

MIDNIGHT

AGAINST THE SHADOW™



A Player's Companion for Midnight



BERZERKER

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Introduction

The World of Midnight

A World In Shadow

With *Against the Shadow*, Fantasy Flight Games continues to explore the world of MIDNIGHT, a dark and desperate fantasy campaign setting designed for use with the d20 System.

MIDNIGHT is a world of grim survival and epic rebellion. It focuses on the wartorn and subjugated continent of Eredane, where the dying peoples of ancient races and cultures fight a hopeless battle against the darkness. These once peaceful and proud folk have been trampled under the heel of a divine warlord of hatred and evil. This being, Izrador, was barred from the heavens and cast down by his fellow gods to the world of Aryth . . . and in the ultimate trickery stole their world from underneath them.

Three times the dark god rose and threatened the nations of Aryth with iron and fire. Three times the nations of elves, dwarves and men rose up against him. At the end of the Third Age, four of the greatest heroes of Aryth were corrupted by the Shadow. These new servants, the Night Kings, led Izrador's foul hordes across all the lands of the world during the third war.

The dark god won.

A hundred years have passed since the Shadow fell across Eredane. Izrador and the Night Kings are consolidating their power and eradicating their enemies. The elder races are being systematically hunted down and exterminated. The great forest of Erethor has become an island of light in a darkening world, as the elves fight a never-ending battle against besieging hordes of orcs, ogres, trolls, and goblinoids. The surviving dwarven clans have locked themselves in their mountain holdfasts. The lands of men are ruled with an iron fist by the minions of the Shadow. Many cities lie in ruins, and most common folk live in walled towns where literacy and learning are punishable by death, and ignorance spreads across the land like a terrible plague.

How To Use This Book

Against the Shadow is a player's companion to the world of MIDNIGHT. It provides expanded options for players as well as useful background for DMs. Both the MIDNIGHT core rules and the player's companion use the d20 System core rules. This book should be used as a companion to the core rules and not a standalone game.

Note: the **Secrets** sections in Chapter 1: Character Backgrounds may contain spoiler information.

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CHAPTER 1

Character Backgrounds

MIDNIGHT is a world with very few choices, and what choices exist are often hard ones; but it is in making them that a hero defines himself. One can lead, or one can follow. One can serve, or one can rebel. One can bow to the Shadow in exchange for the chance at a few more years of life, or fight and die for a just cause in the service of good.

The heroes of MIDNIGHT are those who have chosen to fight and, most likely, to die. Their reasons for doing so are varied, but are often shaped by the races and cultures by which they were raised.

Borgrim king fell at Calmwater, burly battle-lord, gold-band giver. Took ten ashore with strong shields and blades, fire-edged, snow-bright. Held Hoden's Rock a half-month — waves of war-orcs crashed below.

His bane found him, his shieldbrothers broken, spear-grim warrior bathed in gore. Seventeen arrows in his breast, blood boiling into blackened earth.

Then came Borhild; he fell too soon, bright child of a brave man. Blessing to his kin. Rongad the boar robbed the boy of life. Ground his bones into the earth. Six spears the beast carried in his body; His bony head hangs in Borseld still, long-tusked kingslayer.

None claimed then the chair of Helmbor. Each looked to his brother for aid, a lord to serve, a hand to guide. Then Thalbor returned from long exile; he took the throne, his brother's chair; mighty peacemaker, ender of war.

Giver of order, greeted all godchildren; at his side Gurshaht, black-robed. Wise in the will of the Lord of Eredane. Peace forever came to the land.

— A fragment from a Dornish clan saga. The clan in question no longer exists, and is difficult to identify.

Dorns

The Dornish people of northern Erenland have long been seen as a hearty and indomitable race. The orcs who now inhabit their homes treat them as powerful and dangerous adversaries, and larger men and women alike will rarely be confronted by an orc or goblin without assistance by his fellows. The Dorns hold strongly to their culture and history, and it is said that a true-blooded Dorn would rather die wearing the tatters of a Dornish cloak than live in comfort in the coat of his enemy. This proud people chafes under the yoke of the dark god Izrador and as a whole they long to be free of his bonds. Although scattered and desperate, each Dorn holds a piece of his civilization's former glory within himself and hopes to one day see his people free.

Motivations

Even after the rise of Izrador and the enslavement of the people of the Northlands, the Dorns remain a fiercely independent people. The most obvious manifestation of this trait can be seen in the shaved heads of both male and female Dorns—a symbol of their collective shame at allowing Izrador's hordes to pour out of the northern wastes virtually unchecked. The ancestors of those who died in the final war still carry this shame and seek to reclaim the glory of their fallen civilization.

Doing so under the watchful eye of Izrador is not easy, however. While the most vicious orcs have moved farther south after their victory over the Northlands and the Sea of Pelluria, those that remain grow ever more bored and eager to seek entertainment by inflicting pain on others. These orcs have formed villages near or even over the remains of those of the Dornish refugees, and they often mistreat the humans that still attempt to eke out a living in the harsh Northern wastes. Dorns in the cities face similar problems and find themselves with even fewer outlets for making a living other than



becoming indentured to an orc captain or associating with traitorous company.

Strategies

Since the Dorns are now scattered all over the Northlands, they have not developed any kind of organized resistance to the forces of the dark lord, his legates, and the Night Kings. Instead, each individual Dorn considers it his responsibility to fight where and when he can without endangering other lives or implicating others in his plots. Groups of adventuring Dorns do exist, however, that take advantage of the northerners' group fighting techniques and give them all a greater chance to survive. These small, clannish groups refer to themselves as *sevelm*, which means something akin to "extended family" when translated from ancient Norther.

Since the Northlands are considered all but lost by the elves and other resistance fighters in the south, contacts in these lands are few and far between. The Dorns accept this fact with the same stoic determination with which they accept nearly everything else, and in fact take some pride in their isolation; most do not fight for the liberation of Erenland, but rather for the liberation of their people specifically. The Dorns have been known to rival dwarves in terms of pride and refusing help when it is freely given. Some say those in the North are still bitter over the shackles placed on them by their

Sarcosan masters, and perhaps look at this war as a chance to become a completely free people once again.

While some secrecy is necessary, the Dorns prefer to fight as openly as possible. Eschewing spies and intrigue, the sevelm roam the northern plains acting as bandits, raiders, and strike teams bent on disrupting as many of the occupiers' plans as possible. Lone Dorns also stalk the northern wastes, searching for the physical and emotional remnants of a once-great empire.

Secrets

For the past 10 months a cult of Dornish barbarians has begun to actively recruit young Dorns into its fold. The cult centers on the worship of a spirit known as Cendara who claims to be one of the legendary First Dorns—the ancestors of the entire Dornish civilization. Word of this cult has even reached the ears of the Witch Queen, whose powerful divinations have been able to neither confirm nor deny the claims of this mysterious spirit. Whatever—or whoever—this spirit is, her power is undeniable. Reports have her destroying an entire orc patrol with a whisper, as well as instantaneously transporting four dozen of her worshippers from outside Steel Hill to the base of the Icewall Mountains. The cult is based near an ancestor ring some 75 miles northeast of Steel Hill outside an ancient village that has lain empty for nearly 500 years.

Sarcosans

The humans remaining in Southern Erenland are descended from the Sarcosans, a people who invaded the continent several centuries ago. These people are slight of build with dark skin and dark hair, and they maintain the rigid caste system under which they have always lived . . . even while trying to survive under traitorous princes and the orcs of the dark lord. The Sarcosans, like their northern cousins the Dorns, remain devoted to their traditions and long for a time when their civilization can once again be free to rise to its greatest potential.

Motivations

The Sarcosans are a people used to conquering rather than being conquered, and their children are still taught this mindset even while they live under the oppressive regime of the Night Kings and their dark lord. As they grow, young Sarcosans come to understand that the enemy they must conquer this time is an internal one: the corruption of their leaders and the complicity of their people with the armies of orcs and other creatures that now live amongst them. Each new generation of Sarcosans chafes more and more under the restrictions of their conquerors, and the outlaw bands that ride under the rightful sussars grow in both strength and number by the year. Soon there will be an army riding across the plains of Erenland, but it is unlikely to be enough to dislodge Izrador's armies from the Sarcosan lands.

Strategies

The swarms of Sarcosan riders that now live as bandits upon the plains of Southern Erenland are known as *shaleefs*. These riders see themselves as the protectors of Sarcosan culture and hope to one day be its liberators from the depredations of Izrador's foul armies. They have resurrected the near-dead Sarcosan language of Courtier and adhere to their culture's strictest social mores in hopes of sparking the indignity of their people and reminding them of all they have to fight for.

These groups of knights, their families, and their followers roam the plains as outlaws, attacking supply caravans as well as isolated companies of orc soldiers. They do not operate too near the main force of Jahzir's armies in and around the forest of Erethor, choosing instead to focus on outlying army camps and smaller forces that have been tasked miscellaneous duties. Some shaleefs were created by rebelling nobles from particular cities and have remained near their patron cities to aid those who live under the false sussars and orc dictators. These horsemen see themselves as protectors and avengers linked to their ancestral homes.

Secrets

The shaleefs that ride on the plains have been in contact with one another for some time now and the sussars that

lead them have a plan. Once their numbers grow large enough and their men have been trained, they will attack the forces of the dark lord on the plains west of Eisen. They believe that if they can hold the Westlands for long enough, the resistance can establish enough of a presence there to make it a permanent holding. The elves do not know of this plan, although word of it has leaked to some of the Dorns that travel the northlands. Dorns who are able have slowly and secretly begun to relocate to the southern shores of the Sea of Pelluria. When this attack will take place only the Sarcosan leaders know, but the aftermath could spell either the end of Sarcosan resistance or the establishment of a new base for Erenland's few remaining defenders.

Erenlanders

After the Sarcosan invasion of Erenland and their subsequent domination of the Dorns around the Sea of Pelluria, both races began to intermingle despite the Dorn's resistance to the concept of "diluted" Dornish blood. The resulting lineage is a mixture of the traits of both races—not quite as large or powerful as the Dorns or as fast and agile as the Sarcosans, and not as disabblingly proud as either. Instead the Erenlanders tend toward diversity, relying on talent and training to become adept at whatever path they choose to follow. The Erenlanders long ago became a separate race and while a few naturally gathered into their own sub-communities, as a whole the cities and lands in which they lived remained distinctly Dornish or Sarcosan. As such, Erenlanders could be raised in either culture and became a cultural bridge between the peoples of their ancestors. That traditional role, as well as their undeniable skill and ability at whatever they devote themselves to, makes them welcome in the lands of either of their ancestors.

Motivations

Most Erenlanders' motivations are determined by the culture and lands they were raised in. Sarcosan-raised Erenlanders are welcomed into the shaleefs as support personnel and in some cases even as knights. Those that live farther north along the coasts of the Sea of Pelluria and beyond share the individualistic outlook of their Dornish cousins. It is said by some of pure blood that many Erenlanders welcomed the Shadow's coming and that the majority of the traitors were of Erenlander blood, but this is a misconception that is not widely held.

The Erenlanders see themselves, and rightfully so, as the inspiration for a nation that never truly had a chance to prosper. They represent freedom, determination, and individuality . . . all things that have been squashed by the dark lord. As the heirs of a nation killed in its infancy, they fight for that nation's right to exist.

Excerpts from "Young Haradin and the Orange Rider," a Sarcosan romance

One always rode in the fore of this band of brave riders.

He paced twelve lengths ahead, banner held high on his lance.

But he was the youngest of all, with barely a beard to wax.

He stood in the saddle, his keen gaze marked every cloud

And every spot on the plain; he knew the wind well

And the flight of birds. Never was any so eager for war

As was young Haradin, the horse-lord's son. His edge was keen; he was eager to show his skills

A youngster so wise in the saddle

Craves his companions' acclaim

Seeks always to prove in battle

That their teaching has not been in vain.

Well-spoken he was not, this young raider,

No poetry fell from his mouth; well had he learned silence

And judicious praise, and no florid speech came from him.

But he had loved a girl—Faïsa was her name— Since the first day he had seen her in her father's tent

She served him kamoukis with his kinsmen

And gave him no notice. He in his turn thought

The drink had bested him, until a day later

He was still drunk from her dark eyes.

Drink and love have similar magic

For the young; at first, both are fire.

But later both end, and the loss is tragic

Leaving pain and unhappy desire.

[Haradin and his band are invited to a great feast in Sharuun]

The great feast at Sharuun brought many bands in;

The city was crowded with riders, wide plazas full.

Dancing and song and storyweaving brought all of the cityfolk out,

And the riders played games — ring-catch and barrel-dance,

Lunge-thump and lance-clash. Haradin mastered them all,

A glory to his band; at day's end he was set to take the prize,

Until a rider decked in orange rode a black mare Onto the testing-ground. So well did this rider sit his horse

That he drew the awe of all around — and so mysterious was his aspect,

Masked in orange, that the plaza was a storm of whispers.

Each game he played, and in every one he excelled.

Between the Orange Rider and Haradin, none could judge the master.

Best from best is hard to deem;

Wise men let only the gods so descry.

When the best fight, one will seem

The victor, but the other will die.

[The predictable occurs; Haradin and the Orange Rider fight]

A day and a night the battle raged — curved swords flashed in sparking arcs;

Each was cut a hundred times, and the plaza was paved with dried blood.

The Orange Rider slowed and Haradin cut; the orange-draped head bounced away

His sword clanged on the ground. Haradin took the mask from the rider

And saw Faïsa's dear face, her dark eyes under the bright hood.

A black cloud drifted up from the body, laughing, and flew on the wind to the North.

Haradin sat, silent, holding all of Faïsa he would hold; he would not be moved,

He would not eat, he did not sleep. Two days he was there;

On the third he was gone, and was not seen again.

So now I pass this song to you

A tale of strength come to woe;

That the dark watches always is all that is true,

And all that you need to know.



Strategies

As with their motivations, Erenlanders tend to have the same goals as the cultures in which they are raised, and they tend to learn the same strategies as well. Those raised by the Sarcosans join forces with a shaleef or work from within one of the conquered cities to aid their outlaw brethren. Those in the north take up lives of wandering, either alone or with others, in order to find a way to reclaim the lost honor of their people. Of all the humans, Erenlanders are most likely to join up with fey races, whether they be elven resistance fighters or a family of gnome smugglers.

Secrets

A group of Erenlanders are pretending to be vocal separatists from their Dornish and Sarcosan cousins and providing false information to the forces of the Night King Jahzir. They hope to gain his favor and in doing so get close enough to cause major damage to his rule or even assassinate him. Thus far only a few sussars of the Sarcosan resistance in the Westlands know of their plan, and hope to time their army's ride with the Erenlanders' dramatic betrayal.

Dwarves

The dwarven holdfasts of Eredane were once thriving and vibrant communities that happily traded with the other races of the world. Their metalworking skills enhanced the military capability of the Sarcosans and a strong relationship was formed with the human empire that spanned nearly the entire continent. The dwarves were present during each of the three wars against the Shadow, and only after the second war did they start retreating into their holdfasts to protect themselves from the dangers of the surface world. Now the dwarves are engaged in a fight for their lives deep within the Kaladrin Mountains, a deathtrap that sees a hundred orcs slaughtered for every yard of ground gained by the forces of the fallen god.

Motivations

Most of the dwarves left under the Kaladrins are motivated by a single goal—protection of their homeland and clan. The orc assault on the dwarven tunnels has been relentless for well over a century and has shown no signs of slowing down. Over this time the dwarves have consolidated somewhat and the two groups have fallen into a pattern of assault and withdrawal that seems to be gaining neither side any ground. Some of those that live underneath the stone believe that their only chance to be

free lies in aiding those above, while others prefer to stay in their rocky warrens and fight it out until they can no longer wield axe or hammer.

Strategies

While the orcs continue to fight their war of attrition, in which they suffer casualties that would be unfathomable to other races, the dwarves hold them off by making stands in those passages that are easily defended and sealing off those that are not. This tactic has allowed them to survive for a hundred years, and for long before that if one were to include the constant orc incursions during the years in which Izrador did not goad his children into battle. While many see this as a dwarven failure to confront the common enemies of all Aryth, the dwarves ignore such complaints and continue to whittle down their foes where they can. After all, they reason, without the constant slaughter of orcs throwing themselves against the dwarves' defenses, Izrador's armies would be half again as large and would be able to focus all of their efforts to the west and south.

Secrets

One clan of dwarves has created a powerful artifact using the combined magic of their own shamans with that of magic items and nearby power nexuses. This artifact can be used to collapse every shallow tunnel in the entire range, while leaving the larger caverns unaffected. This action would certainly mean the deaths of many thousands of dwarves and would seal off the survivors for centuries deep beneath the world's surface. So far the device has sat unused in a secret cavern far from the front lines of the orcish assault, but should it ever become clear that the dwarves have lost their final battle, this powerful artifact is likely to be activated as a last resort.

Kurgun Dwarves

The Kurgun dwarves of the southern Kaladrums have always enjoyed a closer kinship to the other races of Aryth than that shared by their cavern-dwelling brethren. As a result they were far more influential during the final battles with Izrador's troops as they rolled across the southern plains. Rather than retreating into the depths of the mountains as did the other dwarves, the Kurgun dispersed among the communities across the land to try to help where they could. As a result, many Kurgun can be found aiding the resistance movements across southern Erenland, even in the forest of Erethor where they act as stalwart defenders at key points while the elves use their stealth and speed as scouts and ambush units.

Motivations

The Kurgun dwarves are torn between two worlds—the besieged underground clanhomes of their cousins and the surface world that has been ravaged by the forces of the Night Kings. They feel that it is their duty to help both sides, but their numbers are truly too small to help either. Thus they often strike out as individuals with their own missions, perhaps to save a friend on the Kedunni Plains from the orcs who now live there or to free a passage that will lead several of the trapped clans to safer caverns. Whatever the motivation of an individual Kurgun, he sets off with a mind to complete his task or die trying.

The Kurgun were used to a much more peaceful life than their cousins beneath the mountains, and their desire to return to this life is perhaps just as strong. Some have tried to return to this life, ignoring the Shadow for as long as it is content to leave them be. These farmers and peaceful craftsmen have congregated into small communities at the sites of abandoned Kurgun towns and essentially wait there to die, although they say that this is not so. Still, these communities draw little attention from the Night Kings and are known to be excellent havens for outlaws and those on the run from the orcs that patrol the northern and central mountains.

Strategies

As stated, many Kurgun determine their own tasks and then set out about to do them. These individuals travel across the continent to reach destinations as far and diverse as the tunnels beneath the Icewall Mountains and the deepest parts of the forest of Erethor. There is a permanent Kurgun force stationed just miles upriver from the Keep of the Cataracts and several individuals are known to seek out ancient artifacts among the Isles of Ernan.

The Kurgun do not always strike out alone, however. Groups of two or more surface dwarves, often childhood friends or the remnants of a village, often set out together to perform some set of tasks or deeds in the name of the group. Such parties often take on evocative names by which they wish to be remembered, such as the fabled Party of the Last Cup who set out from their village to slay “one thousand orcs or more” before their party was destroyed.

Secrets

Many among the Kurgun talk of an exodus, perhaps starting their lives anew in the shelter of the Kaladrums at the edge of the White Desert; others talk of moving across the seas to a new land. While the idea is generally met with disdain, it is gaining momentum in some Kurgun communities and a mass exodus may only be a few years off.



Gnomes

The gnomes of Aryth are survivors, having come through invasions by first the Dorns, then the Sarcosans, and now domination by the orcs under the Night King Jahzir. They are an adaptable race of pragmatists who have lived on the Eren River and its surrounding valley for thousands of years no matter what was happening in the world around them. Many see the gnomes as collaborators who would trade any liberty or ideal for their survival, but this is not so. Under the Dorns and Sarcosans the gnome way of life was not much disrupted; not nearly as much as it has been under the forces of Izrador. The gnomes have since turned much of their smuggling toward helping the resistance fighters that oppose the dark lord and they endanger themselves daily to carry information and illegal passengers up and down the river. True, their lives have not changed much since the invasion, but their motives have. They know that their days are numbered under the Night Kings' rule and are fighting back the best way they know how.

My boat's been seized, you say? Okay! Today's still today, I say.

The mast was rotten and the keel scraped bottom and the damned thing leaked anyway.

I'll sign on as crew on another fine craft or set up

on a road and waylay.

It's already over, my boyo — pour the beer and our cares fly away!

An orc's run away with my gal, you say? Today's still today, I say.

Her hair was like twine and her kisses like brine and she smelled like a dwarf anyway.

I'll find a new gal, or three, or twenty — or none, and so grow rich and gray.

It's already over, my boyo — pour the beer and our cares fly away!

The battle is lost, you say? Okay! Today's still today, I say.

The fighting and scuffle were infinite trouble and made for bad trade anyway.

The river still carries us, the sun still shines, the night still follows the day.

It's already over, my boyo — pour the beer and our cares fly away!

— *It's Already Over, My Boyo* (a gnomish ditty heard in Swift Water)

Motivations

Many gnomes are motivated to continue working the Eren River on their barges just to keep their lives as unchanged as possible. They enjoy working the river

and as long as the goblinoids that now patrol its shores allow them to do so unmolested, they are happy. Others, however, are actively working with the resistance to carry information and contraband up and down the river undetected. These brave gnomes are fighting the enemy from within, placing themselves in grave danger to help the cause of the resistance against the Night Kings and their master.

Strategies

Most gnomes who fight against Izrador do so by equipping their barges to smuggle people and equipment past the river checkpoints that are manned by bugbears and goblins in Jahzir's army. They know a variety of tricks that allow them to escape detection when they are carrying contraband on their barges, and their river captains have become quite adept at confusing the checkpoints with verbal and visual misdirections.

Very few gnomes choose to strike out on land in support of the resistance movements, and if they do so it is often because everyone around them has been killed or enslaved as punishment for smuggling or some other crime against the laws of Izrador. These gnomes have a difficult time explaining their presence to those in other regions, and usually find themselves hiding from view when confronted by troops loyal to the dark lord. Those legates assigned to wander Eredane are particularly interested in gnomes who have left the Eren River Valley. They seem to enjoy the intellectual challenge the canny and smooth-tongued gnomes represent. When the legate has done playing with his prey, however, the gnome's torture and death are no less horrible. Wandering gnomes therefore tend to avoid legates at all costs.

Secrets

The gnomes keep their secrets very well, and with their smuggling activities up and down the Eren River they certainly have enough of them to guard. The most notable is that the ever-drifting city known as the Ghost Raft has begun to act as the hub of a sort of underground for escaped halfling slaves. The small folk, almost totally decimated by Izrador's forces and a preferred form of servant, can be easily disguised as gnomes and ferried about without suspicion. Many in the gnomish community see this use of the Ghost Raft as a constant safe-house to be a huge danger to their relative freedom, and infighting over the issue has become common.

Unfortunately, the gnomes even keep secrets from their own. Some outsiders have gone beyond murmuring and insults regarding the gnomes' supposed collaboration with the enemy, and, while too cowardly to attack the Night Kings, took out their anger by burning gnome barges and assaulting gnome families. The hatred that burns in some gnomes' hearts has turned at least a few into agents for the Shadow. In a world where resistance fighters have few allies and a desperate dependence on those who can help them evade their

enemies, betrayal by a gnome contact can be a devastating blow.

Dwarrow

While the gnomes and dwarves have carved out their own niches in society, the dwarrow are struggling to maintain an identity of their own. While many have settled into the life of the smuggler, others have found work as bodyguards or soldiers, while still others have retreated from the lands of their relatives to find their own path. Though welcomed far more than their half-breed cousins, the dworgs, the dwarrow still cannot help but feel somewhat isolated from both sides of their blood. Both sides of their parentage have a tendency toward patronizing or coddling them, dwarves for their weaker constitution, gnomes for their lesser knack for social skills.

Motivations

The dwarrow want to belong, to feel a part of something. This has led them to form into organizations or tribes of their own. These groupings are often very secretive and rarely expose themselves to outsiders. While there are some exceptions, such as the dwarrow defenders who now serve as bodyguards and caravan masters for many merchant houses, most of the dwarrow societies are built around shady activities.

Thieves' guilds, in particular, are growing amongst the dwarrow. The thrill of their illicit activity, directed entirely against the minions of the dark lord and those traitors who align themselves with him, seems to intensify the bonds they form with one another, and dwarrow bandit gangs tend to become extremely close in a very short period of time. Some dwarrow take up adventuring for just this reason — they can do good and belong to a family of sorts, even if that family is made up of ne'er-do-well adventurers and ruffians.

Strategies

The dwarrow rely on secrecy to protect themselves. Their organizations are held closely and covered over with cloaks of subterfuge and misdirection. Many of the bands of thieves actually run decoys for one another, temporarily trading members back and forth to confuse the legates and their minions as to how many rings there are and how permanent they may be. This continual shifting of apparent alliances protects the dwarrow who are interrogated, as well, as they are able to provide convincing but useless information to their captors.

When forced to fight, the dwarrow are as vicious and unrelenting as their relatives in the Kaladrin Mountains. They maximize the effectiveness of their small stature and stealth in combat to mislead their opponents into thinking them far less dangerous than they are. Given their many connections up and down the

river trade routes, most dwarfrow will prefer to vanish into the nearest city to escape, rather than attempt to face down their foes.

Secrets

The dwarfrow are becoming a potent force in their own right. The bodyguards they have placed in the few Night King-sanctioned merchant houses do more than just protect bodies and goods, they also report back everything they see and hear. Similarly, dwarfrow who practice thievery keep a close eye on everything they see and report back to their fellows about troop movements or other suspicious activity. The result is a powerful, responsive spy network that may rival any other intelligence gathering network in Erenland. If it could be turned to the fight against Izrador, their spy ring would certainly garner the dwarfrow the praise they deserve, but it is unlikely they will reveal their competitive edge for such meager returns.

Wood Elves (Caransil)

Elves have lived in the Caraheen since the beginning of recorded history, and their queen has been Aradil since the beginning of the First Age. No race has made their surroundings as much of a home as have the wood elves of Erethor. They live in massive homewood trees, several of which are often interlinked to form small communities in the treetops. The Caransil, as the wood elves of central Erethor are called, live and breathe in rhythm with the shaded groves, sunny meadows, and gurgling streams of their forest home. The coming of Izrador has little affected the beauty of the place, except where refugees strip it of its resources and where the orc armies spit black smoke into the sky as the trees of the forest burn. With such beauty and history to protect, it is no wonder that the elves are the last real defenders left opposing the Shadow and his armies.

Motivations

The wood elves are motivated by the desire to protect their home and their queen from the ravages of the dark lord's armies. They do not wish him to have dominion over the rest of the continent of Eredane, but their primary concern is for the safety of their forest home. This, as well as the fact that Izrador's armies now virtually surround Erethor on all sides except for the west where lies the ocean, has kept the elves fighting a virtual guerilla war within the forest, hoping to hold off the orcs long enough for something to turn the tide.

All elves loathe the dark lord and all that he represents—destruction, war, and the death of all that is natural in the world. His twisted creations, the orcs, repulse the elves in a primal way and they fear that the world will one day only be populated by these creatures. These elves fight from a sense of philosophical superi-

ority and deery those who do refuse to lift up arms. While some hope to one day restore order and light to their forest and perhaps even Eredane as a whole, most have simply shortened their gaze to the here and now, where they must fight to keep their way of life.

Strategies

Most of the wood elves left in Erethor are under the command of the elven generals that continue to maneuver their dwindling forces into positions to delay or deter orcish incursions. The elves lessen in number every day while their foes increase, and the enemy's forays are becoming more and more common. Small elven units must use their ability to hide and disguise themselves to seem more numerous than they really are, and they use their knowledge of the forest to build large traps that can incapacitate entire orcish units long enough for them to be dispatched. Though there are neither open battlefields, monstrous siege engines, nor valiant charges, the war rages more fiercely in Erethor than on any other field of battle.

The Witch Queen is concerned with goings on outside the forest as well, however, and she has agents all across Eredane—even in the dank tunnels beneath the Kaladrun Mountains—watching and learning about the dark lord's purpose. These elves often work alone so that they are less likely to be noticed by the orc patrols that move over the countryside, and a network of hiding places and sympathetic citizens is vital to their cause. They must always be careful who they trust, however, for anyone might be waiting to turn them in for a reward or in order to spare their village from harm.

Secrets

Some of the elves believe that the Witch Queen is preparing for something, although they do not know what it is. They say that those elves who have been sent out of the forest are searching for something, or parts of something, that could hold off the orcs and weaken their dark master. Even Aradil's closest advisors are not sure of the validity of this, however, and they debate among themselves in her court even as she spends her days communing with the Whispering Wood and acting through her avatars all over the world.

Sea Elves (Miransil)

The free-spirited sea elves live at the edge of two worlds, often climbing, diving, and swimming through the copses of mangroves they call home with nothing but their spears for modesty. Many a sailor has lost his heart to such a fleeting sighting of one of the fabled elven beauties, and those who live near the sea elves have many sayings and superstitions about the ill fate of lovers who become infatuated with their kind. For all their elegant beauty and mercurial ways, however, the

sea elves are stalwart warriors who have long proven their strength when battling Izrador's minions.

Motivations

The sea elves wish to secure their world from the predations of outsiders. They love the sea and the scent of the brine washing over the gnarled roots of their home, but they have come to distrust the presence of others in their lands. While the stories of sea elves capsizing the boats of traders and bewitching those who come into their lands are pure fabrications, the Miransil have lately become less likely to aid those who stumble into the coastal waters they claim as their own.

This has led the Miransil to push their patrols further from the shores they call home, both inland and out to sea. While they grudgingly let pass those who are not allied with Izrador, their hatred for the forces of the Shadow is legendary. Orc skulls stand from pilings left in the water, their bleached bones and tatters of flesh a grisly reminder of the presence of these tempestuous elves.

Strategies

The Miransil rely on their natural terrain to protect them in their own lands. Where the mangroves stand from the water, the elves are prepared to fight from the treetops and only those who know the secret ways to climb into the canopy have any hope of ever facing them in a straight fight. Like other elves, the Miransil are masters of hitting hard and then fading away, husbanding their strength to deal maximum damage without exposing themselves unnecessarily to danger.

When abroad, the sea elves prefer to take a wait-and-see approach. Like the sea they call home, the elves often appear placid and unperturbed while dangerous riptides swirl within their hearts. When outside their own lands, the sea elves hold their own counsel unless provoked or faced with agents of Izrador, unleashing the full force of their fury only when they are prepared to see it through to the end.

Like the battle strength of the sea elves, their magic is quiet but strong. They do not use flashy spells, preferring instead to use spells that wear down their opponents and bolster their allies. Just as the ocean's tidal forces and secret mysteries will eventually overcome all obstacles, so do Miransil channelers hope to triumph over their enemies.

Secrets

The Miransil have discovered a number of ancient shrines deep below the waves. While the wisest amongst them claim these shrines belong to an ancient and angry spirit, the more impetuous explorers declare them to be nexuses of great power, tied to the sea and its strength. Though they may be tampering with forces outside of their control, many of the Miransil wizards have descended into the depths to attempt to forge



greater weapons and more powerful defenses for their people. What they may awaken in their efforts remains to be seen . . .

Jungle Elves (Danisil)

Hiding in the dark jungles, the Danisil have faced hardships throughout their existence. Plagued on one hand by the dark entities who have always lurked within their region, the jungle elves must also deal with the orcs and other hated enemies who serve Izrador. Their ancient struggles have made them strong, however, and their resolve is as pure as their skin is dark. Rarely seen, the Danisil are still sought widely by those who travel the jungles they call home, for it is believed that only one of the jungle elves can see someone safely through the demon-infested Aruun.

*You were strong, a worthy kill;
My sepi cuts your skin as it cuts mine,
So I honor you who feed me.
Let no spirit stop your passing.
Let no spirit weaken either of us.*

— *The Song of the Sepi* (A Danisil hunter's mantra, chanted during skinning)

Motivations

Survival has always been the primary motivation of these hardy but slight elves. Where other elves have had the luxury of living in relatively peaceful environments prior to the coming of the Shadow, the Danisil have always struggled against nefarious creatures. To the jungle elves, there is no more noble pursuit than to make the jungle a safer place for one's kin, and they struggle mightily to leave their home a lighter place for their passing.

This sentiment has also led them to leave the jungles and carry their war to the Shadow where possible. Armed with the herbal remedies they invented many centuries ago, as well as the poisons they've created in recent years, the Danisil have become a small but painful thorn in the side of Izrador.

Strategies

The demon-filled nights of the Aruun taught the Danisil all they know of warfare against an evil, implacable foe. They have learned to use their stealth and superior intelligence to protect themselves from the bestial orcs. The harsh environment with its myriad threats, both supernatural and mundane, has also taught them how to use nature against their enemies, something which they do with great skill and practiced ease.

In fact, it is the powerful druids of the Danisil who are proving to be the most dangerous threat to Izrador's rule in the south. Performing their ancient ceremonies in

the safety of the Aruun, the druids have proved impossible to root out and those orcs who enter the jungles in search of them have yet to return. Turning the lush, primal vegetation of the Aruun into a weapon may yet turn the tide against the agents of darkness.

Secrets

Herbalism is the province of the jungle elves, a powerful secret they have hoarded over the years and released only to a trusted few. Despite their caution, the elves have seen their secret spread far and wide at the hands of humans and other races over the past few generations. While they cannot blame the humans for sharing the art of herbalism with others, the Danisil are deeply troubled by the growing number of orcs learning the ways of herbalism. These self-styled "nightsoil herbalists" have corrupted an otherwise natural and beneficial art, learning how to grow herbs on the blood and flesh of their fallen enemies.

It is because of this that the elves have not yet revealed the secrets of their powerful poisons. Though a few vials have found their way into the hands of allies and trusted friends, the Danisil have vowed never to reveal more of their secrets to outsiders, no matter how well-intentioned they appear.

Snow Elves (Erunsil)

Producing more warriors against the Shadow than any of the rest of their brethren, the Erunsil are proud warriors who struggle daily to hold back the rushing tide of the orc armies. Hardened by icy terrain and constant battles, all Erunsil, male and female, young and old, learn to fight and survive in the worst of conditions.

Motivations

The Erunsil hate the shadow with a passion that burns brighter and hotter than the hearthstones that light their shelterwood trees. The elven raiders amongst their number range far and wide, roaming the wilderness in search of orcish patrols and troop movements to attack with unrestrained fury. The orcs have named these raiders *kazarkai*, the ghosts of ice.

When found outside their home territories of northern Erethor, the Erunsil are almost always in pursuit of the Shadow's soldiers or acting to assist those who are. The legendary Ice Wraiths was a band made up entirely of Erunsil who left their home to track down the wandering warband of Legate Shokothol fifty years ago. Only one returned for every 100 that went out, but their opponent's army was slaughtered to the man. A few young snow elves leave home each year in the hopes of making such a name for themselves.

Strategies

The snow elves are few compared to the hordes of orcs

that oppose them, and therefore stress utmost effectiveness for each of their warriors. They strike fast and hard, then retreat before they can be engaged. "One arrow is worth ten swords," is the motto of the elven raiders, who launch deadly rains of arrows against the orcs but do not remain in the area long enough for retaliation from the shorter-range weapons of Izrador's forces. If they do get caught in close quarters, they switch to their short knives and fight desperately to escape. Most groups of raiders have one or two elves known as dire blades; these vicious warriors are very skilled with their wide-bladed fighting knives and will fight to the death to ensure that the rest of the raiding party escapes without pursuit.

Secrets

The Erunsil hold their icewood bows sacred and will not part with them while they live. While most believe it is the icewood bows that make the elves so efficient when battling orcs, the elves do have another secret. Long ago, they traded a large stockpile of good steel to their cousins the Danisil. In return, the Danisil taught them to concoct a poison that is particularly deadly to orcs but harmless to the other races. Those who received these poisons are sworn to secrecy, however — as long as Izrador remains ignorant of this potent weapon, the shamans of the orcs will not endeavor to find a cure for the poisons.

Nomadic Halflings

Ranging up and down the Plains of Erenhead, the nomadic halflings eke out a harsh existence fraught with peril and hardship. They wage a constant war against Izrador, hoping to draw his forces away from the few free halflings still dwelling in farming villages to the south. These nomads have become half-mad and feral from the constant warfare and fear, a state of affairs that deeply troubles their wogren companions.

*Today the sun rose over the Dunni.
Today my tribe ranges free.
Today this fine wogren carries me.
Today my spear hunts, and makes no war.*



*Today the boar runs slow and fat.
Today the stew is good, the beer smooth, the pipeweed strong.
Tomorrow may differ, but
Today the North stays in the North.*

— A halfling toast performed often at plainsmeets and other feasts

Motivations

The nomadic halflings wish to preserve the lifestyle of their cousins in the southern savannahs of Southern Erenland. Though the nomads believe strongly in the purity of the lifestyle they have chosen, they realize it is a far cry from the comfort and peace that agrarian halflings once enjoyed. While fully embracing their ancient traditions, the nomads are all willing to die if doing so will preserve the lives and lifestyle of the agrarian halflings to the south.

This has led the nomadic halflings to take terrible risks, including angering the dwarves of the Kaladrin

Mountains. Because the nomadic halflings are so brazen in their defiance of Izrador, they have drawn many legates and their armies further south to deal with them. While the halflings are able to use the superior mobility provided by their wogren mounts and their stealth to avoid the legates, the outlying dwarven communities of the central and southern Kaladrans are by contrast easily found. Some dwarven holdfasts in the central Kaladrans therefore find themselves besieged from both sides once the legates have given up chasing the halflings, while those in the souther spur face unexpected raids. The halflings view this as a harsh, but unavoidable consequence of their attempts to keep the attention of Izrador's forces away from their folk.

Strategies

The wogren riders of the nomadic clans are their best defense against their enemies. Fast and skilled in battle, the intelligent wogrens perfectly complement their halfling riders and assist them in waging their endless war against the orcs. Their speed helps them stay ahead of the slower, clumsier orcs, allowing wogren riders to harry troops that they catch on the open plains.

Those who do not ride the wogrens instead rely on their natural skill at hiding to avoid notice. When the minions of the Shadow pass near, the halflings either hunker down and hide or use stealth to set up ambushes, depending on their strength relative to the forces passing through their territory.

Though they do not have as many, nor as powerful, channelers as their agrarian cousins, the nomadic halflings do have a decent number of these spellcasters in their midst. The channelers are always protected and encouraged not to draw the enemy's attention with their magic, but in times of dire trouble they rage forth with all the skill and determination they can muster, often turning the tide of a battle with a few well-timed spells.

Secrets

The nomads have developed an intimate familiarity with the plains of Erenhead, finding countless ambush spots, dells to hide in, and hills in which to evade pursuit. Among these secrets, however, the most important by far is the location of their wogren breeding grounds. Once thought to be hidden in Wogren Moor, the riders have in fact dispersed many of the wogren to other sites in order to protect the bloodlines of their mounts.

Agrarian Halflings

These quiet, rugged halflings struggle every day to avoid the notice of the Shadow. Though related to the nomadic halflings, these settled creatures are unaware of the great debt they owe their wogren-riding cousins. While comfortable in some respects, the agrarian halflings are an irritant the agents of the Shadow believe they can wipe

out at any time. Once the more aggressive halflings to the northeast are subdued, they believe, they can finish enslaving what few farmers remain in the south.

Motivations

The agrarian halflings want only to be left in peace to farm their land and study the ways of magic. The number of channelers amongst their people is high, though none of the halflings will ever admit to practicing magic to outsiders and only a few are aware of which of their people can actually channel a significant amount of arcane energy.

The leaders of the agrarian halflings hope to keep it that way for some time. By hiding their channelers, the *duahs* (town leaders) believe they are not only prolonging the lives of these spellcasters, but also giving hope to the rest of the halflings. The *duahs*' hidden agenda is to convince the Shadow that there are far fewer halfling channelers, and to convince their own people that there are far more halfling channelers, than there actually are.

One thing guaranteed to bring these normally peaceful farmers to the brink of enraged madness is the presence of slavers. Because most of Izrador's halfling slaves come from the ranks of the farmers, these halflings have developed a powerful hatred for slavery in any form. They will do their best to oppose any who engage in such practices and attempt to free slaves whenever possible, even to the point of ignoring their own safety.

Strategies

Almost all of the halflings' defenses revolve around the magic of their channelers. While this may not be the best plan, the halflings have little choice. They are adequate warriors, but lack the size and strength of orcs. Unlike their nomadic cousins, they do not have the option of saddling up a wogren and riding to safety. Instead, they stoically man their farms and wait for the inevitable, hoping to be equal to the challenge when it comes.

The channelers, for their part, have focused on spells of deception and illusion. To avoid the notice of slavers they cloak their already innocuous villages in illusions and use similar spells to make their carefully cultivated fields look like nothing more than barren wasteland.

Secrets

In preparation for the fight that must surely come, all halfling villages and homesteads are equipped with escape routes. These narrow tunnels were carefully constructed over the course of years, providing a cramped but secure escape from the farms into the surrounding wilderness. Though dreading the day they have to use them, all agrarian halflings know of the tunnels and how to find them.



Orcs

The orcs were created by the twisted evil that hid dormant from the world for thousands of years in the frozen wastelands of the north. They are vicious, cruel, and bred for evil and destruction. Their society is comprised of everything other cultures find uncivilized and brutal, from unchecked violence to ritual scarring and blood sacrifice. As the armies of orcs infiltrated the lands to the south of their home, some orcs became a part of the communities that they conquered. Sometimes the orcs were assimilated into the surrounding cultures, in other instances they brutally beat the individuality from their new servants. Orcs may now settle freely in any conquered community using their military power, but the incredibly rare orc proves himself to be a friend to his community rather than a conquerer.

Motivations

Most orcs are motivated only by two things—to serve their masters and to make others submit to them. This makes them predictably unpopular with the people in the subjugated lands of Eredane, and the orcs are bitter enemies of the elves whose forests they routinely chop and burn to the ground. As much hatred as the elves have for the orcs, the orcs themselves have for the

dwarves that hide underneath the heavy stone of the Kaladrin Mountains.

Occasionally, as rare an event as an eclipse or a comet, an orc's mind will expand enough to present a glimmer of an idea: that there are other options. No one knows what allows an orc to move past his base instincts to slaughter and serve. Some may feel a particular hatred toward their oruk captains or the legates they must serve. Others are shocked and confused upon witnessing acts of kindness by other races. Some are simply desperate criminals among their own people. In any case, these orcs most often have little choice but to obey their masters or suffer the same fate as those of the other races who resist Izrador's will. On some occasions, however, these orcs find themselves in the position to escape the army and to try to make a new life elsewhere. Such orcs are often turned in by citizens bent on revenge for the mistreatment of their people, but sometimes these refugees are welcomed not only for the muscle they provide but also for their skills in dealing with others of their kind.

Strategies

Orcs are powerful fighters that fear nothing when in combat. Their innate ferocity grants them the ability to fight through pain that would incapacitate most others. They are very straightforward in battle, eschewing tactics or stealth for frontal assaults accompanied by wild

howling. The power of an orc assault is undeniable, and many stalwart adventurers and companies have fallen before the might of a dozen vardatches swinging down upon them.

Secrets

The orcs are starting to chafe under the leadership of the legates, particularly in the Northlands where they are generally left to their own devices unless they are needed for some act of violence or show of force. There have been rumors circulating around Theros Obsidia about orcs killing legates in certain instances, and these rumors have so far not been disproved. While the orcs in the south are still firmly under the control of the Night Kings and the oruk generals, any sign of successful rebellion could spell trouble and chaos for the armies that are so close to their ultimate victory.

Dworgs

Products of savage abuse of dwarves at the hands of marauding orcs, the dworgs often find themselves hated and outcast before they are even born. Though many dwarven women choose to end their pregnancies, or even their own lives, if they even suspect they are carrying a dworg, a handful persevere and attempt to keep the child. Faced with prejudice within their clan and plagued by the alien nature of their children, few succeed in raising happy, well-adjusted dworg children. Only amongst the Durgis clan are dworgs truly accepted, and even then only as warriors and defenders, never leaders.

*All is war. The farmers of the plains cut the stalks;
The stalks are puny warriors, frozen with terror.
All is war. The hunters of the woods shoot the beasts;
The beasts are clever, but cowardly.
All is war. The chippers of stone beat the mountains down;
The mountains sit and take it, submissive.
All is war. The boaters cut the rivers with their keels;
The rivers are too stupid to get angry.
All is war, and only the darkblooded fight properly.*

— A contemplative chant by a dworg warrior

Motivations

The dworgs are plagued with a burning hatred for Izrador's orcs, whom they feel brought the hatred of other races and shame of their own upon their mothers. When dworgs war against orcs, it is a bloody spectacle filled with amazing feats of strength and endurance — many are the tales of dworgs and orcs battling on well past the point when members of any other race would have collapsed from exhaustion and blood loss.

For all their strength at arms, the dworgs know they are not like the other races. Produced in hate, they

suffer from self-loathing and doubts of their own worth, making them often moody or depressed. Those who treat the dworgs as equals earn their undying respect and loyalty, even unto death.

Strategies

The dworgs are powerful fighters and ferocious combatants, but they know little of stealth or secrecy. They are blunt and to the point, both in their words and deeds. "You always know where you stand with a dworg," a halfling storyteller once said. "Though he may not like you, he will make no secret of that fact and give you plenty of space to leave him before things get ugly."

Because of their imposing physical stature and angry nature, dworgs most often find work as mercenaries, soldiers, or guards. On the battlefield they are relentless, tireless warriors who prefer two-handed weapons and use them with deadly skill. While they may never become master tacticians and despite their love for straight-up fights, dworgs are canny and effective on the battlefield.

