffocate (per the Drowning rules on page 85 of core rulebook II). The victim can be saved from suffocating with an incision (**Heal DC 20**) over the mouth. The only way to reverse these effects is through the use of a **Regeneration**, **Limited Wish**, **Wish**, or **Miracle** spell.

On a successful save, the target still suffers 1d6 permanent constitution damage and 1d6 permanent charisma damage as his flesh horribly melts from his bones. These effects can be reversed by any standard method of ability recovery (**Lesser Restoration**, **Restoration**, etc.).

Transmute Liquids

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Effect: 1 pint / level

Duration: Permanent

Saving Throw: Fortitude Negates (see below)

Spell Resistance: Yes

This spell permits the caster to convert 1 type of naturally occurring liquid into an equal amount of another form of a naturally occurring liquid (examples: blood, wine, ale, bile). The caster must touch the liquid itself (not merely a container) for the spell to take effect. Magical liquids (such as potions) are completely unaffected by this spell. Living creatures are also unaffected by this spell (one cannot convert someone's blood to wine for example) and though non-magical poisons can be rendered harmless by this spell, it does not effect anything that has already been ingested. Creatures made entirely of water (such as an elemental from the plane of water) can be harmed by the casting of this spell. The caster must succeed with a melee touch attack and such an attack inflicts 1d8 per caster level. Creatures touched that succeed at a Fortitude save negate all damage. Note that though deadly poisons and powerful acids can be created, the caster must touch the liquid being converted for

the entire spell and the material component portion of the spell is a small sample of the desired substance which must be ingested by the caster.

Wild Ride

School: Invocation

Level: Cleric 2, Sor/Wiz 2

Components: V, S,

Casting Time: 1 action

Range: Caster and Mount

Area: Caster and Mount

Duration: 1 day

Saving Throw: none (harmless)

Spell Resistance: none (harmless)

Description:

This spell, first developed by the Ying Hir, has spread throughout the lands. Though the spell is quite limited the usefulness of this spell is unquestionable.

Before casting this spell, the caster picks a location and pictures it in her mind (the caster must have visited the location), then with a few short words the caster invokes the spirit of the storm horse, which in turn possesses the casters mount.

What happens next is nothing less than extraordinary: the mount and the rider become incorporeal and start to move at incredible speed. For an entire day (sunrise to sunrise) the mount will run a ten times its movement, in a straight line, to the destination pictured by the caster at the time of the casting. Neither the mount nor the caster need food, drink, or rest during the duration of the spell.

This location may not be changed after the spell is cast, but the effect may be dispelled at the caster's discretion.

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