Secrets

The dworgs are not united as a race, but there are a growing number of them who share a secret. Rumors of an all-dworg village where the arts of the defender are taught alongside history and even crafts are beginning to find their way to the ears of the dworgs. The small community, called Verdant, is supposedly hidden in an isolated corner of the Caraheen. Here, it is said, a dworg may be live among his own kind and be taught to stifle his killing instincts or to channel them. As an added benefit for those who choose the latter path, Verdant is said to send out patrols (with the elves' blessing) to engage the orcs who threaten the forest, giving those who study there ample opportunity to vent their bloodlust.

Channelers

Moreso than any other type of hero on Erethor, channelers have been decimated since the coming of the Shadow. Hunted down because of their outlaw abilities, most find themselves naturally opposing Izrador by virtue of his dictates against them. This drives them to ally with his enemies, if not for the pursuit of common goals then simply for defense. The channeler's art is accepted more today than ever before by those who want to see the dark lord fall, even if everyday people sometimes fear the wrath that a channeler's presence among them can bring.

Motivation

Channelers are motivated equally by fear of capture and devotion to their art. The legates of Izrador are tasked to hunt down and kill those who wield magic, and it is said their astirax companions can smell the magic that flows

in the blood of any channeler from miles away. Thus, very few channelers are afforded the luxury of having a permanent home, forced instead to make their way across the land helping those where they can and, if possible, hindering the dark armies of Izrador in the process.

Strategies

Channelers must remain secretive about their abilities almost constantly. This need for secrecy means that spellcasting while in the sight of others is incredibly risky, and most channelers prefer to do so well outside the area of any civilized creatures. When spellcasting in public becomes a necessity, most channelers quickly move on to other locations so that if they are given away they can have a long head start on the legate that will surely investigate their passing. It is a dangerous world in which to wield the powers of magic, and there is no such thing as being too careful for those who do.

Many channelers also learn to cast their spells silently or without the dramatic somatic components normally required, so as to facilitate stealth in their magic. These skills are considered especially important for spellcasters who frequent the front lines in Erethor and in other places that literally crawl with the agents of the dark god. Izrador is intent on wringing every last bit of magic from the face of the planet, and channelers represent both his most powerful opponents and most valued prize.

Secrets

Channelers across Eredane have been researching and experimenting with forms of magic that they hope will ignore or resist the strange drain that the temples to Izrador seem to have on all things arcane. Some speculate that ancient rituals may be used to counter the magic drain, while others believe that specific power nexuses must be used to create items that retain their magical properties in Izrador's "dead zones." So far there has been no actual success in this mission, and many channelers have lost their lives chasing down what many consider a false hope.

Defenders

The defender is the hope of the Erenlander race. The code and skills of the defender have spread throughout all of the other races, and are evident among the Sarcosans and Dorns, but it is among the downtrodden of central Eredane that these unarmed knights have become true heroes.

Motivations

Defenders, unlike channelers and wildlanders, are almost always fighters against the Shadow. None but the



most committed to his fall would devote themselves to the time, energy, and discipline required to gain even the most basic skills in hand-to-hand fighting that a defender must master to stay alive. True, there are embittered slaves and workers who have simply learned to use their fists to take out their anger or to defend themselves, but these do not learn the specialized skills of the true defender.

Defenders may act out of a sense of desperation, goodness, anger, vengeance, or some painful mix of all four. Perhaps the simplest way to imagine defenders' motivations is to picture them as those who would have become knights or champions in another time and place.

Strategies

Defenders can learn their abilities on their own, but doing so is a painful and dangerous process. Yet, were they to set up consistent communications or meeting spots they would surely be ferreted out and destroyed. The defenders must therefore walk a narrow line between independence and group identity. They meet at random, as dictated by fate or whim, and travel far and often in order to precipitate such meetings with their fellows. When defenders do encounter each other, there are no signs, secret handshakes, or passwords; there is simply a gut instinct informed by the other's manner and

movement, and a purposeful vagueness to their discussions and training.

Because of their ability to travel without weapons, or armor, defenders make excellent spies, scouts, and organizers. As able and ready as they are with their fists, the defenders of Erenland know that they are much more beneficial to the resistance as eyes, ears, and voices than as warriors who throw their lives away in meaningless combat.

Defenders also make excellent trainers and instructors. Every gnomish smuggler and halfling slave can benefit from a defender's instruction in unarmed combat; such abilities can extend the lifespan of any under the Shadow's rule if they are used judiciously.

Secrets

Defenders have begun to spread their training throughout Erenland via several covert methods. Defenders who have been enslaved may teach their skills while laboring next to their fellow captives, showing them how to use their fists instead of their hammers, heavy kicks instead of crowbars. Perhaps one or two demonstrated strikes per day are all they reveal to likely candidates, and should they ever be betrayed there is never any evidence that they are not simple slaves like the rest.

Where possible they may even take down orcish patrols that are particularly brutal to the weak and innocent, and in a sense of grim humor might use the beaten and bloodied patrol members to show peasants how to punch through armor and debilitate without weapons.

Wildlanders

Marked as cowards and traitors by many, the wildlanders are fewer in number now than ever before in the history of Eredane. Finding little support from those who believe the wildlanders abandoned Eredane in its time of darkest need, the wildlanders have been driven even deeper into hiding. Though they offer their services to adventurers and war parties who battle Izrador's forces, the wildlanders are having a difficult time proving their loyalty and dedication to the cause.

Motivations

The wildlanders fall into two camps: survivors and resistance fighters. Some fall into the former role naturally, simply trying to evade slavery or harsh laws and live their life in seclusion. The resistance fighters become wildlanders to further their goals as fugitives on the run, rebels, and displaced heroes. Many unsung heroes in the war against the Shadow emerge from this type of wildlander.

During the third war, the Shadow's minions hunt-

ed these resistance fighters mercilessly, and when some of Wildlanders hid from the fighting to preserve their families and fight another day, they were abandoned by the forces of light. What few remember is that though the wildlanders did not present a united front in the battle against Izrador, many of their kind engaged in solitary crusades that resulted in the deaths of hundreds, even thousands, of orcs.

Now, the wildlanders that continue to fight do so with devotion. They throw themselves into battle with animalistic fury and lead brutal assaults against the orcs and other agents of Izrador. With their unique skills, the wildlanders believe they can help their friends and companions defeat Izrador, once and for all, but they must first prove themselves worthy of such trust. Only time will tell if they are able to sway the opinions of others, but the wildlanders can't afford to spend too much time fretting over it — they've become such a menace to Izrador's troops that they are almost constantly hunted. They fight the shadow and offer aid where they can, and hope for the best.

Strategies

The wildlanders are not many in number and have no standing armies. They often work closely with elven raiders and employ some of the strategies they have learned from hunting alongside the elves. They use archery extensively, often striking a foe from a great distance and retreating into cover to provoke their enemies into foolishly charging into battle. Given their hardy nature and ability to live off the land in even the harshest of climates, wildlanders may spend a great deal of time hiding in the wilderness should the enemy want to expend the resources to hunt him.

With their tracking ability, wildlanders are also able to follow their enemies for days, stalking and harassing them until the enemy is half-mad with paranoia and rage. Only when his enemy's strength and health are decimated and his morale all but gone does the wildlander make the killing blow.

Secrets

The wildlanders are beginning to band together. The wood signs they all know are now being used to communicate and coordinate, leading to the formation of sizeable warbands. These groups keep to themselves, however, and are afraid to reveal their actions to others, lest they be misconstrued. For now, the wildlanders are preparing to launch their own, secretive assaults against the forces of the shadow wherever they would be foolish enough to venture into the wilderness. There are even rumors that the wildlanders plan to take one of the northern keeps as a demonstration of their earnestness in this last desperate stand against the Shadow.

Chapter 2

New Heroic Paths

Heroic paths are one of the few edges that characters in MIDNIGHT have, but it is a potent one. Some say that these mystical abilities are granted to a lucky few by the will of Aryth itself; others claim that the power comes from within. Regardless of the source, those who would be heroes against Izrador must choose a path. It is not a profession, a religion, or a skill . . . it is simply part of who the character is.

Heroic paths must be chosen at 1st level for character creation and may not change for any reason. Even great magics and rituals cannot change heroes' paths, for it is part of who they are. Some hone their skills to best utilize their path; someone born to the hunter heroic path is quite likely to find himself becoming a wildlander. On the other hand, some birthrights can have surprising effects on a character; the most peaceful channeler may suddenly find herself directing seasoned warriors in combat.

While the MIDNIGHT campaign sourcebook outlined the most common heroic paths, there are as many different forms of heroism as there are people on Aryth. These are less common but just as powerful heroic paths that have surfaced in those who fight the Shadow.

Granted spells are treated as if the character had innate spell-like abilities and function at a caster level equal to the character's current level. Other abilities are explained in the individual entries for each heroic path.

The names and game statistics of the heroic paths are designated as **Open Game Content**. The background descriptions are designated as closed content.

Beast

Whereas those who follow the path of the warg have befriended animals and learned to mimic their abilities, the beast has simply become one. Long years of suffering under the yoke of the Night Kings and their foul minions has taken the last shred of civilization from the beast, forcing him to revert to a more primal state to cope with the loss and pain that surround him. By living on instinct alone, the beast is better able to control his surroundings and survive in the harsh world that Izrador has created. The beast lives by only one code—kill or be killed. He is loyal to those he trusts and dangerous to those he does not, and once he sets himself loose on an enemy there can be only one conclusion to the conflict.

Beast Abilities by Level

Level	Ability
1	Vicious assault, wild sense
2	Bestial aura
3	<i>Magic fang</i> 1/day (self only)
4	<i>Expeditious Retreat</i> 1/day (self only)
5	+1 Str
6	Vicious assault
7	Rage 1/day
8	<i>Endurance</i> 1/day (self only)
9	<i>Cat's grace</i> 1/day (self only)
10	+2 Str
11	Vicious assault
12	Enhanced bestial aura
13	<i>Bull's Strength</i> 1/day (self only)
14	<i>Greater magic fang</i> 1/day (self only)
15	+3 Str
16	Enhanced wild sense
17	Rage 2/day
18	<i>Freedom of Movement</i> 1/day (self only)
19	<i>Bull's Strength</i> 2/day
20	+4 Str



Beast Ability Descriptions

Vicious Assault (Ex): The beast character is so vicious and aggressive that he can tear enemies to pieces with his bare hands. He gains the Improved Unarmed Strike feat, greater damage, and a bite attack. At 6th level and 11th level, the beast character's unarmed strikes deal greater damage as shown on the chart below. Because these are natural attacks, the character may make both claw attacks at his normal BAB and bite attacks at -5. He also qualifies for the Multiattack feat, which would reduce the bite attack penalty to -2.

Character Level	Medium-size		Small	
	Claw	Bite	Claw	Bite
1st	1d4	1d2	1d3	1
6th	1d6	1d3	1d4	1d2
11th	1d8	1d4	1d6	1d3

Wild Sense (Ex): At 1st and 16th level, the character may choose either low-light vision or scent as a special quality. If the character already has low-light vision, it is improved to darkvision with a range of 60 feet. If the character already has darkvision, he gains nothing by choosing the low-light vision option.

Beastial Aura (Su): The beast character is vicious and territorial, and can make animals or beasts aware of this force. At 3rd level, the beast character may turn animals as a good cleric two levels lower turns undead. He may use these abilities a total number of times per day equal to 2 + his Charisma modifier. The beast character also has a -10 penalty to all Handle Animal checks. At 12th level he may turn animals as a good cleric equal to his level, and may do so an additional 3 times per day; however, all animals within 15 ft. of him immediately act negatively toward him. Horses buck in their stalls, watchdogs bay, caged animals rattle the bars, etc.

Rage (Ex): Starting at 8th level, a beast character can send himself into a rage when he is in combat. This acts in all ways like a barbarian rage (PHB), except it can only be used once per day, twice per day at 17th level.

Elementalborn

Whether by virtue of growing up near a concentrated essence of the elemental planes or by some magical infusion, an elementalborn character shares a connection to the elemental planes that have been long-sealed off from the world of Aryth. While these characters tend to exhibit the traits of all of the elemental planes, they almost always have the personality and sometimes even minor physical traits of one of the elements, considered their primary elemental influence. Fire-influenced characters are rash and hot-tempered, while water-influenced characters can be serene and even mannered. Air-influenced characters are easily distracted and hard to pin down, while earth-influenced characters tend to be

stubborn and single-minded. Elemental characters are some of the strangest heroes on Aryth, and some legates devote their lives to finding and studying these plane-touched characters.

Elemental Abilities by Level

Level	Ability
1	Elemental taint, Elemental resistance 5
2	Elemental aspect
3	Elemental cohort (2 HD)
4	Elemental aspect
5	Elemental resistance 15 (2nd type)
6	Elemental aspect
7	Elemental cohort (4 HD)
8	Elemental aspect
9	Elemental summoning IV 1/day
10	Elemental cohort (8 HD)
11	Elemental aspect
12	Elemental resistance 30 (3rd type)
13	Elemental aspect
14	Elemental summoning V 1/day
15	Elemental aspect
16	Elemental resistance 40 (4th type)
17	Elemental aspect
18	Elemental cohort (16 HD)
19	Elemental aspect
20	Elemental

Elementalborn Ability Descriptions

Elemental Taint (Su): The elemental character must choose his primary elemental influence. Depending on his choice, he gains one of the following spell-like abilities, usable once per day. The elemental resistance he gains at 1st level is also affected by this choice.

Taint	Spell-Like Ability	Element
Air:	<i>open/close</i>	Electricity
Earth:	<i>detect poison</i>	Acid
Fire:	<i>flare</i>	Fire
Water:	<i>ray of frost</i>	Cold

Elemental Resistance (Ex): The elemental character gains a level of resistance to all elemental damage as he grows in power. At 1st level the character gains the listed elemental resistance against his primary elemental influence. At 5th, 12th, and 16th levels the character chooses another type of energy to which he is resistant and his resistance against all chosen types increases.

Elemental Aspect: The character gains one of the following elemental aspects. The first aspect must be one chosen from his primary elemental influence, but all others may be chosen in any order and some may be chosen multiple times, as described below. If not detailed, assume the aspect may only be chosen once.

Each time the character gains a new aspect, he gains a very slight physical trait associated with the change. Perhaps his hair turns a shade redder or his eyes become flecked with gray. These changes should be minor, and even after experiencing several of them the character should not stand out unless he is placed under close scrutiny.

Air:

Light Step (Su): The elemental character is able to exert less force as he walks, making it less likely that he will trigger traps, break through a rickety bridge, or disturb sleeping foes. Each time the character selects this aspect, to a maximum of five times, he gains a +2 bonus to Move Silently checks. In addition each time it is chosen he counts as 20% less heavy (not including equipment and clothing carried) for the purposes of setting off traps or breaking through brittle ground. This aspect may be chosen more than once.

Breathless (Ex): The elemental character gets all the oxygen he needs from his own body as long as his skin is in contact with air. Thus, he has no need to breathe normally, making him immune to gas-based poisons and other attacks. He still suffers the effects of suffocation if he is trapped in an airless environment, and the character does not gain the ability to breathe while submerged in water or another substance.

Earth:

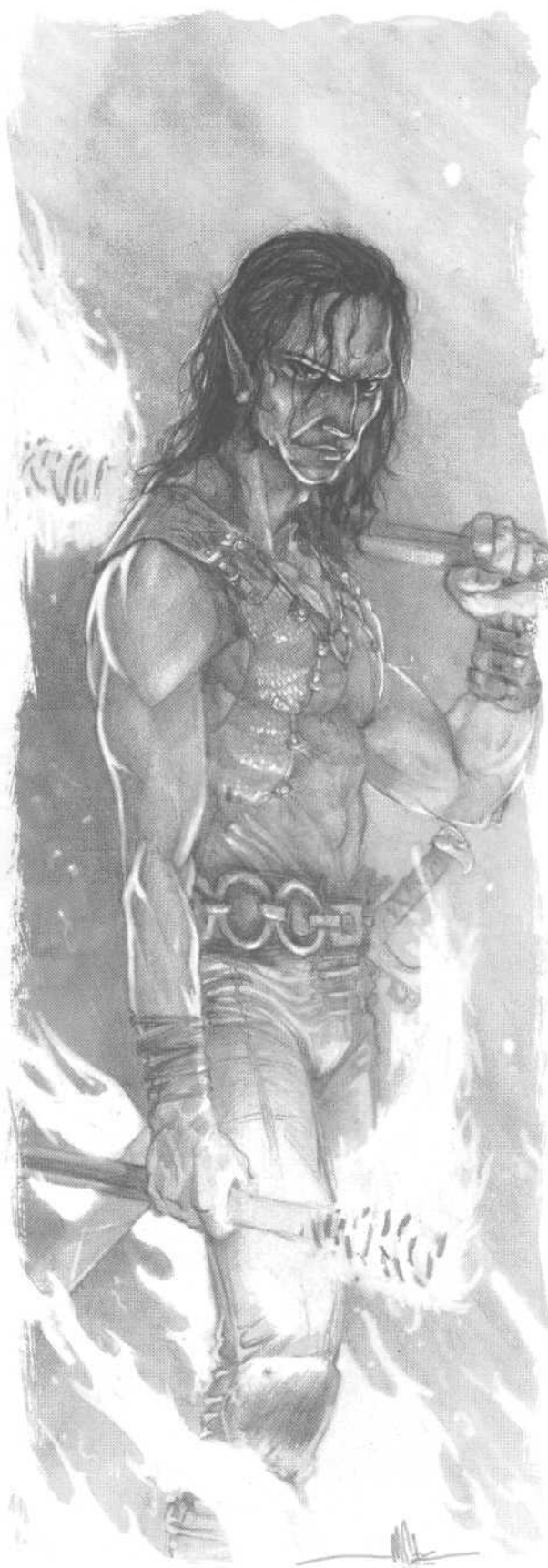
Acidic Secretions (Ex): The elemental character gains the ability to secrete acid from his skin that ignores cloth, wood, or metal but damages living tissue besides his own. Any creature that is grappling him or that he is grappling suffers an automatic 1d4 points of damage per round from the acid. The character is also considered armed when making an unarmed strike and deals 1d4 points of acid damage in addition to his normal unarmed strike damage.

Skin of Stone (Ex): The elemental character's skin hardens, granting him a +1 natural bonus to AC.

Fire:

Fiery Metabolism (Ex): The character's body works overtime, affording him several advantages. He gains a +4 bonus on all Fortitude saving throws against the effects of poison and disease. He also gains this bonus when making saving throws against the side effects of using all types of herbal concoctions (see Chapter 7).

Heat Body (Su): Once per day per number of times chosen, the elemental character can cause his body to become incredibly hot as a free action. This acts as if the character was the target of a *heat metal* spell, except that neither he nor his equipment takes any damage. Anyone touching the character with a metal object or his bare hands suffers the effects of the *heat metal* spell for that round. Thus, if a character enacted this ability and was then struck by an orc's vardatch in the 3rd round, the orc would suffer 2d4 points of damage as his sword became extremely hot to the touch. The orc would not suffer any further effects unless he touched



the character again in a subsequent round. This aspect may be chosen more than once.

Water:

Water Adaptation (Ex): The character gains a swim speed of half his normal movement rate and may hold his breath for twice as long as normal.

Aquatic Form (Ex): The character's body has taken on some adaptations that make him more like an aquatic creature. As a result, the character gains a +4 bonus to all Swim checks and gains a +1 bonus to his natural armor.

Elemental Summoning (Sp): This works exactly like the spells *summon monster IV* and *summon monster V*, but only elementals may be summoned.

Elemental Cohort: At the listed level, the character gains an elemental cohort of the listed Hit Dice. This elemental must be of the same type as the character's chosen primary aspect. The elemental is a unique, free-willed individual who has chosen to follow the character out of a feeling of kinship. It will follow the character's commands, even fighting to the death if necessary, but will expect friendship in return.

The elemental cohort will generally remain hidden in the earth, air, rivers, etc., coming forth at the character's bidding if there is an appropriate amount of the element nearby. When summoned, the elemental may never travel more than 100 ft. from the character without dissipating back into the elements from which it was created. This dissipation does not count as destruction.

If the cohort is destroyed, a replacement cohort does not arrive until the next listed Hit Dice elemental is granted to the character. If the cohort is still alive when the character would normally receive a new cohort, that cohort instead advances to the appropriate Hit Die.

Elemental: The character achieves his paragon form, a perfect blend of elemental energies in a humanoid body. He is forevermore treated as an elemental rather than a humanoid for the purpose of spells, magical effects, and immunities. In addition, the character is immune to all forms of elemental damage and gains the ability to communicate with elementals of all types, regardless of language. Unlike other elementals, the character can still be brought back from the dead as if he were still a humanoid.

Fellhunter

The Fell are a real danger to the people of Eredane, as well as some of the most horrifying creatures found in the world of MIDNIGHT. Few things are more frightening than seeing an expired loved one crawling forth from the grave to assault the living. Fortunately for the people of Eredane, there are a few determined heroes born with the ability to dispatch these foul creatures and release their tortured spirits.

Fellhunter Abilities by Level

Level	Ability
1	Sense the dead, 15 ft.
2	Touch of the living + 1
3	Sense the dead, 20 ft.
4	Unseen, 40 ft.
5	Sense the dead, 25 ft.
6	Disrupting attack 1/day
7	Sense the dead, 30 ft.
8	Unseen 30 ft.
9	Sense the dead, 35 ft.
10	Disrupting attack 3/day
11	Sense the dead, 40 ft.
12	Unseen, 20 ft.
13	Sense the dead, 45 ft.
14	Disrupting attack 4/day
15	Sense the dead, 50 ft.
16	Unseen, 10 ft.
17	Sense the dead, 55 ft.
18	Disrupting attack 5/day
19	Sense the dead, 60 ft.
20	Grave severance

Fellhunter Ability Descriptions

Sense the Dead (Su): The fellhunter can sense the presence of the undead at 15 ft. The detection distance increases by 5 feet every other level. This is not an automatic ability, however, and does require concentration. Using this ability requires a successful Spot skill check (DC 10 + 1 per HD of the undead), which does not provoke an attack of opportunity. The fellhunter senses the presence of all undead for which he exceeds the DC of the check.

Touch of the Living (Su): Melee attacks made by the fellhunter are particularly effective against the undead. Those who follow this heroic path exude an aura that is painful and disruptive to the undead, allowing them to weaken the bonds holding the spirit to the corpse. All melee attacks made by the fellhunter which cause any damage to an undead creature inflict an additional hit point of damage +1 per five character levels of the fellhunter. For example, a 3rd-level fellhunter would do 1 additional point of damage per attack, while an 11th-level fellhunter would do 3 additional points of damage per attack.

Unseen (Su): This ability renders the character invisible to undead until they approach within the listed distance. Thus, at 4th level, the character is invisible to undead that are 40 ft. or more from his location, while at 16th-level, he is invisible to undead who are more than 10 ft. from his current location. The unseen ability is otherwise treated the same as the *invisibility* spell.

Disrupting Attack (Su): This ability allows the fellhunter to disrupt the bond between the spirit and its body, temporarily dazing the undead. This ability may be used a number of times per day as shown in the table





above. Undead who are struck by a disrupting attack must immediately make a Will save (DC 15 + 1 per 2 character levels) or be dazed for 1d4 rounds.

Grave Severance (Su): Once per day, the fellhunter may use this ability to dispatch an undead. The target of this ability must have fewer total Hit Dice than the fellhunter. This ability may only be used after a successful attack against an undead; when it is declared, the undead must immediately make a successful Will save (DC 25) or be utterly destroyed as its spirit is freed from its mortal shell.

Hunter

In all times and places, there are some who are predators and others who are prey. Those who follow the heroic path of the hunter represent the predator's spirit, the power of the hunter in all its many forms. These characters are strong, confident, and capable of providing for themselves and others. Though they kill only when necessary, they are more than ready to put their skills to use to help those who are too weak to defend themselves.

Hunter Abilities by Level

Level	Ability
1	Feral tracker +1, scentless
2	Determined hunter +1
3	<i>Detect animals or plants</i> 1/day
4	Wolf's pace (normal)
5	Feral tracker +2
6	Determined hunter +2
7	<i>Speak with plants or animals</i> 1/day
8	Wolf's pace (herbal)
9	Feral tracker +3
10	Determined hunter +3
11	<i>Neutralize poison</i> 1/day
12	Wolf's pace (double)
13	Feral tracker +4
14	Determined hunter +4
15	Freedom of movement 1/day
16	Wolf's pace (restful)
17	Feral track +5
18	Determined hunter +5
19	<i>Commune with nature</i> 1/day
20	Wolf's pace (run)

Hunter Ability Descriptions

Feral Tracker (Ex): The character is a natural tracker, able to discern the patterns of animal tracks in even the most difficult terrain. For some hunters the prey is game . . . for others, it is the minions of Izrador. Characters without the Track feat may use this skill bonus on Wilderness Lore checks to hunt animals only. Those with the Track feat may use this skill bonus to track any creature.

Additionally, the character gains an extraordinary sense of smell when tracking prey. This does not grant the character the use of the scent ability; however, the character may use his sense of smell to great benefit when using the Track feat. He may use the scent left by the creature to ignore the effects of surface conditions and poor visibility, as well as to gain bonuses at the DM's discretion when making tracking checks to determine the creature's physical condition (wounds, level of exhaustion), mental condition (fear, excitement), or any other factors as determined by the DM.

Scentless (Ex): Hunters must learn to suppress their own scent to approach the creatures of the wild. Once this ability is gained, the hunter no longer has any specific scent but simply smells vaguely of the outdoors at all times.

Determined Hunter (Ex): Hunters develop a building need for a kill the longer they track. Additionally, each footstep and broken twig tells the hunter a bit more about his prey. This combination of primal urge and intellectual analysis makes the hunter a deadly opponent to anyone he has been tracking. At 2nd level the hunter may apply a +1 competence bonus (+1 for every 4 levels thereafter) to any one type of roll

against a creature he has been tracking for 1 hour. For every additional hour he has been tracking the creature, he may apply the bonus to another type of roll. All bonuses last for the duration of the hunt, including combat with the tracked creature. The bonuses may be applied to attack rolls, damage rolls, specified saving throws, specified Skill checks, and Armor Class, but only against the creature being tracked. If the hunter is tracking multiple creatures of the same race, the bonuses apply to all of them. If he is tracking multiple creatures of different races, he must choose one race to apply the bonus to.

Wolf's Pace (Ex): The hunter gains the ability to move quickly and perform additional tasks while tracking. At 4th level, the hunter may track at his normal speed without taking a penalty to his Wilderness Lore check, and may continue for twice as long as normal without making a Constitution check. At 8th level, the hunter may make a Profession (herbalist) check for every two hours of tracking; if successful, the hunter has found a useful herb in his travels (see Herbalism, Chapter 7). At 12th level, the hunter may track at the hustle mode of overland movement without taking a penalty to his roll. At 16th level, the hunter's body is so attuned to being pushed over long distances that he gains hit points back as if resting even while exerting himself. Finally, at 20th level, the hunter may use his force of personality and knowledge of terrain to track at a run, as well as to allow others to keep up with him without having to make Constitution checks.

Jack-of-All-Trades

The rare hero of Aryth dabbles in whatever it takes to survive and manages to become a jack-of-all-trades. Whether it is because their ancestry is varied, their birthplace one of shifting energies, or simply because they have the stuff of pure chaos in them, these heroes may become adept at any number of abilities and are among the most adaptable of heroes. These characters tend to favor experimentation over hard work and have ever-changing interests and passions as they shift focus from ones with which they have achieved basic proficiency. Still, the diversity of a jack-of-all-trade's talents can often be just what it takes to get his companions out of a jam.

Jack-of-All-Trades Abilities by Level

Level	Ability
1	Spell choice: 0-level 1/day
2	Spontaneous spell: 0-level 1/day
3	Skill boost
4	Ability boost
5	Save boost
6	Spell choice: 1st-level 1/day
7	Bonus feat

8	Ability boost
9	Save boost
10	Spell choice: 2nd-level 1/day
11	Skill boost
12	Ability boost
13	Spontaneous spell: 1st-level 1/day
14	Bonus feat
15	Save boost
16	Spell choice: 3rd-level 1/day
17	Skill boost
18	Ability boost
19	Spontaneous spell: 2nd-level 1/day
20	Skill boost

Jack-of-All-Trades Ability Descriptions

Spell Choice (Sp): The jack-of-all-trades character chooses a single spell of the listed level from the channeler spell list. He may not choose spells from the Greater Conjunction, Greater Evocation, or Necromancy schools. He may use the spell as a spell-like ability 1/day.

Spontaneous Spell (Sp): The jack-of-all-trades character may cast any spell of the appropriate level from the channeler list once per day. He may not cast spells from the Greater Conjunction, Greater Evocation, or Necromancy schools when using this ability.

Ability Boost (Ex): The jack-of-all-trades character chooses one ability. He gains a +1 bonus to that ability score. The character may not choose the same ability score twice with this ability.

Save Boost (Ex): The jack-of-all-trades character chooses one saving throw. He gains a +1 bonus to that saving throw. The character may not choose the same saving throw twice with this ability.

Skill Boost (Ex): The jack-of-all-trades chooses one skill. He gains a +2 bonus to that skill. The character may not choose the same skill twice with this ability.

Bonus Feat (Ex): The jack-of-all-trades may select a feat to which he meets the prerequisites.

Mountainborn

The dwarves of the Kaladrans are not the only denizens of Aryth's mountainous regions. From the refugee Asmadarins that hide on the Terrace of the Elders to the tribes of Erunsil that live amidst the low peaks of the Highhorns, many of Aryth's denizens took to the mountains after Izrador's invasion was complete. Mountainborn heroes are tough and hardy, able to withstand the deadly environment of their homes and trained to overcome the physical challenges of living on the slopes. When they descend from their homes for whatever purpose lies in their heart, they often find life off the mountain easy in comparison. The mountainborn are practical, however, and do not take for granted their lives or their relative freedom.

Mountainborn Abilities by Level

Level	Ability
1	Mountaineer +4
2	Resistance 2/day
3	Ambush (+4 Hide)
4	Rallying cry 1/day
5	+1 Con
6	Mountaineer +6
7	Ambush (+2 attack bonus)
8	Rallying cry 2/day
9	Stone shape 1/day
10	+2 Con
11	Mountaineer +8
12	Rallying cry 3/day
13	Ambush (+10 Hide)
14	Stone tell 2/day
15	+3 Con
16	Mountaineer +10
17	Rallying cry 4/day
18	Ambush (attack while hidden)
19	Stone shape 1/day
20	+4 Con

Mountainborn Ability Descriptions

Mountaineer (Ex): The mountainborn character excels at the skills needed to survive in the treacherous mountain environment. As a result, he gains the listed bonus to all Climb and Jump checks, as well as all Wilderness Lore checks made in mountainous terrain.

Rallying Cry (Ex): Mountainborn characters survive in an environment where communication between members of a hunting party or warband is the key to avoid being surprised or ambushed by hidden foes. They may raise powerful cries that help their allies coordinate attacks against their enemies. When the mountainborn character fails to be surprised in an ambush, he can raise this cry as a free action, which grants his allies a +4 bonus to any roll to avoid being surprised. Even if his allies are surprised, they are not considered flat-footed during the surprise round thanks to the mountainborn character's warning call.

Ambush (Ex): Ambush tactics are a way of life in the rough and rocky terrain of the mountains, where the advantages of surprise and higher ground can mean the difference between success and failure. A mountainborn character has an innate talent for different ambush tactics, and he slowly becomes able to adapt those talents for use no matter what the terrain.

At 3rd level, the mountainborn character can effectively disguise his position and that of up to 11 others. This is useful not only for ambushes, but also for hiding from pursuers. Given 10 minutes to survey the area and gather local materials, the mountainborn char-

acter can grant a +4 bonus to his own and his companions' Hide checks.

At 7th level, the mountainborn character grants a +2 bonus to the first attack made by anyone taking advantage of the cover he has provided when planning an ambush.

At 13th level, the mountainborn character's ability to hide his allies in preparation for an ambush increases. The Hide bonus granted by this ability increases to +10, and any character may use the mountainborn's Hide check in place of her own if it is higher.

At 18th level, the mountainborn character creates such excellent cover that he and his allies may attack with ranged weapons from their hiding places without revealing their position. Each round of attacks adds a +4 bonus to their enemies' Spot checks, however, so eventually their positions will be given away.

Northblooded

Born in the frozen tundra of the northlands, the northblooded character has a hardy constitution that inures her to both the harsh climate of her homeland as well as the pain and inconvenience of injuries of all kinds. Northblooded characters tend to be grim and see humor as a waste of breath. They speak in short phrases and always come quickly to the point, not having the patience to dally even when the chilling wind is not freezing their words. Northblooded heroes are most often orcs or Dorns from the Northlands who have decided to take up arms against their oppressors, but some Erunsil and displaced individuals of other races also find that they too have souls of ice.

Northblooded Abilities by Level

Level	Ability
1	Northborn
2	Cold resistance 5
3	Battle cry 1/day
4	Howling winds 1/day
5	+1 Con
6	Aura of warmth
7	Battle cry 2/day
8	Howling winds 2/day
9	Cold resistance 15
10	+2 Con
11	Improved battle cry
12	Howling winds 3/day
13	Frost Weapon 1/day
14	Battle cry 3/day
15	+3 Con
16	Cold immunity
17	Battle cry 4/day
18	Greater frost weapon
19	Frost weapon 2/day
20	+4 Con



Northblooded Ability Descriptions

Northborn (Ex): The northblooded character is familiar with and comfortable in the frigid northern lands. As a result she may use Animal Empathy as a class skill when interacting with animals native to that terrain. She also gains a +2 bonus to all Wilderness Lore checks dealing with cold conditions or when tracking and foraging in such an environment.

Battle Cry (Ex): Northblooded characters are steeped in the combat traditions of the Dorns and orcs that predominately populate the frozen northern lands. They learn to use wild battle cries to get their adrenaline pumping in combat, making them more effective and less likely to fall. As a free action, a northblooded character can shout a battle cry that grants him 1 temporary hit point per level that last until the end of the current combat.

At 11th level the battle cry improves, granting the character a +1 bonus to all attack and damage rolls in addition to the temporary hit points.

Howling Winds (Su): The cold, searing winds of the north can bring portents of danger and many other things when heard by the experienced ears of a northblooded character. Once per day at 4th level, the northblooded character can listen to the winds and determine many things about the surrounding land from their sound. This ability cannot be used underground or in

perfectly still conditions, although the slightest wind is enough to provide clues to a northman's trained ear.

This ability works exactly like the *commune with nature* spell except that the northblooded character can only get one question answered.

At 8th level the northblooded character can use this ability twice per day and have two questions answered. At 12th level the northblooded character can use this ability three times per day and have three questions answered.

Aura of Warmth (Su): The northblooded character learns to extend his natural resistance to cold-based dangers to his friends. All characters who remain within 10 feet of a northblooded character receive a +4 circumstance bonus to Fortitude saves versus cold weather conditions.

Frost Weapon (Su): Once per day starting at 14th level, the northblooded character can imbue his weapon with the icy chill of his homeland. Any weapon the character wields for one minute after this ability is activated acts as if it had the frost special weapon quality. The northblooded character can activate this ability twice per day at 19th level.

At 16th level, the weapon acts as if it had the icy burst special weapon quality whenever this ability is used.



Painless

Painless characters have become completely detached from a world they view as dark and hopeless. They are often so overwhelmed by the realization that nothing anyone does can defeat the power of a god and his mortal armies that they cease to care about their own or others' well-being. It is, after all, hopeless. In ceasing to care, however, the painless transform themselves into ideal warriors against the Shadow. Some painless are driven to mania by their disconnect from the world, a state of extreme agitation that gives them a great deal of energy. Others attempt to keep their mental anguish private, living their everyday lives without burdening those around them with their thoughts. The painless are often found among dwarves and elves, whose lands are besieged by the forces of the dark lord, although there are those of all the races that feel hopeless and desperate when faced with the long odds against their survival and liberation.

Painless Abilities by Level

Level	Ability
1	Painless
2	Last gasp 25%/+1
3	Uncaring mind +1

4	Knockout resistance 2
5	Fight to the death
6	Last gasp 50%/+1
7	Uncaring mind +2
8	Last gasp 25%/+2
9	Knockout resistance 6
10	Increased damage threshold -20
11	Last stand 1/day
12	Last gasp 50%/+2
13	Uncaring mind +3
14	Knockout resistance 10
15	Increased damage threshold -30
16	Last gasp 25%/+3
17	Uncaring mind +4
18	Last stand 2/day
19	Last gasp 50%/+3
20	Increased damage threshold -40

Painless Ability Descriptions

Painless (Ex): The painless character gains one extra hit point per level. Whenever he falls to within the threshold of these extra hit points (1 at 1st level, 5 or less at 5th level, etc.), he is considered staggered. Additionally, he receives a +10 bonus to any skill checks or saving throws made to resist pain (*symbol of pain*, Concentration checks to cast spells while taking continual damage, etc.).

Last Gasp (Ex): The painless character fights more aggressively after he has taken damage, even though he cannot feel the pain of his wounds. When a character reaches the listed percentage of his total hit points he gains the listed bonus to attack rolls and weapon damage rolls for as long as he remains so wounded. So, a 2nd-level painless character gains a +1 bonus to attack and weapon damage rolls when he is at 25% of his maximum hit points or less. An 8th-level painless character gains a +1 bonus when he is at 50% or less, and a +2 bonus when he is at 25% or less.

Uncaring Mind (Ex): The painless character is so removed from this world that it is difficult to affect his mind with attacks. The character gains the listed bonus to his Will saving throws against any Enchantment spells and effects.

Fight to the Death (Ex): Starting at 5th level, the painless character is never knocked unconscious because of normal damage. The character may even act normally when at 0 or fewer hit points, although he still dies if brought to -10 hit points. The character is still considered dying, however, and must roll successful stabilization checks or continue to lose hit points. Subdual damage can still knock the character unconscious, as can the effects of poison and other conditions.

Increased Damage Threshold (Ex): The painless character can fight on long after others would have collapsed and died. He can fight even when reduced below -10 hit points until his hit points reach a negative total equal to that listed in the table above. The character is considered staggered whenever below -10 hit points and his wounds will not stabilize on their own. He dies instantly upon reaching his new damage threshold.

Knockout Resistance (Ex): The painless character is able to ignore most forms of pain that do not cause real damage. He gains damage reduction at the listed level against subdual damage caused by injury (though not against subdual damage caused by environmental conditions such as extreme weather or other non-injury sources).

Last Stand (Ex): Once per day at 11th level, the painless character can declare a last stand as a free action. For one minute the character gains spell resistance 25, damage reduction 25/—, and energy resistance (all) 50. He may act normally during this time, but at the end of the minute the character drops to one hit point above his damage threshold and is staggered. For instance, a 15th-level painless character would be able to fight for 10 rounds once declaring his last stand, but at the end of the 10th round he would immediately fall to -29 hit points and would die the next round if he did not receive healing from another source or character before his turn. At 18th level, the character may use this ability twice per day and his spell resistance increases to 35, damage reduction to 45, and energy resistance to 70.

Pureblood

Pureblood characters represent the pinnacle of Erenlander lineage, perfectly combining the best traits of both the Dorns and the Sarcosans from which the race was born. Their ancestors were the heroes of men that forged nations, led clans, discovered new lands, and defied Izrador throughout the centuries. They are versatile and talented, exhibiting a variety of abilities that make them excellent adventurers. They combine physical stamina and skill with a keen mind and sharp perceptions—characteristics that make them well-suited to aiding those who would fight against the dark lord and his minions. Yet they are able to hide those traits that separate them from the common crowd, waiting until the perfect moment to unveil their heritage and lead the fight against the Night Kings.

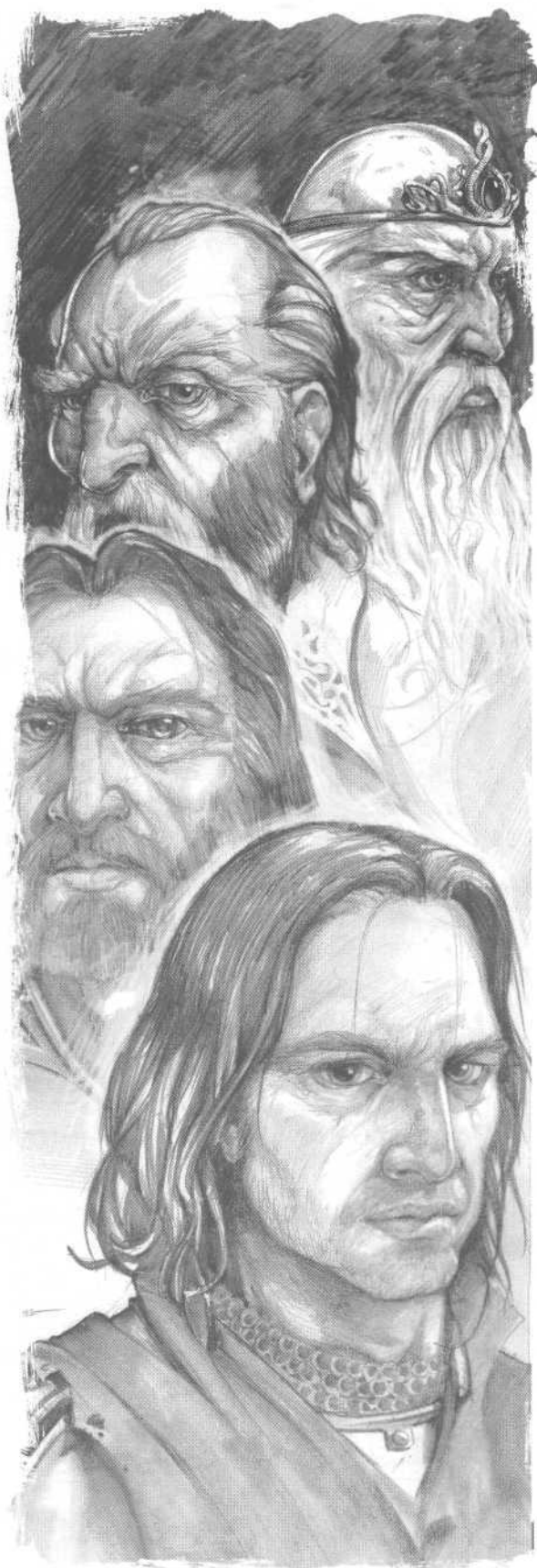
Pureblood Abilities by Level

Level	Ability
1	Master adventurer +2
2	Blood of kings +2
3	Bonus feat
4	Skill mastery
5	Ability increase
6	Master adventurer +4
7	Blood of kings +4
8	Bonus Feat
9	Skill Mastery
10	Ability increase
11	Master adventurer +6
12	Blood of kings +6
13	Bonus feat
14	Skill mastery
15	Ability increase
16	Master adventurer +8
17	Blood of kings +8
18	Bonus feat
19	Skill mastery
20	Ability increase

Pureblood Ability Descriptions

Master Adventurer (Ex): The pureblood character excels at several skills necessary for survival in the hard life of an adventurer. He chooses three skills at first level and gains the listed bonus to those skills. Each time the bonus increases, it increases for those three skills only. The pureblood may not choose any Charisma-based skills, as these receive unique bonuses as shown below.

Blood of Kings (Ex): The pureblood character is a leader among men and a foe to be feared. His ancestors' blood has been spilled for all the free peoples of Eredane, and his features are akin to those whose gaze has stricken fear into the heart of the darkest orcs and



most fell generals. One of the pureblood character's greatest virtues is that he has a powerful personality and heroic lineage, but may still manipulate the dark one's forces without them ever realizing he is anything but a common Erenlander. This allows him to choose one of two aspects at the beginning of each day: he may act as a canny and subtle hero, gaining the listed bonus to any Charisma-based skill used while interacting with a member of the dark lord's forces. If he chooses, however, he may reveal himself as a hero among men, and for that day gains the listed bonus to all Charisma-based skills when interacting with enemies of the Shadow. The Intimidate skill is the one exception, and may only be used against enemies when the other bonuses apply to allies, and vice versa.

Skill Mastery (Ex): Each time the pureblood character gains this ability he can choose a single skill. From then on when making a skill check with this skill, he may take 10 even if stress and distractions would normally prevent him from doing so.

Ability Increase (Ex): Each time the pureblood character gains this ability he may choose any single ability score to which he gains a +1 bonus. He must choose a different ability score each time this ability is gained.

Seaborn

Across Eredane one finds those who are more comfortable floating in the water than standing on their feet. The gnomes, by virtue of their livelihood and role in the post-invasion world, are often of such demeanor, but there are many others who share their affinity for life on the water. Some Dorns and Sarcosans whose families still live in the cities and towns that line the Pellurian coastline find themselves drawn to its often icy waters. For many, the time they spend swimming and fishing is the only shred of freedom they hold on to, as life in most of these settlements is very harsh and tightly regulated by the traitorous lords who now rule them. The seaborn may often leave the comforts of their coastal homes in pursuit of some higher good, but they always long to return to the waves.

Seaborn Abilities by Level

Level	Ability
1	Dolphin's grace, 20 ft.
2	Deep lungs x3, +5 vs. cold
3	Aquatic blindsight 30 ft.
4	Aquatic ally II, 1/day
5	<i>Blur</i> 1/day
6	Deep lungs x4, cold resistance 5
7	Dolphin's grace, 40 ft.
8	Aquatic ally III, 2/day
9	<i>Fog cloud</i> 1/day
10	Aquatic adaptation
11	Aquatic blindsight 60 ft.

12	Aquatic ally IV, 3/day
13	Displacement 1/day
14	Total elemental resistance 5
15	Dolphin's grace, 60 ft.
16	Aquatic ally V, 4/day
17	Aquatic emissary
18	Assist allies
19	Aquatic blindsight 90 ft.
20	Aquatic ally VI, 5/day

Seaborn Ability Descriptions

Dolphin's Grace (Ex): The character is perfectly at home in the water and gains the listed swim speed. She is therefore considered to have a swim speed for all purposes of combat adjustments while underwater and gains a +8 bonus to all Swim checks made to avoid hazards in the water. In addition, she may swim for two hours before she needs to make her first Swim check to avoid fatigue, but must make the check every hour thereafter.

Deep Lungs (Ex): At 2nd level, the seaborn character may hold her breath for a number of rounds equal to 3 times her Constitution score. If she may already do so because she is a gnome or gnome-raised dwarf, increase the multiplier by one. This ability increases to four times as long at 6th level. Additionally, at 2nd level she gains a +5 racial bonus to all saves against cold effects.

Aquatic Blindsight (Ex): Seaborn characters can sense vibrations in the water around them, allowing them to "see" to the listed range even when the water is too murky or violent to allow them to use normal vision. This ability only works if the seaborn is completely submerged, and only allows the character to detect creatures or objects that are in the same body of water.

Aquatic Ally (Su): Seaborn characters become default protectors of their realm, much as druids and elves do on land. They may therefore summon aquatic allies as if casting the spell *summon nature's ally* of the appropriate number and level as listed on the chart. For instance, at 12th level the seaborn character may summon aquatic allies three times per day, and may summon aquatic creatures as if casting *summon nature's ally IV* each time the power is used. The animals are not actually summoned or teleported as per the spell, but rather are magically drawn to the character. Only animals appropriate to the geographical surroundings may appear. The animals arrive 1d4+1 minutes after the character calls to them and remain to serve the character for 1 minute per character level.

Aquatic Adaptation (Ex): At 10th level the seaborn character has completely adapted to life underwater. She may still breathe air and may exist out of water indefinitely, but she may also breathe water through small gills that have grown on her neck and back. Additionally, the seaborn character does not suffer pressure damage from swimming below 100 ft. in depth.





Resistance (Ex): At 6th level the seaborne character gains cold resistance 5 in addition to her +5 bonus to saves against cold. At 14th level she gains resistance 5 against all other forms of elemental damage as her body becomes attuned to all of the elements around her.

Aquatic Emissary (Su): At 17th level the seaborne character is blessed with the understanding of all creatures of the rivers and seas. She may speak to any aquatic animal or creature as if using its native tongue and understands all such creatures if they attempt to communicate with her. All such communications are limited by the aquatic creatures' intelligence.

Assist Allies (Su): At 18th level the seaborne character can interact with water on a supernatural level. She may ferry her allies through the water by controlling the currents around them, allowing them to move at their normal speeds over long distances underwater. She may ferry one ally per level in this manner, and may channel oxygen directly to them such that they may hold their breaths for a number of minutes equal to their constitution modifiers (rather than the norm, which is a number of rounds equal to their constitution modifiers).

Speaker

In a land where speech decrying Izrador and the Night Kings has been banned, the power of words can never be underestimated. Speaker characters have taken this power to an entirely new level by honing their vocal emanations into a source of great power. They can shatter doors with a shout, cause intense pain by wailing at their enemies, and affect reality with nothing more than a single word. The speaker character often sees himself as a leader because of the power of his words—those who do not heed the words he uses are fools. Others use their powers more humbly, seeing themselves as speaking for an entire population of the downtrodden and defeated. A speaker character tends to choose his words carefully, and the first indication of his power may be the last thing his enemies hear.

Speaker Abilities by Level

1	<i>Comprehend languages</i> 1/day
2	Persuasive speaker +3
3	Power word (opening)
4	<i>Whispering Wind</i> 1/day
5	Cha +1
6	Power word (shattering)
7	Persuasive speaker +6
8	<i>Tongues</i> 1/day
9	Power word (conflagration)
10	Cha +2
11	Unstoppable voice
12	<i>Shout</i> 1/day
13	Power word (silence)
14	Language Savant

15	Cha +3
16	Power word (command)
17	Control Power Word
18	<i>Greater Shout</i> 1/day
19	Power word (immobilize)
20	Cha +4

Speaker Ability Descriptions

Persuasive Speaker (Ex): The speaker character gains the listed bonus to all Charisma-related skill checks in which verbal persuasion plays a role.

Power Words (Su): The speaker character learns primal words that, when intoned, have powerful and amazing results. As he grows in power, the character continues to learn new words that can be used against his enemies. Using a word of power is a standard action that does not provoke an attack of opportunity, and the character must be able to speak.

The character can use any power word he knows at will, but he may invoke no more than 3 + Charisma modifier power words in any given day. All words allow saving throws as per the spell descriptions referenced (DC = spell level + speaker's Charisma modifier). The following words are learned throughout the character's development.

Word of Opening: When intoned, this word can be made to open any door, even those locked by magical means. The speaker character can target any door or item as if he had cast a *knock* spell.

Word of Shattering: When intoned, this word shatters objects and some creatures as if the character had cast a *shatter* spell.

Word of Silencing: When the speaker character invokes this word, one creature, object, or point in space is silenced as if targeted by a *silence* spell.

Word of Conflagration: When the speaker character invokes this word, all creatures within a radius of 10 feet per point of the character's Charisma modifier burst into flame; they take 1d6 points of damage the first round and each round they remain on fire. A Reflex save (DC 15 + the speaker character's Charisma modifier) immediately douses the flames, although creatures still suffer the initial damage.

Word of Immobilization: When the speaker character invokes this word, all creatures within a radius of 10 feet per point of the character's Charisma modifier must make a Will save or be immobilized as if they had been targeted by a *hold monster* spell.

Word of Command: When the speaker character invokes this word, all creatures within a radius of 10 feet per point of the character's Charisma modifier must make a Will save or act as if affected by a *greater command* spell.

Unstoppable Voice (Su): Beginning at 8th level, the speaker character cannot be silenced by any means. He is immune to magical silence and attempts to gag him physically do not prevent him from speaking, no matter how tight or restrictive the bonds.

Language Savant (Su): The speaker character is so in tune with the power of the spoken word that he can understand any language spoken to him, and may speak fluently in any language once he has heard it spoken for 10 minutes.

Control Power Word (Ex): Upon reaching 13th level, the speaker character can choose to exclude certain creatures from the effects of his power words. Thus, he could invoke the word of conflagration but choose not to target his allies that are within the radius of the ability.

Spellsoul

There are many in the lands of Aryth who are born with the spark of magic within them but for some reason or another never learn to use it beyond a minor enchantment or useful trick. Still, the arcane energies that flow within them yearn to find an outlet, and the spellsoul often finds himself in the company of a more powerful spellcaster at some point in his life. When magic is used around a spellsoul, he can feel it almost as if he had shaped the magic himself. He is able to lend his energy to power the spells of others, and to use the energy within him to shape and change any magic that is cast in his presence.

Spellsoul Abilities by Level

1	Untapped potential
2	Aura 1/day, metamagic (enlarge)
3	Magic resistance +1
4	Metamagic aura (extend spell)
5	Aura 2/day, bonus spell energy +2
6	Metamagic aura (reduce spell)
7	Magic resistance +2
8	Aura 3/day, metamagic (attract)
9	Supernatural resistance
10	Metamagic (empower spell)
11	Aura 4/day, bonus spell energy +4
12	Metamagic (maximize)
13	Magic resistance +3
14	Aura 5/day, metamagic (destroy)
15	Magic resistance +4
16	Metamagic (absorb spell)
17	Aura 6/day, bonus spell energy +6
18	Metamagic (redirect spell)
19	Magic resistance +5
20	Aura 7/day, Metamagic (suppress magic)

Spellsoul Ability Descriptions

Untapped Potential (Ex): The spellsoul character gains spell energy each day equal to 1 + his Intelligence, Wisdom, or Charisma modifier, whichever is highest. This spell energy may not be used to cast spells. In fact,

the spellsoul character can never take the Magecraft feat or any Spellcasting feats. He may still cast spells from magic items or from other abilities.

The spellsoul character may share this spell energy with spellcasters near him, however. Any time the spellsoul character is touching a spellcaster, he may consciously decide to let that character use his spell energy to power the spell. This works in all ways as if the spell energy was coming from the spellcaster, and is a free action. The spellsoul character may not suffer spell damage in order to power another's spells; this is simply beyond his abilities. He may, however, contribute spell energy to partially power a spell, in which case the other character must pay the remainder of the spell energy or suffer spell damage normally.

Spellsoul characters recover spell energy normally.

Metamagic Aura (Su): Beginning at 2nd level, the spellsoul is able to use his awareness of magic to shift and shape spells cast in the area around him. This ability manifests itself in various forms of metamagic that the character can use to alter spells as they are cast. Some of the abilities can be used to enhance the spells cast by his allies, while others can be used to weaken or even nullify spells cast by his enemies.

Any time a spell is cast within 30 feet of the spellsoul character he can choose to use any metamagic ability to which he has access to modify the spell. Only abilities gained through this heroic path may be used in this manner. Doing so is a free action that does not provoke an attack of opportunity. The spellsoul can target any spell whose level is equal to or less than half the spellsoul's character level. Thus, a 4th level spellsoul could affect up to 2nd-level spells with his metamagic aura.

The metamagic aura can be used once per day plus another time for every four character levels the spellsoul possesses. So, a 6th level spellsoul can use his metamagic aura three times per day, while a 10th level spellsoul can use the ability four times per day, etc.

The character must know a spell is being cast to use this ability. Thus, a spellsoul character that could not see a spellcaster who was casting a silent spell would not be able to use this ability on it. Quickened spells and other spell-like abilities that are free actions cannot be modified by the metamagic aura either, as there is not enough time for the spellsoul character to react.

The spellsoul character does not need to know which spell is being cast in order to affect it, although it is helpful. He may identify the spell by making a successful Spellcraft check (DC 15 + spell level). If unsuccessful he may still attempt to modify the spell, but the effects applied may be helpful, superfluous, or dangerous, depending on the actual spell. Knowing what spell is being cast is a tactical factor, but in no way affects the spellsoul's ability; for instance, an allied caster might explain a round ahead of time that he is going to cast a *fireball*, and that he wants the spellsoul to empower it. If the caster changes his mind and casts a *lightning bolt*, the spellsoul's ability would still empower it.

The following abilities are gained throughout the spellsoul character's career.

2nd: Enlarge Spell—This ability functions exactly like the feat of the same name.

4th: Extend Spell—This ability functions exactly like the feat of the same name.

6th: Reduce Spell—All variable, numeric effects of a reduced spell are decreased by one-half. A reduced spell deals half as much damage as normal, affects half as many targets as normal, etc., as appropriate. Saving throws and opposed rolls (such as that made to overcome spell resistance) are not affected. Spells without random variables are not affected.

8th: Attract Spell—When the spellsoul uses this ability, he becomes the target of the spell being cast. In order for this ability to work, the spell must have a target (although the target can be an area, such as a *fireball*) other than the spellcaster and range of Close, Medium, or Long. If both of these conditions are met, the spellsoul becomes the new target of the spell. Thus, if a legate casts *cause fear* on one of the spellsoul's companions, the spellsoul can use this ability to have the spell target him instead. Area of effect spells still affect others, but are centered on the spellsoul.

10th: Empower Spell—This ability functions exactly like the feat of the same name.

12th: Maximize Spell—This ability functions exactly like the feat of the same name.

14th: Destroy Spell—The spellsoul automatically dispels the spell on which he uses this ability.

16th: Absorb Spell—When the spellsoul uses this ability he attracts the spell as if he had used his attract spell ability. If his saving throw fails, the spell affects him normally and he gains nothing. If he succeeds at his saving throw, however, he absorbs the spell rather than simply resisting it. Doing so provides him with an amount of temporary spell energy equal to the level of the spell. This spell energy lasts for one hour or until it is used.

18th: Redirect Spell—When the spellsoul uses this ability, he may choose to redirect the spell to any point within its normal range. In order for this ability to work, the spell must have a target (although the target can be an area, such as a *fireball*) other than the spellcaster and a range of Close, Medium, or Long.

20th: Suppress Magic—This ability works differently from the other metamagic auras. When activated, a suppression field is created that nullifies all spells and spell-like abilities used within a 30-ft. radius. In addition, all magic items within the radius of this effect are suppressed as if they had been targeted by a *dispel magic*. These effects last for one minute. If a character leaves the suppression field all his magic items once again function and he may cast spells, but should he reenter the field (by his will or involuntarily) then he is once again affected by it.

Magic Resistance (Ex): The spellsoul character has a strange relationship with magic, always close to it

but never able to wield it in any meaningful way. As a result, he gains the listed bonus to all saving throws to resist spells and spell-like effects. The spellsoul character gains this bonus against spells that target him specifically; he does not gain the bonus to resist area of effect spells.

At 9th level, the spellsoul character's magic resistance also applies to supernatural abilities that target him.

Bonus Spell Energy: The spellsoul character continues to gain spell energy as he becomes more powerful. At 5th, 11th, and 17th level the character gains an additional two points of spell energy. This spell energy is subject to the restrictions mentioned above.

Sunderborn

When the Sundering closed the world of Aryth off from the other planes of existence, many creatures from those planes were trapped on the world. Even now, thousands of years later, creatures from other planes roam the world in search of a way home. Over the centuries many of these creatures formed relationships with mortals from this world, leading to the blood of outsiders being found in many lineages. When combined with the power of heroes, this link often grants a character unique abilities. Sunderborn characters are caught between two worlds—their personalities often seem scattered or confusing to those that do not know them well. They are as comfortable around extraplanar creatures as they are around mortals, and they relish any chance to interact or communicate with others of their kind.

Sunderborn Abilities by Level

Level	Ability
1	Blood of the planes +4
2	<i>Summon monster I</i> 1/day
3	Planar fury 1/day
4	<i>Summon monster II</i> 1/day
5	+1 Str
6	Astral sight
7	<i>Summon monster III</i> 1/day
8	Planar fury 2/day
9	<i>Summon monster IV</i> 1/day
10	+2 Str
11	Blood of the planes +8
12	<i>Summon monster V</i> 1/day
13	Improved planar fury
14	<i>Summon monster V</i> 2/day
15	+3 Str
16	<i>Summon monster VI</i> 1/day
17	Astral sight
18	Planar fury 3/day
19	<i>Summon monster VII</i> 1/day
20	+4 Str



Sunderborn Ability Descriptions

Blood of the Planes (Ex): Outsiders can sense the common blood flowing in the veins of the sunderborn character. This grants him the listed bonus on all Charisma-based skill checks when dealing with outsiders, no matter their origin or alignment.

Monster Summoning (Sp): The sunderborn have an inherent connection to the many outsiders strewn throughout Aryth. As such, they may summon outsiders fairly frequently as per the spell. However, as the ability is intuitive rather than practiced and studied, the sunderborn character has no control over what will answer his call. The type and even number are determined randomly. As such, the sunderborn character does not have a "consistent" creature or creatures as per the normal summoning rules in *MIDNIGHT*, nor does he need to attune himself to new creatures should a summoned creature die.

Planar Fury (Ex): Starting at 3rd level, the sunderborn character can focus his energies in order to become a more effective combatant. This works exactly like a barbarian's rage ability except that all bonuses are halved (+2 Str and Con, +1 to Will saves) and there is no AC penalty. The character is fatigued as normal following the rage. If the character has rage abilities from a class or other source, they do not stack with those gained by the planar fury.

At 13th level, the bonuses from planar fury double (+4 Str and Con, +2 to Will saves).

Astral Sight (Ex): Sunderborn characters can see invisible creatures as if using the *see invisibility* spell. At 17th level this ability functions as if the character were under the influence of a *true seeing* spell. These abilities are always active.

Tactician

There are those who claim the spirits of ancient generals wait for those worthy to take up their mantle. Those who follow the heroic path of the tactician may be the spiritual heirs to these worthies. Their skill in commanding is unparalleled, whether desperate peasants organizing their hamlet against attacking Fell or seasoned generals rallying their veteran troops to a last stand. Though usually somewhat skilled at arms, the tacticians excel at directing others in combat, getting the most from the skills possessed by their allies.

Tactician Abilities by Level

Level	Ability
1	Aid another
2	Combat overview, 1/day
3	Coordinated initiative, 1/day
4	Coordinated attack, 1/day
5	Aid another, +1
6	Combat overview, 2/day
7	Coordinated initiative, 2/day
8	Coordinated attack, 1/day
9	Aid another, +2
10	Combat overview, 3/day
11	Coordinated initiative, 3/day
12	Coordinated attack, 1/day
13	Directed attack, 1/day
14	Aid another, +3
15	Combat overview, 4/day
16	Coordinated initiative, 4/day
17	Coordinated attack, 1/day
18	Telling blow, 1/day
19	Aid another, +4
20	Perfect assault, 1/day

Tactician Ability Descriptions

Aid Another (Ex): The tactician is so adept at helping others find their way in the heat of battle that she may use the aid another combat action as a move action instead of a standard. She also gains an insight bonus as shown above when using the aid another combat action.

Combat Overview (Ex): The tactician is able to see the battle and its effects in her mind and may thereby organize her allies optimally. Use of this ability is a move-equivalent action that allows the tactician to enable one of her allies to do one of the following things:

- Avoid an attack of opportunity. Any single attack of opportunity to which an opponent would otherwise be entitled is avoided entirely by the tactician's ally. This ability must be declared on the tactician's turn and the ally and opponent who are affected must be declared at that time. If circumstances change such that the attack of oppor-



tunity is not provoked, the ability still counts as used.

- Apply sneak attack damage to one normal attack. The ally, foe, and tactician must all be within 30 feet of each other.

- Allow one ally within 30 ft. to avoid being flat-footed. When this ability is used, the ally is immediately considered to be on his guard and is no longer flat-footed.

Coordinated Initiative (Ex): The tactician must declare the use of this ability before initiative is determined in a combat. This ability is used as a free action. When activated, coordinated initiative allows all of the tactician's allies within 30 feet of her current location to use her initiative instead of theirs if her initiative is higher.

Coordinated Attack (Ex): Use of this ability is a full-round action and the tactician's allies must delay their own actions until the tactician's initiative if they

wish to gain its benefits. On her initiative, the tactician calls out a single target and all of her allies within 30 ft. may immediately make their normal melee or ranged weapon attack rolls against that target. These attacks all receive a +1 bonus to both attack and damage for every ally involved, up to a maximum of +5.

Directed Attack (Ex): As a full-round action, the tactician may add half of her base attack bonus to one ally's attack bonus within 30 feet. This bonus is applied to the next single attack made by the ally.

Telling Blow (Ex): This ability is a standard action. From the moment this ability is activated until the tactician's next turn, all allies within 30 feet of the tactician may reroll all damage rolls.

Perfect Assault (Ex): This ability is a full-round action. The use of this ability must be declared by the tactician at the start of the round in which it will be used. All of the tactician's allies within 30 ft. automatically threaten a critical hit with each successful hit that round.

Chapter 3

New Prestige Classes

Heroes are defined differently in MIDNIGHT than in other campaigns. Here, the strong-armed proud warrior can easily die for nothing more than an erroneous ideal while the compromising and nimble gnome may save thousands over the course of his lifetime.

The prestige classes that follow are highly specialized, either by race, geography, or profession. While prestige classes from other sources may be used in the world of MIDNIGHT with some editing, these are born from the cultures and politics of the land itself. The DM of any campaign is free to use or disregard these classes as he sees fit.

The names and game statistics of these prestige classes are designated as **Open Game Content**. The background descriptions are designated as closed content.

*The jungle embraces a troop of orcs
As an ant nest waits under careless feet.
Dragon-fire washes a fortress wall,
Biting like cold surf into a crumbling shore.
An archer kills fifty from the forest verge,
But a leaf curls orange, a slow-dying flame.
Shadow crowns the queen's bright brow
As smoke chokes the glade – the woodland burns.
Mud-sunk columns lean in a lost god's fane,
Like fire-blackened bones in grimy snow.*

— *The Burning Forests* (An Elvish vision-chant, usually performed with four voices)

Ancestral Bladebearer

Before the Shadow fell over the empires of Eredane, one of the greatest gifts a young man could ask for was the arms and armor of his family. Such prized treasures were passed down from generation to generation, and were often the badge of inheritance that a father passed to his son before he died. Now that the Night Kings have completed their conquest of most of the lands of Eredane, such an inheritance is more dangerous than it is a boon. Still, there are those who would kill to retrieve their family's heirlooms, and with them a small bit of honor, despite the great risks involved. Some are rewarded not only with a symbol of a once-great family, but a powerful weapon that can save their lives in times of need. These ancestral blades are more than mere magical items—they are part of the family.

Hit Die: d10.

Requirements

To qualify to become an ancestral bladebearer, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Feats: Weapon Focus (character's ancestral blade), Weapon Specialization (character's ancestral blade).

Special: The character must have wielded his ancestral blade exclusively for one entire level before taking his first level in this class. The ancestral blade must be a covenant item. Additionally, the character may never use a weapon other than the ancestral weapon. If he does so, he loses all class abilities for one week.

Class Skills

The ancestral bladebearer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the ancestral bladebearer prestige class:

Weapon and Armor Proficiency: Ancestral bladebearers are proficient with all simple and martial weapons, with all types of armor, and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Unbreakable Blade (Ex): At 1st level, the character's ancestral blade becomes unbreakable. No amount of physical or magical damage can destroy or harm the blade as long as its rightful heir lives.

Advance Ancestral Blade (Ex): When wielding his ancestral blade, the character unlocks an additional power above and beyond that which his level allows him to know. Thus, if a 2nd-level ancestral bladebearer (8th level character overall) wielded a covenant item that gained powers at 5th, 11th, and 15th-level, the bladebearer would be able to access both the 5th and 11th-level powers. When he reaches his 6th-level as a bladebearer he would access the 15th-level ability. If the character gains this ability after he has unlocked all of his ancestral blade's powers, then its enhancement bonus increases by one.

Ancestral Watcher (Su): Beginning at 3rd level, the character's ancestral blade functions as if it had a permanent *alarm* spell cast upon it. The character can change between a mental and an audible alarm as a free action at any time, and he may designate any number of creatures that automatically do not set off the blade's alarm.

Bonus Feat: Whenever this ability is gained, the character may choose any one feat from the list of fighter bonus feats.

Immovable Blade (Ex): Beginning at 4th level, the character's ancestral blade may never be removed from his grasp by physical or magical means. This includes disarming, *telekinesis*, or any other means by which the blade might be removed from his person.

Ancestral Advisor (Su): Beginning at 5th level, the character's ancestral blade can help guide him in times of need. By concentrating on the blade for one full round, the character can get answers to simple questions as if he had cast an *augury* spell. This ability functions once per day per point of Charisma modifier, with a minimum of once per day.



Ancestral Bladebearer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Unbreakable blade
2nd	+2	+3	+0	+0	Advance ancestral blade
3rd	+3	+3	+1	+1	Ancestral watcher, bonus feat
4th	+4	+4	+1	+1	Unmovable blade
5th	+5	+4	+1	+1	Ancestral advisor
6th	+6	+5	+2	+2	Advance ancestral blade, bonus feat
7th	+7	+5	+2	+2	Ancestral guide
8th	+8	+6	+2	+2	Unwavering blade
9th	+9	+6	+3	+3	Ancestral protector, bonus feat
10th	+10	+7	+3	+3	Awaken ancestral blade

Ancestral Guide (Su): Beginning at 7th level, the character's ancestral blade detects hidden and secret doors as if it had a permanent *detect secret doors* spell cast upon it. It alerts the character to the presence of any such door within 10 feet by emitting an audible hum and vibrating slightly.

Unwavering Blade (Su): At 8th level, the character's ancestral blade becomes his ultimate protector. If it is somehow separated from him despite the immovable blade property, he may unerringly detect its direction and distance. In addition, if he should ever fall in combat, the blade immediately gains the *dancing* property and will fight to defend him until he dies or regains consciousness and grasps the weapon. The blade will not attack those who approach to offer healing or to move his body to safety.

Ancestral Protector (Su): Beginning at 9th level, the character's ancestral blade protects him from ranged attacks as if he had a permanent *protection from normal missiles* active. The blade simply swats away any ranged attacks that would not make it through such a defense.

Awaken Ancestral Blade (Ex): Upon reaching 10th level, the character's ancestral blade reaches the pinnacle of its powers. First, it advances in the same manner as the advance ancestral blade ability. In addition, it gains a measure of sentience, becoming an intelligent weapon as detailed in the DMG. The blade does not gain any additional powers, but it does gain Int, Wis, Cha, and Ego scores as well as the ability to telepathically communicate with its owner.

Aradil's Eye

The Witch Queen of Erethor watches over the face of Eredane from her scrying chambers in the heart of the Arbor. With the war against Izrador closing in around her, even the queen's legendary powers have been taxed, and she has been forced to rely on more mundane methods to gather information. This has led to the creation of Aradil's Eyes, an elite organization of elven trackers and spies who can go to all corners of Eredane in search of information about the Night Kings and their forces. Entry into the ranks of the Eyes is allowed only to those who have shown the utmost bravery and allegiance to Aradil; being a hero to the elves is not enough. The ranks of the Eyes have swelled in the last 20 years as it has become more and more important to keep track of the enclosing invaders. Soon even this may not be enough, as the forest itself is being turned to ash at a frightening rate.

Hit Dice: d6.

Requirements

To qualify to become an Aradil's eye, a character must fulfill all the following criteria.

Skills: Bluff 8 ranks, Disguise 5 ranks, Gather Information 8 ranks, Hide 8 ranks, Move Silently 5 ranks, Sense Motive 5 ranks, Spot 5 ranks.

Feats: Inconspicuous.

Special: The character must be a Caransil that is judged completely loyal to the Witch Queen.

Class Skills

The Aradil's eye's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill),

Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are features of the Aradil's eye prestige class:

Weapon and Armor Proficiency: Aradil's eyes are proficient with all simple weapons, and gain no additional proficiency with armor or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Alter Ego (Su): Upon being initiated into the group, the character must choose a disguise into which she transforms to avoid detection when in other lands. This disguise must be versatile enough to exist in many lands and must be one of the human races. The character studies the mannerisms, speech patterns, and habits of the chosen creature until the initiate can recreate them with little or no effort. At this point, the character undergoes a ritual that permanently imbues her with the ability to shift into this form.

The transformation takes one minute to complete and is physically taxing, causing 1d4 points of subdual damage to the character whenever she undergoes it. The same process allows her to revert to her normal form, although doing so when behind enemy lines is very risky. Once the transformation is complete, the character does not radiate a magical aura, as she would if under the effects of an *alter self* spell or similar magic. She does radiate magic while undergoing the transformation, however.

The transformation caused by this ability is complete, and the Aradil's eye becomes completely indistinguishable from a normal specimen of whatever race she chooses. Her speech and mannerisms change along with her physical form. She retains her personality, however, and her ability scores, skills, feats, and race and class abilities remain the same. Casual observation and conversation will not reveal the disguise, although if someone suspects that something is wrong and interrogates the character she must make a successful Bluff check opposed by the interrogator's Sense Motive check in order to maintain believability.

At 3rd level, the Aradil's eye gains an additional alter ego that follows all of the rules for the first. She

must return to the Carraheen in order to undergo the ritual again, and until she does this she does not gain the benefits of the second alter ego. The master spies impress upon each initiate how important it is to acquire this second alter ego, as even infallible disguises wear out if the alter ego is connected by time and place to too many suspicious events. This second form need not be human, and may even differ in size from the elf's normal form (a gnome identity is possible, for instance, or even an orc). However, experienced eyes recommend that a second human form is by far the most versatile, useful, and easy identity to assume.

At 5th level, the Aradil's eye can make the transformation between her normal form and either of her alter egos as a full round action. She still suffers 1d4 points of subdual damage each time she makes the transformation.

At 7th level, the Aradil's eye must once again return to Carraheen to undergo a ritual and period of study that lasts for one month. Her experience with the other peoples and cultures of Eredane allow her to transform into any humanoid race that she has seen. She now may adopt any number of aliases, although each must be carefully studied and practiced before she adopts it. She cannot, for example, change into a dwarf if she has never encountered and studied one.

At 9th level, the Aradil's eye has mastered the ability to assume other forms. She may use her alter ego ability to impersonate a specific individual, even acquiring the individual's speech patterns and intonations. She gains a +10 to Disguise checks made to convince others of her identity.

Mindbond (Su): Beginning at 1st level, the character is mindbonded to one of the master spies who report directly to the Witch Queen herself. The character can establish this link once per day, usually at a predetermined time so that the master spy is prepared, and the two may communicate telepathically for up to 10 minutes. She may not perform any strenuous action while communicating through the link, although normal activities such as walking or breaking camp do not interfere.

The character's appointed mentor can activate the mindbond at any time, although this is only a one-way communication that does not allow the character to respond. If a response is urgently needed, the character might be asked to establish her mindbond so that the two might communicate.

Closed Mind (Ex): Aradil's eyes are subjected to rigorous mental testing, training, and hypnosis. When the character fails a Will save against any mindreading or compulsion effect that would force the eye to reveal her knowledge about Aradil's spy network, her own identity as one of those spies, or knowledge of the identities of any other spies, the eye gains a second saving throw with a +4 circumstance bonus to the save. If she succeeds, she is still under the compulsion or mindreading effect, but her attacker can gain no information

Aradil's Eye

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6	+2	+2	+6
9th	+6	+3	+3	+6
10th	+7	+3	+3	+7

Special

Alter ego (1st), mindbond
 Spy initiate
 Alter ego (2nd), undetectable alignment
 Fascinating speech
 Alter ego (quick change), still mind
 Hide in plain sight
 Alter ego (unlimited), slippery mind
 Memory alteration
 Alter ego (doppelganger), discerning mind
 Master spy

regarding the spy network.

Spy Initiate: Once the character establishes a minimum level of competency at performing her duties within the organization, she gains the title of Spy Initiate, which grants her the following benefits:

- She gains a +4 circumstance bonus on Diplomacy checks when dealing with elves and their allies.
- Her mentor gives her a small pin, called a *lenuin*, that identifies her as a Spy Initiate within the organization. This pin is small enough to be sewn into clothing and is almost undetectable under a normal search.
- She can request basic services from elven contacts across Eredane. This includes providing a meal and hiding her (but not her companions) for a night. It does not include giving or loaning her equipment, revealing sensitive information, or in any way placing the contact in further danger.

Hide in Plain Sight (Su): Aradil's eyes can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, Aradil's eyes can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

Spy: Upon reaching 5th level, the character has proven her worth enough to be promoted to the rank of Spy. Her *lenuin* automatically changes to denote her new rank, and she gains the following benefits:

- Her bonus to Diplomacy checks when dealing with elves and elf friends increases to +8.
- Her ability to request help from allies increases. She may now house her companions for up to one day with any elf friend and may

request one day's worth of rations per companion from the ally. The ally is also willing to take more severe risks on behalf of the character, such as making first contact with a magical artisan or revealing the location of a stash of contraband.

- The spy can request help if she is in a bad situation. She has a 10% chance per Aradil's eye level of receiving the aid of 1d3 other Aradil's eyes if her mentor deems the situation dire enough to warrant possibly exposing several agents to the Night Kings. It may take up to three days for such aid to arrive, and even then there is no guarantee that the other agents can help. It is up to the DM to determine the exact nature, speed, and effectiveness of the help.

- The character is given several outfits of holo-
lowed clothing.

Master Spy: The highest rank within the organization is known as Master Spy. The character's mentor must sponsor the character in order for her to achieve this level, and even then a council must determine her fitness to accept this important position. In times of dire need these rituals will be eschewed in favor of an automatic promotion, but this does not happen often. When the character becomes a Master Spy she takes on several responsibilities and gains several benefits, as noted below:

- The character is placed in charge of a specific region or mission (the Northlands, the Horse Plains of Erenland, the halfling slave populations, Izrador's search for new nexuses, etc.). In order to help her with her mission she is given 1d4+1 1st-level Aradil's eyes that are stationed throughout her region or areas of interest. She may establish mindbonds with these initiates as well as receive theirs. The Master Spy may be given fewer or

additional apprentices as time goes on or the importance of her area of focus waxes and wanes.

- The character may now mindbond with any Master Spy he or she has ever met, and may do so at any time. She may also mindbond with the Master Spies that have returned to the Caraheen to act as Aradil's advisors, whether or not she has previously met them. This ensures that, should even a Master Spy be in danger of discovery or capture, her information will not be lost.

- If the character's identities have become compromised, her position outside the great forest less useful, or if Aradil simply likes the character, she may be commanded to remain in the Caraheen to act as a "dispatcher" and advisor to the queen. Because it takes several years to build an identity of the sort that Master Spies are expected to maintain, those that return to the Caraheen seldom sortie back out as spies. There are always several Master Spies at Caradul at any one time.

- The character's bonus to Diplomacy checks when dealing with elves and elf friends increases to +10.

- The character gains the benefits of being a trusted advisor to the Witch Queen herself. She never doubts the character's word, considers her advice and reports carefully, and may impart even the most sensitive of secrets to her. On the other hand, the existence of Master Spies is suspected by the Shadow and any that were discovered would meet a gruesome, soul-rending death.

Avenging Knife

The battle against Izrador is lost, the forces of the light chewed up and spit out by the military machine of the shadow. But there are still old soldiers who refuse to let the war die and who pursue their dreams of vengeance no matter the odds. They know they may never again face Izrador's troops on the field of battle, but they have learned to strike from the shadows and take their victories where they may. No longer footsoldiers, they have become hidden killers, men and women sworn to battle the Shadow to their dying breath.

Fearful of discovery, the avenging knives are only loosely organized into cells, each of which knows nothing of the members of other cells. A leading council of knives, the Circle of Skulls, maintains contact with one another to organize the individual cells, but they never meet face to face. Carrier pigeons, bred from stock used in the wars against the Shadow, and the occasional *animal messenger* or *sending* spell are the sole means for the Circle to maintain contact with one another and with the cells they recruit.

Recruitment into the circle is a difficult process, mostly because they go to great pains to keep their nature secret to save themselves from discovery by the

minions of Izrador. When word of heroes reach the ears of the knives, they watch and wait, hoping to find another recruit to their cause. Those they feel will be willing members of their number are approached by a member of an avenging knives cell, as directed by the Circle of Skulls, and invited to become a member.

This invitation is dangerous, for all involved. If the prospective member declines to join, he is a danger to the Knives, who must watch him carefully lest he betray them to the Shadow. If they believe the invited individual is a true threat to their cause, the knives do not hesitate to assassinate him, saving themselves at the expense of one who might one day have become a hero.

Once accepted by the Circle of Skulls, the new avenging knife will be contacted from time to time to perform some sort of action for the knives. Most cells specialize in assassinating the leaders of the Shadow's forces in the areas in which they operate

Hit Die: d6.

Requirements

To qualify to become an avenging knife, a character must fulfill the following criteria:

Alignment: Any non-evil

Skills: Bluff 5 ranks, Gather Information 5 ranks, Hide 8 ranks, Move Silently 8 ranks

Feats: Improved Initiative, Inconspicuous

Special: Sneak attack +1d6. The character must have performed some heroic feat against the forces of Izrador; this feat must be passed along by word of mouth to reach the ears of a member of the Circle of Skulls. While a heroic feat performed in the wilderness may attract the attention of the knives, it is much more likely to attract the notice of the knives if it occurs in a civilized, populated area.

Class Skills

The avenging knife's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int, exclusive skill), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are features of the avenging knife prestige class.

Weapon and Armor Proficiency: Avenging knives are proficient with all simple and martial weapons. They are proficient with all light and medium armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the

Avenging Knife

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	The Drop
2nd	+1	+1	+3	+1	Security Breach
3rd	+2	+1	+3	+1	Improved Feint, sneak attack +1d6
4th	+3	+1	+4	+1	Target Study
5th	+3	+2	+4	+2	Fast hands
6th	+4	+2	+5	+2	Cover Story, sneak attack +2d6
7th	+5	+2	+5	+2	Stunning Sneak Attack
8th	+6	+3	+6	+3	Improved Coup de Grace
9th	+6	+3	+6	+3	Still as Stone, sneak attack +3d6
10th	+7	+3	+7	+3	Death Attack

skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

The Drop (Ex): When attacking a flat-footed opponent, the avenging knife gains a +2 circumstance bonus to both attack and damage rolls. In addition, the critical threat range of any weapon wielded by the avenging knife is increased by 1 for the purposes of attacks against flat-footed opponents.

Security Breach (Ex): The avenging knife is able to research an inhabited site (a castle, fortress, manor, or inn, for example) and discover the weaknesses in its security, or discover that no such weakness exists.

This ability allows a specific use of the Gather Information skill and requires a use of the skill within a day's travel of the site to be investigated. The DC of this skill check is determined by consulting the table below.

The weaknesses found allow the avenging knife to find a way to get to a specific point in the site (the king's bedchamber, the merchant's vault, etc). This specific point is known as the target.

If this skill check succeeds, the avenging knife discovers the chinks in the site's defenses. This provides the avenging knife with a +6 insight bonus to all Hide, Move Silently, or Bluff checks made while attempting to reach his target. This bonus only applies as long as the knife is attempting to exploit the weaknesses he discovered while investigating the site. The bonus does not apply to any attempts to escape the site and ceases to function once the knife reaches the target.

When accompanied by others, the knife can assist them in breaching the site, as well. If this is done, however, the knife and his companions only receive a +3 insight bonus to all Hide, Move Silently, or Bluff checks made while attempting to reach the target.

If the Gather Information skill check fails, however, the knife learns nothing of use and may (at the

DM's discretion) even uncover misleading information.

Improved Feint: The avenging knife gains the Improved Feint feat for free, even if he does not have the required prerequisites.

Target Study (Ex): The avenging knife is able to glean important information about a particular creature or monster using a Gather Information skill check (DC 10 + 1 per level or HD of the target creature or monster). This skill check requires a full eight hours to conduct and must occur in a populated area (even a village will suffice for this purpose) within 10 miles of the target creature's or monster's normal territory.

If this skill check succeeds, the avenging knife learns some of the creature's tactics and weaknesses. This provides the avenging knife with a +2 insight

Security Breach DC

Overall Security Level	DC
Low (inn or other public building)	10
Moderate (private residence, exclusive club)	15
Above Average (Minor estate, secured business)	20
High (Armed estate, border fortress)	25
Extremely High (Fortress, castle vault)	30

bonus to either attack and damage rolls made by the avenging knife against the target, or a +4 insight bonus to the knife's Armor Class against attacks made by the creature against the knife. In addition to this bonus, the knife also gains knowledge of one fact the DM believes will help him in his battles against the target.

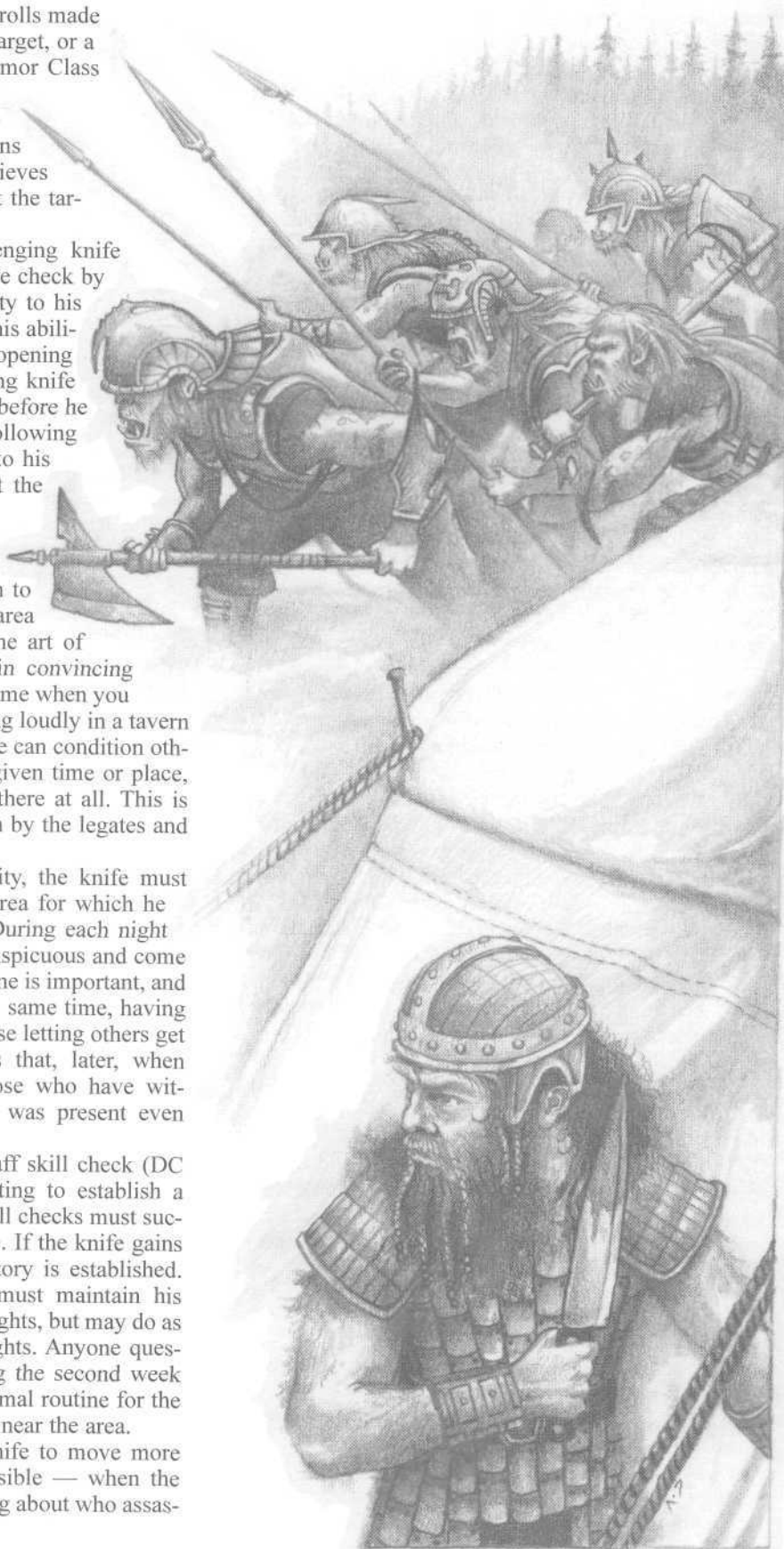
Fast Hands (Ex): The avenging knife may gain a +4 bonus to an initiative check by accepting a -2 circumstance penalty to his attacks during the current round. This ability may only be used during the opening round of a combat and the avenging knife must declare the use of this ability before he makes his initiative check. On following rounds the knife takes no penalty to his attacks but may continue to act at the same initiative slot.

Cover Story (Ex): While not easy to establish, the cover story is vital for avenging knives who wish to avoid discovery while staying in an area for an extended period of time. The art of establishing a cover story comes in convincing others they saw you in an area at a time when you may not have been there. By partying loudly in a tavern or staying regularly at an inn, a knife can condition others to believe he was present at a given time or place, even when he may not have been there at all. This is very useful for avoiding persecution by the legates and their minions.

To successfully use this ability, the knife must have spent at least a week in the area for which he wishes to fabricate a cover story. During each night and day of this time, he must be conspicuous and come up with a standard routine. The routine is important, and usually involves eating dinner at the same time, having drinks at the same time, and otherwise letting others get used to his presence. The idea is that, later, when remembering a particular time, those who have witnessed his routine will believe he was present even when he was not.

This requires a successful Bluff skill check (DC 20) made each night when attempting to establish a cover story. At least four of these skill checks must succeed for this ability to be of any use. If the knife gains enough successes, then his cover story is established. During the next week, the knife must maintain his scheduled routine for at least three nights, but may do as he wishes on the remaining four nights. Anyone questioned about his whereabouts during the second week will swear he was present on his normal routine for the entire night, even if he was nowhere near the area.

The cover story allows the knife to move more freely than might otherwise be possible — when the legates and their minions come calling about who assassinated the noble.



sinated the local Shadow general the night before, it can be very useful to have trusted witnesses and informers claim it could not have been you.

Stunning Sneak Attack (Ex): Up to three times per day when the avenging knife successfully hits a flat-footed opponent, that opponent must make a Fortitude save (DC 10 + the knife's class level + the knife's Intelligence modifier) or be stunned for the following round and unable to shout or raise an alarm.

Improved Coup de Grace (Ex): The avenging knife may perform a coup de grace as a standard attack action (rather than a full-round action) and always inflicts maximum damage when performing a coup de grace.

Still as Stone (Ex): This ability may only be used during the infiltration of a site after successful use of the security breach ability. The knife may, at any time during the infiltration prior to his discovery, choose to hole up in a currently deserted area and wait. The knife must then make a Hide skill check, for which he receives a +10 insight bonus. The knife may remain hidden for a number of hours equal to his current level, but may not move. If discovered, the knife is considered shaken for one round, until he can regain his composure and work the kinks out of his muscles.

Death Attack (Ex): If the avenging knife studies his victim for three rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (knife's choice). While studying the victim, the avenging knife can undertake other actions so long as his attention stays focused on the target and the target does not detect the knife or recognize the knife as an enemy. If the victim of such an attack fails his Fortitude saving throw (DC 10 + the knife's class level + the knife's Intelligence modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering him completely helpless and unable to act for 1d6 rounds plus 1 round per level of the avenging knife. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the avenging knife has completed the three rounds of study, he must make the death attack within the next three rounds. If a death attack is attempted and fails (the victim makes her save) or if the avenging knife does not launch the attack within three rounds of completing the study, three new rounds of study are required before he can attempt another death attack.

Bane of Legates

The legates of Izrador are arguably the most powerful and influential minions of the dark god that now rules over the people of Eredane. The danger they pose to the spellcasters of the world is well known, but their other machinations and schemes are equally devastating to all who one day hope to see the fallen god overthrown. While their powers are considerable, a force has recently arisen from within the land itself that aids those who would oppose these evil clerics. Some of those who have the ability to channel magic find that they can also defeat the divine power wielded by the servants of Izrador. Such men often become assassins that seek out legates where they can find them in an attempt to exterminate as many as possible. They lay traps for legates, allowing powerful magic items to attract the attention of a nearby astirax so that it can be slain along with its master. These men and women, known commonly as the bane of legates, are a bright spot in the meager resistance that still opposes the dark lord's rule.

Hit Die: d6.

Requirements

To qualify to become a bane of legates, a character must fulfill all the following criteria.

Spell Energy: 10+.

Skills: Knowledge (arcana) 10 ranks, Knowledge (religion) 6 ranks, Spellcraft 10 ranks

Feats: Magecraft, Iron Will

Class Skills

The bane of legate's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha, exclusive skill), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the bane of legates prestige class.

Weapon and Armor Proficiency: Banes of legates gain no additional proficiencies with either weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Bane of Legates

Class	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1st	+0	+0	+0	+2	Art of magic, improved spellcasting, resist Izrador's will
2nd	+1	+0	+0	+3	Bonus feat
3rd	+2	+1	+1	+3	See astirax
4th	+3	+1	+1	+4	Counter Izrador's will
5th	+3	+1	+1	+4	Bonus school
6th	+4	+2	+2	+5	Bind astirax
7th	+5	+2	+2	+5	Bonus feat
8th	+6	+2	+2	+6	Conceal magic
9th	+6	+3	+3	+6	Bonus school
10th	+7	+3	+3	+7	Sundered spirit

Improved Spellcasting: Each time the character achieves a new bane of legates level, he gains one new spell of any school and level he can cast (according to his new level). A bane of legates can learn additional spells according to the normal rules for learning spells.

In addition, the bane of legate's effective caster level increases by one. This affects level-related spell effects, caster level checks, and the level of spells that the character can learn. It does not grant him any bonus spells or spell energy.

Bane of legates levels stack with channeler levels for the purposes of determining the highest-level spells the character can cast. A character with more channeler and bane of legates levels than levels in other classes adds +1 to his character level to determine the highest-level spells he can cast. For example, a *chn5/blgt3/wld7* can cast up to 8th-level spells.

Art of Magic: The bane of legates gains spell energy equal to his class level each day. This bonus spell energy stacks with that gained from the Magecraft feat and channeler levels.

Resist Izrador's Will (Su): The bane of legates gains spell resistance equal to 10 + his class level against the divine magic of Izrador's legates. This defense does not protect him against spell-like abilities or the magic of channelers and the like.

Bonus Feat: The bane of legates gains a bonus feat at 2nd and 7th levels. The feat chosen must be either an item creation or metamagic feat.

See Astirax (Su): Starting at 3rd level, the bane of legates gains the ability to see the shadowy form of an astirax no matter what its current form is. If the astirax is possessing an animal, the character can see a faint outline around the animal, and if the astirax is in its natural form the character can see it despite its natural invisibility.

Bonus School: The bane of legates gains a bonus school of magic at 5th and 9th levels. The bane of

legates gets the Spellcasting feat for each school he chooses, along with all the benefits it confers.

Counter Izrador's Will (Su): The bane of legates gains the ability to counter any divine magic cast by a legate without knowing what spell the legate is casting or knowing an appropriate counterspell. He automatically learns *dispel magic* when he becomes able to cast 3rd-level spells and *greater dispel magic* when he becomes able to cast 6th-level spells. In order to counter a spell, he must have a readied action to cast a *dispel*. He spends the appropriate amount of spell energy and makes a caster level check as normal to beat the legate's caster level. However, he may channel the force of his own spell energy into the dispelling effort to increase his chances of success: He may spend up to his level in spell energy points in the attempt, adding 1 to his effective caster level for each point of spell energy he chooses to burn.

Bind Astirax (Su): As a full round action, the bane of legates can perform a ritual that binds one astirax within 30 feet in its current form. The astirax can resist this ritual with a successful Will save (DC 15 + spellcasting modifier). An astirax so bound cannot possess or dispossess an animal; it is trapped in its current form. Furthermore, if an astirax is bound inside an animal and that animal is killed, the astirax is also destroyed.

Conceal Magic (Su): The bane of legates can conceal up to three magical auras on his person. This can be used to hide magic items, spell effects (such as a stone with *light* cast on it), and other such sources of magical emanation. While concealed on the bane of legates' person, items and effects radiate no magical auras. Spells such as detect magic and abilities such as the astirax's sense magic cannot detect the presence of magic on the character. If the bane of legates has more magical objects than he can conceal, those with the highest caster level are unaffected by this ability.

Elven Raider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Ranged sneak attack +1d6
2	+2	+1	+3	+1	Sneak attack +10 ft.
3	+3	+1	+3	+1	Meticulous shot
4	+4	+1	+4	+1	Intimidating shot, ranged sneak attack +2d6
5	+5	+2	+4	+2	Sneak attack +20 ft.
6	+6	+2	+5	+2	Leaf reader
7	+7	+2	+5	+2	Disarming shot, ranged sneak attack +3d6
8	+8	+3	+6	+3	Sneak attack +30 ft.
9	+9	+3	+6	+3	Close combat archery
10	+10	+3	+7	+3	Ranged sneak attack +4d6

Sundered Spirit (Ex): At 10th level, the bane of legates becomes a living damper for the flow of divine energy. This manifests itself in a divine dead magic zone with a 50-ft. radius around the character. No divine magic of 7th level or less may be cast within this zone, although spells of a higher level function normally. A character with this ability will be hunted mercilessly by the legates of Izrador, as the dark god will not tolerate any interruption of his power.

Elven Raider

Driven back into the dark shadows of their forests, the elves have suffered grievously under the iron fist of Izrador. Most hated of all the Shadow's enemies, the elves have battled valiantly against a rising tide of darkness. Though their numbers are limited and their options few, the elves never hesitate in the battle against the darkness.

Even their rich forests cannot provide all that they need, however. Their herbalists can harvest many of the plants they need and their hunters bring in enough food, but there are still items the elves cannot get for themselves in the depths of their forest. Trade, likewise, is very difficult for the elves, as they are reluctant to emerge from their hidden enclaves to deal with outsiders.

Furthermore, they must constantly patrol their lands to protect them from orc assault parties and goblin skirmishers. Long ago, the elves decided to combine the need to provide for themselves with the need to protect their borders. Thus was the elven raider created.

Trained to haunt the wilderness with stealth and deadly accuracy with their bows, the elven raiders patrol the borders of the elven forests, constantly searching for the agents of Izrador. When they need supplies or equip-

ment they cannot get for themselves in the forest, the raiders steal forth to attack the goblin and orc encampments, laying waste to their hated enemies and stealing what they can before fading back into the wilds.

Organized very loosely, the raiders train in groups of 10 to 12 and each group is given a range of territory to explore. The leaders of these raiding groups meet only rarely, coming together in secret gathering places to discuss the state of their forests and the disposition of their enemies. For the rest of their time, the raiders flit like wraiths through the trees, unseen when not attacking, unheard unless they are on the warpath.

In some cases, raiders are given permission to leave their raiding parties and venture into the world, assisting the heroes who stand against Izrador. Skilled in wilderness travel and ambushes, the raiders are also fierce warriors and deadly accurate archers who make excellent allies.

Hit Dice: d8.

Requirements

To qualify to become an elven raider, a character must fulfill the following criteria.

Race: Elf only.

Base Attack Bonus: 5+.

Skills: Hide 8 ranks, Move Silently 8 ranks, Wilderness Lore 8 ranks.

Feats: Weapon Focus (longbow or composite longbow), Point Blank Shot, Rapid Shot

Class Skills

The elven raider's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move

Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are features of the elven raider prestige class.

Weapon and Armor Proficiency: Elven raiders are skilled with all simple and martial weapons. They are proficient with all light armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Ranged Sneak Attack (Ex): At this level, and every other level of this prestige class hereafter, the elven raider receives +1d6 points of sneak attack damage on his ranged attacks. This bonus stacks with other sneak attack abilities, but only applies to ranged attacks and only against targets denied their Dexterity bonus within the raider's sneak attack range (30 ft. at 1st level).

Meticulous Aim (Ex): Raiders are expert shots, able to pick their targets out from the clutter of the forest and deliver a deadly shot even at long ranges. Given time to aim, raiders are able to drastically improve their chances of inflicting a grievous wound on their targets and, when attacking from hiding, they are able to bring down even the mightiest foes.

When a raider takes a full-round action to aim at his target, he is able to select a prime area on the opponent's body. For every two full rounds he aims, the raider improves the critical threat range of his weapon by one, to a maximum bonus equal to one-half the character's elven raider levels. Thus, a character with four levels of this prestige class may aim for four rounds, increasing the critical threat range of his weapon by two. After attaining 10 levels of the elven raider prestige class, this character may increase his threat range even further; if he is able to aim for a full minute (10 rounds) the critical threat range of his weapon by increases by ten.

In order to use this ability, the raider must have the target in view the entire time he is aiming. Targets who gain more than 50% cover or concealment disrupt the aiming process.

Improved Sneak Attack Range (Ex): As masters of the bow, elven raiders are able to improve their ranged sneak attack ability through intensive training and experience. Their sneak attack range increases by 10 ft. at 2nd level and every three levels thereafter.

Intimidating Shot (Ex): So fearsome and renowned is the ability of the elven raiders with a bow that they are able to intimidate others with a well-placed shot. Legends speak of the lone raider turning back an



entire squad of orcs with a single shot.

Using this ability is a full-round attack action, during which the elven raider is able to make but a single shot with his bow. If the raider misses his target, the attempt clearly fails and the ability may not be used against the same foes for at least 24 hours.

If the attack hits, however, the raider has a chance to frighten the allies of his target. The raider is entitled to an Intimidate skill check with a circumstance bonus equal to one-half the total damage caused by the attack.

Leaf Reader (Ex): By observing the environment, the elven raider is able to eliminate concealment by vegetation. A successful Spot skill check (DC 15) allows the elven raider to reduce the concealment of one opponent by one category (from three-quarters to one-half, for example). This ability does not work against targets with total concealment—the raider must be able to see them, at least partially—nor does it reduce cover.

Disarming Shot (Ex): The raider may attempt to disarm a target with a ranged attack. For purposes of resolving the disarming attempt, the raider is considered to be wielding a Medium-size weapon. Use of this ability requires a full-round attack action and the raider may make no other attacks during the round in which the disarming shot is made. This type of shot takes concentration and a careful aim to carry off.

After attaining four levels in this prestige class, the raider is considered to be wielding a large weapon for the purposes of resolving disarming shot attempts. After attaining eight levels in this prestige class, the raider is considered to be wielding a large weapon in both hands for the purposes of resolving his disarming shot attempts. Any character with 10 levels of the elven raider prestige class no longer requires a full-round action to use the disarming shot ability – any of his ranged attacks can be named as disarming shots, if he so chooses.

As with other disarming attempts, these attacks cause no damage to the target.

Close Combat Archery (Ex): This ability allows the raider to use a shortbow or longbow when threatened by an opponent without provoking an attack of opportunity. In addition, when wielding a bow, the archer may make attacks of opportunity using an arrow as a melee weapon. The elven raider ignores the normal proficiency penalty for using the arrow in melee.

Haunted One

The spirits of the dead and extraplanar entities trapped by the Sundering can be found in all corners of Aryth. For a reason not entirely understood, some are able to sense the movements and sounds of these creatures, who are normally unable to interact with living, material creatures. Many attempt to ignore these voices for fear of being branded insane or possessed by dark spirits, but others cultivate their abilities and grow into powerful conduits between the material and spirit worlds. These eccentric folks are commonly known as haunted ones, and they travel the lands of Eredane in search of spirits on quests that few can understand. Their interest in communicating with the spirit world often manifests itself with a more general interest in divination magic, and by the time a haunted one has mastered his abilities he has an innate understanding of such magic that surpasses even the most learned elven sages and channelers.

Hit Die: d6.

Requirements

To qualify to become a haunted one, a character must fulfill all the following criteria.

Wisdom: 13+.

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 3 ranks, Scry 5 ranks.

Feats: Spellcasting (Divination) and Spellcasting (Necromancy).

Class Skills

The haunted one's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha, exclusive skill), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Haunted ones gain no additional proficiency with weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every five pounds of equipment carried.

Improved Spellcasting: Each time the character achieves a new haunted one level, he gains one new spell of any school and level he can cast (according to his new level). A haunted one can learn additional spells

Haunted One

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6	+2	+2	+6
9th	+6	+3	+3	+6
10th	+7	+3	+3	+7

Special

Séance 1/day (day), improved spellcasting, art of magic
 Spirit manipulation
 Ghost sight
 Spirit manipulation, séance 2/day (year)
 Spell focus (Divination)
 Spirit manipulation
 Séance 3/day (century)
 Spirit manipulation
 Spell focus (Necromancy)
 Spirit mastery, Séance 4/day (Sundering)

according to the normal rules for learning spells.

In addition, the haunted one's effective caster level increases by one. This affects level-related spell effects, caster level checks, and the level of spells that the character can learn. It does not grant him any bonus spells or spell energy.

Haunted one levels stack with channeler levels for the purposes of determining the highest-level spells the character can cast. A character with more channeler and haunted one levels than levels in other classes adds +1 to his character level to determine the highest-level spells he can cast. For example, a *chn5/hnt3/wld7* can cast up to 8th-level spells.

Art of Magic: The haunted one gains spell energy equal to his class level each day. This bonus spell energy stacks with that gained from the Magecraft feat and channeler levels.

Séance (Sp): Once per day at 1st level the haunted one can channel the spirits in the area in order to gain information. He can ask spirits about events that have happened in the area, gaining rudimentary knowledge of the past. The spirits are best able to perceive actions that cause intense emotions, whether love, anger, or fear, and can provide more detailed information about such events. The character can ask the spirits about events within a radius of 100 feet per class level. In addition to this, the character may ask the spirits to guide him in his actions. This functions as if the haunted one had cast an *augury* spell, and the character may ask only a single question during each séance.

At 1st through 3rd level, the haunted one may gain information about events that happened within one day of the séance. At 4th level, he may ask spirits about events that happened up to one year in the past. At 7th level he may ask them about any event that occurred in the area in the past century, essentially since beginning of the reign of Izrador. Finally, at 10th level, the haunted one gains the spirits' full trust and may ask them of

any noteworthy event in the area since the time of the Sundering.

It requires 10 minutes to perform a séance. This includes the preparation time during which the haunted one chants an ancient call to those who walk unseen nearby. After performing the séance, the haunted one is considered dazed for one minute.

Spirit Manipulation (Su): Each time this ability is gained, the haunted one must choose one Divination or Necromancy spell that he knows. If he chooses a Divination spell, the spell may be of the highest level he can cast. If he chooses a Necromancy spell it must be one level lower than the highest spell level he can cast. The haunted one can cast this spell once per day as a spell-like ability, meaning it causes no spell damage when cast (and thus requires no spell energy to buffer it). Further castings of this spell cause spell damage as normal.

The haunted one may choose a different spell each time this ability is gained, or may choose to cast a previously chosen spell one additional time per day as a spell-like ability. He may choose a spell he has just learned through the improved spellcasting ability.

Ghost Sight (Su): Beginning at 3rd level, the haunted one gains the ability to see invisible or incorporeal creatures normally. This functions as if the haunted one was under the effects of a permanent *see invisibility* spell.

Spirit Mastery (Su): Once the haunted one reaches 10th level his powers over spirits and the information they hold has achieved their pinnacle. He acts as a living greater spell talisman, reducing the spell damage suffered to cast any Divination or Necromancy spell by one. This reduction stacks with greater spell talismans (Divination or Necromancy) and any spell talismans the character might have for specific spells. The spell damage suffered for casting a spell can never be reduced lower than 1.

Herbalist

The ability to draw out the beneficial effects in plants and herbs is crucial for survival in the dangerous world of MIDNIGHT. Adventurers and rebels who strive against Izrador will find the natural healing properties of plants to be a great boon to their survival and even common villagers receive many benefits from the concoctions of the herbalist.

Though many learn the simple aspects of creating herbal remedies, few pursue the study of natural healing and prevention much further. Villages boast of their wise women who can cure the spring fevers and soothe the torment of broken limbs or torn muscles, but all remain in awe of the true herbalists who make their homes in the wilderness. Rarely seen, with homes hidden far from civilization and near to the plants they love so dearly, the herbalists are both mysterious and frightening to the peasants of Eredane.

The herbalists see themselves as vital to the resistance against Izrador, but they are leery of operating in the open. Instead, they brew their useful concoctions in secret, trading them to one another or offering them (in exchange for other goods and services) to those who oppose the Shadow in the North.

A very small number of herbalists have no permanent home, but have instead taken to wandering the wilds and venturing into the cities of men to trade with them and get news of the world. These travelers help tie the herbalists together, as they often visit with the hermits along their journeys, stopping to tell them of the ways of the world and to enlist their help in the battles against Izrador.

It is these wandering herbalists who are most likely to join with other adventurers and rebels. They use their skills with natural ingredients to keep their compatriots alive, while benefiting from the protection of their stronger and more combat-ready partners. Though not every adventuring band numbers an herbalist amongst their membership, those that do often lead longer, healthier lives.

Izrador's agents know of the herbalists and will kill them where they find them, but they have not yet decided to engage in a wholesale slaughter of these healers. Because herbalism is not magic, it is much more difficult for the legates and their astirax companions to detect. Sadly, but to the benefit of the herbalists, a few herbalists even deal directly with the agents of the Shadow, providing them with useful potions in an effort to save their own hides. These so-called "nightsoil" herbalists have also worked closely with orc witch doctors and were instrumental in the creation of the blood gardens (see page 55).

The tension between the herbalists and their darker brethren rises to dangerous levels from time to time, but the usual course of events is avoidance. Herbalists have only rare contact with one another, in any event, so the two groups almost never meet.

Hit Dice: d6.

Requirements

To qualify to become an herbalist, a character must fulfill the following criteria.

Skills: Profession (herbalist) 10 ranks, Wilderness Lore 10 ranks.

Feats: Brew Herbal Concoctions, Green Thumb.

Class Skills

The herbalist's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (herbalism), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Herbalists are skilled with all simple weapons. They are proficient with all light armor and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Extended Concoction (Ex): The herbalist has learned to mix ingredients that will release their potency over longer periods of time. Any concoction the herbalist creates by exceeding the work DC by 5 or more will remain fresh for half again as long as normal and will remain in effect longer than normal as shown below.

Infused Oils: The effects of the oil persist for four days instead of three after the oil is no longer taken.

Gnaw Roots (all day): The gnaw root effects persist for an additional half day after the gnaw root is no longer chewed, which may overlap with new gnaw root effects.

Gnaw Roots (1d4 minutes): Stat-boosting gnaw roots, which normally only last for 1d4 minutes, instead last for 1 hour.

Salves: Salves last for a full 24 hours instead of 12.

Concoction Mastery (Ex): The herbalist has focused on a specific kind of concoction and has become quite skilled at creating and administering it. He receives a +4 competence bonus to all relevant skills when creating or administering that type of concoction. Additionally, he receives a special ability depending on the concoction variety chosen.

Infusion Mastery: The herbalist may help a patient gain the benefits of an infused oil within 24 hours, rather than the normal week or more wait necessary. The downside is that the target is often left somewhat weakened and may not gain the needed benefits.

Herbalist

Class	Base Attack Level	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Extended concoction
2nd	+1	+1	+1	+3	Concoction mastery
3rd	+2	+1	+1	+3	Efficient harvest
4th	+3	+1	+1	+4	Enhanced concoction
5th	+3	+2	+2	+4	Concoction mastery
6th	+4	+2	+2	+5	Pure harvest
7th	+5	+2	+2	+5	Doubled concoction
8th	+5	+3	+3	+6	Concoction mastery
9th	+6	+3	+3	+6	Constant harvest
10th	+6	+3	+3	+7	Spontaneous concoction, master herbalist

Using this ability requires both herbalist and patient to be in a quiet, undisturbed area for a full eight hours. During this time, the herbalist takes seven doses of an infused oil and carefully concentrates them into a single, potent dose. If the oil has more than a single ingredient, two more doses per added ingredient are needed for this process. Condensing the doses requires a successful Profession (herbalist) skill check (DC 15 + 1 per dose of infused oil used). As the condensation process proceeds, the herbalist also administers the concentrated concoction to his patient, requiring a successful Heal skill check (DC 20). Both of these skill checks should be made at the end of the process, as all the doses will be used up and administered to the patient, regardless of the success or failure of the process.

At the end of the process, assuming both the Profession (herbalist) and Heal skill checks were successful, the subject must immediately make a Fortitude save (DC 10 + 1 per dose ingested during the procedure) to see if his body is able to absorb the concentrated concoctions. If this Fortitude save succeeds, the patient gains the benefits of the ingested infused oils after 12 hours of rest. If the save fails, however, the patient immediately suffers violent nausea and his body rejects the concoctions entirely, providing no benefits to the patient.

If either the Profession (herbalist) or Heal skill checks fail, the target must still make the above Fortitude save, but this time it is to determine the extent of the damage the botched operation causes to his system. If the Fortitude save fails, the subject suffers 1d6 points of temporary Constitution damage. If it succeeds, the loss is a mere 1d2 points of temporary Constitution damage.

Note that this process does not limit the maintenance doses the subject must take every few days to keep the infused oil active in his system.

Gnaw Root Mastery: The herbalist's gnaw roots

have amazingly quick effect. They may be placed in the mouth as a standard action and all benefits (and negative side effects) will be received the following round. Additionally, the gnaw root may be spat out as a free action and all effects (including negative side effects) will fade the following round.

Salve Mastery: The herbalist's salves are efficient and clean. The user need not make a Fortitude save after applying his salves, and never suffers the -2 penalty on all rolls from that herbalist's salves.

Tattoo Mastery: The herbalist has devoted himself to learning the importance of cleanliness when treating patients. Because of this knowledge, the herbalist is able to prevent infections when giving tattoos. Once this ability is gained, no patient who gets a tattoo from the herbalist needs to fear infection and may forego the normal Fortitude save needed to avoid infection after a tattoo is given.

Poultice Mastery: The herbalist is so skilled at healing that he rarely makes a mistake when treating a patient. Twice per session, the herbalist may re-roll any failed Healing skill check made when applying poultices, but must accept the re-roll.

Efficient Harvest (Ex): The herbalist has not become lazy and content in the most important stage of the creation process, but has continually honed his searching and harvesting skills. Whenever the herbalist is actively searching for natural ingredients, he may either choose to spend half the time (1 hour per square mile searched) or may spend the normal amount of time and finds double the number of doses, regardless of the type of ingredient he finds.

Enhanced Concoction (Ex): The herbalist has mastered the ratios for making the most potent concoctions. Any concoctions he successfully creates by exceeding the work DC by 10 or more are half again as powerful in terms of any bonuses they provide, with no increase to the side effect penalties.

Sarcosan Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Special mount, horse lord
2nd	+2	+3	+1	+1	Mounted maneuver
3rd	+3	+3	+1	+1	Bonus feat
4th	+4	+4	+1	+1	Spur on
5th	+5	+4	+2	+2	Mounted maneuver
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Devastating attack
8th	+8	+6	+3	+3	Mounted maneuver
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Sweeping strike

Pure Harvest (Ex): The herbalist learns to select only the most pure herbs when harvesting, and may cut away unwanted parts of herbs when gathering them. This enables him to remove some of the harmful side effects sometimes encountered when attempting to gain the benefits of certain natural ingredients. Whenever the herbalist attempts to remove a negative effect from an infused oil, the DC only increases by 5, rather than the normal 10.

Doubled Concoction (Ex): The herbalist is skilled in efficiently administering and diluting concoctions. Any concoctions he successfully creates by exceeding the work DC by 15 or more may be distributed by the herbalist to two targets per dose, rather than the normal one target per dose.

Constant Harvest (Ex): The herbalist has adapted to life on the move as an adventurer or fugitive. The keen eye and flexible mind of the herbalist allows him to find ingredients in any area he passes through, even while not actively searching. This type of harvesting takes longer (one check for every six miles traveled), may only be done at a walking or hustling pace, and may not be used in combination with the double harvest ability.

Master Herbalist (Ex): Herbalists are so skilled at their arts that they rarely make a mistake when preparing a concoction. Once per day, the herbalist may re-roll any failed Profession (herbalist) skill check, but must accept the re-roll.

Spontaneous Concoction (Ex): The herbalist has become so skilled at creating mixtures that he can create an emergency concoction in 1/10th the amount of time it would normally take, and may do so without his normal equipment. The herbalist must succeed at a Profession (herbalist) skill check (Work DC + 15); the effects of the concoction only last for 1 minute plus 1 for every point by which the check exceeds the total required DC.

Sarcosan Knight

The majestic Sarcosan knights were the terrors of the battlefield during the Second Age, first as invading foreigners and then as liberating colonialists fighting against their mother country. For hundreds of years they represented the crown of Sarcosan achievement and served as sworn riders for the kalif and his lords wherever they ruled. Most of the knights fought bravely in the final war, though some turned to evil in an attempt to preserve their lives and station. In the aftermath of the war, most of the knights were slaughtered or driven away to live as outlaws. The descendants of some knights still bear the symbol of one of the Sarcosan knightly orders, proudly standing against the degenerate rule of the Night Kings.

Hit Die: d10.

Requirements

To qualify to become a Sarcosan knight, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Handle Animal 4 ranks, Intimidate 4 ranks, Ride 8 ranks

Feats: Mounted Combat, Ride-By Attack, Spirited Charge.

Special: The character must be a Sarcosan or Erenlander.

Class Skills

The Sarcosan knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Jump (Str), Profession (Wis), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class features

All of the following are features of the Sarcosan knight prestige class.

Weapon and Armor Proficiency: Sarcosan knights are proficient with all simple and martial weapons, all types of armor (light, medium, and heavy), and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Horse Lord (Ex): A Sarcosan knight is as at home on his horse as he is on foot. This affinity grants him a +1 circumstance bonus per level to all Handle Animal and Ride checks when dealing with horses.

Special Mount: The light warhorses granted to Sarcosan knights as mounts are the fastest and strongest of their species. They are superior to normal warhorses and improve in ability along with their riders, as shown on the table on the following page. If the steed dies, a Sarcosan knight must return to a nomadic Sarcosan band or somehow find another special steed and convince both the Sarcosans and the steed of his worth as a warrior. If he succeeds, he may acquire a new light warhorse as his mount. The new mount may begin with the previous mount's abilities or may take some time to acquire them, at the DM's discretion.

Mounted Maneuver (Ex): The Sarcosans and their horses train together constantly. They become akin to a single figure, able to accomplish maneuvers in combat that no normal rider mount could hope to do. The Sarcosan knight may choose a maneuver from the following list at 2nd, 5th, and 8th level:

Deft Dodging: By focusing on dodging opponents and defensive maneuvers, the Sarcosan knight grants both he and his mount a bonus to AC. If both he and his mount do nothing but move during the round, both gain a +4 dodge bonus to AC.

Dismounting Cut: The knight may make a trip attack to dismount a mounted opponent with any weapon. As per the rules for tripping with a weapon, this does not provoke an attack of opportunity. Additionally, the opponent does not have an option to attempt to dismount you in return.

Erratic Attack: By weaving, dodging, and feinting, the knight and horse make themselves unpredictable and difficult targets. Either the knight or his horse may gain a +2 dodge bonus to AC in any round that either make an attack. If both the knight and horse are charging, this ability may instead be used to negate the normal Armor Class penalty to both.

Hit and Run: The Sarcosan knight can make an attack, including a full-round attack if he has the devastating attack ability, against any adjacent enemy and then move away without suffering an attack of opportunity, regardless of the outcome of the attack. The character still suffers attacks of opportunity from enemies that he did not attack this round.



Sarcosan Knight's Mount

Class Level	Bonus HD	Natural Armor Adj.	Str Adj.	Dex Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+2	+0	2	Devotion
3rd–5th	+2	+2	+4	+1	3	Magical beast
6th–7th	+4	+4	+6	+2	4	Evasion
8th–9th	+6	+6	+8	+3	5	Improved speed
10th	+8	+8	+10	+4	6	Empathy

Sarcosan Knight Mount Basics: Use the base statistics for a light warhorse (MM) but make the following changes.

Class Level: The character's Sarcosan knight level.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the steed's base attack and base save bonuses. A light warhorse has good Fortitude and Reflex saves. The steed doesn't gain any extra skill points or feats for bonus HD.

Natural Armor Adj.: The number noted here is an improvement to the steed's existing natural armor bonus.

Str/Dex Adj.: Add this value to the steed's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the steed knows in addition to any that the knight might choose to teach it. These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The knight selects these bonus tricks, and once selected, they can't be changed.

Devotion (Ex): The steed's loyalty to its rider is such that it gains a +4 morale bonus on Will saves against Enchantment spells and effects.

Evasion (Ex): If the steed is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Magical Beast (Ex): The steed is now treated as a magical beast, not an animal, for the purposes of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

Improved Speed (Ex): The steed adds 10 ft. to its base speed.

Empathy (Su): As a byproduct of their long association and many battles together, the Sarcosan knight and steed have a supernatural empathic link out to a distance of up to 1 mile. The knight cannot see through the mount's eyes, but can communicate simple commands as well as understand simple emotions and the basic emotions and circumstances of the steed.

Wheel About: When charging, including using the Spirited Charge and Ride-By Attack feats, the knight's steed may make a turn of up to 90 degrees once during its movement.

Bonus Feat: At 3rd level and every 3 levels thereafter, the Sarcosan knight gains a bonus feat from the following list. The character must still meet any prerequisites for a feat that he selects. The feats are: Mounted Archery, Sarcosan Pureblood, Skill Focus (Ride), Trample, Weapon Focus (ceduku), Weapon Focus (any shortbow), Weapon Focus (scimitar), Weapon Specialization (ceduku), Weapon Specialization (any shortbow), Weapon Specialization (scimitar).

Spur On (Ex): At 4th level, the Sarcosan knight can spur his horse on to greater than normal speeds. During any round in which the knight's horse makes a charge or double move, the mount's speed is doubled. So, a horse with a base speed of 40 ft. would travel 160

ft. with a double move. This ability may only be used a number of rounds per day equal to the horse's Constitution bonus.

Devastating Attack (Ex): The Sarcosan knight gains the Devastating Mounted Assault feat for free. If he already has that feat, he may still make a full attack action when his mount moves more than 5 feet, but may divide the attacks to opponents anywhere along the horse's movement.

Sweeping Strike (Ex): With quick cuts and momentum, the Sarcosan knight and his horse can become a whirling platform of death on the battlefield. If the knight's mount takes only a single move, the Sarcosan knight may make a single melee attack at his highest base attack bonus against all opponents he threatens at any point during his steed's movement for the round. Neither the knight nor the steed provoke attacks of opportunity from any opponent they attack.



Smuggler

Since the fall of most of Eredane to the combined troops of the Shadow, the movement of magical and martial equipment between the remaining forces of good has been severely restricted. Legates and orc patrols enslave or kill those found carrying such contraband, so the price for its transport can be very high indeed. This is where the smuggler becomes invaluable. He has established contacts along his familiar routes and knows when and where to hide his illegal cargo to avoid being detected by patrols. The smuggler is a useful, if elusive, ally in the war against the Night Kings and their foul master, and gaining one's trust can be the difference between life and death in this titanic struggle.

Hit Die: d6.

Requirements

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

Skills: Bluff 8 ranks, Disguise 5 ranks, Forgery 5 ranks, Gather Information 8 ranks, Hide 5 ranks.

Feats: Inconspicuous.

Class Skills

The smuggler's class skills (and the key ability for each

skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the smuggler prestige class:

Weapon and Armor Proficiency: Smugglers are skilled with all simple weapons. They are proficient with all light armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Smuggler's Trade (Ex): The smuggler learns that

Smuggler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Smuggler's trade +2
2nd	+1	+1	+3	+3	Dominant will +2
3rd	+2	+1	+3	+3	Smuggler's trade +4, mystifying speech 1/day
4th	+3	+1	+4	+4	Information network (take 10)
5th	+3	+2	+4	+4	Smuggler's trade +6, disguise contraband
6th	+4	+2	+5	+5	Dominant will +4
7th	+5	+2	+5	+5	Smuggler's trade +8, mystifying speech 2/day
8th	+5	+3	+6	+6	Information network (take 20)
9th	+6	+3	+6	+6	Smuggler's trade +10
10th	+6	+3	+7	+7	Slippery mind, disguise contraband

the art of lying is as necessary to his work as swordplay is to his hired guards. His skills in this area grow as he has to perpetrate one smuggling job after another, granting him the listed bonus to all Bluff, Disguise, Forgery, and Gather Information checks when involved in smuggling operations. In addition, he may always take 10 on these skill checks under any circumstances.

Dominant Will (Ex): A legate's *zone of truth* spell or the hot end of a torturer's iron can both spell doom for a smuggler and his illicit cargo. Smugglers learn to control their minds so that they can almost convince themselves of their own lies as well as resist magic that would cause them to betray their cause. As a result of this practice and training, a smuggler gains the listed bonus as an insight bonus on Will saving throws against magical detection, compulsion spells, lie detection spells, and any effects or attacks that would cause him to betray his cause. This bonus only comes into play when the smuggler is engaged in a smuggling or similarly clandestine operation, and only when the failure would cause the smuggler to reveal his activities, allies, or secrets. For instance, the bonus would apply to a legate casting a compulsion spell forcing the smuggler to reveal the names of all of his contacts, but would not apply to the same spell if cast in combat to get the smuggler to defend the legate, restrain his allies, surrender, etc.

Mystifying Speech (Su): Once per day at 3rd level, the smuggler can talk his way out of almost any situation. By taking his targets' attention away from his illegal activities and spinning a verbal web of deceptive and misleading statements, the smuggler can cause them to forget what they have seen or even change specific details they recall. This ability works exactly like the *modify memory* spell as cast by a 7th-level channeler, except that it can affect up to one target per class level. All targets must be within 10 feet of the smuggler and giving him their attention to be affected. The Will save

DC to resist this ability is 14 + the smuggler's Charisma modifier.

At 7th level, the smuggler may perform this verbal trick twice per day.

This is a supernatural, mind-affecting, language-dependent ability.

Information Network (Ex): Beginning at 4th level, whenever the smuggler enters a new city, settlement, or other definitive area, he is able to learn the latest gossip in very little time thanks to his widespread network of informants. Given one hour he is able to find out the local happenings as if he had taken 10 on a Gather Information check. At 8th level this ability functions as if the smuggler had taken 20 on the check.

Disguise Contraband (Su): At 5th level, the smuggler learns how to stow illegal materials in such a way that defies divination and detection spells and abilities. This ability works just like the *misdirection* spell except the smuggler can hide up to one cubic foot of creatures or materials per level, no matter the quantity or amount of any specific objects. This ability also hides magical auras from the tracking ability of an *astirax*. All of the affected materials must be within the same cube and must be hidden at the same time.

At 10th level, the smuggler can divide up the hidden creatures or materials any way he likes and may hide materials in different places at different times throughout the day.

Slippery Mind (Ex): At 10th level, the smuggler gains the extraordinary ability to shrug off magical compulsions. If the smuggler is affected by an enchantment and fails his saving throw, one round later he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw. If it fails as well, the spell's effects proceed normally. Unlike the dominant will ability, this ability applies to all enchantment effects, regardless of whether or not the smuggler's secrets are at risk.

Warrior Arcanist

In the world of Aryth many are born into their magical powers rather than choosing to study them or develop them as they grow older. Often these blessed (many would argue cursed) few fully embrace their abilities, training to use them more easily and to wield greater and greater power. Some, however, find that their hearts lie elsewhere, perhaps with the feeling of cold steel in their hands. Those in this position often become warrior arcanists, learning to use their innate magical abilities to enhance their fighting prowess rather than to cast more powerful spells. It is a hard road they choose to follow, as they must learn both the arcane as well as the fighting arts. In the end many find it worth the effort, however, as their magically powered strikes and arcane defenses allow them to survive in the harsh world into which they were born.

Hit Die: d8.

Requirements

To qualify to become an arcane warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Spellcraft 8 ranks.

Feats: Magecraft, Martial Weapon Proficiency, Medium Armor Proficiency, Weapon Focus.

Spellcasting: The character must know at least three 2nd-level spells.

Class Skills

The warrior arcanist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the warrior arcanist prestige class.

Weapon and Armor Proficiency: Warrior arcanists gain no additional proficiencies with either weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Improved Spellcasting: At 1st, 3rd, 5th, 7th, and 9th levels, the warrior arcanist gains one new spell of any school and level he can cast (according to his new level). A warrior arcanist can learn additional spells according to the normal rules for learning spells.



Warrior Arcanist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Magical accuracy, art of magic, improved spellcasting
2	+2	+3	+0	+0	Magical power
3	+3	+3	+1	+1	Ignore armor 10%, melee spellcasting I
4	+4	+4	+1	+1	Magical defense
5	+5	+4	+1	+1	Regenerative strike, melee spellcasting II
6	+6	+5	+2	+2	Ignore armor 20%, improved magic channeling
7	+7	+5	+2	+2	Melee spellcasting III
8	+8	+6	+2	+2	Ignore armor 30%
9	+9	+6	+3	+3	Bonus feat
10	+10	+7	+3	+3	Melee spellcasting IV

In addition, the warrior arcanist's effective caster level increases by one. This affects level-related spell effects, caster level checks, and the level of spells that the character can learn. It does not grant him any bonus spells or spell energy.

A warrior arcanist adds his level to that of channeler levels for the purposes of determining the highest-level spells the character can cast. A character with more channeler and warrior arcanist levels than levels in other classes adds +1 to his character level to determine the highest-level spells he can cast. For example, a *chn5/warc3/wld7* can cast up to 8th-level spells.

Art of Magic: The warrior arcanist gains spell energy equal to his class level each day. This bonus spell energy stacks with that gained from the Magecraft feat and channeler levels.

Magical Power (Ex): The warrior arcanist learns a variety of ways to utilize his innate spell energy to aid him in combat. The first thing he learns is how to channel his magical energies into power for his blows. The character can burn one point of spell energy per round as a free action, gaining a +2 bonus on weapon damage rolls during that round. He must make this decision before making his attacks. This ability may be combined with magical accuracy and magical defense, although only one point may be burned for each ability.

Magical Accuracy (Ex): At 2nd level, the warrior arcanist learns to use his spell energy to focus his attacks, granting him a +2 bonus on all attack rolls in any round that he chooses to burn one spell energy. This ability may be combined with magical power and magical defense, although only one point may be burned for each ability.

Melee Spellcasting (Su): The warrior arcanist learns to deliver touch spells through his melee weapon, adding power and utility to his attacks. At 3rd level, the warrior arcanist can designate a full round action to deliver a spell through a melee attack. The spell may be

no higher than 1st level and must have a casting time of one action or less. Even if the spell would normally affect multiple targets or an area of effect, its effects only apply to the creature hit with the weapon. The warrior arcanist suffers no chance of arcane spell failure when casting a spell through his weapon in this way. If the character misses with his attack, the spell energy for whatever spell he chose is still considered spent.

Every other level after 3rd, the character may deliver a spell of one higher level with this ability. At 10th level, the character may deliver any spell through his weapon as a standard action.

Magical Defense (Ex): By 4th level, the warrior arcanist has become attuned so well to the magic in his body that he can use it to deflect blows and steel his body against wounds. Each time the character burns a point of spell energy, he gains a +2 bonus to AC until the start of his next action. This ability may be combined with magical accuracy and magical power, although only one point may be burned for each ability.

Regenerative Strike (Su): Starting at 5th level, any time the warrior arcanist scores a critical hit with a melee weapon, he recovers 1d3 points of spell energy.

Ignore Armor (Ex): The warrior arcanist becomes used to wearing armor and casting spells. At 3rd level he subtracts 10% from the arcane spell failure chance imposed by armor or shields he is using. This bonus increases to 20% at 6th level, and 30% at 8th level.

Improved Magic Channeling (Ex): The character can now burn up to two points of spell energy per round on each of the following abilities: magical accuracy, magical defense, and magical power.

Bonus Feat: At 9th level, the character may choose any one feat from the list of fighter bonus feats.

Whisper Adept

The souls of fallen elves sometimes live eternally within the trees of Erethor, giving rise to the phenomenon known as the Whispering Wood. All the elves of Erethor can "hear" the whispers of those who have passed on, but some show a greater understanding of the messages found within them. These elves are sent to study with the druids in the Druid's Swamp, learning to hone their abilities by undergoing rigorous trials. Those who come through the trials with their sanity intact become whisper adepts and work closely with the Witch Queen to patrol and defend their forest home from the forces of the Night Kings.

Hit Die: d8.

Requirements

To qualify to become a whisper adept, a character must fulfill all the following criteria.

Wisdom: 15+.

Skills: Knowledge (nature) 8 ranks, Scry 5 ranks, Wilderness Lore 6 ranks.

Feats: Magecraft, Spellcasting (any).

Special: Ability to command nature. The character must be an elf in good standing with the Witch Queen.

Class Skills

The whisper adept's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha, exclusive skill), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the whisper adept prestige class.

Weapon and Armor Proficiency: Whisper adepts gain no additional proficiency with weapons, armor, or shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Command Nature (Su): A whisper adept continues to grow in his ability to command nature. He adds his whisper adept levels to his channeler levels when using this ability.

Improved Spellcasting: Each time the character achieves a new whisper adept level, he gains one new spell of any school and level he can cast (according to his new level). A whisper adept can learn additional spells according to the normal rules for learning spells.

In addition, the whisper adept's effective caster level increases by one. This affects level-related spell effects, caster level checks, and the level of spells that the character can learn. It does not grant him any bonus spells or spell energy.

Whisper adept levels stack with channeler levels for the purposes of determining the highest-level spells the character can cast. A character with more channeler and whisper adept levels than levels in other classes adds +1 to his character level to determine the highest-level spells he can cast. For example, a *chn5/whs3/wld7* can cast up to 8th-level spells.

Art of Magic: The whisper adept gains spell energy equal to his class level each day. This bonus spell energy stacks with that gained from the Magecraft feat and channeler levels.

Whisper Sense (Ex): Whisper adepts are the masters of listening to the voices that haunt the trees of the Whispering Wood. Their ability to sense the whisper is just as finely attuned as any of their normal senses. This has several effects.

1st Level: At 1st level, the whisper adept no longer needs to make Wisdom checks to sense the flowing voices of the Whispering Wood.

2nd Level: When within the wood's confines, the whisper adept gains a +2 bonus to initiative thanks to the warnings of the elven spirits.

4th Level: By now the whisper adept's ability to process the warnings and feelings of the woods around him are such that he cannot be surprised while within Erethor. The whisper adept is never considered flat-footed while within the Whispering Wood and may act in any surprise round unless immobilized.

6th Level: The whisper adept can now use his connection to the Whispering Wood to listen in on any location he knows within the forest's confines. This ability works just like the *clairaudience/clairvoyance* spell except that it only has auditory components. The whisper adept can use this ability at will.

8th Level: When the whisper adept uses his whisper sense (*clairaudience*) he can now see as well as hear the location that he chooses.

10th Level: The whisper adept can gain knowledge of the territory around him as if he had cast *commune with nature*. This ability only takes one minute to activate, and can be used at will. The whisper adept may only use this ability when within the great forest.

Fell Touch (Su): Whisper adepts learn and participate in day-long rituals that bond the bodies of fallen elven warriors to the life of the forest, commanding the plants themselves to gather around the warriors' bodies and lift them into the canopy. These rituals were born of a need to prevent fallen elves from rising as the fell, a

Whisper Adept

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Whisper sense, command nature, improved spellcasting, art of magic
2nd	+1	+0	+0	+3	Whisper sense (+2 initiative)
3rd	+2	+1	+1	+3	Fell touch
4th	+3	+1	+1	+4	Whisper sense (cannot be surprised)
5th	+3	+1	+1	+4	Tree meld
6th	+4	+2	+2	+5	Whisper sense (clairaudience)
7th	+5	+2	+2	+5	Strength of the wood
8th	+6	+2	+2	+6	Whisper sense (clairvoyance)
9th	+6	+3	+3	+6	Tree stride
10th	+7	+3	+3	+7	Whisper sense (commune with nature)

plague of undead creatures that arises from the death of any humanoid creature whose corpse is not somehow prevented from animating. While not a generally useful ability while adventuring, whisper adepts have adapted the ritual to create shorter rites for times of war and when speed is of the essence. Beginning at 3rd level, the whisper adept can perform a rite as a full round action that prevents a creature from rising as a fell. The rite involves placing an enchanted seed within the deceased's mouth, but rather than growing vines and becoming a part of the environment, the body simply fails to be animated.

Tree Meld (Su): At 5th level the whisper adept becomes a living part of the forest. He can meld his physical form with any whispering tree, allowing him to perfectly hide from followers and to rest without worry of being found. This ability can be used once per day and lasts for up to one hour per class level.

The whisper adept may carry up to 100 pounds of nonliving gear into the tree with him. The tree must be large enough to accommodate the whisper adept's body in all three dimensions. While within the tree the whisper adept remains aware of the passage of time and may hear what goes on around the tree, but he may not see out of the tree while melded.

Minor physical damage to the tree in which a whisper adept is melded does not harm him, but if the tree is partially destroyed to the extent that the character no longer fits within it he is forcibly expelled and suffers 5d6 points of damage. This also occurs if the tree is set on fire and burns for more than three rounds. The tree's complete destruction expels the character and slays him instantly unless he succeeds at a Fortitude save (DC 18).

The whisper adept may step out of the tree at any time before the duration expires. If the effect's duration runs out before the character voluntarily exits, he is

forcibly expelled and suffers 5d6 points of damage.

The following spells harm the whisper adept if cast upon the tree that he is occupying. *Warp wood* causes no damage but has a 25% chance of expelling the character. *Wood shape* deals 3d6 points of damage, but does not expel the character. If other beings attempt to cast *Tree stride* and *transport via plants* and use the tree in which the whisper adept is hidden as a link in their transport, they find themselves unable to enter the tree. *Diminish plants* might cause the character to be expelled if the tree becomes too small for him to fit within it. *Ironwood* and *liveoak* both forcibly expel the character from the tree and deal him 5d6 points of damage.

Strength of the Wood (Su): Beginning at 7th level, the whisper adept automatically recovers one point of spell energy per hour while using his tree meld ability.

Tree Stride (Sp): At 10th level, the whisper adept is the true master of the forest. He may use *tree stride* at will to move within the confines of the Whispering Wood. The transport range of trees in the Whispering Wood are shown in the table below.

Tree Stride Range

Type of Tree	Range of Transport
Homewood	4,000 feet
Oak, Ash, Yew	3,000 feet
Shelterwood	2,000 feet
Elm, linden	2,000 feet
Icewood	1,500 feet
Other deciduous	1,500 feet
Any coniferous	1,500 feet
All other trees	500 feet

Wogren Rider

Wandering up and down the Plains of Erenhead, the halflings of Eredane's central plains eke out a harsh existence in the shadow of Izrador's forces. Though most of their kind are chained and driven to death in the service of Izrador's armies, these few nomads returned to their ancient, nomadic ways. With their wogren companions by their sides, these halflings hide amongst the pannock trees, pitching their tiny tents in the dark of night and rising to begin traveling once again before the rays of dawn peek over the mountains.

While the nomads rely partially on their mobility and stealth to protect them from the forces of Izrador, they are also shielded by the fierce wogren riders. Mounted on these magical creatures, the diminutive halflings seem to grow in stature and aggression, ready and able to defeat any who cross their paths. Though the wogren are not beasts of burden or mere mounts, they are willing to follow the lead of their rider and assist them in battle. Together, the wogren and its rider become a fearsome duo, ready to face any challenges the world can throw at them.

But the ways of the wogren rider are not for all halflings. Each of the wandering tribes has but a handful of these daring halflings, and fewer than 200 of them can be found in the world. The halflings tell tales of the ancient times, when their wogren riders flooded across the plain to battle their enemies. Reduced to a shadow of their former glory, the wogren riders of today jealously guard their traditions and entrust the partnership of their wogrens only to the bravest and most noble halflings.

These elite mounted warriors can match the Sarcosan knights for speed and lack not at all for courage and tenacity. Roaming from the Ardune to the foothills of the Kaladrun range, the wogren riders are the last defense for their friends and families amongst the nomadic tribes. There is a saying in the vows of the wogren riders that for every rider who falls, a tribe of halflings dies.

Hit Die: d8.

Requirements

To qualify to become a Halfling Wogren Rider, a character must fulfill the following criteria:

Race: Only halflings become wogren riders, the mystical beasts are too precious to the halflings and the role of the rider is important to allow outsiders to join their number.

Skills: Intuit Direction 4 ranks, Ride 8 ranks, Wilderness Lore 4 ranks

Feats: Mounted Archery, Mounted Combat

Special: Those halflings who wish to become wogren riders must complete a quest given to them by the riders of their tribe. This quest always involves defeating some enemy of the tribe or acquiring some item the tribe needs. This is an adventure in its own right, and the halfling is



Wogren Rider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Coordinated attack, special mount
2nd	+2	+1	+3	+1	Mounted ability
3rd	+3	+1	+3	+1	Speed mount
4th	+4	+1	+4	+1	Mounted ability
5th	+5	+2	+4	+2	Mounted hide
6th	+6	+2	+5	+2	Mounted ability
7th	+7	+2	+5	+2	Wogren dodge
8th	+8	+3	+6	+3	Mounted ability
9th	+9	+3	+6	+3	Wogren's sight
10th	+10	+3	+7	+3	Mounted ability

allowed to bring along a few companions, provided he leads them and guides them to success. Though the companions gain no special reward for their part in the quest, they will not be treated as enemies by the nomads from that time forward.

Class Skills

The halfling wogren rider's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the wogren rider prestige class.

Weapon and Armor Proficiency: Wogren riders are skilled with all simple and martial weapons. They are proficient with all light and medium armor, but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of equipment carried.

Special Mount: The wogren granted to halfling riders as combat partners are the fastest and strongest of their species. It is superior to a normal wogren and improves in ability along with its rider, as shown on the opposite page. If the wogren dies, a halfling must return to a nomadic halfling tribe or somehow find another wogren and convince both the halflings and the wogren

of his worth as a warrior. If he succeeds, he may acquire a new wogren as his mount. The new mount begins as a normal wogren and improves one step per week until it reaches the highest level of improvement based on the halfling rider's character level.

Mounted Ability (Ex): If the wogren rider does not have the base feat for each mounted ability, he may choose that feat instead of an ability. He may later choose the same ability again in order to gain the improved version.

Improved Ride-By Attack: The rider gains the Ride-By Attack for free. If he already has the Ride-By Attack feat, he may now perform charge actions, including ride-by attacks, without needing to move in a straight line.

Improved Mounted Archery: The halfling wogren rider no longer suffers any penalty for firing a bow or throwing a weapon while riding his wogren, and additionally gains the effects of Point Blank Shot and Precise Shot while mounted.

Improved Mounted Combat: Halflings have no illusions about their wogren: If their beast dies in battle, so do they. They become even more skilled at maneuvering their mounts out of danger. The wogren rider may now use his Mounted Combat feat twice in any round to negate a hit to his mount.

Improved Spirited Charge: While they don't have the strength and stature of their Sarcosan allies, wogren riders have learned to use momentum and skill to damage their foes. The rider gains the Spirited Charge feat for free. If he already has the Spirited Charge feat, the wogren rider's melee weapon has its threat range doubled when mounted on his wogren and using the charge action. This does not stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or Improved Critical feat).

Improved Trample: The rider gains the Trample feat for free. If he already has the Trample feat, the

wogren rider may make mounted overrun attempts without provoking attacks of opportunity from the defender whose space he enters.

Coordinated Attack (Ex): In any round in which either the wogren or his rider hits a target, the other member of the partnership gains a +2 bonus to his attack roll for his next melee attack against the same target. The combination of attacks from rider and mount makes it very difficult for enemies to avoid either the flashing blade or snapping jaws.

Speed Mount (Ex): The wogren knows when to crouch and let his rider swing up into the saddle quickly and easily. This ability allows the wogren rider to mount or dismount as a free action, with no Ride skill check required.

Mounted Hide (Ex): The wogren rider may use his Hide skill while mounted, provided he is not moving. This allows the rider to hunker down with his mount and camouflage them both with his skill. This ability may only be used in natural, outdoor surroundings, and requires 10 minutes. The wogren may stay on his mount during this time and may emerge from hiding at any time.

Wogren's Sight (Su): The wogren rider is so attuned to his wogren he is able to make some limited use of the creature's blindsight ability by reading the cues and body language of the wogren. This enables the rider to detect invisible creatures within 25 feet and attack them with no miss chance but with a -4 penalty to his attack rolls. In addition, as a free action, the rider can make one melee attack against any creature his wogren hits in melee, provided the rider is mounted on the wogren and threatening the opponent in melee at the time the wogren attacks.

Wogren Dodge (Ex): The wogren keep their eyes peeled during battle, constantly watching where their riders

are not. In this way, the rider and his mount can watch the entire battlefield, giving them a greater awareness of their environment.

As a result, the wogren and rider both gain a +2 circumstance bonus to their Armor Class during any round in which the rider is mounted and the wogren moves at least 10 feet.

Wogren Rider's Mount

Class Level	Bonus HD	Natural Armor Adj.	Str Adj.	Dex Adj.	Special
1st-2nd	+0	+0	+0	+2	Devotion
3rd-5th	+2	+2	+1	+4	Evasion
6th-7th	+4	+4	+2	+6	Improved Trip
8th-9th	+6	+6	+3	+8	Improved Speed
10th	+8	+8	+4	+10	Empathy

Wogren Mount Basics: Use the base statistics for a wogren as given in the MIDNIGHT sourcebook but make following changes. If the character follows the warg heroic path and has chosen a wogren as his animal companion, the character's wogren animal companion and his mount are two separate creatures.

Class Level: The character's wogren rider level.

Bonus HD: Extra ten-sided (d10) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the wogren's base attack and base save bonuses. The wogren's base attack bonus is the same as that of a fighter of a level equal to the wogren's HD. A wogren mount has good Fortitude and Reflex saves. The wogren mount doesn't gain any extra skill points or feats for bonus HD.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Devotion (Ex): The wogren's loyalty to its rider is such that it gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If the wogren is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Trip (Ex): The wogren gains the Improved Trip feat, regardless of whether or not it fulfills all of the prerequisites.

Improved Speed (Ex): The wogren adds 10 ft. to its base speed.

Empathy (Su): As a byproduct of their long association and many battles together, the halfling rider and wogren have a supernatural empathic link out to a distance of up to 1 mile. The rider cannot see through the mount's eyes, but can communicate empathically.

Chapter 4

Legendary Classes

Legendary classes present high-level options for characters on the verge of greatness, whose names will be passed down for generations to those who survive the reign of the shadow. They number in the mere dozens among the millions of beings on the world of Aryth. Although similar in concept and appearance to prestige classes, they represent far more. They describe the pinnacle of a hero's potential. He or she has sacrificed his entire being, and will probably sacrifice his life, in the fight against Izrador.

The names and game statistics of these prestige classes are designated as **Open Game Content**. The background descriptions are designated as closed content.

Class Mechanics

Legendary classes have all of the same progressions as normal classes: base attack bonus, saving throws, and special abilities. They also have unique class skill packages and proficiencies. Like prestige classes, legendary classes have prerequisites that must be fulfilled before the first legendary class level may be selected.

The Preparation

A character must announce his intention to take a legendary class well in advance of ever taking a level in it. In game terms, this represents the character developing a single-minded devotion to his skills and abilities. Two levels before the character takes his first legendary class level, he must announce his commitment. Once the character has announced the level at which he will become a legend, there is no turning back.

The Power

Legendary characters have access to powers and abilities beyond the reach of those who have chosen ordinary

lives and less impressive legacies. They also wield greater control over the development of their powers than other characters, having choices to make as they rise in level and power.

For each legendary class level gained, the character may choose one special ability from those listed. The power and scope of this ability are determined at that time and do not increase as the character goes up in levels. No power may be chosen more than once. This always means a sacrifice for the character, but sometimes the rewards of patience are worth the wait.

Sample powers of a 5th-level bleak knight

Aura of Fury I: Forceful presence 1/day

Demoralization II: Creatures of the Shadow suffer a -2 penalty to attack and weapon damage rolls.

Heart of Ice III: The bleak knight may ignore fear effects three times/day.

Unstoppable IV: The bleak knight may ignore all damage from a single attack made by a creature of shadow 4 times/day.

Heart of Stone V: The bleak knight gains DR 5/—

The Price

Once a character has begun to walk the path of a legend, he may not turn back even if his faith is shattered or his kingdom lost. The forces acting upon him are great, and he cannot resist the tidal waves of fate he has chosen to ride. Once a character chooses to take a legendary class level, he may not choose any other classes until the legendary class has been completed.

Avatar of the Witch Queen

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Avatar of the Witch Queen Ability
2nd	+1	+2	+2	+2	Avatar of the Witch Queen Ability
3rd	+2	+2	+2	+2	Avatar of the Witch Queen Ability
4th	+3	+2	+2	+2	Avatar of the Witch Queen Ability
5th	+3	+2	+2	+2	Avatar of the Witch Queen Ability

Avatar of the Witch Queen

The queen's avatars are handpicked servants that roam the lands conducting their normal affairs until the queen has need of them, at which time she inhabits their bodies with her will and spirit in order to fulfill whatever goal she desires. The position of avatar is a greatly honored one and her avatars are given the same respect as that afforded to the Witch Queen herself. These loyal servants pledge their lives to the service of their queen, acting as her eyes, ears, and hands in the forest realm of Erethor and beyond. She is able to possess their bodies and minds, using all skills and abilities available to the avatar as well as her own while she does so. Under these conditions the avatar is limited, however, to his own spell energy, Constitution, etc.

Most of Aradil's avatars dress in green livery, whether it takes the form of scholar's robes or the armor of one of her generals. In addition each wears an emerald diadem at his throat to signify his office. The longer an avatar serves, the closer his connection to the queen becomes, as evidenced by the slow transformation of the avatar's eyes to solid black, mirroring his queen's. With each shade of darkness, however, the avatar loses more of his own identity to that of his queen, eventually becoming completely subsumed into her will.

There are avatars of many races across Eredane, and they span the entire continent. The Witch Queen uses many of these avatars only sparingly, and some are kept secret, eschewing the normal livery of an avatar so that they may walk more freely through the lands. They are called on only in times of great or specific need, and are otherwise left to continue their support of the elves in whatever manner they deem necessary.

Hit Die: d10.

Requirements

To qualify to become an avatar of the Witch Queen, a character must fulfill all the following criteria.

Base Will Save: +6.

Wisdom: 15+.

Skills: 15 ranks in any three skills.

Feats: Magecraft, any one feat of the DM's choice.

Special: The character must be judged a loyal follower of the Witch Queen and must have done many services for the elves and against the Night Kings in his life.

Quests

The character must undergo two tasks set forth by the Witch Queen or one of her most trusted advisors. Suruliam or another high-ranking whisper adept often makes contact with a potential avatar and gives him the first task as a test. The quest is usually one that can be carried out regardless of the potential avatar's abilities, and often involves seeking out some person or item that can be of use to the elves.

Once the first quest is complete, the character is summoned to the very heart of the elven nation to have an audience with the Witch Queen herself. Aradil probes the mind of the potential avatar, searching for his true purpose and attempting to root out any treachery or ill will he may bear toward the elves or their allies. If she determines that the character is suitable to join the ranks of her avatars, she gives him a second quest meant to test the limits of the character's abilities in whatever his chosen area of expertise. A wilderness warrior might be tasked to single-handedly hunt down and slay a dragon or other creature that befouls the Wood, while a skilled spellcaster might be sent to create an item of power at one of the elves' secret power nexuses. Once this second task is complete, the character becomes one of the Witch Queen's avatars and is sent off to do as he pleases until the queen has need of him.

Class Skills

The avatar of the Witch Queen's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft

(Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the avatar of the Witch Queen legendary class.

Weapons and Armor Proficiency: An avatar of the Witch Queen gains no additional proficiencies with weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Avatar of the Witch Queen Abilities

Enhanced Constitution: The character gains a +1 legendary bonus to Constitution per power level. This is a one-time bonus.

Enhanced Wisdom: The character gains a +1 legendary bonus to Wisdom per power level. This is a one-time bonus.

Enchantment Immunity (Ex): The character becomes immune to Enchantment magic and effects when he selects this ability. For each power level, the character becomes immune to two levels of Enchantment magic. Thus, if chosen at power level two, the character would be immune to all Enchantment effects of up to 4th level.

Know the Enemy (Su): An avatar of the Witch Queen has an incredible sense of those closest to the dark lord. He can sense any legate or astirax as well as any creature of greater than 10 HD whose loyalty is with Izrador within a range of one mile per power level.

Power of the Witch Queen (Su): The character can ask the Witch Queen for aid through the bond that connects them without needing to be completely taken over by Aradil's personality. For her part, the Witch Queen is able to cast spells through her avatars when they are in great need. Once per day per power level, the avatar of the Witch Queen can cast any spell of up to a level equal to the power level of this ability. For instance, if chosen at power level three, the avatar would be able to cast up to 6th-level spells three times per day. He channels the spells from the Witch Queen in what is surely the closest thing to a divine gift that the heroes of Aryth will

ever know. Doing so costs the avatar no spell energy, nor does it have an arcane spell failure chance due to armor or shields.

Improved Vessel (Su): While the Witch Queen can inhabit any of her avatars, when she does so it tends to subsume the avatar's own personality over time. This ability helps delay that effect, allowing Aradil to inhabit the avatar more and for longer periods of time than normal. Once per day per power level the character can request an audience with the Witch Queen. When she inhabits the avatar's body, it immediately heals 5d8 points of damage and the Witch Queen can be consulted on any topic, with results similar to a *commune* spell.

Evolution: The avatar of the Witch Queen reaches his fullest potential upon becoming a servant of Aradil. As such he gains a +2 bonus per power level that can be applied to any skill, saving throw, or melee or ranged attack bonus. A maximum bonus of +2 may be applied to any single trait, so if chosen at 5th level the character would have +10 points to be spread among five different skills, saves, or melee or ranged attack bonuses.

Bleak Knight

When the armies of Izrador sweep through, they leave little in their wake save despair and death. For most there is little to do but rebuild, start over and pray you are fortunate enough to be missed in the next culling. For some the path of vengeance and the fight for freedom merge to become a grim determination and hope. Those that walk that path for too long, however, sometimes succumb to the bleak realization that there is no winning, no healing, and that however many soldiers of the Shadow they kill, vengeance is never sated. By the time they get to that point the hatred of evil has burned away the last shreds of their conscience and morality, empowering them as it saps their humanity, until they cannot remember any other life. The resulting deadly warrior is known as a bleak knight, a husk of a man totally given over to his lust to destroy the armies of evil.

Though bleak knights have no formal organization, they do band together from time to time and often end up coincidentally at the same location. Wherever the legates gather their forces, the bleak knights will attempt to destroy them, throwing themselves into the heat of battle with icy calm and a callous disregard for their own lives.

Those bleak knights who survive do their best to train others who follow this path, initiating them into a lifestyle marked by violence and death on all sides. In this way, strategies that work are handed down, while poor tactics fall out of use. This mentorship rarely lasts more than a few weeks, after which the master and apprentice part ways and go about their business.

Bleak Knight

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Bleak Knight Ability
2nd	+2	+3	+0	+3	Bleak Knight Ability
3rd	+3	+3	+1	+3	Bleak Knight Ability
4th	+4	+4	+1	+4	Bleak Knight Ability
5th	+5	+4	+1	+4	Bleak Knight Ability

This informal relationship between bleak knights means they each gain and use their legendary powers in their own ways. No two knights will develop the same powers at the same time, as each pursues those abilities that aid his chosen tactics most effectively. Yet they all share the same pain, loss, and anger, giving them the common ground they need to immediately bond together when they meet. There are many tales of bleak knights morosely drinking together, clustered around tables in taverns, their eyes black and hard as flint as they show scars and remember past battles together.

Bleak knights are rarely turned away from a battle, but their single-minded pursuit of their destructive goals can be unnerving. Rank and file soldiers shy away from those who accept sword blows without flinching and are perhaps rightly leery of the bleak knight's view of common troops. Those knights who manage to become commanders of small military units will sacrifice the lives of their soldiers without a thought if they believe it will help them destroy the Shadow. This makes them excellent tacticians but poor leaders, so their most common role is as shock troops. A single bleak knight at the head of a charge can make a significant difference, as he helps to blunt the force of the opposition with his own vicious attacks and resistance to damage, easing the path for those who come after.

As is expected, few bleak knights survive to die of old age. Their grim outlook and readiness to fight anything that stinks of evil makes them prone to taking risks they should probably avoid. While alive, they are a great force for justice and a powerful ally for those who oppose the legates, but their lives are cut short far too often.

Hit Die: d10.

Requirements

To qualify to become a bleak knight, a character must fulfill all the following criteria.

Base Attack Bonus: +12 or greater.

Feats: Great Fortitude, Iron Will, Improved Critical, one feat of DM's choice.

Skills: Intimidate 5 ranks, Wilderness Lore 5 ranks

Special: The character must have lost a loved one or home to the agents of Izrador and have witnessed it occurring.

Quests

The bleak knight must, quite simply, kill. He must first find and kill at least one of the creatures responsible for his personal loss (see above). He must then, without any outside assistance, defeat an agent of Izrador with at least two more HD than his current level. Finally, he must kill at least one creature of Shadow every day for at least two consecutive weeks.

Class Skills

The bleak knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the bleak knight legendary class.

Weapons and Armor Proficiency: A bleak knight is proficient with all martial weapons and all armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bleak Knight Abilities

Aura of Fury: When angered, a bleak knight is able to exude a forceful presence that is sufficient to give oth-

ers pause. A number of times per day equal to his power level, the bleak knight may make an Intimidate check (see Intimidate, PHB) against all targets within 30 feet as a standard action. All those affected by this check may not approach the bleak knight, or attack him in any way, for 1d6 rounds. Individuals are freed from the effects of this ability when the bleak knight attacks them.

Bleak Fury: The bleak knight has chosen agents of the Shadow as his favored foe. This combination of icy clinical detachment and dark rage gives his attacks against any servant or creature of Izrador extreme power. He adds his power level to all melee attack and damage rolls against any such foes.

Heart of Fury: The bleak knight trains tirelessly to make his body a relentless killing machine. He may add a +1 legendary bonus to Strength per power level.

Heart of Ice: Death and pain are nothing new to the bleak knight, nor things to be feared. The bleak knight may ignore fear effects a number of times per day equal to his power level.

Heart of Stone: Not only is the bleak knight resistant to fear, he can become more resistant to pain. This ability to ignore the shocks and bruises of combat can be very effective for the bleak knight, against whom seemingly fatal attacks become mere flesh wounds. The bleak knight gains damage reduction equal to his power level against all physical attacks.

Relentless Precision: The best way to beat a foe is not always to throw a dozen attacks at him and hope one hits. The bleak knight has learned to ignore all distractions, to focus so intently on his target that he rarely misses, despite the dangers surrounding him. Use of this ability requires a full-round action, during which the bleak knight sacrifices all attacks (including those granted by *haste*, *cleave*, and other abilities) and may make a single attack. The critical hit range of the bleak knight's weapon is increased by an amount equal to his power level when this ability is used.

Scent of Shadow: Once per day per power level, the bleak knight may make a Wilderness Lore skill check (DC 15) to uncover the general location of any agent of the Shadow within a number of miles equal to this ability's power level. The bleak knight does not know any specifics about where his target is, only that the target is in a given direction.

Unstoppable: Once per day per power level, the bleak knight may ignore all damage from any attack made by an agent of Izrador. Note that this only prevents hit point damage, whether by weapon, spell, or spell-like effect—the effects of contact poison, for instance, or the non-damaging effects of a spell are not prevented by this ability.

Living Nexus

Spellcasting has become a rarity on the world of Aryth by virtue of its lost ties with the gods as well as the hundred-year-old prohibition on spellcasting by anyone other than legates. There are many who yet have some ability to use magic, even if it manifests itself as a useful cantrip here and there. However, this energy cannot be transferred to items of power, beyond the occasional potion or written spell, without channeling its raw form through a magical filter known as a power nexus. These nexuses can be difficult to find, often requiring months of research and investigation. The location of a nexus, even the weakest, is considered a secret of supreme importance to both sides of the vicious war of rebellion that now rages across the continent.

A rare few individuals feel the calling of the power nexuses in their blood; they know when they are near a nexus and can sense the extent of its power. These individuals feel these nexuses in a different way than most, and some grow to embody the power of a nexus themselves. These unique beings are known as living nexuses, and they are able to channel the magic of Aryth in a way that most believe is impossible. Revelation that a person is a living nexus is a death sentence that is certain to bring down an overwhelming force of legates and servants of the Night Kings, both of whom would love to be able to study such a phenomenon.

Hit Die: d8.

Requirements

To qualify to become a living nexus, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Sense Nexus, any four item creation feats (except Brew Potion or Scribe Scroll), any one feat of the DM's choice.

Quests

The character must create one magic item of each type for which he has an item creation feat. He may create multiple items at a single power nexus. At the end of each creation, the character permanently drains a number of spell energy equal to the caster level of the item he created from the power nexus. These points are not added to the character's total, they are simply drained from the nexus and used to power the character's transformation. Note that spellcasters that know what the character is doing may not be happy about a nexus being drained in this way and may attempt to stop the character, or at the very least negotiate for use of his abilities in the future.

Finally, the character must visit a powerful nexus (at least 100 spell energy) and destroy a magic item that he has created at another nexus. The item must

Living Nexus

Class	Base				
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Living Nexus Ability
2	+1	+2	+0	+2	Living Nexus Ability
3	+2	+2	+1	+2	Living Nexus Ability
4	+3	+2	+1	+2	Living Nexus Ability
5	+3	+2	+1	+2	Living Nexus Ability

have a minimum XP value equal to 10 times the character's level.

Class Skills

The living nexus's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha, exclusive skill), Bluff (Cha), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the living nexus legendary class.

Weapons and Armor Proficiency: A living nexus gains no additional proficiencies with weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Living Nexus Abilities

Enhanced Constitution: The character gains a +1 legendary bonus to Constitution per power level. This is a one-time bonus.

Enhanced Charisma: The character gains a +1 legendary bonus to Charisma per power level. This is a one-time bonus.

The Magic Within (Ex): The character becomes a living power nexus, able to channel the magic within himself into the creation of magic items without filtering it through an external nexus. The character gains a sepa-

rate pool of 10 points of spell energy per power level that can be used to create magic items. The character cannot use this spell energy to cast spells, but he may use his normal spell energy to power item creation using this ability.

The character may also use his spell energy to enhance that of a naturally occurring power nexus. So, if he needed to create an item that required 78 spell energy but could only find a nexus with 40 spell energy, he could use 38 of his personal spell energy to power the nexus and craft the item.

Improved Spellcasting: When the character chooses this ability, he gains two points of spell energy per power level. In addition, he gains knowledge of two spells per power level of any school and level that he can cast.

Supreme Magical Craftsman (Ex): When the character uses an external power nexus to create a magic item, he is able to more efficiently use the energy of the nexus. This results in an item costing five points less spell energy per power level, although an item's spell energy requirement can never be reduced to less than 25% of its original cost in this way.

Improved Sense Nexus (Ex): The character's sense of nearby power nexuses becomes much more finely tuned. He can now sense the exact location of any power nexus within two miles per power level.

Nexus Drain (Su): The character can "borrow" spell energy from a power nexus, allowing him to cast more spells than normal in a day. He can borrow up to two points of spell energy per power level, and each point so taken drains the nexus of two spell energy. Thus, if a character borrowed four points of spell energy, the nexus would lose eight points of spell energy that would be recovered by the normal process. The borrowed spell energy is lost the next time the character rests if it is not used.

Chapter 5

Feats, Spells, and Equipment

Feats

The following new feats are available to characters in the world of MIDNIGHT as granted by the DM. The names and mechanics of these feats are designated as **Open Game Content**.

Brew Herbal Concoctions (General)

You have learned the secrets of the herbalists and are able to create near-miraculous concoctions from natural ingredients.

Prerequisite: Profession (herbalist) 4 ranks

Benefit: You are able to brew infused oils and from them create gnaw roots, salves, and poultices, as detailed in Chapter 8: Herbalism.

Charm Lore (General)

Your family passed down legends of various charm-creation rituals to you. Though you do not understand them all, you are slowly deciphering the rituals.

Prerequisite: None

Benefit: You gain the knowledge of how to create one charm whenever you take this feat and whenever you gain a level thereafter. This knowledge comes from your childhood teachings and slowly unfolds into something useful over time. You must notify your DM ahead of time which charms you would like to discover and all charms are subject to the DM's final approval.

Normal: Rituals for creating charms must be discovered on a case-by-case basis.

Devastating Mounted Assault (General)

You have trained endlessly to perfect your mounted combat abilities. Your own attacks are timed to make optimal use of your mount's movement.

Prerequisite: Mounted Combat, Ride 10 ranks.

Benefit: You may take a full attack action when mounted, even if your mount moves more than 5 feet in the round. These attacks must all be made at the same spot in the mount's movement.

Normal: You may only make a single melee attack if your mount moves more than 5 feet.

Friendly Agent (Gnome, Human)

In a land where trust is more valuable than coin, you have a sixth sense about the enemy and a trusting veneer to allies.

Prerequisites: Must be a gnome or human, must be good aligned.

Benefit: When interacting with agents of Izrador, you gain a +4 circumstance bonus to Sense Motive checks made to determine their allegiance (DM will secretly add the bonus). When interacting with enemies of Izrador and folk that actively resist his reign, you gain a +4 circumstance bonus to Diplomacy checks made to convince them of your allegiances.

Giant—Fighter (General)

You have studied with everyone you can find who knows how to dodge giants' blows and hit them where it hurts.

Prerequisite: Dodge, Weapon Focus.

Benefit: +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants). Additionally, when using a melee weapon or a ranged weapon against a creature with the giant type within 30 ft., the critical threat range for your weapon is doubled. These bonus represent special training that you've undergone, during which you've learned tricks that everyone from dwarves to snow elves have passed down over generations.

Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus as well.

Green Thumb (General)

Plants naturally flourish under your care, because you have an instinctive understanding of their needs and environments. This also makes it quite a bit easier for you to find specific plants when you need them.

Prerequisite: Profession (herbalist) 3 ranks or Wilderness Lore 6 ranks.

Benefit: You receive a +4 competence bonus to any Profession (herbalist) or Wilderness Lore skill check made to find natural ingredients in the wild. This bonus also applies to cultivating natural ingredients in a garden, when possible.

Herbal Savant (General)

You are extremely skilled in the creation of infused oils and other herbal concoctions, allowing you to create complex mixtures with less difficulty than normal.

Prerequisites: Profession (herbalist) 15 ranks.

Benefit: You may add one additional ingredient to an infused oil with no increase in the Difficulty Class of the Profession (herbalist) skill check. You must still use the highest DC of the ingredients in the mixture, however.

Normal: Normally, adding additional ingredients increases the DC of the Profession (herbalist) skill check by +4.

Improvised Weapon (General)

As a veteran brawler and scrapper, you have learned to attack enemies and defend yourself with whatever weapons are at hand.

Benefit: You do not take the usual -4 penalty on attack rolls when using an improvised weapon. Further, because of your flexibility, you only take a -2 penalty to attack rolls when using a weapon with which you are not proficient.



Knife Thrower (Elven)

You are quite skilled with the wide-bladed knives of your people and may even use them in ranged combat.

Prerequisites: Must be a snow elf (fighting knife or orc slitter) or jungle elf (sepi).

Benefit: You may use your racial fighting knife as a thrown weapon with a range increment of 20 ft. Further, you receive a +1 circumstance bonus on ranged attack rolls made with your chosen weapon and are considered to have the Quickdraw feat with that weapon only.

Lucky (General)

You seem to get lucky just when you need it most. While this is not all that noticeable in your daily life (you find a copper when you need one, you move just before a pitcher of water falls on your head), you have discovered that charms work much better in your hands.

Benefit: All numerical luck bonuses provided by charms are increased by one for you.

Magic—Hardened

You have an innate resistance to magic that lets you shrug off effects that would affect others.

Benefit: You get a +2 bonus to all saving throws against magical effects.

Natural Healer (General)

You were born with the healer's touch, the ability to quickly assess wounds and illnesses and treat them with an expert's skill.

Benefit: When you succeed at a Heal skill check to render first aid to a character with negative hit points, you restore the character to 1 hit point. When providing long-term care, all characters under your care recover at three times the normal rate (3 hit points per level for a full 8 hours of rest in a day, 6 hit points per level for each day of complete rest, 3 ability score points for a full 8 hours of rest in a day, 6 ability score points for each full day of rest).

Normal: Characters given first aid do not regain any hit points; the Heal skill normally doubles the natural healing rate.

Quickened Donning

You are adept at donning and doffing your armor quickly.

Benefit: You can don your armor hastily (see Getting Into and out of Armor, PHB) without suffering the normal penalties. In addition, you can remove your armor in half the listed time, although having help does not further reduce the time.

Normal: If you don your armor hastily, the armor check penalty and armor bonus are each one point worse than normal.

Orc—Slayer (General)

A combination of experience, natural talent, and a bitter thirst for vengeance makes you particularly effective against orcs and their kin.

Benefit: +1 dodge bonus to Armor Class and +1 to all melee damage rolls against orcs or dworgs. These bonuses represent special training and a personal hatred of orcs. Individuals with this feat must also suffer a -4 circumstance penalty to any Charisma-based skill checks when interacting with orcs.

Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus as well.

Sense Nexus (General)

The power of the nexuses can be a frightening, unnatural thing. You have the ability to feel this power as a shiver running across your body. Though you must be relatively close to the nexus in order to detect it, you can pinpoint its location with a bit of effort.

Benefit: When you come within 5 miles of a nexus, you are allowed a Wisdom check (DC 15) to detect it. If you detect the nexus, you may spend an entire day attempting to pinpoint its exact location, which requires another Wisdom check (DC 15).

Thick Skull (Dworg, Dwarf)

You are tough in ways that others simply do not understand. A blow that might kill a normal man or render him unconscious may glance off your skull or bounce from your thickly muscled hide. While it won't keep you safe from all danger, this hardness does protect you from many fatal attacks.

Prerequisites: Constitution 13+, must be a dwarf or dworg.

Benefit: Whenever an attack would reduce you to zero or fewer hit points, you may make a Fortitude save (DC 10 + damage caused by the attack). If this save succeeds, you are reduced to 1 hit point by the attack, but no lower. If the save fails, however, you suffer damage as normal. You may not use this ability if you are currently at 1 hit point or less.

Whispering Awareness (General)

Though the elves believe they are the only ones to heed the call of the Whispering Wood, in these dark times there are others who seem to hear its warnings, as well. You are one such being, somehow blessed with the ability to hear the Whisper.

Prerequisite: Wisdom 15+.

Benefit: You are able to hear the Whisper as if you were an elf (Wisdom check, DC 12).

Normal: Elfing characters can hear the Whisper with a Wisdom check (DC 16), and a very few others can hear the Whisper with a Wisdom check (DC 20).

Spells

The spells presented in the Core d20 System rulebooks are appropriate for a world of high adventure and dashing heroes. In *MIDNIGHT*, however, subtlety and survival are the rule of the day. The following spells are available, at the DM's discretion, to spellcasters in *MIDNIGHT* campaigns.

The names and mechanics of these spells are designated as **Open Game Content**.

Charm Repair

Transmutation

Level: Cha 3

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One expended charm

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to restore minor and lesser charms, making them available for use again. When the spell is cast, the charm is restored and may be used as normal. No charm may be repaired more than once.

Cover the Scent

Illusion

Level: Cha 3

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: 1 magic item per level

Duration: 1 day per level

Saving Throw: None

Spell Resistance: No

This spell was developed by gnome smugglers to get magic wares, usually *cloaks of elvenkind* and the like, through checkpoints inhabited by asitraxes. This spell allows the caster to completely hide an item's magical aura from any *detect* spells, *arcane sight*, *identify*, an astirax's ability to sense magic, and similar effects. The caster may designate one item per caster level, each of which must be touched during the casting.

This spell does not prevent spells of higher than 3rd level (*true seeing*, *greater arcane sight*, etc.) from revealing the magic item for what it is.



Detect Astirax

Divination

Level: Cha 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect an astirax in a quarter circle emanating out from you in whatever direction you face. This spell detects any such creature whether it is in its natural form or if it has possessed an animal or other creature. The amount of information revealed depends on how long you search a particular area or focus on a specific astirax.

1st Round: Presence or absence of an astirax.

2nd Round: Number of astiraxes in the area, and the condition of the healthiest specimen.

3rd Round: The condition and location of each individual present. If an astirax is outside your



line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of original hit points, free of disease.

Fair: 30% to 90% of original hit points remaining.

Poor: Up to 30% of original hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If an astirax falls into more than one category, the spell indicates the weaker of the two.

Note: Each round you can turn to detect astiraxes in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disguise Ally

Illusion (Glamer)

Level: Cha 2

Components: V, S

Casting Time: 1 action

Range: touch

Target: 1 willing ally

Duration: 10 minutes/level (D)

Saving Throw: Will

Spell Resistance: No

As *change self*, except you may affect someone other than yourself.

Disguise Weapon

Illusion

Level: Cha 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 weapon/caster level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You may disguise one weapon per caster level as a harmless object of an appropriate size. The caster must decide what particular object each weapon will look like. A dagger might seem to be a roll of paper, an axe might look like a small banner, or a bow might take on the appearance of a bolt of cloth. The illusion is full-proof until the object is touched or is seen in action (what appears to be a loaf of bread cutting a rope, for instance), at which point the creature touching or viewing the object may make a Will save to see through the illusion.

Anyone using the weapon while disguised receives a -2 penalty to attack rolls.

Far Whisper

Divination

Level: Cha 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You must cast this spell within the Whispering Wood, although once cast you may leave its confines. Once cast, this spell allows you to hear the Whisper more effectively, granting you a +4 bonus to all Wisdom checks to hear the Whisper. In addition, you can detect the Whisper even when you are not within the Wood itself. As long as you remain within 10 miles per caster

level of the nearest whispering tree, you retain the ability to communicate with the Whisper normally. If you move beyond this range, the link is lost and may not be reestablished until you move back into the Whispering Wood and cast this spell again.

Greenshield

Illusion (Glamer)

Level: Cha 2, Drd 2

Components: V, S

Casting Time: 1 hour

Range: Touch

Area: A 30 ft. sphere or hemisphere centered on the touched location

Duration: One day per level

Saving Throw: None

Spell Resistance: No

This spell may only be cast in a natural setting with abundant foliage. When the spell is cast, the local flora swell up to form a shield over the affected area in a seamless hemisphere. If cast above ground (in the foliage of a tall tree, for instance), a full sphere is formed. Though this shield looks natural, it can be detected with a successful Spot check (DC 20). The magical auras of any objects or creatures inside the *greenshield* when it is cast are completely masked by this spell. The flora forming the wall of the sphere may be parted and passed through without damaging the barrier or leaving mark of any passage. However, the masking ability is not granted to any objects or creatures who enter the *greenshield* after its initial casting, nor to any who leave the area and later return.

Divinations like *detect magic* and *identify* work normally when cast within the area.

Halfling Burrow

Transmutation

Level: Cha 3, Drd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched patch of earth

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast, the channeler touches the earth with a small shovel (the material component) which is consumed in the casting. This immediately opens a small hole in the ground, into which Small or Medium-size creatures can slither. The hole will hold one Small creature per caster level; for purposes of this spell, Medium-size creatures take up the space of two Small creatures. Large creatures cannot enter the hole at all, as they simply will not fit.

The caster of the spell can open or close the burrow at will with a simple touch of the hand, but no one else can open or close the hole. The interior of the burrow is comfortable and warm, with enough light to read by. There is no food or water in the burrow, however, and those who intend to stay inside for any length of time will want to bring their own supplies. Finding the hole from outside is very difficult, requiring a Wilderness Lore or Search check of DC 30.

A side effect of the *halfling burrow* is its ability to make those inside comfortable. Provided they bring enough food with them, creatures who spend at least four hours inside the burrow emerge as if they had had a full night's rest, up to and including the recovery of spell energy and natural healing.

Material Component: A small shovel

Lifetrapp

Transmutation

Level: Cha 2, Drd 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Plants in a 50-foot radius spread

Duration: 1 round/level

Saving Throw: Reflex (see text)

Spell Resistance: No

This spell causes the plants in the area of effect to rise up and entangle any undead creatures they encounter. At the end of the spell's duration, the plants release their life force into the undead in an attempt to sever the connection between the spirit and the flesh.

When the spell is cast, all grasses, weeds, bushes, trees, and vines in the area twist and twine around corporeal undead creatures in the area of effect while not hindering or entangling the living. Undead who succeed at the required Reflex save are not entangled, but may only move at one-half speed through the affected area. Creatures who fail their Reflex save are entangled and suffer a -4 penalty to attack rolls and a -4 penalty to effective Dexterity, and can't move. Creatures entangled while casting a spell must make a successful Concentration skill check (DC 20) or lose the spell.

Creatures can break free from the lifetrapp and move at one-half normal speed by using a full-round action and succeeding at a Strength or Escape Artist check (DC 20). The lifetrapp attempts to entangle any creatures in the area of effect every round on the caster's turn.

When the spell expires, any entangled undead immediately suffer 3d6 hit points of damage and the plants in the affected area turn to ash.

Nature's Revelation

Transmutation

Level: Cha 2, Drd 2

Components: V, S

Casting Time: 1 action

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

Area: 30-foot radius spread

Duration: One round per level

Saving Throw: None

Spell Resistance: No

This spell causes all plants and animals in the area to pinpoint the location of any hidden or invisible creature in the area of effect. Tree limbs point, vines pull back bushes, and animals seem to stare intently at the hiding creatures. This reduces concealment from foliage to zero for any non-invisible creatures in the affected area and gives observers a good general idea as to the whereabouts of invisible foes (the DM should designate no less than 4 squares that the invisible creature might occupy for any attackers to choose from). This does not allow the caster or his allies to actually see invisible creatures; they must still choose the square and still suffer a 50% miss chance when attacking invisible foes in the area of effect. The spell provides benefits to anyone looking for hidden creatures in the area of effect, whether enemies or allies. Note that creatures who leave the area of effect are no longer revealed.

Nexus Fuel

Necromancy

Level: Cha 5, Leg 4

Components: V, S

Casting Time: 1 hour

Range: Touch

Target: One power nexus

Duration: 72 hours

Saving Throw: None

Spell Resistance: No

This spell is used by those with few moral compunctions about the taking of life and a great deal of interest in restoring power to a power nexus. This spell culminates with the ritual execution of a single intelligent creature, slain over the power nexus.

This boosts the power nexus' recovery rate for the duration of the spell by one point per level or hit dice of the sacrificial victim for the duration of the spell.

Silver Storm

Transmutation

Level: Cha 4

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When this spell is cast, the channeler throws a handful of silver dust in the direction he wishes to target. The dust is transformed into needles, which then hurtle forward to impale those caught in the area of effect. Though small, the needles move at a tremendous velocity and cause damage. This spell causes 1d4 hit points of damage per caster level (maximum 15d4). Creatures particularly vulnerable to silver, like astiraxes or werecreatures, take 1d6 hit points of damage per caster level. Additionally, astiraxes that fail their saves are immediately forced out of any creature they might have been possessing at the time.

The material component for this spell is 50 gp worth of finely ground silver.

Silver Wind

Lesser Conjunction (Creation)

Level: Cha 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within a 20' spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: Yes

This spell calls into being a swirling cloud of magical silver particles that whips through the affected area throughout the duration. These particles cling to any creatures they encounter, including incorporeal beings such as astiraxes. This reveals all invisible creatures and negates penalties for nonmagical darkness as the particles glow visibly. This silver dust cannot be removed and will continual to cling and glow until the spell's duration expires.

All creatures in or entering the area of effect are also blinded unless they make their Will saves. If they fail, they are considered blinded for as long as they remain in the spell's area of effect. Creatures that make their save need not roll every round they remain in the area of effect.

The wind and silver dust also make breathing difficult. Targets in the area of effect must hold their breath or suffer 1d6 hit points of damage per round for inhaling the dust. Any spell requiring a verbal component

cannot be cast in the area of effect of the spell, and all other spells require a Concentration skill check (DC 25) to avoid losing the spell.

Astiraxes and other creatures harmed by silver who are caught in the area of effect suffer 1d8 hit points of damage per round. Because the silver clings to the target, this damage occurs every round until the spell ends, regardless of where the creature moves. If the astirax is possessing an animal, the astirax takes damage from the spell but the animal does not.

Silver Blood

Transmutation

Level: Cha 2

Components: V, S

Casting Time: One action

Range: Self

Duration: One hour

Saving Throw: None

Spell Resistance: No

This spell infuses the blood of the caster with the elemental properties of silver, turning it into a weapon to use against asteraxes. More importantly, this blood can be used to coat weapons, create barriers, and otherwise substitute for silver in the casting of spells.

Once the spell is completed, the caster may inflict 1d4 hit points of damage to himself to draw his own blood, with which he may do any of the following:

- Coat up to 20 arrowheads, which are then treated as if they were silver weapons.
- Coat a single Medium-size weapon or two small weapons, which are then treated as if they were silver weapons.
- Draw a 1" thick by 1-foot-long line.
- Use as a silver spell component worth up to 50 gp.

Multiple hit points may be sacrificed to create a spell component of greater value.

Stone Soup

Transmutation

Level: Cha 1, Drd 1

Components: V, S

Casting Time: One action

Range: Touch

Target: One stone

Duration: One hour

Saving Throw: None

Spell Resistance: No

This useful spell allows a stone to absorb the nutrients of the earth and transform them into an edible, appetizing form. When the spell is cast, the stone it is cast upon

must be immediately buried in the earth. After one hour, when the spell expires, the stone is pushed back up from the earth.

If this stone is boiled in at least one gallon of water, it creates a nourishing broth that meets the food and water requirements for a single person per caster level for one day. The broth can be stored for up to one week in any container, but becomes stale water after that point.

Weapons

The most common weapon in MIDNIGHT is probably a simple club, and the most underrated weapon is the will of a beleaguered people to survive. However, the various cultures and races have adapted many unique weapons for their purposes, both nefarious and valiant. The list below is just a sample of the varieties that have been invented in the desperation of the war against the Shadow in the North.

The names and game statistics of weapons in this section are designated as **Open Game Content**.

Atharak: Elflings use their incredible agility to overcome their lack of strength, and this strategy extends to their weapon choices. An atharak is one such weapon; it appears to be nothing more than a length of braided leather and rope with two hollowed out stones tied to the ends, but in the hands of a trained elfling warrior it can become a whirlwind of stinging attacks. The atharak may be used to attack adjacent opponents or as a reach weapon. Also, a character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. If used as a double weapon it may only be used to strike adjacent opponents.

An atharak can be used to make trip attacks. If the wielder is tripped during his own trip attempt, the atharak can be dropped to avoid being tripped. The atharak also gives a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed after failing to disarm the opponent). The Weapon Finesse feat may be used to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with an atharak.

Finally, an atharak is easily disguised as a piece of harness, equipment, or clothing. Attempts to hide or disguise an atharak receive a +4 circumstance bonus.

Elflings may use atharaks as martial weapons.

Bladed staff: This weapon can be used as a normal quarterstaff, but it has hidden compartments that hide two folding blades inside. It requires a Spot check (DC 15) to notice the compartments when the blades are hidden, otherwise the weapon appears to be nothing more than a normal, albeit large, walking staff. A single

Simple Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
<i>Small</i>						
Orcish plagueskull	60 gp	1d3	x2	20 ft.	3 lb.	Bludgeoning

Simple Weapons—Melee

<i>Small</i>						
Farmer's rope	—	1d2	x2	—	5 lb.	Bludgeoning
Tack whip	12 gp	1d4	19-20/x2	—	7 lb.	Slashing
<i>Medium</i>						
Horse hammer	30 gp	1d4	x2	—	15 lb.	Bludgeoning
Wogren jawhelm	50 gp	2d4	x3	—	8 lb.	Slashing

Martial Weapons—Ranged

<i>Medium-size</i>						
Inutek	2 gp	1d4	x2	30 ft.	6 lb.	Bludgeoning
<i>Ammunition</i>						
Shard arrows, longbow	12 gp	1d6	16-20/—	50 ft.	1/2 lb.	Piercing
Shard arrows, shortbow	12 gp	1d4	16-20/—	30 ft.	1/2 lb.	Piercing

Exotic Weapons—Melee

<i>Small</i>						
Orc Slitter	30 gp	1d6	19-20/x2	—	2 lb.	Slashing
Staghorn	15 gp	1d4	19-20/x2	—	4 lb.	Piercing
Atharak	2 gp	1d4/1d4	x2	—	4 lb.	Bludgeoning
<i>Medium-size</i>						
Lance, halfling	12 gp	1d6	x3	—	5 lb.	Piercing
Tangle spear	10 gp	1d6	16-20/—	—	5 lb.	Piercing
Vardatch, crafted	50 gp	1d10	19-20/x2 or 20/x3	—	12 lb.	Slashing/Piercing
<i>Large</i>						
Bladed staff (as double sword)	110 gp	1d8/1d8	19-20/x2	—	8 lb.	Slashing
Dornish horse spear (lance)	15 gp	1d8	x3	—	12 lb.	Piercing
Dornish horse spear (greatclub)	15 gp	1d10	x2	—	12 lb.	Bludgeoning
Lance, Sarcosan	8 gp	1d6	x3	30 ft.	5 lb.	Piercing
Vardatch, greater crafted	40 gp	2d6	19-20/x2 or 20/x3	—	26 lb.	Slashing

blade may be extended as a move-equivalent action, effectively turning the staff into a spear, or both blades may be extended as a full-round action, effectively turning the staff into a double sword. Extending the blades does not provoke attacks of opportunity, however, stowing one or both of them is a full-round action that may provoke attacks of opportunity.

The staff may be used as a quarterstaff or spear as if it were a simple weapon. Using it in its double-sword form requires an Exotic Weapon Proficiency.

Dornish horse spear: This heavy lance was a favorite of the Dornish cavalry, who learned to ride and fight from horseback after the Sarcosan invasion during the Second Age. Eschewing the light lances of the Sarcosans, the Dorns favored a heavy lance that took advantage of their natural size and strength. The Dorns have a stronger tendency to stay in one place and bludgeon an opponent they have recently charged, however, and it wasn't long before these lances found themselves being used as greatclubs just as often as lances.

The Dornish horse spear is like a heavy lance in all respects, except that it can be grasped in both hands and wielded as a greatclub against adjacent opponents. The Dornish +1 racial bonus to spears still applies, even when the horse spear is used in this fashion.

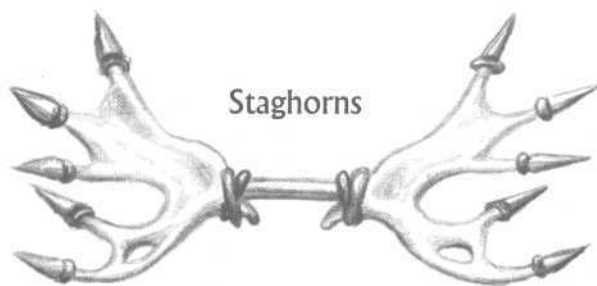
Since the fall of the Northlands, these spears have been outlawed, but they are still secretly crafted in a few Dornish communities. They are mostly wielded in greatclub form, and are now well disguised to avoid the attention of the occupying forces.

Dorns may use this weapon as a martial weapon.

Farmer's ropes: These long, knotted ropes were originally used by the agrarian halflings of Central Eredane as standardized measuring tools for calculating the size of their fields. Over the years, however, the heavy hemp ropes have been adapted to work as weapons that, while not terribly damaging, do allow relatively unskilled halflings to harass and confuse their foes.

When used to perform the aid another combat option, these weapons provide their users with a +2 bonus to their attack roll. This weapon may also be used against opponents 10 feet away as if it had reach, when used for the purposes of the aid another combat action.

Horse hammer: This weapon has a very heavy, blunt head mounted on a semi-flexible neck of stiffened leather. The wogren riders originally created this



Staghorns

Orcish
Plagueskulls



Wogren
Jawhelm



Shard Arrows



Farmer's Ropes



Tack Whip

Horse Hammer

Atharak

Inutek



Orc Slitter



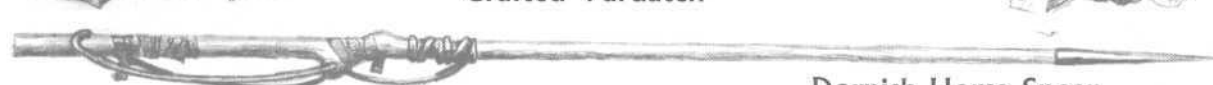
Bladestaff



Crafted Vardatch



Greater Crafted
Vardatch



Dornish Horse Spear



Sarcosan Lance



Greater Crafted
Vardatch



Tangle Spear

Anthony 2003

weapon as a way to even the field when facing the horses of the Shadow, and it has since been adopted by their agrarian brethren. The weapon is very useful when making a trip attack against a horse or similar long-legged quadruped, tangling the legs of the creature and bringing it down with the force of the impact. Unfortunately, the great weight of this weapon makes it difficult to use against foes on foot, as it requires three rounds between attacks in order to get the weapon into position after its first use.

When making a trip attack with this weapon against a horse or other Medium-size or Large quadruped, the wielder gains a +10 bonus to his opposed Strength check.

Inutek: This weapon consists of a rope that is knotted at one end with two other shorter ropes that form a sort of open lasso. Heavy stones, or sometimes metal weights, are tied to the ends of the shorter ropes giving them weight and stability in the air. This weapon was created by the gnome-raised dwarf of the Eren River Valley. Dwarf defenders especially love to use these weapons to bring their enemies "down to size."

When an inutek strikes a target, the shorter ropes wrap around him, which has two effects. First, the weights bludgeon the target, crushing bones and knocking the breath from him. Second, the force of the impact and flailing of the ropes knocks the target off balance. The attacker may make a trip attack at range against the target using a Strength or Dexterity check (whichever is higher) without taking any penalty for size modifiers.

Dwarf may use inuteks as simple weapons. Additionally, all defenders are considered proficient with inuteks.

Lance, halfling: While the halflings have learned to use their steeds' momentum to make more damaging attacks, their favored weapons are not the gaudy lances of medieval lore. Rather, halfling wogren riders have adapted their culture's preference for the spear and created a light lance that is simpler but just as effective.

Halfling lances are often bound with rawhide and a complex web sheath to the wogren saddle, such that the rider need only pivot the lance upward with one hand to use it effectively. When attached in this manner, the halfling may use the spear one-handed and may either apply his own strength bonus or half of his wogren's strength bonus to the attack and damage roll. Attaching and detaching the spear from the webbing is a full-round action that may provoke attacks of opportunity.

Halfling lances must be used as two-handed weapons if not attached to the saddle, and may be used on foot as shortspears (also two-handed for halflings).

Like normal lances and shortspears, halfling lances deal double damage when used from the back of charging mounts and may be set to receive a charge.

Nomadic halflings may use halfling lances as martial weapons.

Lance, Sarcosan: The Sarcosan lance deals double damage when used from the back of a charging mount. This weapon has reach, allowing you to strike opponents up to 10 feet away with it, but it cannot be used against an adjacent foe. However, it can be thrown from horseback with a range increment of 10 ft. The lance may also be thrown as part of a special charge attack that culminates in a ranged attack with the lance, in which case normal rules for extra damage when charging with a lance still apply.

Sarcosans may use this weapon as a martial weapon.

Orc slitter: While most of Eredane has suffered from the orcs' ravaging and violence, those cruel humanoids have continuously plagued the elves of the northern forests for hundreds of years. The Erunsil created this cruel knife specifically to combat their ancient foe. The knife's blade is curved upward to slip under and up through the taller orcs' armor, but serrated to do maximum damage as the knife is jerked out of the wound. Any proficient user gains a +1 bonus to damage against orcs and gains a +4 to attack when rolling to confirm a critical threat against orcs. Non-proficient users do not get these benefits, and suffer the normal penalty for using an exotic weapon.

Snow elves (Erunsil) may use this weapon as a martial weapon.

Orcish plagueskull: Crafted by the sinister herbalists of the orcs, these skulls are packed with disease-riddled tissues preserved through the use of various blood garden herbs and roots. When these skulls shatter (such as when thrown), they explode into a shower of infectious bits and pieces. Targets struck directly by a thrown plagueskull must immediately make a Fortitude save (DC 18) or be infected with the blinding sickness. All targets within a 5-foot radius of the plagueskull's impact must also make a Fortitude save (DC 16) to avoid infection.

Shard arrows: Crafted from bone and bits of jagged metal, shard arrows are favorite wildlander weapons. They are essential in slowing pursuing opponents as well as in inhibiting the wildlanders' biggest fear: spellcasting legates. On a successful critical hit, the arrowhead shatters in the wound, sending the metal shards ripping through the flesh of the target. Though this causes no additional damage, the excruciating pain of having these tiny hooks of metal embedded in muscle tissue can make sudden movements impossible. A volley of these arrows can bring even the most powerful beasts to a quivering halt, as the creature fears to move and suffer the agony such movement will bring.

When a shard arrow scores a critical hit, it deals no additional damage. However, it shatters and embeds in its target's flesh, which has several effects. First, the target must make a Fortitude save (DC 15 + 1 for every

shard arrow embedded in its flesh) or take a 5 ft. penalty to its movement rate and suffer 2 points of temporary Dexterity damage. Second, the target must make a Concentration check when casting spells or using spell-like abilities just as if it were taking continuous damage from the arrow (DC 15 + spell level + amount of damage inflicted by arrow), or the spell fizzles. Finally, if the target is reduced to 0 Dexterity by multiple arrows, it is paralyzed by pain.

These effects persist until a successful Heal check (DC 20) is made, one per shard arrow critical hit, or all damage by each arrow is magically healed.

The price and weight listed for shard arrows are for an individual arrow; they are both heavier and more difficult to make than normal arrows.

Staghorn: This exotic weapon consists of a pair of stag horns mounted to a central handle. The horns are often coated with steel to make their tips sharper and the rest of the horns more durable in battle. The snow elves use these weapons for both offense and defense; treat the staghorn as a small spiked shield. When a proficient wielder uses the staghorn to disarm, he receives a +6 bonus to the opposed disarm roll (effectively counteracting its -4 penalty for being a light weapon).

Snow elves (Erunsil) may use staghorns as martial weapons.

Tangle spear: The sea elves invented these barbed spears to use in slowing large fish and preventing their escape from the shallow coastal waters into the deeper sea. The shaft of the weapon is long and heavy, with several wide fins perpendicular to the shaft along its length. When a critical hit is confirmed by anyone wielding this weapon or a hit is made against a readied charge, it may be left in the body of the target.

An aquatic creature of Large or smaller size suffers a 10-foot penalty to its speed for every spear lodged in its body, as well as a -2 penalty to Dexterity for every spear stuck in its flesh. The spears have been adapted by the elves to use against land-based opponents; land-based creatures of Large size or smaller suffer a 5-foot penalty to their speed and a -2 penalty to Dexterity for every spear stuck in their flesh. Creatures reduced to zero movement by the number of spears stuck in their body must make a successful Fortitude save (DC 10 + 1 per embedded tangle spear) at the beginning of every round or fall prone.

The heads of the spear are barbed to prevent targets from easily removing them. A creature may, if it so chooses, rip the spear from its body as a standard action, but doing so causes an additional 1d6 hit points of damage. A successful Heal skill check (DC 15) can be used to remove the spear without causing additional pain.

Tangle spears may be set to receive a charge.

Sea elves (Miransil) may use the tangle spear as a martial weapon.

Vardatch, crafted: While vardatches are easy to manufacture for rank and file orcs, and supremely effective in their use, there are those among the orcish ranks who rise to positions of command or who hone their fighting skills beyond mere hacking and cleaving. These orcs may be commissioned with greater vardatches. The weapons are better balanced, and may be used to inflict two different kinds of wounds at the wielder's whim: a slashing attack that has a threat range of 19-20/x2, or a heavy piercing attack that has a threat range of 20/x3. Orcs in command positions may use crafted vardatches as if they were martial weapons.

Vardatch, greater crafted: Just as orcs are associated with the terrible wounds caused by their favored weapon, so are their larger kin feared for their effectiveness when equipped with larger versions of the vardatch. Oruks are often equipped with these gigantic cleaving blades, and may use them as if they were martial weapons.

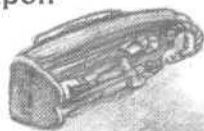
Wogren Jawhelm: While the wogren are not normally fond of wearing armor, they do sometimes don these helmets, which augment their natural bite attacks. Thick iron plates line the snout-guards of these helmets, allowing the wogren to cause much more damage than normal when performing a bite attack. Unfortunately, wearing a helmet of this type also reduces the wogren's blindsight to 50 feet rather than the normal 100 feet.

All wogren are considered proficient with jawhelms.

Drop Sheath



Folding Weapon



Harvesting Sickle & Spade



Hollowed Item



Essence of Silver



Poison Stone



Special Equipment

Charm buckles: These intricately crafted items were originally produced by the dwarves of the Kaladrin, but have since become the domain of the gnome traders plying Eredane's rivers. Watertight and designed to look like simple belt buckles or cloak clasps, these devices can hold up to four charms at a time. To release the charms, the wearer simply twists the face of the buckle slightly, which releases the charm through a small channel and into his hand. Rapid twists can bypass some charms to release others, allowing the wearer to gain access to any of the charms it contains as a move-equivalent action.

The buckles are very well designed and extremely difficult to detect. To discover that these are anything out of the ordinary requires a successful Search check (DC 25).

Drop sheath: Originally constructed by Sarcosan courtiers to house blades for self-defense, the drop sheath has since expanded into wide use by travelers and adventurers of all types and natures. The sheath is

worn on the inside of the forearm and can only house appropriately-sized light weapons (daggers, darts, etc.). By angling the arm down and twisting the wrist, the wearer can release the weapon into her hand. When wearing this sheath, the user is considered to have the Quick Draw feat, but only for the weapon held in the sheath.

Drop sheaths are difficult to notice, requiring a Spot check (DC 30) or a Search check (DC 20).

Foldable weapons: Although commonly referred to as foldable weapons, these are simply weapons that are designed to be easily taken apart so they can be hidden from the eyes of guards and others in service to the Night Kings. Such weapons are very expensive to make and require expert craftsmanship that is hard to find in Eredane under the dark lord. All such weapons are considered masterwork weapons for purposes of time required to craft, but they do not grant the usual enhancement bonus to attack rolls unless the craftsman spends twice the normal time for crafting the weapon. Nearly any melee weapon within reason can be created as a foldable weapon, though the utility of this engineering decreases for weapons that are already small and easily concealed. The most expertly disguised foldable weapons appear to be other things when taken apart, such as a foldable hammer that appears to be nothing more than a large whetstone or statuette when not attached to its handle.

Special Equipment

Item	Cost	Weight
Charm Buckle	350 gp	1/4 lb.
Drop Sheath	200 gp	2 lb.
Foldable Weapon	As masterwork	1.5x normal
Harvesting sickle & spade	500 gp	5 lb.
Hollowed Item	3x normal	Varies
Orcbane	420 gp	1 lb.
Poison Stone		
Poisons/Acids		
Corpse Acid	240 gp	1 lb.
Essence of Silver	700 gp	1 lb.
Orcbane	150 gp	1 lb.

Foldable weapons are not nearly as durable as their normal counterparts, suffering a -2 penalty to all saving throws and having only 75% of the normal hit points and hardness for their type. They must also be repaired occasionally (about once per month under normal use), which requires a Craft (weaponsmithing) check (DC 10) to perform. Failure on this check increases the DC by 4 each time, and three consecutive failures ruins the weapon. If a weapon is not repaired once per month, it has a cumulative 25% chance of breaking each week of normal use. Assembling or disassembling a foldable weapon takes a full round for Tiny and Small weapons, 5 rounds for Medium-size weapons, and 1 minute for Large weapons.

Being caught with a foldable weapon is a much more serious offense than having a normal weapon on one's person. Any character caught with such an item will be tortured until he either dies or divulges the source of his weapon.

Harvesting sickle and spade: These matched sets are crafted by the Danisil and offered for trade from time to time, though only to those herbalists the jungle elves trust. Made from silver-edged steel and finely carved teak, these tools provide a +2 circumstance bonus to any Profession (herbalist) or Wilderness Lore skill checks made to harvest natural ingredients. These tools are not magical in any way; they are simply perfectly crafted for their purpose.

Hollowed Equipment

Hollowed items are in great demand throughout Eredane for their usefulness in hiding contraband from the prying eyes of Izrador's servants. All manner of things can be hollowed out to allow for hidden items and substances, and creating a hollowed item requires 150% of the time and effort as creating a normal version. In

general, it requires a Search check (DC 15) to detect a hollowed section in an item. If the item is of masterwork quality, the DC increases by 5. Casual observation cannot detect a hollow or false bottom unless the item is somehow faulty or poorly crafted. Some possible hollowed items and suggestions on what they might hold are as follows.

Hollow anvil: A master craftsman might create a hollowed anvil to hide masterwork components or recent creations that the local authorities might take a dim view of. Usually this involves creating a new chamber underneath an existing anvil, as hollowing out the anvil itself might render it unusable for the smith.

Sometimes this new chamber is created using a different material that is then painted and otherwise dressed up to look like a natural extension of the anvil itself.

Hollow Hilt/Handle: Hollow hilts are very popular with scouts, messengers, and others who often find themselves carrying important messages behind enemy lines. Hilts are generally not large enough to hold much volume and so are used for small items such as parchment, vials of poison, magical or alchemical potions, or herbal infusions and gnaw roots. Spices and other small trade goods can also be kept inside a hollow hilt. In addition to weapon hilts, the handles of tools and other innocuous implements are often hollowed for similar purposes.

Hollow jewelry: Rings, brooches, and other hollow jewelry are sometimes used to transport items that cannot fall into the hands of those who rule the land. Even less can be stored in a piece of hollowed jewelry than in a weapon hilt or tool handle, but they are used for much the same purpose. Rogues will often use a hollow ring to deliver poison to a potential victim in a quick and subtle manner, and it never hurts to have an emergency dose of an infused oil in case a character finds himself away from his usual supplier for too long.

Hollow clothing: Boot heels, belt buckles, and even the lining of a tunic or pair of breeches can all be used to effectively hide things from view. Boot heels and belt buckles offer much the same type of space as hollow jewelry and hilts. A special pouch can be made to hide small weapons inside the leggings of tall boots, and the inner linings of pants and shirts may be sewn and reinforced to create pouches and pockets that cannot be seen upon casual inspection. While these may not hold heavy items, they are perfect for larger items such as a loose-leaf spellbook, a set of thieves' tools, or even

emergency rations. This is perhaps the most common and easily created type of hollow item.

False bottoms: Boxes, coffers, and chests may all be created with false bottoms. This creates a cavity between the bottom of the chest and the floor that may be used to hide illegal or particularly valuable items. The false bottom is even hidden from the outside through the use of clever visual tricks and craftsmanship. A false bottom can hold just about anything, depending on the size of the chest in which it is built. Those hiding items of value often put something of lesser value in the chest to throw off the suspicions of a would-be thief.

Poison Stone: Wogren riders need a quick and easy way to poison their arrows or blades while mounted. The poison stone works quite well for this purpose, but remains rare due to the difficulty of finding the proper stones to craft the item.

Created from a pair of porous, volcanic rocks (most often found in the Kaladrin Mountains), the poison stone must be soaked in venom for six hours per dose of poison (up to 10 doses) it is meant to contain. The stones are then wrapped in a special leather sheath that holds them tightly together. Whereas the stones are safe and easy to use on the battlefield, those creating them run the normal risks of accidentally poisoning themselves.

The stones may retain their poisons' freshness for up to three days before needing to be soaked again. They only release the poison when force and friction are applied; for instance, by sliding a blade or arrowhead between them while they are wrapped tightly in their sheath. When applied in this manner, the user has no chance of poisoning himself and may apply poison to a single blade or arrowhead as a standard action that may provoke attacks of opportunity. Wogren riders normally attach their poison stones to the front of their saddles, making it very easy for them to poison a weapon and have it ready for use.

Poisons/Acids

The Danisil and Erunsil make extensive use of poison, especially those most useful against the orcs and other minions of Izrador. Though the elves may gift their allies and friends with a vial or two of these poisons, only a few elves know how to make the poisons and they will never reveal the secrets of their creation to others. After seeing herbalism spread through the world and into the hands of the orcs, the elves have become increasingly stingy with their knowledge.

Corpse acid: While the undead are normally completely immune to poisons, the Danisil have long been familiar with a number of naturally occurring toxins that effectively dissolve flesh. Experimentation on the tissues of the Fell revealed a type of contact poison

that proved fairly harmless to living tissue but incredibly destructive to the dessicated and decaying bodies of the undead. Like essence of silver, this substance requires difficult-to-obtain and expensive ingredients, as well as a great deal of skill to manufacture.

Corpse acid may be thrown as a grenade-like weapon. It deals damage to corporeal undead as if it were alchemist's fire, doing 1d6 points of acid damage on the first round and 1d6 additional points of acid damage the following round. Additionally, living creatures hit by the splash damage or accidentally exposed to the substance take no damage from it.

Essence of silver: By dissolving silver in weak acids, the elves learned they could create a fine black powder that contains the very essence of the silver metal. Mixing this black powder with the right herbs and a bit of blood creates a glittering black paste that turns out to be surprisingly effective against any creatures with a vulnerability to silver. Unfortunately, the essence is quite difficult to make and takes a great deal of silver to create, making it extremely rare.

As a special side effect, any weapon treated with essence of silver is considered a silver weapon for the purposes of overcoming damage reduction or otherwise affecting creatures with a vulnerability to silver.

Essence of Silver: Injury, DC 15; Initial Damage 1d3 Con, Secondary Damage 1d6 Con

Orcsbane: Perfected by the Danisil, this venomous concoction is only somewhat toxic to most who come into contact with it. Orcs, however, cannot abide the substance, which causes horrible degeneration of their connective tissues and can lead to death from hemorrhage in a relatively short period of time. This weapon, when combined with the accuracy and ferocity of elven ambushes, has made even small groups of elves a fearsome foe to Izrador's forces.

Orcsbane: Injury, DC 18; Initial Damage 1d4 Str, Secondary Damage 1d6 Con

Chapter 6

Covenant Items & Power Nexuses

Covenant Items

Covenant items rank with heroic paths as one of the few assets that heroes of MIDNIGHT may discover. Without their powerful swords and magic axes, how many champions of good would have fallen long ago? Likewise, finding a covenant item is a significant event, one that may turn a normal commoner into a warrior for the side of light.

A covenant item bonds with the character that carries it and over time develops new abilities as the character grows stronger. A character never needs to identify a covenant item, as it will reveal its abilities to whoever holds it. How many of its abilities it reveals depends on the level or HD of its wielder. Weapons and armor are the most common types of covenant items, as these tend to stay with a character throughout his career. Wondrous items are sometimes also covenant items, though this is rare; items with limited uses such as wands, staffs, and potions are never covenant items.

The Ashen Loop

This ring is made of the fused bones of several Dornish fighters who fought at the Fortress Wall during Izrador's second invasion. The warriors were all killed in the same instant, consumed by the white-hot dragonfire of one of the first dragons to appear out of the north. Although it was but a small loss, it was the first of many such slaughters that the dragons would perform against the Fortress Wall's defenders, from the cold forests of the Veradeen to the edge of the Kaladrums. From within that first conflagration a ring of great magic was born, the ashen loop.

The loop has had many owners over the years, and each has used it to further their particular quest or goal. Once the ring's owner loses purpose, however, he begins to feel a sadness whenever he wears it. Born of dragonfire, the ashen loop desires to be used and used

well. It craves action and does not like to be worn on the hand of one who sits idle or has no purpose. The ring's nature has insured that it has passed from one warrior to the next, and it does not discriminate between them.

The ring's most recent owner was a gnome smuggler who used it to aid him in his stealthy business. He wielded the ring's minor powers carefully, avoiding detection by the legates and guards that he regularly interacted with. Before he could awaken the greatest of its powers, however, he was caught, and the ring was taken with the rest of his things. It now resides with a band of bugbears that patrols the shores of the Eren River west of Zorgetch. They do not realize the treasure that they have, as none of the bugbears has put the ring on. The leader of the bugbears carries the ring in his pack, unaware of the power he would have if he merely donned the plain-looking bone loop.

1st Level: The wearer's skin takes on an ashen tone after he wears the ring for a day. As a result, he gains a +2 bonus to all Hide checks in dark areas.

2nd Level: The ring's true power begins to manifest, and the wearer gains fire resistance 5.

3rd Level: The wearer gains two points of spell energy if he has the Magecraft feat.

6th Level: The wearer gains a +1 natural armor bonus as his skin becomes resilient and tough like that of a dragon.

9th Level: If the wearer pierces his tongue and wears the ring there, he gains the ability to breathe dragon's fire once per day in addition to the ring's other functions. This breath weapon extends out to a 30-ft. cone and deals 6d6 points of damage to all within. A Reflex save (DC 16) halves this damage. Wearing the ashen loop in this fashion still counts as a ring for purposes of magic item locations.

10th Level: The wearer gains a +2 enhancement bonus to Charisma.

12th Level: The wearer gains a +3 natural armor bonus.

Endiken's Pain

Endiken Ortblood was a dworg channeler who used his magic to the great benefit of the people of the village of Balen Falls. The old sorcerer's reclusive ways, born of his insecurities about his tainted blood, made him the target of much suspicion by the people of the town. Still, the dworg felt that he was a part of the community and made every effort to be accepted by its people.

Although not a part of the Fortress Wall itself, Balen Falls stood quite near it. The village overlooked a pass that circumvented the Wall, a hidden route that would allow the Shadow's armies to slip into the Northlands virtually undetected by its defenders. It was this unfortunate fact that made the town a prime target at the beginning of the war.

Endiken tried to repel the first wave of invaders using his magic, but his attempts were too insignificant to stop the invading force. He survived the assault, however, and hid in his cabin with shame after the town was sacked. Weeks later, once the orcs had moved on from the town, Endiken climbed down to help where he could in rebuilding the town and aiding the survivors of the assault. He was met with angry stares, however, as the villagers convinced themselves that the dworg had led the orcs to them. His survival was only more proof that he must have been in league with their enemies. The sorrowful dworg was captured by the townsfolk and hanged just outside of town by a length of chain that Endiken always carried. The chain was enchanted to move on its own, however, and Endiken was able to keep himself alive by manipulating it, although he could not undo the knot that had been made.

At the close of the second day of Endiken's suffering, several legates who were leading another force through the pass decided to make camp in the town and strip it of whatever resources were left. They were pleased to find Endiken offered up as such a ready sacrifice. The rituals they used to strip him of his magic were painful, and the dworg's cries could be heard echoing from the walls of the mountains. The chain from which he hung, already magical in its own right, stole some of Endiken's power as it flowed from his body. The legates, satisfied with their find, did not bother to determine if the chain was magical. Thus Endiken's pain

exists still, although it has been scavenged and stolen many times over. It is unknown if its current owner knows of its abilities at all, or if the chain lies dormant, waiting for some unknown event to trigger its magical legacy.

Special: If the bearer of the chain has the Magecraft feat, he gains two points of additional spell energy per day.

2nd Level: The chain can be used as a bola, and the wielder is automatically considered proficient with it.

4th Level: The chain acts as if it is permanently affected by an *animate rope* spell.

6th Level: As a free action, the bearer of Endiken's

pain can lengthen or shorten it to a minimum of one foot and a maximum of 50 feet in length.

In addition, the chain can be commanded to become rigid, allowing it to be used as a crossing wire or pole.

10th Level: The chain may be used as if it were a rope of entanglement with an AC of 20, 25 hit points, and a hardness of 10.



The Fire Lashes

During the second war against Izrador, many of the dwarven settlements within the Kaladrin mountains were overrun by the orcs that poured out of the north. Even while the defenders of Eredane fought many battles along the Fortress Wall, Izrador's orcs slaughtered the hated dwarves. Whether or not this was ordered by Izrador or whether it was merely a tolerated vendetta, the dwarven population took heavy casualties and was driven even deeper into the mountains.

One of the greatest battles of this "war within a war" was the defense of Sald Nor, a dwarven city that surrounded a deep subterranean lake. Sald Nor's forges were legendary, and its proximity to the lake and a deep vein of mithral ore made it one of the most prosperous and productive settlements in the dwarven kingdoms. When the orcs appeared, Sald Nor was ready, and its defenders held strong for several days. The orcs, however, just kept coming. They had with them demons that could move the very stone, creating new passageways within the mountain and sealing off dwarven retreats. Eventually the sheer numbers of orcs were simply too

much for the doomed city to bear. The orcs sacked the city and captured its leaders.

One such leader, Rudik Ironbeard, was captured by a pair of the demonic invaders and taken to a private chamber to be tortured. For three days and nights he suffered the blades and enchantments of the beasts, until finally they gave him the choice to endure more suffering or to end his own life. Rudik's strength and mind were nearly gone, and the futility of his plight and the loss of his city had driven him into a deep depression. He told the demons that he would suffer no more. The buckles on the leather straps that bound him fell open and the sorrowful dwarf used them to strangle himself. The powerful emotions and lingering demonic magic infused the straps with magical power, although to this day they rest untouched in the chamber where Rudik Ironbeard ended his life.

Note: a character must own and wear both straps to gain any of these benefits.

2nd Level: A character wearing the fire lashes wrapped around his hands gains the benefits of the Improved Unarmed Strike feat. If he already has this feat or a similar class ability, he gains a +1 bonus on attack rolls when striking unarmed.

4th Level: Unarmed strikes made with the fire lashes ignore damage reduction as if they had a +2 enhancement bonus.

6th Level: Unarmed strikes made with the fire lashes deal two points of fire damage in addition to normal damage. When this ability is used a thick, purple-red demon's blood drips from the hands of the wielder.

8th Level: The fire lashes gain a +1 enhancement bonus.

Fist of the Aruun

The jungle holds many secrets, and the Danisil can hear its quiet whispers. It was in this way, long before the Whispering Wood was formed, that the jungle itself led one of the elves' greatest heroes to a meeting with his destiny. In a small cave located deep within a gloomy bog, the forces of light and darkness waged a bitter war until neither was left standing. Although the nature of this struggle has been lost to history—a devil and a celestial battling, two spirit creatures competing for power, or one of a dozen other stories—its legacy lives on in the form of the fist of the Aruun.

As the struggle died down, both sides found themselves diminished. The good force decided to imprison itself within an object that had been discarded in the cave by an elven hunter. Through this means it hoped to continue to have a beneficial influence on the world. The evil force, however, would not be outdone. It destroyed its physical form and locked its spirit within the object as well, re-initiating their eternal battle. The object was a sepi, a tool used by the jungle elves for a variety of purposes, including war.

The two forces trapped within this enchanted sepi

fight to this day, and sometimes their struggle can affect the mind of whoever wields the weapon. Although it falls well short of actual compulsion, the force that is dominant at any given time can affect the mood, temper, and patience of the wielder of the sepi. When good is dominant, the wielder feels confident and optimistic, and looks for ways other than combat to deal with problems. When evil influences, the wielder can become short-tempered, angry, and easy to offend. Despite these obvious mood changes, the weapon is a powerful legacy that the Danisil treasure and utilize in their war against the Shadow.

Special: The wielder of the fist of the Aruun must randomly roll a die at the beginning of each day to determine whether or not the good or evil force is dominant during that day. If good is dominant, the character gains a +4 bonus to all Diplomacy checks but suffers a -1 penalty to Will saves against mind-affecting magic. If evil is dominant, the character gains a +1 bonus to all damage rolls but suffers a -1 penalty to all Reflex and Fortitude saves. A character may do nothing to influence this ages-old battle.

1st Level: The sepi grants its wielder a +2 bonus to all Craft checks when using it to fashion an item.

2nd Level: If good is dominant, the character can cast *guidance* three times that day. If evil is dominant, the character can deliver a *shocking grasp* spell once during the day via a normal attack with the sepi.

5th Level: The weapon gains a +1 enhancement bonus.

8th Level: If good is dominant, the character can cast *cure moderate wounds* twice during the day. If evil is dominant, the character can deliver a *poison* spell once during the day via a normal attack with the sepi.

11th Level: The weapon gains a +2 enhancement bonus.

Ghost

The citizens of the ill-fated town of Nalford are said to have been the first to rise against the Shadow when his armies flooded south at the end of the First Age. It is certainly true that as one of the first cities to be attacked by Izrador's armies, Nalford suffered some of the worst atrocities of the war. The orcs that stormed its hastily constructed ramparts were ready to unleash their years of bloodthirsty training, and they burned and pillaged the town with abandon.

The story goes that the village now replays this battle in a ghostly ballet on each night of the full moon. At that time ghastly phantasms roam the streets fighting enemies that do not exist and trying in vain to quench the ethereal flames that burn their houses to the ground. Anyone caught within the city's borders during this time is sucked into the dream, becoming an enemy of the ghosts that haunt the place.

One such phantom was the town's sheriff, a huge Dornish man named Wulf Engnar who was as known

for his ability to drink as his ability to fight. Wulf can be heard singing a deep-throated battle cry on the nights when the city once again burns, and even on other nights it is said his songs can be heard, though faintly. His strong presence and force of will make him a bit more real than the other phantoms that haunt this city, and the great two-handed sword that he wielded in Nalford's final hours has become a magical sword of some power. On a night of the full moon this sword blazes to life, and it has cut down many imagined invaders over the centuries. The ghost still retains some measure of his own will, however, and should an adventurer brave and hearty enough come along, it is possible that Wulf might bestow the blade upon him with the promise that it will be used to slay the descendants of those who sacked his home.

1st Level: The weapon gains the ability to glow with an ethereal light, shedding illumination as if it was the target of a light spell. This ability functions three times per day and lasts for 10 minutes per use.

3rd Level: On command, this greatsword can be made to appear as any weapon of size Small or larger. It is a free action to change the weapon in this way. If it is used to attack when it is seen as anything other than its true form, the character gains a -4 penalty to all attack rolls.

5th Level: The weapon acts as if it had the ghost touch special quality even though it does not have an enhancement bonus.

7th Level: The weapon gains a +1 enhancement bonus.

9th Level: Ghost can now become completely invisible, and its wielder has awareness of the blade as if it were in a normal state. The wielder suffers no penalty to attack rolls when using the blade in any form.

11th Level: The weapon gains a +2 enhancement bonus.

15th Level: The wielder gains the ability to *see invisible* at will. In addition, Ghost automatically detects spirits within a 30-ft. radius, even those that have inhabited another body, such as an astirax that has possessed an animal. The sword communicates this information to its wielder via an empathic link.

Korg's Hatchet

In the depths of the Kaladrun Mountains there is a city known as Ardadreen. Once a bustling dwarven trading outpost, the city is now locked in a desperate battle against time. When the Night Kings led Izrador's armies south for the final time, Ardadreen knew that it must reinforce itself or face destruction. Its role as a primary trading center meant that there were many passages into the city, not all of which could be reinforced in time to stop the orcs whose screams could be heard echoing throughout the passageways. A choice had to be made, but the town's leaders were faltering and indecisive.

A dwarven wildlander named Korg had come to

the town well in advance of the orc army to deliver news of its movements and strength. Sensing that the town would surely fall if a decision was not made, Korg told the town's leaders that he would stop the orcs or die trying—Korg did both. He went off into the tunnels where he unleashed the powerful magical weapon at his side. His enchanted urutuk keened as it bit into the mountain's flesh, collapsing tunnel after tunnel as the orcs made their way toward the town. As the last tunnel collapsed, Korg was hit by an oruk's arrow that shattered his collarbone and left him almost helpless against the advancing horde. The oruk captured Korg's hatchet and through him the weapon made its way to the surface of Eredane, where its current whereabouts are unknown.

Ardadreen is a forgotten colony, assumed to be lost by all who knew of it. Yet, it still exists, though its ability to support itself trapped deep below the surface is rapidly waning. The city is still surrounded by orc encampments, as the web of tunnels leading away from it served as a central location from which the orcs could launch attacks on the other nearby dwarven cities. If the people of Ardadreen do not quickly find a safe passage out of their trapped cavern, the entire city will perish within a few years.

1st Level: Korg's hatchet is incredibly resilient, gaining hardness 15.

3rd Level: The weapon ignores up to five points of hardness when striking objects.

6th Level: The urutuk gains a +1 enhancement bonus.

9th Level: The weapon ignores up to 10 points of hardness when striking objects.

12th Level: The urutuk gains a +2 enhancement bonus.

15th Level: The weapon gains the dancing special ability and may be commanded to attack anywhere within 60 feet of its owner.

The Reaper's Claw

The reaver's claw is an ornately crafted masterwork cedeku that was wielded by a Sarcosan cavalry marshal during the war with the Dorns. Its handle is carved from a huge pearl and its blade made of a steel not found on this continent. The blade is inscribed with runes that show a single arc of the sky of the Sorshef. As more of its powers are revealed, new inscriptions magically appear until all 10 arcs can be seen flashing on the blade. The weapon is considered a holy item by the Sahi priests, and it is rumored that many such priests died to protect the weapon from the fallen god.

The weapon was guarded in a Sarcosan temple in the city of Alvedara until the armies of the Night Kings overtook the city. The temple was one of the first buildings to be destroyed, but not before it was stripped bare of valuables and magic. The only item to not suffer such a fate was the reaver's claw, which was spirited away in advance of the invasion by a Sahi priest and several of

the church's men-at-arms. They fled to the east, eventually taking up residence in the Forest of the Sahi, where they have been able to elude the legates whose foul companions scour the wood for signs of this and other holy relics guarded by the remaining priesthood.

Recently the reaver's claw has begun to disturb the dreams of the priests that guard it. None are sure how this is happening, but the portent has been met with much religious fervor. Rumor is beginning to spread that the Sorshef are contacting the priests through the item, although this cannot be true. Some of the priests worry that such thoughts will lead their people to attempt something foolish, such as assaulting Alvedara or another fortification of the Shadow in the belief that the Sorshef rides at their side. There have been discussions about taking the reaver's claw to another place, or perhaps bequeathing it to one who works against the Shadow's rule.

2nd Level: A character wielding the reaver's claw need not make a Ride check to control a mount in combat or fight with a warhorse. If the character is a Sarcosan, he may dismount as a free action without making a Ride check. In addition, he gains a +4 bonus to all other Ride checks.

4th Level: The reaver's claw increases the speed of the wielder's mount by 10 ft.

6th Level: The reaver's claw gains a +1 enhancement bonus.

8th Level: A character wielding the reaver's claw from horseback gains a +4 bonus to all Diplomacy and Intimidate checks. In addition, he gains a +2 bonus to Will saves.

10th Level: The reaver's claw gains the ability to be thrown from horseback, dealing damage as a thrown weapon. In addition, the weapon gains the returning special ability when thrown from horseback.

12th Level: The reaver's claw gains a +2 enhancement bonus.

Silence and Fury

The origin of these legendary fighting knives is unknown. Most scholars agree that the first appearance of these weapons was on the battlefield of Eris Aman during the orcish invasion at the end of the First Age. Although the Battle of Three Kingdoms is not the largest in the history of Eredane, most agree that it is the

most significant. Had the combined defenders failed to break the orc hordes, it is likely that Erethor would have fallen within weeks. Without the elves, the rest of Eredane would have fallen in turn.

Of the many powerful magic items that surfaced on that battlefield, the knives known as Silence and Fury are spoken of more than any other in legends and songs. They are reported in the hands of several great elven heroes during the battle, many of which did not return. This has led to speculation that the knives are actually two spirits that can inhabit weapons and grant them magical powers. This is only a legend, however, as any who have wielded or encountered the knives can attest.

The knives do seem to have a will of their own, however, and can only be found by those who will wield them in defense of the great forest of Erethor.

After the Battle of Three Kingdoms, the knives were lost for over 200 years, until they resurfaced during the Sarcosan invasion. The knives were used by elven assassins to get close to the Sarcosan generals at the Battle of Pethurin, where the elves forced a Sarcosan retreat that eventually ended with the signing of a peace treaty. Once again the blades disappeared, and though it was expected that they would turn up in defense of the elven homeland when necessary, the blades have been silent during both the second and third wars with Izrador. No one knows the current location of the blades, and their disappearance has, among the elves, long been thought to be an ill omen.

Note: Unless wielded together, Silence and Fury lose all abilities other than the enhancement bonuses.

3rd Level: The knives gain the ability to detect hostile intent in a creature, granting the wearer a +2 bonus to initiative.

6th Level: Silence gains the ability to invoke a *silence* around its wielder once per day, as the spell. Fury gains the ability to shatter as the spell once per day. Both spells have a caster level equal to the level of their wielder.

9th Level: Both weapons gain a +1 enhancement bonus.

12th Level: Both weapons gain a +2 enhancement bonus. In addition, any foe struck by Silence must make a Fortitude save (DC 14) or be deafened permanently. Any foe struck by Fury must make a Fortitude save (DC 14) or be stunned for 1d4 rounds. These abilities work only the first time a particular foe is struck in combat.





15th Level: The character gains the benefits of the Improved Two Weapon Fighting feat, even if he does not meet the prerequisites. If he already has this feat, he gains a +1 bonus to damage with both knives.

The Soul of Dal Hali

The Sarcosan invasion came swift and hard to Eredane, although it slowed significantly when the horsemen attempted to invade the forest kingdom of Erethor. As the Sarcosans were contemplating a retreat from the elven wood, several scouting missions were sent north to gather information about the land and its defenders. A Sarcosan knight named Bejhi Awanhu led one such mission, which followed the Eren River all the way to the Ardune before heading back to the main Sarcosan line.

On their way back, they were ambushed by a force of jungle elves, who slaughtered the entire force of Sarcosans and sent their riderless horses back to the Sarcosan lines to serve as a warning. Bejhi Awanhu survived the attack, only barely, and found himself alone on the central plains with no food, too injured to make his way back to his army. It is said that a magic amulet is all that saved his life. It is here that legend has overshadowed reality, passing the following story down the generations of Sarcosans:

*"Bejhi lay underneath the stars,
preparing to meet the Riding Host,
When from the sky a soaring ghost,
Tore the land a baring scar.*

*Come, my child, a great voice sang,
And to his feet the rider leapt,
Then on his knees the rider wept,
When o'er the hill he saw what came.*

*A token had fallen there,
From Dal Hali's bridle it had dropped,
The Riding Host had not stopped,
And the rider rose from his despair.*

*He took the sign and wore it well,
And felt his strength returning.
Within his heart he felt a burning,
And knew he would not turn to Fell."*

— Excerpt from the *Song of the Fallen Rider*

1st Level: The character's normal healing rate doubles, and he suffers one less point of damage each time he is affected by extreme weather or other environmental conditions.

2nd Level: The character needs only 1/5 the normal food and water to survive.

4th Level: The wearer needs only four hours of sleep to refresh him as if he had rested for a full eight hours. Spellcasters must still limit themselves to light activity for eight hours each day in order to regain spell energy.

6th Level: Each time the wearer suffers damage, one point is converted to subdual damage.

8th Level: The wearer gains a +2 enhancement bonus to Constitution.

10th Level: Each time the wearer suffers damage, two points are converted to subdual damage.

12th Level: The wearer gains a +4 enhancement bonus to Constitution.

Jzaedrin's Staff

The gnomes of the River Eren have many legends—the Ghost Raft, intelligent river dragons, and others too numerous to mention. One such legend that has its roots in reality is the legend of Jzaedrin the Wanderer. The gnomes tell of an old man who can be seen puttering about the banks of the Eren River on nights when the moon is but a sliver in the sky. He wears a battered hat, an old gray cloak, and has a beard that reaches his knees. He carries a gnarled staff that aids his walking, and the gnomes tell their children that seeing him will bring good luck for a month. Because of this, gnome children are known to swim at night when the moon is dark, hoping for a glimpse of the Wanderer. It is now considered almost a rite of passage to be allowed to swim in these

midnight forays, and a child must customarily be at least 22 years old before he is allowed to participate.

Jzaedrin does indeed exist, although it is rare that he makes himself known in these dark times. By all accounts, the Man By The River has been seen at various times throughout the ages, and some legends even place him during the Time of Years. Jzaedrin is actually a celestial who was trapped on Aryth at the time of the Sundering. He spent the next thousand years seeking out demons and devils that had been likewise trapped and exterminating them so that the people of Aryth would be free of that scourge. Once the Shadow rose, however, Jzaedrin went into hiding. He remains polymorphed at all times, and spends his days weaving powerful wards and protections that keep the legates and Night Kings from detecting his presence. The reasons for this are unknown, and the Wanderer has ceased contact with all the races of the world.

Jzaedrin's staff has not left the world, however. The staff contains the essence of a powerful celestial who was once an ally of Jzaedrin, and it still works to defend the people of Eredane from evil. Although it has its own will, it does not attempt to control or influence the actions of the person wielding it. The staff merely uses its intelligence and abilities to find a suitable champion. In fact, most who wield the staff never know that it has a mind of its own, as it acts just like many other items, revealing powers as the wielder becomes physically and mentally prepared to use them.

Special: Jzaedrin's staff can only be wielded by a good character.

1st Level: The character gains a +4 bonus to all Sense Motive checks against evil creatures.

2nd Level: The bearer gains a +2 bonus to all Will saves when targeted by evil creatures.

4th Level: The bearer can cast *protection from evil* and *shield* once per day each. Both abilities last for one minute.

6th Level: The staff gains a +1 enhancement bonus.

8th Level: Once per day, the staff's bearer can touch any target with the staff, thereby relieving him of an ailment he is suffering. This ability functions as either a *cure serious wounds*, *flesh to stone*, *neutralize poison*, *remove curse*, *remove disease*, or *remove blindness/deafness*.

10th Level: The staff gains a +2 enhancement bonus.

12th Level: The bearer may use the staff's healing ability twice per day. In addition, twice per day any evil creature struck by the staff (melee touch attack) must succeed at a Will save (DC 18) or be held as if by a *hold monster* spell.

Power Nexuses

Magic items are very difficult to craft in MIDNIGHT. Doing so requires much research, perseverance, and secrecy. It also requires the finding and utilizing of a unique form of magical energy: a power nexus.

A power nexus can be anything from a grove where the fallen branches may be used to craft wands to a lava flow inhabited by a trapped fire spirit that can be used to forge magic weapons and armor. The identification and harnessing of power nexuses is one of the top priorities of the legates who roam Eredane on behalf of the dark god Izrador.

The power within a nexus is finite, and if it is used too often or as a conduit for too much magic, it can be drained forever. Each nexus contains spell energy, just like a channeler, and creating a magic item within the nexus drains this energy just like casting a spell. Unlike spellcasters, however, a nexus does not automatically recover all of its spell energy at the end of each day. Instead, each nexus has a unique rate of recovery. Some recover quite slowly, while others recover their spell energy daily.

While the raw magical energy found in a power nexus can be used to fuel the creation of different types of items, some nexuses can more easily create specific abilities. This is known as an affinity. For instance, the enchanted lava flow mentioned above might be attuned to create flaming weapons and would use less spell energy to create such weapons. Affinities work exactly like spell talismans do for spellcasters (see MIDNIGHT campaign sourcebook, page 85), except they often cover a wider range of effects and can provide substantially greater discounts. An affinity can also be specific, such as a broad-leaved tree whose leaves, when filled with summer rainwater, act as a power nexus for the creation of a *staff of the woodlands*.

Black Ice Falls

High in the Kaladrin Mountains, where the frost never melts and mighty rivers are birthed, the mighty Black Ice Falls thunder and roar as water plunges from their heights. Stained black by the minerals in the high mountains, the black ice has formed into a vast outcropping that juts away from the mountain face like the flying buttress of a titanic castle. A mighty spring burst forth from the stone above this shelf of black ice a dozen years ago, the water from which now pours down and over the ice to form an enormous waterfall.

The crash of water falling from the great heights has shattered the rocks below and formed a stream, clot-



ted with chunks of ice and shards of rock. This flow winds its way down through the Kaladrums, where it is gathered by the dwarves and sold to the elves. Though the elves do not understand why, the water nurtures their trees, causing them to grow more rapidly than might otherwise be possible.

Those who wish to find the Falls must travel to the highest peaks of the Kaladrun range, battling the bitter snows and dangerous avalanches the whole way. The reward, however, can be great—even the elves acknowledge the mighty power of Black Ice Falls. The Witch Queen has considered forming a permanent bastion there, a fortress where the dwarves and elves could harness the power of the falls for the battle against Izrador.

BLACK ICE FALLS

Spell Energy: 50

Feats Allowed: Craft Arms and Armor, Craft Spell Talisman, Craft Wondrous Item

Affinity: All spells of cold, water, or plant 3

Recovery: 5

Blindfork Spires

The peaks of the Kaladrun Mountains are littered with blackened, scorched patches where the thunderous kisses of the clouds have touched them with flickering tongues of lightning. Where the stone is cracked and blasted, it sometimes reveals slick, black streaks of metal. Melted by the force of the lightning stroke and cooled by the frigid winds that howl over the mountains, these streaks are treasured by the dwarves, who regard them as a last promise from the divine.

In some areas, these lightning-blasted spots become hallowed by clans of dwarves, who take their scrap metal and waste rock to them. Piled high and anchored in place by clever dwarven engineering, these spires of rock and metal become fused, blackened pillars after a lightning strike or two. The results are the Blindfork Spires, areas where the mountain hums with retained power and tongues of lightning can sometimes be seen leaping up from the blackened columns toward blue skies overhead.

Over the years, these spires become enchanted in their own right, storing the power of the storm. Those who know how to tap into their energy are able to create deadly weapons that seem to cry out with the voice of the storm when used. Though the dwarves do not begrudge others the use of these spires, they also do not go out of their way to guide others to them. The dwarves will never part with weapons forged at these sites, as they view them as the tools of their liberation, lightning harnessed to fight the shadow.

BLINDFORK SPIRES

Spell Energy: 30

Feats Allowed: Create Magic Arms and Armor

Affinity: Weapons and ammunition with electricity effects 1

Recovery: 1

Blood Tower of the Northern March

In the early days of fighting against Izrador, the Blood Tower was known as Rokan's Hold and was part of the great Fortress Wall of the north. The Hold was a renowned training ground for warriors and it consistently managed to bring in dozens of orc trophies a month. Its walls were adorned with grisly reminders of past battles and the men who served there were amongst the most vicious of all defenders. Even the hint of an orc could send them into murderous frenzies and the dark races eventually learned to avoid the Hold entirely.

During the second invasion of Izrador, the men of the Hold were put to the test. They were all that stood to stem the tide of the Shadow while the northerners retreated to shore up defenses elsewhere. For weeks, the

men of Rokan's Hold defended the tower, slaughtering any orc who dared get too near. Though the defenders fell to magic and arrows, they whittled away at the forces attacking them.

The arrival of a contingent of blight ogres spelled the doom of Rokan's Hold. The battle for the tower raged for weeks longer, even after the arrival of the ogres, until the interior of the tower was drenched in blood and the walls were plastered with gore. Though the Hold fell, its defenders became legends because they gave the northerners needed time to regroup and reorganize. The Blood Tower became a story to inspire warriors from that time forward.

Though the Blood Tower has since been overrun by the forces of Izrador and is currently home to a tribe of vicious goblins, powerful magic waits in its lower regions. The powerful nexus somehow escapes the notice of Izrador's legates and even the astiraxes. The spirits of the warriors that fell there may have something to do with this defense. Perhaps it is they that have shaped the power of the nexus to oppose Izrador with its unique power. Regardless, should heroes be able to infiltrate the Shadow's defenses and craft magic items in the heart of one of his strongholds, the benefits would be powerful indeed: magic weapons that retain their enhancement bonuses even when within the presence of a black mirror (MIDNIGHT Campaign Sourcebook, page 195).

BLOOD TOWER OF THE NORTHERN MARCH

Spell Energy: 40

Feats: Craft Magical Arms and Armor

Affinity: Any weapon enhancement 2

Recovery: 4

Special: May only be used in the creation of weapons; may only be used by those who oppose Izrador and his forces; any magic weapons created here retain their enhancement bonuses and powers even when within the presence of a black mirror.

Cave of Bones

To the west of Idenor in the central Kaladrans, a cave has existed for thousands of years beneath a lake that was once the burial place of dwarven lords. The lake was created during the first war with Izrador as a pair of legates used their magic to raise the dwarven lords of old to fight against their own clansmen. As the stone was ripped from the mountain, a deep depression was revealed. The bowl-shaped remains of the graveyard soon filled with water, creating the small lake that is found there today.

Beneath the lake lies a cave that has become the home of many fell creatures, including a family of intelligent mountain gorillas who have recently moved in. The cave branches off into several small caverns, and one in particular holds a power nexus that was born of

the dark magics that created the lake long ago. Water dripping through small cracks in the rock has formed dozens of stalagmites and stalactites in the cave, each of which holds a small amount of latent spell energy. These formations are long and thin, resembling the bones of the dead that once rested in graves above the cavern.

A spellcaster that knows the proper rituals can bind this magical energy into items of various shapes and abilities. An item must be bound to one of the rock formations using the sinew from a fresh kill. Extracting this strange component requires a Wilderness Lore check (DC 18); a size Small creature provides enough connective tissue to wrap a single item. Multiple stalagmites and stalactites may be used when fashioning an item, allowing the item's creator to harness more energy from the nexus, but enough sinew must be collected in order to link them all together.

CAVE OF BONES

Spell Energy: 10 per stalagmite, to a maximum of 70

Feats Allowed: Craft Magic Arms and Armor, Craft Staff, Forge Ring

Affinity: Earth and stone-related magic 1

Recovery: 2

Corpsedigger Cypress

The wide delta formed where the Eren River meets the Gulf of the Shorshef is thick with lush growth that hides ancient secrets and forgotten rites. Deep within the delta, hidden from the eyes of casual travelers, the Corpsedigger Cypress wallows in its muddy home and yearns for the days past when a cult offered it succulent sacrifices in exchange for its blessings. Deprived of its worship for generations, the Corpsedigger Cypress can do little but tangle its roots over the bones of past victims and sleep.

But it can still provide power to those clever enough to learn of it and brave enough to find their way to its mist-shrouded bayou. Here, the powers of thousands of deaths stir the waters with unseen currents and specters of ancient sins rise up from the muck to thwart those who would benefit from their deaths.

However, the Corpsedigger can generate magical energy more quickly if it is properly propitiated. If a sentient being is killed on its gnarled roots during the night of the full moon, the Corpsedigger gains one spell energy per Hit Die of the sacrificed creature. Any extra spell energy is lost at a rate of one point per day. Only one such sacrifice is accepted each month. In times past its power waxed with each sacrifice, regardless of the number of them . . . some say that if the proper ritual is performed, that limitation of one sacrifice per month will again be removed.



CORPSEDIGGER CYPRESS

Spell Energy: 15 points

Feats Allowed: Craft Spell Talisman, Craft Wondrous Item

Affinity: Death effects 3

Recovery: 1

The fang

The Fang is a rock that juts out of the ground near the eastern edge of the Druid's Swamp. It is a sharp, curved rock that rises about 10 feet from the ground, although it extends at least 50 feet into the mud below. The thick, pasty mud that surrounds this landmark can trap a man should he stand in one spot too long. The only creatures that can safely negotiate the muddy wetlands surrounding the Fang are those that crawl, primarily snakes. These creatures even live in the Fang itself, making their nests within the many holes that have been bored into the porous rock.

Lore surrounding the swamp suggests that the Fang is actually the tail of a dragon that was petrified during the last war by the druids who guard this swamp. While the rumors have never been verified, the druids' fearsome reputation lends credence to the theory. It would also explain the lingering magical abilities of the

rock and the strong attraction it seems to have for serpents of all kinds.

Spellcasters that would use the energy of the Fang to empower their magical items must first brave the dangers of the surrounding swamp. The Night Kings' armies crowd the plains outside the eastern border of the great forest, and the jungle elves and guardians of the swamp defend their territory viciously. Unknown adventurers are likely to be greeted by the tip of an arrow, or worse, by one of the forest's guardian spirits. If the spellcaster and his companions can talk or fight their way through these impediments, there are still the terrain and other dangers of the swamp to deal with. The wet, sucking mud makes it nearly impossible to stand in one location, and the snakes get more aggressive as one moves closer to the Fang.

If one can reach the Fang and stay there long enough, the power of the stone can be used to enchant items. A spellcaster must place the item to be enchanted inside one of the many holes that pock the stone, being careful not to disturb any of the snakes that live within. Once this is done the spellcaster can begin the rituals necessary to enchant the item. The Fang has a particular affinity for magic that is related to serpents in some way, whether it is poison, stealth, or unusual methods of movement.

THE FANG

Spell Energy: 60

Feats Allowed: Craft Rod, Craft Spell Talisman, Craft Wand, Craft Wondrous Item, Forge Ring

Affinity: Serpent-related magic 2

Recovery: 5

Forges of the Sirocco

Though the Asmadarin people are not adept at the magical arts, they know magic when they see it. The coastal deserts of the Island of Asmadar have long been haunted by strange creatures, beings that emerge from the ruins to stalk those foolish enough to venture near them. Known as the horsha, these beings are fearsome and relentless, stalking the Asmadari wherever they find them.

But there are other creatures in the desert, djinn both strange and wondrous. They once ruled over much of the Island of Asmadar and their summoned servants obeyed their every whim. This all changed with the coming of the Blighted Order. This group of channelers and wizards formed sometime after the Sarcosan invasion. Rather than use their powers to help the wartorn populace recover and rebuild, they went into seclusion to continue their studies and amass their power. They removed themselves to the Island of Asmadar and there captured the now trapped djinn and forced them to toil at magical forges. Though the djinn were eventually able to destroy their masters, the efforts reduced them to

mere shadows of their former glory. Chained to the forges of their fallen masters, the djinn are rarely seen in these dark days.

The Asmadari speak of these forges in reverent tones. Though they do not understand how the ancient forges are used, they know there is power in them and have seen the spirits of the djinn lash out against the horsha when the pale ones come too near the forge. Finding one of the forges is difficult, but not impossible. Those who follow the hot breath of a sirocco to its source will often find one of the massive forges and the attendant spirits, waiting to do his bidding.

Plagued by memories of their masters, the djinn will operate the forges, but only to fashion items of protection. Thus, the forges will operate for those who use them to craft items or spells of protection, but will never again create weapons of war.

There is no exact count of the number of these forges dotting the deserts of the Island of Asmadar, but at least five different forges have been encountered by the Asmadari and their wise men.

FORGES OF THE SIROCCO

Spell Energy: 15

Feats Allowed: Varies

Affinity: All Abjuration spells 1

Recover: 1

Special: Each forge will allow its user to create a different kind of magic item. The known five are: Abjuration spell talismans, *ring of protection*, *cloak of resistance*, *bracers of armor*, and *amulet of natural armor*.

Greenthroat Cavern

Though the powerful magic of the Whispering Wood is meant to protect the elves of the Witch Queen's realm, there is a dark spot within where even the elves fear to tread. Spoken of in hushed tones and protected from the scrutiny of outsiders, the Greenthroat Cavern is the alien side of the Whispering Wood. The elves debate its origin. Some believe it is the home of elven spirits who died without the ministrations of Whisper Adepts. Others say it is evidence of the taint of Izrador reaching into the Witch Queen's world. Regardless of the reason, the effect is clear: Elves are not only unable to set foot within, but are entirely blind to its magic as well.

In contrast, spellcasters of other races can hear the call of the Greenthroat even from outside the elven lands. They say it whispers of power and feats of glory. Besieged on all sides by the forces of the Shadow in the North, more and more are heeding that call and sneaking into the Whispering Wood. A few have even found the Greenthroat Cavern and used it to craft strange bows and awesome staves. Though the elves are distrustful of the power the cavern offers, they are loathe to withhold an advantage from those who oppose Izrador.



For now, the elves do their best to stop intruders near the Greenthroat Cavern and discern their intent before turning them away from their lands or allowing them to heed the Cavern's call. Should the weapons coming from Greenthroat ever be used against the elves, however, they will certainly change their manner when dealing with outsiders.

GREENTHROAT CAVERN

Spell Energy: 30

Feats Allowed: Craft Magic Arms and Armor, Craft Staff

Affinity: Bows, arrows, and staves 2

Recovery: 5

Special: May not be used by elves or elflings

Heart of the Wood

This power nexus is one of the most closely guarded secrets within the Caraheen. It is hidden deep within the forest, and none may approach it without the implicit consent of the Witch Queen and her followers. To do so without her blessing would be to invite the might and peril of the great forest down upon oneself. Even with this consent, the nexus does not reveal itself easily to those who would use its powers. It resides in the tree-

tops themselves, a plane of pure force that cannot be dispelled by the mightiest of magics, and which is completely invisible to those looking for it from the forest's floor.

In order to detect this nexus, one must be traveling through or otherwise negotiating the treetops, or at least the topmost branches of the ancient hickory trees that grow in the area. Flying above the area does little good, as the wide branches and evergreen leaves hide this place from hunters in the sky. Once discovered, however, the place is a wonder to behold. The nexus appears to be a plane of multicolored energy that pulses in a pattern vaguely resembling a spider's web. A spellcaster must walk to the center of the web, where she will be able to use her skill with magic to weave some of the forest's lifeforce into an item of power. Doing so is strenuous on both the mind and body, however. Anyone attempting to reach the center must make three saving throws of DC 18, 24, and 28, one each of Reflex, Fortitude, and Will. The walker may choose which path to take, therefore facing the most difficult aspects of the web in the order of his choosing. In game terms, this means that the walker may choose which DC to assign to each save type, and in which order they wish to attempt them. Anyone who fails one of the saves is forcefully ejected from the nexus and may not try again for another day.

The Caransil are very protective of this nexus, although they are subtle in their methods so as to avoid giving away the presence of such a great treasure. Any party of adventurers that travels near it, even those who have received the queen's blessing to approach the nexus, will be followed by a party of elven scouts who will kill anyone attempting to destroy the trees surrounding the nexus. Should someone ever succeed at this task, the power of the nexus will be forever destroyed, and the surrounding land will become easy prey to Izrador's forces.

HEART OF THE WOOD

Spell Energy: 250

Feats Allowed: Craft Greater Spell Talisman, Craft Magical Arms and Armor, Craft Spell Talisman, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring

Affinity: Elf and forest magic 5. This includes the enchantment of weapons and arrows that are specifically elven.

Recovery: 50. On some days, when the dark lord's forces have been particularly harmful to the forest environment, the nexus may not recover any energy, or its recovery will be stunted.

Kedunni Plains

On the Plains of Erenhead just west of the Barren Forest there grows a patch of tall grass that holds a sacred significance to the halfling tribes that roam the grasslands. In the Time of Years, before the dark god fell, a halfling warrior fought with the Spirit Mother against a demon so terrible that not even the Spirit Mother could destroy it alone. The halfling, Utham the Hunter, was mortally wounded in the fight, and where his blood dropped the grass became stained with purple, the halfling color that symbolizes honorable death.

Now the purple tips of the grass can only be seen when the wind blows over the plains, and during these times the halfling shamans come to pray to the Spirit Mother. Sometimes they bring items with them so that the songs of the Spirit Mother may enchant them. Halfling leathers and spears can be enchanted here, and magics that protect or help conceal the halflings can be woven into a variety of forms.

Travelers to the Kedunni Plains rarely see these purple-tipped grasses unless they know their secrets. The grass grows tall and the wind blows across the plains frequently, but in order to find the sacred spot one must look from a halfling's height. Otherwise the grass appears to be identical to that around it. Only those who can see the purple tips may enchant items within the grasses, which must be wrapped around the item to be enchanted so that their tips are touching it during the process. If the grasses are damaged in any way during the process or removed from the sacred ground, the enchantment fails.

KEDUNNI PLAINS

Spell Energy: 18

Feats Allowed: Craft Magic Arms & Armor, Craft Wondrous Item

Affinity: Abjuration and Illusion 1

Recovery: 3

Keela's Haven

Along the southeastern edge of the Ardune near where the Wogren Moor begins to take shape, there lies a cave submerged beneath the surface of the lake. Some believe that this cave is the birthplace of each wogren spirit before it becomes part of a halfling community, and because of this the halflings of the central plains guard the secret of its existence very carefully. Indeed, most of the halflings are not even sure if such a place exists, and even if they suspected it were true, none but the tribal shamans have any business in such a place. Halflings are taught that most things, especially those born of legend, are better left undisturbed.

Whatever the truth of the legends, the cave is a place of great magic. The entrance can be found deep on the lake's wall, where it leads up into a dry cave that has

a supply of oxygen that is only as strong as the spell energy stored within it. Those who come here in secret to forge weapons and items of power know not to drain its resources too much, lest they be trapped within a cavern that would suffocate them for their greed. Those who do not know can feel the air becoming thicker and their breathing more strenuous with each passing hour during the enchanting process.

Despite this disadvantage, this nexus has been very popular with those who know of its existence. The gnomes that travel up and down the Eren River are the most knowledgeable about this nexus, and the halflings of the central plains are also aware of it, though in lesser numbers. A number of great magical items have been attributed to this nexus through the lore of the channelers, most notably the magical cloaks worn by the Otter and the Star, a pair of gnome-raised dwarf who now lead a shadowy rebellion against the Night Kings.

KEELA'S HAVEN

Spell Energy: 75

Feats Allowed: Craft Magic Arms and Armor, Craft Spell Talisman, Craft Wondrous Item

Affinity: Animal and spirit magic 5

Recovery: 15

Lillywick Pond

This small, clear pond sits on the western edge of Erethor to the northwest of Arnthora. It was formed by runoff from the black rains that poured over the forest seven years ago. Despite the drought that has plagued the forest since that time, this pond has remained a stable part of the local ecosystem. The water is safe to drink despite its putrid appearance, and local animals have learned to use it as a reliable watering hole when other water is scarce.

Several water lilies have sprouted on the lake, and the black water that nourishes them has given them magical qualities that can be harnessed by those who are skilled in such arts. So long as the water remains absolutely still and undisturbed, the leaves of the lilies will close around any item that is placed inside them. Once a lily has closed, however, this prohibition no longer exists. Those who come to craft magical items have been known to get around this in a variety of creative ways, from using magic to hover over the pond to creating an elaborate lattice of ropes anchored among nearby trees.

The pond's dark origins are reflected in the magics it most easily enhances. Necromantic magic uses up very little of the pond's capacity, while destructive magics are encouraged to a lesser degree. The elves disdain this pond both for its bias toward dark magic and its origins, and most avoid it and refuse to use it to enchant items. Others are willing to do whatever it takes to fight Izrador's hordes and gladly accept the blessings of this dark nexus.

LILLYWICK POND

Spell Energy: 20

Feats Allowed: Craft Spell Talisman (Evocation or Necromancy only), Craft Wand, Craft Wondrous Item

Affinity: Necromancy 3, Evocation 1

Recovery: 1

Puresea Island

Rumored to be seven day's sail south of Hallisport, Puresea Island is often sought and rarely found. Protected on three sides by a treacherous reef and venomous coral sharks, the island is difficult to approach, even if it can be found. With the shifting tides and strange mists legends claim surround this island, only the most skilled and determined sailors can hope to find their way to this powerful nexus.

If it is discovered, the reward is well worth the journey. The island itself is a paradise. Though only a few miles in diameter, the circular island has a rich forest and a seemingly inexhaustible supply of animal life (including tiny deer and large, lazy rabbits, both easily hunted). The few expeditions to ever return from having found the island claim the combination of abundant fruit and wildlife allowed them to survive for weeks without putting any noticeable dent in the available food.

At the center of the island is its real treasure—a deep, clear pool of fresh water bubbling up from a spring at the bottom of a natural limestone basin. Water from the pool can be used to create potions much more easily than normal, though the entire creation process must take place on the island. Water bottled and removed from the island loses all potency within hours of leaving the island. Potions created on the island, however, are treated as normal potions for all purposes.

PURESEA ISLAND

Spell Energy: 45

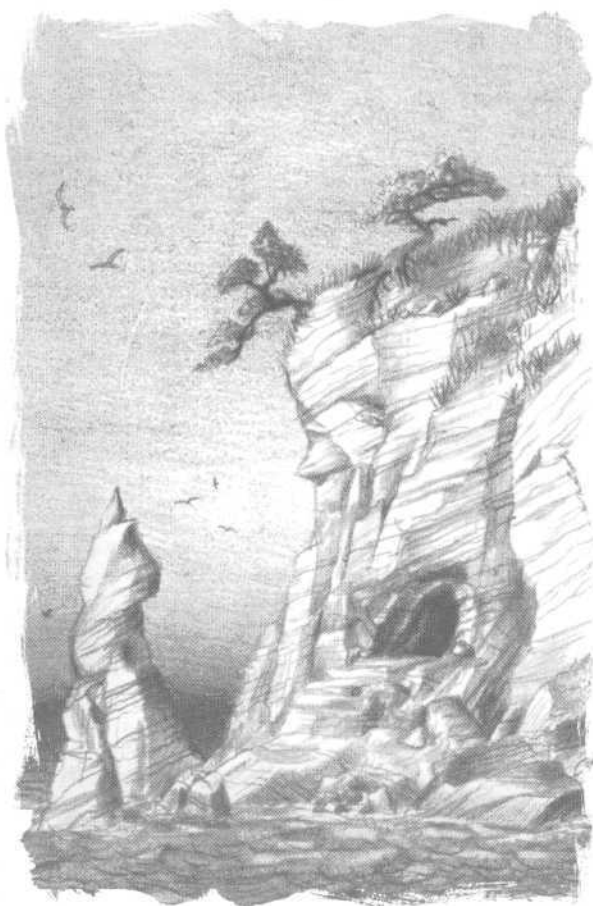
Feats Allowed: Brew Potion (improved)

Affinity: Any potion 2

Recovery: 10

The Seadragon Pool

One of the shallow, muddy channels that forms the Eren Fen delta has a strange secret—it is the burial place of a magical treasure lost to time. This treasure was buried during the final invasion as Jahzir led his armies down the Eren River. Before they came to Sharuun, a human channeler took many of his precious magical items and hid them around the coast so that they would not fall into the hands of the legates. Many of these items have already been found and sacrificed to the Shadow, but agents of the dark god have not yet discovered this nexus.



Although magic flows with the river toward the Kasmael Sea, only when the water is high can this dweomer be used to forge magical items. A spellcaster must submerge the items in the river during the rituals that are used to harness the area's magic, and when the water level is high enough the power of the stones is activated. During the process the waters churn violently, working up a froth that covers the river for 10 yards both upstream and down. This can sometimes attract the attention of river eels, or worse, small sea dragons from the Kasmael. Spellcasters are well advised to bring ample protection, usually in the form of men-at-arms or other such loyal companions, whenever they seek to use the power of this nexus.

SEADRAGON POOL

Spell Energy: 45

Feats Allowed: Craft Wondrous Item

Affinity: Water magic 2

Recovery: 4

The Sunstone Cliffs

On the cliffs at the eastern edge of the White Desert, there is a small cave where magic items of many kinds can be enchanted. The cave is hidden from plain sight by the cliff's walls that, due to the high winds and sand from the nearby desert, have been worn into smooth, curved columns that look almost like sculptures when viewed from a ship. The smooth stone is incredibly hard to climb, and the high winds that continuously buffet the 150-foot-tall cliffside make doing so quite perilous. As a result, add 10 to the DC of any Climb checks made to negotiate the cliff. Failure by five or more on any check means the character has fallen to the rocks below, suffering 3d6 points of damage in addition to any falling damage he receives. The fall also dumps him into the treacherous waters of the Pale Ocean. The winds also make flying or floating (by means of a *feather fall* or *telekinesis* spell) to the cave impossible.

Once inside, the fierce winds continue to buffet those within, making it very difficult to talk and hear. For each hour spent in the creation of a magic item, a character must make a Concentration check (DC 15) or botch the ritual, forcing it to be restarted. The cave is a very powerful nexus, however, and the trials that a spellcaster must go through to reach it are well worth it. Almost any type of magical item can be enchanted inside the cave, and it has a virtually limitless supply of spell energy.

From time to time a channeler or group of adventurers will take up residence near this nexus in order to use it for long term enchantments. There is an area near one of the cliffs that serves as a hidden and safe camping spot that is out of sight from casual observers and those looking in from the sea. It can safely hold up to eight people, although horses and other animals will not set foot on the precipice unless they are well-trained or have a strong connection to their masters.

SUNSTONE CLIFFS

Spell Energy: 200

Feats Allowed: Craft Magical Arms and Armor, Craft Rod, Craft Spell Talisman, Craft Staff, Craft Wand, Craft Wondrous Item

Affinity: Air-related magic 4

Recovery: 20

Chapter 7

Herbalism

The Art of the Wild

Though magic cannot be concealed from the minions of the Shadow, there are those who have learned to tap into a deeper, more primal force that is not so easily detected. By calling upon the powers of the earth and growing things, herbalists are able to draw forth natural energies that can augment healing, protect against harmful magic, and otherwise provide the edge needed to resist the Shadow in the North. Though difficult to master and expensive to pursue, herbalism is becoming a potent force in the world of MIDNIGHT. It is a relatively secure activity, as its effects cannot be detected like magic, and it may be fairly easily taught by the wandering druids and scholars to those who live in the hidden places. The elves, especially, are doing their part to further the study of herbalism, working closely with the druids to unlock the secrets heretofore known to ancient cults and primitive societies.

The Basics of Herbalism

At its core, herbalism is the use of natural plants and materials to create one of four different types of useful concoctions. Infused oils provide benefits to the user over a long period of time, but require continuous use. Gnaw roots provide benefits in the short term, but generally do not offer the same level of protection as infused oils. Salves are rubbed into the skin and are best used to prepare for combat or to help shake off the secondary effects of diseases or poisons. Finally, though difficult to use, poultices can greatly aid in the healing of injuries when used by skilled healers.

Preparing herbal concoctions can take a great deal of time and effort, making it necessary to keep some on hand if you feel you may need them. By the time a poultice can be created to heal a wound, that wound will have healed naturally of its own accord. Only foresight enables effective use of items created through herbalism.

How Herbalism Works

Each type of natural ingredient can produce several effects when properly prepared and ingested or applied. Herbalists are masters at creating such concoctions, combining natural ingredients with various oils, sugars, or other base ingredients depending on how the herbalist intends to apply the concoction.

Before the real work can begin, however, herbalists must first gather the ingredients they wish to use. The types of ingredients most commonly used (and rules for creating your own ingredients) can be found below, in the section entitled "Natural Ingredients and their Uses." While there are few natural limits to the number of ingredients an herbalist can use in any single concoction, the greater the number of effects the concoction is meant to provide, the more difficult it is to create and the more likely the finished result is to have unintended consequences. Most herbalists are content to stick with one or two ingredients at a time, which not only makes their foraging much simpler but also greatly improves their success rate.

Once the ingredients are found, they must be prepared. For infused oils, this means steeping them in an oily mixture for days or weeks. For gnaw roots and salves, the infused oils are then mixed with other ingredients to create the finished product. The most difficult and involved concoctions are poultices, which involve turning infused oils into thick plasters for application directly to the skin of the patient.

When the preparations are complete, the concoctions retain their potency for weeks, sometimes even months. As long as they do not spoil, the herbal remedies may be applied or ingested to release their desired effects. Herbalists caution their patients that they are not miracle workers, but those skilled in this ancient art can often create potent concoctions capable of quite powerful cures.

Gathering Natural Ingredients

While it is certainly possible to create a garden that contains the plants and other items needed to pursue a career as an herbalist, only a few types of herb have been successfully domesticated. More importantly, agents of Izrador are sometimes trained to recognize the helpful herbs and plants used in herbalism and may be quite suspicious when they come across a window box containing such things. Gardens must be hidden from prying eyes, which often means they are only found in the wilderness where wild animals and passing travelers may stumble across them and destroy the plants before they can be harvested. While many druids do cultivate a few herb gardens, they hide them carefully and do not depend upon them as their primary source of ingredients. Garden-grown herbs are a supplement to those foraged in the wild, but are not a replacement.

Unfortunately, some climates do not produce enough of the natural herbs to make life simple for druids and other herbalists. The hearts of dark forests and the icy steppes of the north are two environments in which gardens do not flourish and very few herbs can be found growing naturally. In their descriptions, below, each herb indicates where it can be found and whether or not it can be domesticated. While the DM is the final arbiter of where gardens can be made to grow, the following guidelines should be kept in mind:

- Most plants require regular sunlight. Gardens will not flourish in dark areas or areas that are continually shaded from direct sun.
- Plants tend to grow well in the spring and summer, but quickly wither and die during the fall, leaving nothing behind during the winter. This is not true in the tropical climes, where plants grow year round. Likewise, the icy north may not allow herbs to grow at all, so short are the spring and summer seasons. Those who need herbs must come south to find them.
- Moisture is critical to plants. While some few can survive in the desert thanks to peculiarities that allow them to store water or otherwise collect moisture, most must receive regular rainfall or be situated near another source of water such as a spring or river.

Finding natural ingredients in the wild is not easy. The Wilderness Lore or Profession (herbalist) skills are necessary to find needed ingredients, while Profession (herbalist) is necessary to harvest them most effectively.

Growing ingredients in a garden requires Profession (herbalist), but only a few of the ingredients can be domesticated in this way. Consult the descriptions of the herbs, below, for information about which of the herbs can be grown in a garden.

Terrain and Area

It takes an herbalist two hours to search a square mile area for a single type of ingredient. During this time, the herbalist wanders the land, peeks into stumps, lifts up rocks, and generally uses his skills in the wild, or his knowledge of herbs, to seek out the necessary herbs or other materials.

The terrain determines the types of herbs that can be located in a given area. As can be seen in the table labeled Ingredients by Terrain Type, some herbs are more easily found in mountainous areas, while others favor forests. If an herbalist attempts to find an herb in the wrong terrain, he has no chance of locating the herb—they simply do not grow where he is looking. If the herbalist is in any of the possible terrain types (but not the preferred terrain type), then his search requires eight hours, rather than the normal two.

Provided the herbalist is looking in the right area, he is entitled to a Wilderness Lore or Profession (herbalist) skill check. The DC for this skill check is determined by the type of ingredient searched for, as detailed in the ingredient descriptions below. If the skill check succeeds, the character discovers the sought-for herb and determines the number of doses found as detailed in the ingredient's description. A given herbalist can only search each square mile for a given ingredient once per day.

An area can generate a number of doses of a given herb each month equal to twice the maximum number of doses that can be found for that particular herb type, as shown on the Ingredients by Terrain Type table.

An herbalist can spend up to eight hours each day searching for materials, not including any travel time. If, for example, an herbalist chooses to search one square mile section of the forest, then move a half day's journey to another part of the forest to begin a new search, the intervening hours do not count against his eight hour time limit for harvesting herbs. For every hour of searching past the eight hour mark, the herbalist suffers a cumulative -2 circumstance penalty as his senses become dulled from fatigue and the strain of digging through the roots and underbrush begins to set in.

Once herbs are discovered, the herbs must be harvested before they can be put to use. This requires a successful Profession (herbalist) skill check (DC 15) to harvest all of the doses found. The time required for this skill check is equal to 5 minutes per dose of the herb discovered. Note that if this skill check fails, the herbs are damaged in the attempt to harvest them and are of no use to the herbalist.

Regrowth

When an area is depopulated of a specific natural ingredient, it requires at least 1d3 months for the area to regrow its natural supply of a given herb. Despoiled areas will not regrow any natural ingredients until after druids reclaim them or the area is restored by natural means.



Freshness

Natural ingredients will retain their fresh qualities for three days before losing their potency. Though it is possible to work with stale ingredients, doing so is more difficult, imposing a -2 circumstance penalty per day over three for all Profession (Herbalist) skill checks made to prepare the herbal items.

Preparing the Concoctions

Harvested ingredients require further preparation before they may be of any use. Most preparations take several days, though only a few hours of that require the close attention of the herbalist. Because each type of herbal concoction is different, the processes required for preparing each of them are described below under the appropriate headings.

Infused Oils

Created for drinking, infused oils require lengthy preparation times. In addition to their uses as an herbal concoction in their own right, they also serve as the base for all other concoctions. Infused oils are the starting point for all herbal remedies and are sometimes used as a form of currency between herbalists. The oils are traded to

other herbalists in different areas, so that concoctions that are rare in one area can be traded for more needed herbs in another.

To create an infusion, the ingredients must be placed in oil (olive oil is a favorite, though fish oil is commonly used as well) and allowed to soak for at least a week. The container used must be opaque to protect the potency of the ingredients from sunlight, which can decrease their strength very quickly. The container must also be closed, but should not be airtight, so the gases that sometimes form can be allowed to escape.

However, one cannot simply throw a bunch of herbs in a pot, cover them with oil, and hope for the best. Creating the proper mixture of ingredients to oil can be a tricky process, especially where multiple ingredients are involved. This requires a successful Profession (herbalist) skill check, with a DC equal to the highest work DC for all the ingredients, +4 for each additional ingredient. This skill check requires a full two hours to complete, as the herbalist must carefully weigh and measure the ingredients used in the infusion.

Particularly skilled herbalists can also remove the negative effects that accompany some natural ingredients, but this increases the difficulty dramatically. For every negative effect the herbalist wishes to remove, the DC increases by 10.

Once the herbalist has determined the ingredients she will use in her infusion, she must crush or bruise

them with a mortar and pestle to allow their natural nutrients to leach out into the oil. The oil and crushed ingredients are placed in a clay container and gently stirred; these containers are then buried to prevent light and heat from leaching away their potency.

Infused oils require no further preparation and the herbalist may leave them alone until their steeping time (one week for each ingredient used) has passed. A single dose of infused oil created in this way can be stored in any eight-ounce container, though see details below for more information about potency and exposure to light or heat.

Gnaw Roots

A gnaw root is created by using an infused oil as a base and concentrating it into a thick, sugary gel that is used to coat a cinnamon stick or edible root. This requires an additional week of preparation beyond the original oil preparation time, and requires regular attention by the herbalist. Each gnaw root requires two hours of work per day for the entire week of its creation—thus, an herbalist should make no more than four gnaw roots at any one time, as this would require eight hours per day, the maximum time an herbalist can spend working at his craft each day. This limit may be exceeded, as with searching for herbs, but the same penalties apply.

It is far easier for an herbalist to create a gnaw root from an infused oil he created himself. The skill check DCs given in the rest of this section assume the infused oil was created by the same herbalist preparing the gnaw

root. When preparing a gnaw root from an infused oil created by another herbalist, increase the DC of all skill checks by 5.

The first step in preparing the gnaw root is measuring out the proper amount of honey or sugar. This requires a successful Profession (herbalist) skill check (DC to create the infused oil +5). This skill check requires a full two hours to complete, as the herbalist must carefully weigh and measure all the ingredients used. If this skill check fails, the improper amount of sweetener and thickener is used, destroying the original infused oil. Herbalists can tell immediately if they have failed, as the mixture does not feel right.

If this skill check is successful, the herbalist may then begin boiling the infused oil down. The honey or sugar is combined in a copper pot with the infused oil and slowly stewed, but not boiled, for a full two hours. At the end of this time, the thickening solution is then poured into a container for storage until the next day, when it is again stewed. The heat is steadily increased over the course of the next few days, slowly boiling away the unnecessary fluids in the infused oil and concentrating the solution.

At the end of its preparation time, the eight-ounce infused oil is rendered down to a thick, sticky, extremely sweet syrup. In most cases, a cinnamon stick is then placed into the syrup and the concoction is stored in a cool, dark place for another week. At the end of that time, the cinnamon stick has fully absorbed the syrup and the gnaw root is ready for use.



Salve

To create a salve, the herbalist soaks the original oil in potent alcohol, then mixes the result with animal fat or beeswax. The resulting topical application has a wide variety of uses and is highly prized by adventurers.

After ingredients are gathered, the herbalist must determine the type and amount of alcohol needed to create the salve. This requires a successful Profession (herbalist) skill check (DC to create the infused oil +10). If this skill check fails, the herbalist makes an error in judgment and ruins all of his ingredients. This error is obvious as soon as the ingredients are mixed together.

If the skill check succeeds, the herbalist pours the ingredients (including the alcohol) into a container and seals it. As with infused oils, salves must steep for a full week for every herbal ingredient (not including the alcohol) used in the process. Herbalists do not need to tend the salve during this time, which allows them to store their creations in some cool, dark place and leave them alone until it is time to combine them with the wax or fat.

After the necessary time passes, the herbalist whips the fat or wax into a creamy, frothy texture. The salve must then be allowed to sit for a full 24 hours, after which it hardens into a thick, waxy balm.

Poultice

Herbalists create poultices by mixing natural ingredients with oils or water, then soaking a cloth or bandage in the resulting solution. These potent healing bandages are extremely difficult to make and even more difficult to use successfully—the strength of the natural ingredients can actually damage a patient if used improperly and the wrong type of poultice can exacerbate a wound. Only those with the knowledge and the skill to understand what they are doing should ever use a poultice.

Poultices require less time to create than any other type of infusion. If the natural ingredients are on hand, a poultice can be brewed up in a matter of a few hours. The herbalist must simply make a successful Profession (herbalist) skill check (DC required to create the infused oil +15). This check requires a full hour per ingredient used to complete, during which time the herbalist crushes the ingredients and mixes them with some oil and water, slowly boiling the entire mixture in a copper pot.

If this check fails, the herbalist will know. A failed skill check results in a useless, stinking stew, fit for nothing. On a successful skill check, however, the herbalist has created a useful solution that can be applied to a bandage or large cloth. The solution may be added to a bandage or cloth immediately or left in a container, but loses its potency in any case after only 12 hours.

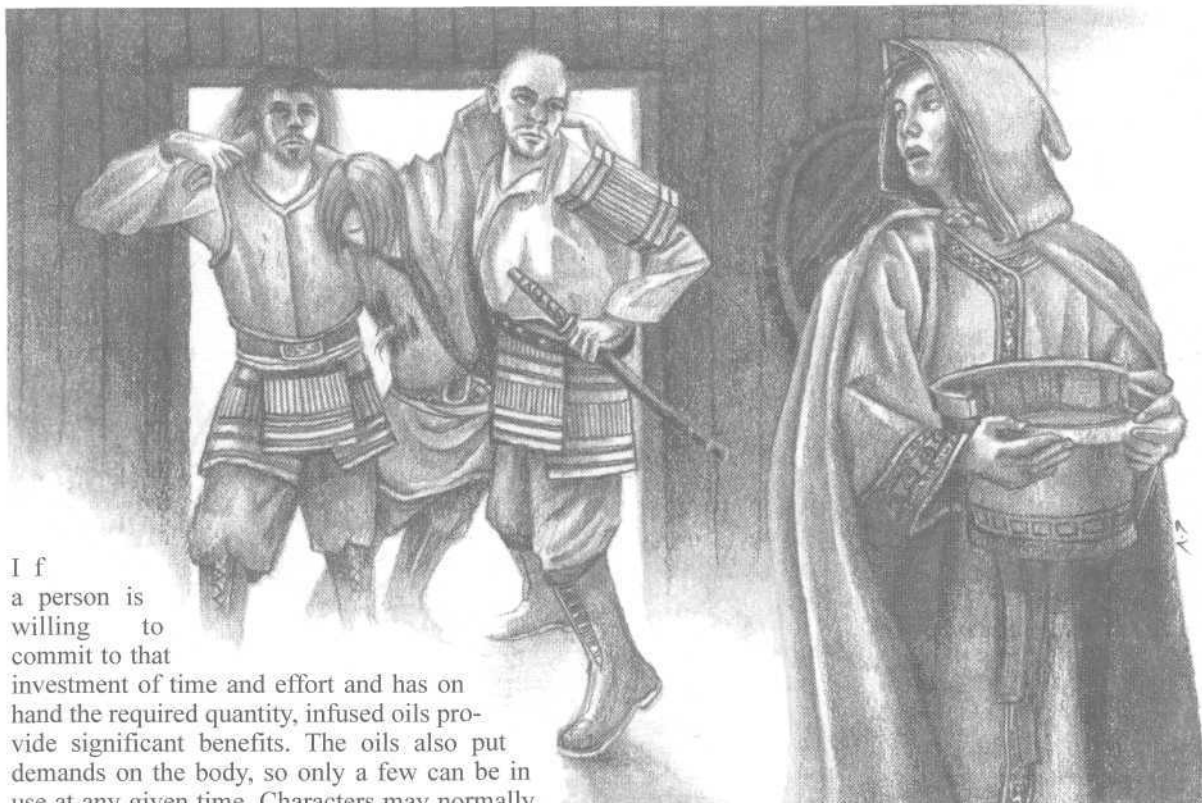


Using the Concoctions

Infused oils, gnaw roots, and salves can be used without any healing skill. Subjects drink the oil, suck on the gnaw roots, or smear the salve over the affected area and hope for the best. Poultices are a special case, however, and must be handled by a skilled healer to avoid complications.

Using Infused Oils

When an oil is consumed, its effects are normally not immediate and take some time to gain effectiveness. An infused oil must be taken once per day for seven days before its benefits begin to manifest themselves. If the infused oil contains more than one ingredient, increase the time before the benefits manifest by two days for each additional ingredient. The infusion must be consumed every day until it begins providing its benefits, and then must be consumed at least once every three days thereafter to maintain those benefits. If the subject forgets to take his infusion, the benefits from that infusion persist for three more days, then fade away entirely. To regain the benefits from an infusion, the subject must start the entire process over.



If a person is willing to commit to that investment of time and effort and has on hand the required quantity, infused oils provide significant benefits. The oils also put demands on the body, so only a few can be in use at any given time. Characters may normally only use one infused oil plus one per point of Constitution bonus. Characters with a negative Constitution modifier may not use infused oils at all; their bodies simply reject the concoctions. If another infused oil is added to a character with an already full daily regimen, he loses the benefits of one randomly chosen oil (which cannot be the newly added oil) at the time when he gains the benefits of the new infused oil.

A character who stops using infused oils may suffer a penalty as his body attempts to compensate for the sudden changes in its internal chemistry. When the benefits from the infusion stop, the subject must make a successful Fortitude save (DC 20) at the beginning of each day for one week. If this save is successful, the subject suffers no ill effects that day other than some mild stomach cramping, profuse sweating, and other minor physical ills.

If the save fails, however, the subject suffers a -1 penalty to all rolls made during the current day. This penalty is cumulative—the character is required to make a save for every infused oil he is no longer receiving benefits, and each failure imposes a -1 penalty to all rolls.

Using Gnaw Roots

A gnaw root does not require the same amount of dedication as an infused oil. The subject simply starts chewing and sucking on the gnaw root medium in the morning, and receives the benefits from the gnaw root during the entire day in most cases. Some gnaw roots last only

for a few minutes; in those cases, the subject must use the gnaw root all day as normal, but bites the root in half (a move-equivalent action) to release the most potent concentration of ingredients when he wishes to activate it. There are no penalties for stopping the use of a gnaw root, but only one gnaw root may be used per day and it must be chewed regularly throughout the day. This requires no effort and many adventures just leave the gnaw root tucked in the corner of their mouths throughout the day to absorb its special nutrients.

Using Salves

Salves are used by slathering the body with the salve (normally the face, torso, and hands are covered). The benefits for the ingredients are received a half hour after the salve is applied and persist for a full 12 hours thereafter. Using a salve is not without its risks, however, as the strength of the natural ingredients may irritate the skin or cause other side effects.

At the end of a salve's duration, the character must make a successful Fortitude save (DC 20). If this check succeeds, the character suffers no ill effects. If the check fails, however, the character is afflicted with painful rashes, boils, and other irritations. These impose a -2 circumstance penalty to all rolls, as the character becomes too distracted to focus on the task at hand. Such rashes and other irritations clear up after a full eight hours rest.

Using Poultices

The poultice is the most difficult to use of all the herbal concoctions. Improper use can cause injury, or exacerbate an existing injury, and fumble-fingered healers can even kill with the improper use of a poultice.

Poultices are most often put to use after an injury or other ill effect is received. The bandage or cloth is then wrapped around the affected area and the natural healing properties of the herbs soothe the wounded and increase the rate at which they recover from their ills.

The benefit of the poultice determines the difficulty in its use. Each ingredient has a work DC; when a poultice with that ingredient is applied to a patient, the healer must make a successful Heal check (DC equal to the work DC of the ingredient). If more than a single ingredient is used in a poultice, the most difficult work DC is used and the DC of the Heal skill check increases by 5 for each ingredient used after the first.

If this Heal check is successful, the subject benefits from the poultice. If it fails, however, the subject will suffer an adverse reaction to the poultice, as detailed in the ingredient descriptions below. If multiple ingredients are used, the subject suffers the drawbacks of the ingredients with the two highest work DCs.

Storing Concoctions

Herbal concoctions are very much dependent on their freshness for their potency. While some types of concoction are able to retain their potency longer than others, any herbal concoction will become useless if it is allowed to become stale.

Each type of herbal concoction has a freshness period, during which time it is useful and provides the benefits determined by its ingredients. For each freshness period that passes after the first, the benefits provided by one of the ingredients (determined randomly by the DM) become stale and are no longer gained when the concoction is used. When all of the ingredients no longer provide benefits, the concoction is considered stale and is worthless. Though it will not harm those who use it, it also will not provide them with any benefit.

The freshness periods for each type of concoction, and ways that period can be extended, are detailed below.

Infused Oils

The base freshness period for an infused oil is two weeks, provided the oil is stored in a closed container. Using an opaque container increases this to three weeks. Infused oils can also be stored indefinitely in a dark place with a cool temperature (below 50 degrees).

Gnaw Roots

A gnaw root has a month-long freshness period. This period cannot be extended.

Salves

Salves have a freshness period of two weeks, but this period cannot be extended.

Poultices

A poultice does not have a freshness period. It must be used within twelve hours of the time it is created, or it loses its potency completely.

Herbal Tattoos

While infused oils and other herbal concoctions are quite powerful, they require a great deal of effort to maintain and require the user to carry around vials and jars. Danisil scouts often complained to their herbalists that the need to haul around their supplies slowed them and made them easier targets for their enemies to find and dispatch. Dedicated study and experimentation by the herbal experts of the Danisil deduced a more efficient way to gain the benefits of herbal remedies, but there were risks.

Herbal tattooing is an art mastered by very few outside the Danisil tribes, who guard their secrets jealously. After seeing the mastery of herbalism abused by orc witch doctors, the Danisil are loathe to let the higher secrets of their art out of their hands.

In essence, an herbal tattoo provides the benefits of an infused oil, gnaw root, or salve (a poultice may not be placed in a tattoo) as they are needed. There is a significant health risk involved in the use of these tattoos, however, and infections and overdoses are common enough that these tattoos are not an everyday sight in Danisil culture.

Creating an Herbal Tattoo

To make an herbal tattoo, one must first have a fresh herbal concoction on hand. The concoction must be used to create a tattoo within 24 hours of its creation, or it will not work. Older herbal creations are simply not able to retain the very high potency necessary for the process.

The herbalist then adds pigments and other ingredients to create the ink. This process requires a successful Profession (herbalist) skill check (DC 15), after which time the ink is prepared. Once the ink is created, it remains viable for 12 hours, after which it loses its potency and must be discarded.

Bone needles are used to push the ink into the skin, puncturing the flesh of the patient hundreds of times to create traditional patterns or other iconic designs. This painful process causes 1d8 points of damage to the tattoo wearer, who must also make a successful Fortitude save (DC 15) or pass out from the excruciating pain.

During this stage, the herbalist must make a successful Heal skill check (DC 15) to get the ink in deep

Herbal Concoction Summary

	Infused Oil	Gnaw Root	Salve	Poultice
Work DC	Same as ingredient, +4 for each additional ingredient	Infused oil +5	Infused oil +10	Infused oil +15
Creation Time	2 hrs of work, then 1 week incubation for each ingredient	Infused oil as base, then 2 hrs of work per day for 1 week	Infused oil as base, then 2 hrs of work, steep for 1 week per ingredient	Infused oil as base, 1 hr of work per ingredient
Freshness Period	2 weeks, 3 weeks in an opaque container, indefinitely in cool storage	1 month	2 weeks	12 hours
Use	Must imbibe daily for 1 week before takes effect; then must imbibe daily	Place in mouth at beginning of day, or place in mouth as move-equivalent	Apply to skin at beginning of day	Apply to patient with successful Heal check
Duration	Constant	All day or as specified on chart	12 hours	Instantaneous
Side Effects	Fort Save (DC 20) if stop taking oil or -1 to all rolls	None	Fort Save (DC 20) at end of duration or -2 to all rolls	See Ingredient Description chart

enough, but not so deep the muscles or nerves are damaged by the potent ingredients in the ink. If this check succeeds, the tattoo material is successfully imbedded in the skin and the skin is rubbed with aloe or other minor herbs to help ease the pain and begin the healing process. If the check fails, the herbalist realizes an error has been made and must stop the procedure. It is possible for another herbalist to step in and finish the tattoo, but the current herbalist is unable to finish the job—his skills simply aren't up to the task. Whether this skill check succeeds or fails, it requires three hours to complete.

Twenty-four hours after receiving a tattoo, the character must make a Fortitude save (DC 15). If this save fails, the target suffers an infection and the tattoo must be immediately treated to stave off serious illness. Most herbalists examine the tattoos the day after they are created, to check for signs of infection. An infection can be detected with a successful Healing skill check (DC 10). Treating a tattoo requires an hour's time, a suc-

cessful Heal skill check (DC 15), and causes 1d8 points of damage as the skin is scraped to release the toxins building up within the flesh.

If an infected tattoo is not successfully treated, the character is treated as if he had contracted filth fever. The incubation of this disease begins as soon as the character fails his Fortitude save, but is otherwise treated as a normal case of the disease.

Using an Herbal Tattoo

Herbal tattoos do not provide their benefits right away. Instead, they are held in reserve until they are needed, at which point the tattooed character must activate the benefits of the tattoo by smearing it with a small amount of catalyst powder, paste, or liquid prepared along with the tattoo ink and given to the recipient after the procedure. This is a standard action that may provoke attacks of opportunity. Tattoos may be worn for long periods without losing their potency, with cases being reported for as

long as a year.

When the catalyst soaks into the skin, the subject immediately gains the benefits of the herbal concoction embedded in the tattoo. The tattoo is considered used and must be reapplied if its effects are to be used again. However, there are risks associated with releasing this much of the herbal concoction directly into the body.

When an herbal tattoo is released, the character must immediately make a Fortitude save (DC 20). If this Fortitude save is successful, the target suffers no ill effects (other than any negative effects contained in the herbal concoction itself) and gains the benefits of the concoction immediately. These benefits persist for 2d10 hours for a tattoo based on an infused oil, 1d8 hours for a tattoo based on a gnaw root, and 1d6 hours for a tattoo based on a salve.

If the save fails, however, the subject immediately suffers an adverse reaction to the potent concoction. This causes 1 point of temporary Constitution damage immediately. One minute later the target must make another Fortitude save (DC 20) or suffer another 1 point of temporary Constitution damage.

Limits of Herbal Tattoos

Characters may never have more herbal tattoos than 1 plus their natural Constitution modifier. The stress on the body is simply too great and any attempts to imbed further tattoos in the flesh of the character result in 1d8 points of damage and the rejection of the tattoo. No reputable herbalist will ever attempt to imbed more tattoos than is safe for a recipient. It is possible for an herbalist to tell how many tattoos would be safe for a target with a successful Healing skill check (DC 10).

In addition, a character may never gain the benefits of a given ingredient more than once per day as a result of releasing a tattoo. If a character released one tattoo containing the kopai root ingredient, he could not gain the benefits of another tattoo using the kopai ingredient during the same day. If a tattoo is released with the same ingredient as another tattoo released earlier in the day, the second and subsequent tattoos provide no benefit for the character, even if they contained additional ingredients not found in the first released tattoo.



Ingredient Descriptions

The following table describes each of the ingredients commonly used by herbalists. For more information about each ingredient, including its favored terrain and creation DCs, please consult the table on page 123.

Ingredient	Description & Concoctions
<i>Argolan Seeds</i>	<i>The argolan vine winds its way through even the harshest of environments, but is quite difficult to find. Its seeds, topped with tufts of silky fibers, float on the wind during the spring and fall.</i> Gnaw root: Gnaw roots made with this ingredient provide SR 9.
<i>Blood berries</i>	<i>The tiny berries of the furred rose are a deep crimson reminiscent of blood. They are often taken as an aphrodisiac, and users may become agitated and flushed.</i> Salve: Salves created with this ingredient provide a +2 resistance bonus to all Reflex saves made by the user. Negative Effect: This ingredient weakens the subject somewhat, inflicting a –2 penalty to Strength while its benefits are in effect.
<i>Bonemoss</i>	<i>Named for its pale, ivory color, bonemoss is resilient and springy to the touch. Though it has an unpleasant, decayed smell, bonemoss is a favorite fetish of the Sarcosans.</i> Infused Oil: Infusions created with this ingredient increase a character's natural armor bonus by 2. Gnaw root: Gnaw roots created with this ingredient increase a character's natural armor bonus by 3. Negative Effect: While a gnaw root created with this ingredient is in use, the character suffers a –2 penalty to his Constitution. Salve: Salves created with this ingredient provide DR 1/— to the character. This DR stacks with any other form of damage reduction the character possesses.
<i>Choffa Peppers</i>	<i>These tiny, red peppers are too spicy to use in cooking and naturally repel most animals.</i> Infused Oil: Infusions made with this ingredient changes the character's sweat, making it both thicker and oilier. The character always emits a spicy scent, which can be detected easily by animals of all types. Wild animals will not attack the character unless they are cornered and unable to flee. If forced to attack the character, they do so reluctantly and will not use a bite attack if they have other attacks available. Trained animals and intelligent creatures may ignore the oil. Salve: Salves made with this ingredient are painfully hot when ingested. Creatures that damage a character affected by this salve with a bite attack must immediately make a Fort save (DC 20). If this save is successful, the animal is unaffected. If the save fails, however, the animal suffers a –1 penalty to all further attack rolls for 1d10 minutes and will not use a bite attack against the character again.
<i>Chungri Weed</i>	<i>Smelling strongly of manure, this wiry weed is best known for its ability to destroy the plants near it when it grows. Areas around a patch of chungri weed are often barren and avoided by wildlife.</i> Infused Oil: Infusions created with this ingredient provide a +2 enhancement bonus to the character's Strength.

Ingredient

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Dindrag Fibers

Gnaw root: Gnaw roots created with this ingredient provide a +4 enhancement bonus to the character's Strength, lasting for 1d4 minutes. **Negative Effect:** While the benefits of this gnaw root are in effect, the character also suffers a -2 herbal penalty to his Dexterity. Note that this gnaw root may only provide its benefits once per day.

This shrub has sparse leaves and a thick, fibrous bark. While the rest of the plant has little value, the fibers found in the bark produce a stimulant used by many wilderlanders in their teas.

Infusions: Infusions created with this ingredient provide a +1 competence bonus to all Spot checks made by the user. **Negative Effect:** The stimulant properties of the dindrag fibers increase awareness at the expense of fine motor control—while the user gains the benefits of this infusion, he also suffers a -1 penalty to Dexterity-based skills.

Gnaw root: Gnaw roots created with this ingredient provide a +1 bonus to all Search checks made by the user. **Negative Effect:** While the user gains the benefits of this ingredient, he also suffers a -1 penalty to Spot and Concentration skill checks.

Emphalo Stalks

This celery-like plant grows straight and tall, while remaining flexible. Though crisp to the bite, emphalo stalks can be bent almost double before snapping.

Salve: Salves made with this ingredient provide an additional temporary hit point per level of the user.

Poultice: Poultices made with this ingredient greatly accelerate healing. Patients heal an additional 1 hit point per hour while this poultice is in place, but are restricted to bed rest for that day. If the Heal check to apply this poultice is failed, the subject instead suffers 1d4 points of damage and regains no hit points for the day from rest.

Enjar Pollen

The enjar flower is a parasite that grows on the lower branches of many coniferous trees. It is recognizable not only for its bright, white flowers, but also for the sickly state of the trees it uses for its host.

Infusion: Infusions created with this ingredient provide a +2 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Salve: Salves created with this ingredient provide a +2 resistance bonus to all secondary damage saving throws to resist poisons which cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Poultice: Poultices created with this ingredient restore 2 additional points of temporary Intelligence, Wisdom, or Charisma damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time and it only provides its additional healing to damage to one of the above listed abilities (as determined by the healer at the time it is applied). If the Heal check to apply this poultice is failed, the subject instead heals no temporary ability damage for that day and suffers 1d6 points of temporary Constitution damage.

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Erenwold Fungus

Erenlander defenders long ago discovered the use of these mushrooms, which were chewed to provide resistance to pain and shock during battle.

Infused Oil: Infusions created with this ingredient provide a +2 natural armor bonus to the character's Armor Class.

Gnaw root: Gnaw roots created with this ingredient provide a +4 natural armor bonus to the character's Armor Class. **Negative Effect:** While a gnaw root created with this ingredient is in use, the character suffers a -4 penalty to his Constitution.

Salve: Salves created with this ingredient grant the character DR 2/—. This damage reduction stacks with any other DR the character possesses.

Firtus Seeds

This cactus-like plant grows in dry climates and thrives just as well in the cold as the heat. Sweet to the taste, these seeds are virtually indigestible until their hard outer shells are boiled or stripped off.

Infused Oil: Infusions created with this ingredient provide a +1 bonus to all Concentration skill checks. **Negative Effect:** Users suffer a -1 penalty to all initiative checks.

Gnaw Root: Infusions created with this ingredient provide a +1 bonus to all Listen skill checks. **Negative Effects:** Users suffer a -1 penalty to all Concentration skill checks while the benefits from this ingredient are in effect.

Salve: Salves created with this ingredient provide a +1 bonus to all saving throws to resist *charm-* or *sleep-*based spells.

Garsho Threads

The tiny garsho bean develops hair-fine threads from its tip. Normally these threads fall off within a few days, but some remain on the bean year-round.

Gnaw root: Gnaw roots made with this ingredient provide SR13.

Gnomebuckle Shrubs

The leaves of this carnivorous plant served as the model for buckles of gnome shoes, hence the name. Subsisting on insects or tiny lizards, this plant is able to survive even in dark areas.

Infusion: Infusions created with this ingredient provide a +4 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Gnaw root: Gnaw roots created with this ingredient reduce primary and secondary ability damage caused by poisons to Intelligence, Wisdom, or Charisma by two.

Salve: Salves created with this ingredient provide a +4 resistance bonus to all secondary damage Saving Throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Poultice: Poultices created with this ingredient restore 2 additional points of temporary Intelligence, Wisdom, and Charisma damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time. If the Heal check to apply this poultice is failed, the subject instead heals no temporary Intelligence, Wisdom, or Charisma damage for that day and suffers 1d6 temporary points of Constitution damage.

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Grundwort Extract

The thick juice of the grundwort plant smells strongly of peppermint, but can cause severe indigestion if improperly prepared.

Gnaw Root: Gnaw roots prepared with this ingredient greatly enhance the natural reflexes of the target, allowing her to react to enemies much quicker than would normally be possible. While the benefits from this ingredient are in effect, the subject cannot be flanked. **Negative Effect:** For every consecutive day that this ingredient is used, the subject suffers a slight deterioration of his nervous system. This takes the form of a cumulative -1 penalty to Reflex saves for each day after the first that the gnaw root is used.

Salve: Salves prepared for this ingredient open the target's senses, allowing them to perceive potential threats and avoid being surprised. While the benefits of this salve are in effect, the subject may not be surprised and is never caught flat-footed. **Negative Effect:** For every consecutive day that this ingredient is used, the subject suffers a painful irritation of his nerves. This causes a cumulative -1 penalty to all Fortitude saves for each day after the first that the salve is used.

Gulsik Paste

The dull gray paste made by crushing twigs from the gulsik brush emits a pungent, earthy odor.

Infused Oil: Infusions created with this ingredient provide a +1 bonus to all Will saves made by the user. **Negative Effect:** This ingredient dulls the senses somewhat, and users suffer a -2 penalty to all Spot, Search, and Listen skill checks while gaining the benefit of this ingredient.

Horta Grass

The jagged edges of this grass have given it the nickname of sword leaf. Sacrosans despise the grass for its tenacity and the fact their horses cannot eat the stuff.

Infusion: Infusions created with this ingredient provide a +5 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Gnaw root: Gnaw roots created with this ingredient reduce primary and secondary ability damage caused by poisons to Strength, Dexterity, or Constitution by three.

Salve: Salves created with this ingredient provide a +5 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Poultice: Poultices created with this ingredient restore 3 additional points of either temporary Strength and Constitution damage *or* Dexterity and Constitution damage (determined at the time the poultice is made) caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time. If the Heal check to apply this poultice is failed, the subject instead heals no temporary Strength, Dexterity, or Constitution damage for that day and suffers 1d8 points of temporary Intelligence damage.

Hundra Leaves

This low-lying plant has thick, waxy flowers that are covered with tiny purple hairs.

Infused Oil: Infusions created with this ingredient provide a +2 resistance bonus to all Will saves made by the user. **Negative Effect:** This ingredient dulls the senses somewhat, and users suffer a -2 penalty to all Spot, Search, and Listen skill checks.

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Ironbark Pulp

The ironbark tree is known for its resilience and ability to resist even the harshest of conditions.

Infused Oil: Infusions created with this ingredient provide a +1 natural armor bonus to the character's Armor Class.

Gnaw root: Gnaw roots created with this ingredient provide a +2 natural armor bonus to the character's Armor Class. **Negative Effect:** While a gnaw root created with this ingredient is in use, the character suffers a -2 penalty to his Constitution.

Salve: Salves created with this ingredient provide a damage Reduction of 1/— to the character. This damage reduction does stack with any natural damage reduction the character may possess.

Jurja Powder

The jurja vine grows thick and heavy from the branches of deciduous trees, often growing so fast and so thick that the branches give way from the trunk. When the plant is ground, the vine releases a gritty powder rather than the liquid one would expect.

Infused Oil: Infusions created with this ingredient provide a +3 bonus to all Will saves made by the user. **Negative Effect:** This ingredient dulls the senses somewhat, and users suffer a -6 penalty to all Spot, Search, and Listen skill checks while gaining the benefit of this ingredient.

Jurum Syrup

The juice of the jurum flower is very sweet and contains a great deal of natural sugar, making it a natural ingredient for use in gnaw roots.

Gnaw Root: Gnaw roots created with this ingredient provide a +1 natural bonus to all Intelligence-based skill checks. **Negative Effect:** While the benefits of this ingredient are in effect, the subject suffers a -1 penalty to all Reflex and Fortitude saves due to a slight fever and nervous agitation.

Kopai Root

These ferns grow in wide, thick patches. The leaves from the plants are broad and dagger-shaped, with serrated edges and a thick, almost waxy coating.

Salve: Salves made with this ingredient reduce damage caused by acid (or spells with the acid descriptor) by 5 points per injury.

Kudru Leaf

The velvety leaves of this climbing plant are a pale purple in color with a deep green border. Though the plant gives off no scent, the colorless juice of the leaves is cool to the touch.

Infusion: Infusions created with this ingredient provide a +1 resistance bonus to all initial saving throws to resist infection by a disease. An infusion provides this resistance to all diseases to which the target is exposed, save for magical diseases, against which infusions are useless.

Gnaw root: Gnaw roots created with this ingredient reduce the primary ability damage caused by diseases by one. This reduction applies only to damage caused at the initial onset of the disease and does not reduce damage caused on subsequent days of infection. The gnaw root must be in use on the day this damage is caused in order to provide the benefit. A gnaw root in use reduces the damage caused by all diseases, provided that damage is the initial damage caused by the disease.

Salve: Salves created with this ingredient reduce all ability damage caused by

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diseases during the second and subsequent days by one. The salve must be applied at the beginning of the day in order to provide its benefit. Note that only one salve may be used to prevent damage by disease each day, but that salve reduces the damage caused by all diseases during that day, provided that damage is not primary damage.

Poultice: Poultices created with this ingredient provide a +1 resistance bonus to all saving throws to resist the damage caused by diseases during the second and subsequent days. This poultice is ineffective against all magical diseases, but provides its bonus to resist the effects of all other diseases from which the character currently suffers. Note that this poultice also offers a +1 resistance bonus to any Heal skill checks made to treat the character's disease(s) during the second and subsequent days of the disease. If the Heal check to apply this poultice is failed, the patient instead automatically fails the saving throw to resist the damage caused by the disease during the day on which it is applied, and also suffers 1d3 points of temporary Constitution damage.

Kurdri Sap

The tiny kurdri tree only grows in the shelter of other trees. Its pale coloration and sparse leaves make it look like little more than a sapling from the trees it is found near.

Infused Oil: Infusions created with this ingredient provide a +2 enhancement bonus to the character's Constitution.

Gnaw root: Gnaw roots created with this ingredient provide a +4 enhancement bonus to the character's Constitution, lasting for 1d4 minutes. **Negative Effect:** While the benefits of this gnaw root are in effect, the character also suffers a -2 herbal penalty to his Strength and Dexterity. Note that this gnaw root may only provide its benefits once per day.

Lugru Fronds

The delicate fronds of the lugru fern are a brilliant green in color and smell strongly of spearmint.

Infusion: Infusions created with this ingredient provide a +2 enhancement bonus to all initial saving throws to resist infection by a disease. An infusion provides this resistance to all diseases to which the target is exposed, save for magical diseases, against which infusions are useless.

Gnaw root: Gnaw roots created with this ingredient reduce the primary ability damage caused by diseases by two. This reduction applies only to damage caused at the initial onset of the disease and does not reduce damage caused on subsequent days of infection. The gnaw root must be in use on the day this damage is caused in order to provide the benefit. A gnaw root in use reduces the damage caused by all diseases, provided that damage is the initial damage caused by the disease.

Salve: Salves created with this ingredient reduce all ability damage caused by diseases by two during the second and subsequent days. The salve must be applied at the beginning of the day in order to provide its benefit. Note that only one salve may be used to prevent damage by disease each day, but that salve reduces the damage caused by all diseases during that day, provided that damage is not primary damage.

Poultice: Poultices created with this ingredient provide a +2 resistance bonus to all saving throws to resist the damage caused by diseases during the second and

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subsequent days. This poultice is ineffective against all magical diseases, but provides its bonus to resist the effects of all other diseases from which the character currently suffers. Note that this poultice also offers a +2 circumstance bonus to any Heal skill checks made to treat the character's disease(s) during the second and subsequent days of the disease. If the healing check to apply this poultice is failed, the patient instead automatically fails the Saving Throw to resist the damage caused by the disease during the day on which it is applied, and also suffers 1d4 points of temporary Constitution damage.

Luilis Berries

The pinkish meat of these berries is sweet, but somewhat grainy making it less useful for cooking than most other berries. The deep green, nearly black, leaves of this plant are also used in many dyes and pigments used by elven artisans.

Infusion: Infusions created with this ingredient provide a +3 resistance bonus to all primary saving throws to resist poisons which cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Gnaw root: Gnaw roots created with this ingredient reduce the primary ability damage caused by poisons to Intelligence, Wisdom, or Charisma by two.

Salve: Salves created with this ingredient provide a +3 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Poultice: Poultices created with this ingredient restore 3 additional points of temporary Intelligence, Wisdom, or Charisma damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time and it only provides its additional healing to damage to one of the above listed abilities (as determined by the healer at the time it is created). If the Heal check to apply this poultice is failed, the subject instead heals no temporary Intelligence, Wisdom, or Charisma damage for that day and suffers 1d6 points of temporary Constitution damage.

Mudginger Root

Found in swampy areas, the spicy mudginger is prized not only for its taste but also for its powerful stimulant effects.

Salve: Salves created with this ingredient provide a +3 bonus to all Reflex saves made by the user. **Negative Effect:** This ingredient weakens the subject, somewhat, inflicting a -3 penalty to Strength while its benefits are in effect.

Narvi Cones

Though much smaller than a pine tree, the narvi tree resembles its larger cousin in most ways, down to the tiny cones it sheds to spread its seeds.

Salve: Salves created with this ingredient provide a +1 bonus to all Reflex saves made by the user. **Negative Effect:** This ingredient weakens the subject somewhat, inflicting a -1 penalty to Strength while its benefits are in effect.

Qorlis Juice

Gnome merchants often use the thick, purple juice of this plant to dye their clothes.

Salve: Salves made with this ingredient reduce damage caused by electricity (or spells with the electricity descriptor) by 5 points per injury.

Ingredient

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Ornof Nectar

Though the ornof flower smells of rotting meat and has an unpleasant, meaty appearance, its thick, sticky nectar provides a natural protection from the cold.

Salve: Salves made with this ingredient reduce damage caused by cold (or spells with the cold descriptor) by 5 points per injury.

Parhaila Shoots

Ranging in color from vivid orange to a pale peach, the parhaila plant puts forth long, hollow shoots that it uses to collect rainwater. These shoots are amazingly resilient and release very little water through evaporation, so that the parhaila can survive even in the driest conditions.

Salve: Salves made with this ingredient provide three additional temporary hit points per level of the user. **Negative Effects:** Parhaila shoots are an intoxicant. They cause not only sensory confusion but also tremors in those who ingest them. While the benefits of this salve are in effect, the character suffers a -4 penalty to Wisdom and a -1 penalty to both Strength and Dexterity.

Poultice: Poultices made with this ingredient greatly accelerate healing. Patients heal an additional 3 hit points per hour while this poultice is in place, but are restricted to bed rest for that day.

Protha Vine

Hanging in long, emerald strands from the branches of trees, the protha vine possesses powerful natural protections from poisons.

Infusion: Infusions created with this ingredient provide a +4 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Gnaw root: Gnaw roots created with this ingredient reduce primary and secondary ability damage caused by poisons to Strength, Dexterity, or Constitution by two.

Salve: Salves created with this ingredient provide a +4 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Poultice: Poultices created with this ingredient restore 2 additional points of temporary Strength and Dexterity damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time. If the Heal check to apply this poultice is failed, the subject instead heals no temporary Strength, Dexterity, or Constitution damage for that day and suffers 1d6 points of temporary Wisdom damage.

Queen's Lace

This small, delicate plant has a bright green color and its leaves are tinged with a faint purplish pattern from which it takes its name.

Infusion: Infusions created with this ingredient provide a +1 resistance bonus to all primary saving throws to resist poisons which cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Salve: Salves created with this ingredient provide a +1 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Poultice: Poultices created with this ingredient restore 1 additional point of temporary Strength, Dexterity, or Constitution damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time and it only provides its additional healing to

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damage to one of the above listed abilities (as determined by the healer at the time it is applied). If the healing check to apply this poultice is failed, the subject instead heals no temporary Strength, Dexterity, or Constitution damage for that day and suffers 1 point of temporary Constitution damage.

Ringwhip Vine

This slender, springy vine gets its name from the manner in which it reflexively grasps at tree limbs or anything else that comes into contact with its flowers.

Salve: When smeared along the jaw and swabbed inside the ear canal, the salve from this ingredient can greatly increase the auditory acuity of the subject. This provides a +3 bonus to all Listen skill checks while the benefits of the ingredient are in effect. **Negative Effect:** While the benefits of this ingredient are in effect, the subject suffers a -2 penalty to saves made to resist all spells with the sonic descriptor.

Spikeroot

This tiny tree has very little foliage, instead taking its nutrients from the single, long root it sends spiking down into the ground. When removed from the earth, the spikeroot resembles a foot-long spear, with a jagged, pointed tip and a thick shaft.

Infusion: Infusions created with this ingredient provide a +5 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Gnaw root: Gnaw roots created with this ingredient reduce primary and secondary ability damage caused by poisons to Intelligence, Wisdom, or Charisma by three.

Salve: Salves created with this ingredient provide a +5 resistance bonus to all secondary damage saving throws to resist poisons which cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Poultice: Poultices created with this ingredient restore 3 additional points of either temporary Intelligence and Wisdom damage *or* Wisdom and Charisma damage (determined at the time the poultice is made) caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time. If the Heal check to apply this poultice is failed, the subject instead heals no temporary Intelligence, Wisdom, or Charisma damage for that day and suffers 1d8 points of temporary Constitution damage.

Thornthrust Seed

The bitter seeds of this scrawny plant are capable of breaking fevers and reducing injuries to the mind and spirit. Though the elves ruthlessly clear the thornthrust from most places in their forest, they allow it to grow unchecked in others so their druids have access to the plants when needed.

Infusion: Infusions created with this ingredient provide a +1 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Salve: Salves created with this ingredient provide a +1 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Intelligence, Wisdom, or Charisma.

Poultice: Poultices created with this ingredient restore 1 additional point of temporary Intelligence, Wisdom, or Charisma damage caused by poison after a full

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day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time and it only provides its additional healing to damage to one of the above listed abilities (as determined by the healer at the time it is applied). If the Heal check to apply this poultice is failed, the subject instead heals no temporary Intelligence, Wisdom, or Charisma damage for that day and suffers 1 temporary point of Constitution damage.

Thul Pods

The leathery skin of these pods smells strongly of wintergreen and is sometimes used in the creation of perfumes. It is the milky threads inside the skins that are used by herbalists, however.

Infused Oil: Infusions created with this ingredient provide a +2 resistance bonus to the character's Dexterity.

Gnaw root: Gnaw roots created with this ingredient provide a +4 resistance bonus to the character's Dexterity, lasting for 1d4 minutes. **Negative Effect:** While the benefits of this gnaw root are in effect, the character also suffers a -2 penalty to his Strength. Note that this gnaw root may only provide its benefits once per day.

Thurgur Sap

The thurgur bush has pale, nearly white leaves and heavy, black fruits. The sap it produces is nearly odorless, but has a strong minty flavor that makes it a favorite addition to tea.

Salve: Salves made with this ingredient reduce damage caused by fire or heat (or spells with the fire descriptor) by 5 points per injury.

Tikiri Shavings

Tough and resilient, tikiri wood is often used in the creation of bow staves and spears. Only the inner heart of the wood is of any use to herbalists, however, who must compete with weaponsmiths and woodworkers in gathering the wood.

Infusion: Infusions created with this ingredient provide a +3 resistance bonus to all initial saving throws to resist infection by a disease. An infusion provides this resistance to all diseases to which the target is exposed, save for magical diseases, against which infusions are useless.

Gnaw root: Gnaw roots created with this ingredient reduce the primary ability damage caused by diseases by three. This reduction applies only to damage caused at the initial onset of the disease and does not reduce damage caused on subsequent days of infection. The gnaw root must be in use on the day this damage is caused in order to provide the benefit. A gnaw root in use reduces the damage caused by all diseases, provided that damage is the initial damage caused by the disease.

Salve: Salves created with this ingredient reduce the ability damage caused by diseases by three during the second and subsequent days. The salve must be applied at the beginning of the day in order to provide its benefit. Note that only one salve may be used to prevent damage by disease each day, but that salve reduces the damage caused by all diseases during that day, provided that damage is not primary damage.

Poultice: Poultices created with this ingredient provide a +3 resistance bonus to all saving throws to resist the damage caused by diseases during the second and subsequent days. This poultice is ineffective against all magical diseases, but provides its bonus to resist the effects of all other diseases from which the character

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currently suffers. Note that this poultice also offers a +3 resistance bonus to any Heal skill checks made to treat the character's disease(s) during the second and subsequent days of the disease. If the Heal skill check to apply this poultice is failed, however, the patient automatically fails the saving throw to resist damage caused by the disease during this day and suffers 1d6 points of temporary Constitution damage.

Torfur Root

The torfur fern has small, jagged leaves with a deep yellow coloration. Though the plant itself produces a bitter scent and has no healing properties of note, its white roots are potent protection against poisons.

Infusion: Infusions created with this ingredient provide a +2 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Gnaw root: Gnaw roots created with this ingredient reduce the primary ability damage caused by poisons to Strength, Dexterity, or Constitution by one.

Salve: Salves created with this ingredient provide a +2 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Poultice: Poultices created with this ingredient restore 2 additional points of temporary Strength, Dexterity, or Constitution damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time and it only provides its additional healing to damage to one of the above listed abilities (as determined by the healer at the time it is applied). If the Heal check to apply this poultice is failed, the subject instead heals no temporary Strength, Dexterity, or Constitution damage for that day and suffers 1d4 points of temporary Intelligence damage.

Ungulok Stems

Though the ungulok flower is pale and dingy in appearance, its stems produce a powerful, pleasant scent and exude a brilliant red juice that is prized by herbalists for its regenerative properties.

Salve: Salves made with this ingredient provide two additional temporary hit points per level of the user. **Negative Effects:** The ungulok stem's juice is mildly narcotic and can befuddle the senses. While this salve is in use, the character suffers a -2 penalty to Intelligence and Wisdom.

Poultice: Poultices made with this ingredient greatly accelerate healing. Patients heal an additional 2 hit points per hour while this poultice is in place, but are restricted to bed rest for that day. If the Heal skill check to apply this poultice is failed, however, the subject suffers 1d6 points of damage and recovers no hit points from natural healing for the day.

Yonglur Flowers

The vivid red flower produces a strong, spicy scent. The thorns of the plant protect it from predators and are also its seeds—the jagged pods catch in the fur of migrating creatures and are thus passed from one area to another.

Infusion: Infusions created with this ingredient provide a +3 resistance bonus to all primary saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Gnaw root: Gnaw roots created with this ingredient reduce the primary ability damage caused by poisons to Strength, Dexterity, or Constitution by two.

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Salve: Salves created with this ingredient provide a +3 resistance bonus to all secondary damage saving throws to resist poisons that cause permanent or temporary damage to Strength, Dexterity, or Constitution.

Poultice: Poultices created with this ingredient restore 3 additional points of temporary Strength, Dexterity, or Constitution damage caused by poison after a full day of rest. Note that no more than one poultice created in this way may be used on the same patient at the same time and it only provides its additional healing to damage to one of the above listed abilities (as determined by the healer at the time it is applied). If the Heal check to apply this poultice is failed, the subject instead heals no temporary Strength, Dexterity, or Constitution damage for that day and suffers 1d6 points of temporary Intelligence damage.

Zasif Roots

This tuber grows wild in forests, but is never found elsewhere. The thick, black roots are easy to find, because the plant has brilliant yellow flowers, but can be quite difficult to dig up without damaging them.

Infusions: Infusions created with this ingredient provide a +2 bonus to all Spot checks made by the user. **Negative Effect:** The stimulant properties of the dindrag fibers increase awareness at the expense of fine motor control—while the user gains the benefits of this infusion, he also suffers a -4 penalty to all Dexterity-based skills (but not to Dexterity itself for purposes of Reflex saves, Armor Class, etc.).

Gnaw root: Gnaw roots created with this ingredient provide a +2 bonus to all Search checks made by the user. **Negative Effect:** While the user gains the benefits of this ingredient, he also suffers a -2 penalty to Spot and Concentration skill checks.

Ingredients By Terrain Type

Name	Primary Terrain	Secondary Terrain	Find DC	Doses Found	Work DC	Uses
Argolan Seeds	Deserts	Mountains	20	1d3	25	Spell resistance
Blood Berries	Tropical plains	Temperate plains	20	1d2	25	Reflex saves
Bonemoss	Temperate plains	Tropical plains	20	1d4	25	Natural armor
Choffa Peppers	Tropical plains	Tropical forest Temperate forest Domesticated	20	1d6	20	Animal repellent
Chungri Weed	Tropical forest Jungle	Temperate forest Domesticated	15	1d6+1	20	Strength enhancer
Dindrag Fibers	Temperate forest	Temperate plains Domesticated	15	1d6+1	20	Sensory enhancement
Emphalo Stalks	Temperate plains	Tropical plains Cold plains Domesticated	20	1d4	25	Healing
Enjar Pollen	Temperate forest	Cold forest Tropical forest	15	1d6	18	Cures poison (Mental)
Erenwold Fungus	Temperate plains	Temperate forests	25	1	30	Natural armor
Firtus Seeds	Desert	Arid plains	20	1d3	20	Enhances concentration

Name	P. Terrain	S. Terrain	Find	Doses	Work	Uses
			DC	Found	DC	
Garsho Threads	Temperate plains	Tropical plains	25	1	30	Spell resistance
Gnomebuckle	Temperate plains	Tropical plains	20	1d3	25	Cures poison (Mental)
Shrubs	Temperate forest	Tropical forest				
Grundwort Extract	Swamp	River	25	1	25	Flanking immunity
Gulsik Paste	Temperate plains	Domesticated	20	1d3	20	Will saves
	Tropical plains					
Horta Grass	Temperate plains	Temperate plains	25	1d2	25	Cures poison (Physical)
Hundra Leaves	Sub-arctic plains	—	20	1d2	25	Will saves
Ironbark Pulp	Cold forest	Temperate forest	15	1d6+1	20	Natural armor
Jurja Powder	Temperate forest	Sub-arctic forest	25	1	25	Will saves
Jurum Syrup	Temperate plains	Temperate forest	15	1d3	20	Intelligence boost
Kopai Root	Swamps	Temperate plains (near water)	25	1d2	25	Acid resistance
Kudru Leaf	Swamps	Tropical jungle	15	1d3	15	Disease resistance
Kurdri Sap	Temperate forest	Cold forest	20	1d2	25	Constitution enhancer
Lugru Fronds	Swamps	Tropical jungle	20	1d3	20	Disease resistance
Luilis Berries	Desert	—	18	1d4	20	Cures poison (Mental)
Mudginger Root	Swamp	—	25	1	25	Reflex saves
Narvi cones	Sub-arctic forests	Temperate forests	20	1d3	20	Reflex saves
Oorlis Juice	Swamps	Temperate plains (near water)	20	1d2	20	Electricity resistance
Ornof Nectar	Swamps	Temperate plains (near water)	20	1d2	25	Cold resistance
Parhaila Shoots	Jungle	Temperate forest	25	1	30	Healing
Protha Vine	Cold forests	Temperate forest	20	1d4	25	Cures poison (Physical)
		Tropical forest				
Queen's Lace	Warm forest	Temperate forest	12	1d3	15	Cures poison (Physical)
	Jungle	Domesticated				
Ringwip Vine	Any forest	Temperate plains	15	1d3	20	Listen enhancement
Spikeroot	Mountains	Cold plains	25	1d2	25	Cures poison (Mental)
Thornthrush Seeds	Jungle	Temperate plains	12	1d3	15	Cures poison (Mental)
	Temperate forest	Cold forest				
		Domesticated				
Thul Pods	Tropical forest	Temperate forest	15	1d2	20	Dexterity enhancer
	Jungle	Domesticated				
Thurgur Sap	Desert	Tropical plains	20	1d2	25	Fire resistance
Tikiri Shavings	Swamps	Tropical jungle	25	1d3	25	Disease resistance
Torfur Root	Tropical plains	Temperate plains	15	1d4	18	Cures poison (Physical)
Ungulok Stems	Temperate forest	Tropical forest	25	1d2	25	healing
		Cold forest				
		Jungle				
Yonglur Flowers	Any mountainous	—	18	1d3	20	Cures poison (Physical)
Zasif Roots	Any forest	Domesticated	15	1d3	25	Sensory enhancement

Note: Ingredients that list "Domesticated" as one of their Secondary Terrain choices may be grown in gardens. In this case, the number of doses per month may be harvested from the garden, provided the gardener makes a successful Knowledge (herbalist) skill check (DC equal to the Find DC of the ingredient) at the beginning of each month. The ingredients become available at the end of the month; during those months in which the skill check fails, no suitable ingredients are grown.

Blood Gardens

The orcs gained knowledge of herbalism many years ago and have been using it in the service of Izrador ever since. In their dark and twisted experiments, the orcs made discoveries undreamt of by the Danisil, much to the chagrin of the jungle elves. Amongst their most famous discoveries, the orcs invented the use of blood gardens to secure for themselves adequate supplies of herbs and other natural ingredients.

A blood garden requires the bodies of living creatures, which are restrained and kept in cool, dark places. Tiny cuts are made along the limbs and torso of the restrained creatures, which are then seeded with herb sprouts, bits of lichen, seeds, and herb cuttings.

Unlike domesticated herbs, which quickly lose their potency and are nearly worthless for the herbalists' purposes, herbs grown in blood gardens are treated as if they had grown in the wild. This gives the orcs a steady supply of herbs without the need for foraging, which they detest and for which they have little aptitude.

Plants cultivated in a blood garden are also useless to any creatures whose veins do not run with the blood of the darker races (orcs, goblins, or ogres). A member of any other race must make a Fortitude save (DC 15) to avoid becoming violently ill (treat as nauseated) for 1d4 hours after attempting to drink, chew, or apply any herbal concoction created with ingredients grown in a blood garden.

Blood Garden Herbs

The following are a list of the ingredients found only in blood gardens. These potent herbs, like all herbs grown in a blood garden, are useful only to orcs (see above for more information). Most of these specialized herbs take the form of gnaw roots or salves, which the orcs can use on short notice.

Evergon Spores

This fungus is a dark red, almost black, in color and its coppery scent can be easily detected on the breath of its users.

Gnaw root: User gains a +2 enhancement bonus to Strength and Constitution. **Negative Effects:** -2 penalty to Intelligence and Wisdom.

Salve: Stiffens muscles and constricts blood vessels of the skin to reduce blood loss. User gains 4 temporary hit points per level or Hit Die while the salve is in effect. **Negative Effects:** -2 penalty to Dexterity and Wisdom.

Gugmolk Mold

This brilliant green mold exudes a sticky fluid whenever handled. After harvesting, the mold quickly turns an ashen gray and begins to flake into tiny dust particles.

Gnaw Root: User may exert himself for short periods of time at the cost of his long-term health. For 1d4 minutes, the user may gain up to a +4 bonus to his Strength, but doing so causes 5 points of subdual damage for every point of the Strength bonus. This damage cannot be healed in any way, but fades when the Strength bonus disappears.

Negative Effects: -2 penalty to all Reflex and Will saves

Salve: The stinging sensation of salves created with this ingredient provides the user with a well of rage that can be used to help him resist mind-affecting spells or other effects. While this salve is in use, the subject gains a +4 bonus to all Will saves. **Negative Effects:** While the benefits of this ingredient are in effect, the user suffers a -2 penalty Dexterity.

Stagleap Fungi

This strangely shaped mushroom is only found in blood gardens and its twisted spirals and horny protrusions give it an obviously unnatural appearance.

Gnaw Root: Gnaw roots created with this ingredient allow the user to move more quickly than would otherwise be possible, but can endanger the life of the user as well. While this gnaw root is in effect, the subject may add 10 feet to his base speed. **Negative Effects:** When the benefits of this gnaw root take effect, the subject immediately suffers 1 point of temporary Constitution damage. For every consecutive day of use after the first, the user suffers another point of temporary Constitution damage. Orcish messengers have been known to run themselves to death while using stagleap gnaw roots, their hearts literally bursting in their chests.

Salve: Salve created with this ingredient greatly accelerates the user's reactions, allowing them to respond to threats and surprises very rapidly. While this ingredient is in use, the subject gains a +2 bonus to all initiative checks and a +2 bonus to all Reflex saves. **Negative Effects:** The user of this salve finds himself short of breath and extremely jumpy. Such users cannot sleep well; they get only four hours of sleep during the night after this salve is used, and they suffer a -2 Constitution penalty for 24 hours after using the salve.

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