

Seven
Avengers

Brotherhoods



d20
system



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Brotherhoods

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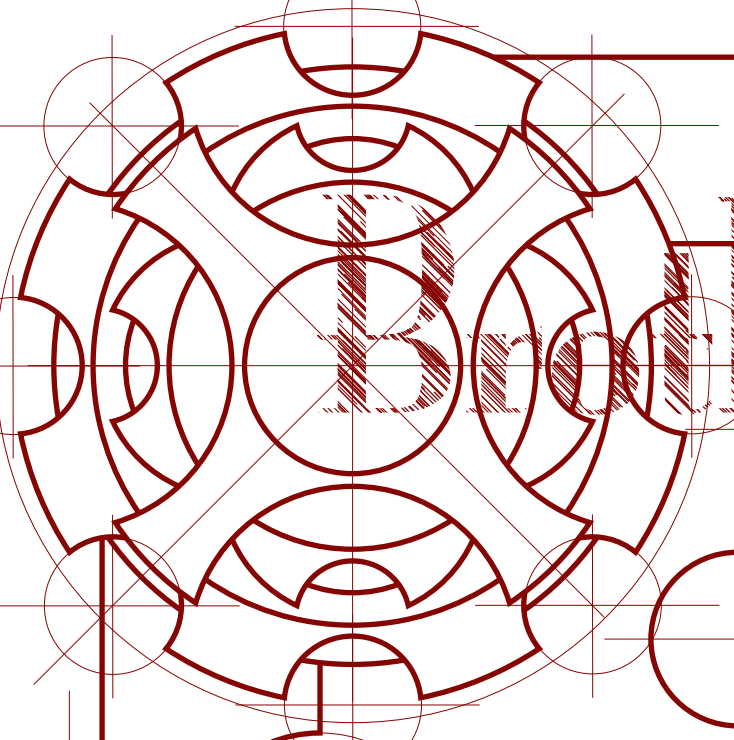
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Brotherhoods

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“There’s too many...” Whispered Jaret wiping blood from his blade, “the wall is lost. We shouldn’t stand here anymore...”

His comrades turned toward the clearing between the walls. Hundreds of civilians were clustered around the gates, seeking temporary refuge in the depth of the fortress.

“The evacuation is not over yet,” stated Urtha bracing the mace against the spiked shield. “If the Zenith break over the wall now, it would be... carnage!”

Kendrick lifted the shoulders in order to check out movements in his battered armor “The rampart, we’ll stand there ‘til the last citizen is safe inside the wall.”

“It’s suicide,” hissed the thief peeking the head over the wall. “Damn! They’re coming up!”

“It’s a good day to die... like everyone else,” Breanor laughed bitterly, his brow creased by fatigue lines, “or better a good day to let die!”

Weron smiled, bandaging a knee, “True, but every second we gain a person remain alive inside the wall. I could ask no more.”

The comrades look at each other.

“Neither could we.” Kendrick boomed, lifting his mace, “Company, ready for action... in forma—”

A plate-clad hand blocked him. The cavalier looked over his shoulders. Five red armor clad fighters stood quietly nearby. These Brotherhood clerics stood out of place in their crimson armor.

“Let us pass,” stated the biggest one. The bearded giant held a white rose gently, “Take your tired men and leave the battlements now. Understood?”

The comrades descended the first steps of the stone staircase.

“What the hell....” started Breanor but Weron stopped him.

“Look,” the sorcerer had never seen the cleric so... frightened.

The cleric with the rose stood, holding the flower over his chest. The other four warriors stood around the unarmed priest and lifted their fearsome crimson swords, pointing them outside, in different directions.

“*Eina Somashta Aika Daranng*,” chanted the bearded priest, closing his eyes.

“*Rei'tha Daran Yara Somashta*,” the other four warriors chanted, following their leader.

Waves of Zenith barbarians began to climb over the battlements, screaming and cursing.

“*Eina Somashta Aika Daranng*.”

“*Rei'tha Daran Yara Somashta*.”

The four armed priests began to spin and twirl, lashing out their weapons at different angles and directions. At every twist they stood opposite to the bearded priest, and at the same time, they moved around the bearded cleric. The spinning was getting faster and faster.

Zenith warriors attacked. The four priests became a crimson hissing blur. Barbarians were hacked to pieces. The crimson blur moved along the battlement, clearing its way with blood and screams.

The astonished comrades looked over the battlement.

All along the wall there were other spinning men. And they were clearing the wall of the Zenith.

“What the hell is this?!” swore Breanor.

“Gentlemen,” an iron voice called behind them, “you’ve just witnessed the most feared ritual of the Scarlet Rose Brotherhood.”

“The Blooming Rose...” Weron paled, “They said, “The Rose of Blood has ever its thorns. We are the thorns who fill the blood....”

Innikas smiled, “What a surprise; a cultured brother...”

“But... no one could see the ritual and live.... why...”

Innikas stepped away, “A boon for your courage, for your resolution to remain on the wall. Though a little bit more of uncertainty and you’d be blasted away like the Zenith.”

The screams of the attackers were dying away while Innikas, the High of the Scarlet Rose Brotherhood, descended the wall.

Foreword

Welcome.

We designed the world of Arthad in very broad strokes. Our idea was to provide a sketched background for the adventures we make, like “The Legend of the Steel General” or “The Twenty Sides of the Evil”. We see making adventures as the best way to feed the game. While our adventures have strong backgrounds, they can be easily adapted to any campaign world. For this reason we kept to minimum the rules changes in our “Heroes & Magic Sourcebook”, available for free at <http://www.Ønegames.com>.

But things change and many had asked for more details about the magic on Arthad. So, here it is. In this sourcebook you will find more background and less rules, so you can adapt this book in your own campaign. This sourcebook is to be followed by another, one that will detail the Symmetry, the powerful and hated arcane magic of Arthad, the world of the Seven Avengers.

Enjoy.

Using this book in other settings

The information in this book can be used with ease in your own campaign. All you have to do is drop all the Harmony-related rules and keep the remaining details. Each brotherhood description offers excellent background for new religious orders. Optionally, you can simply plug-in a brotherhood into your preferred setting. Often brotherhoods have strange and odd ethos and refers to mundane things, like the rainbows, the roses, the branches and so on. Little modifications should be made to background details to best suit your needs but the transition is simple because most of the brotherhoods are not linked directly to a deity.

You could justify the extra powers as another granted power or transform it into a feat, a spell or a magic item or, simply, eliminate it.

Gods and Harmony

The Ancient Gods

It has been said the birth of the human kind was an accident. The gods created the human beings for their own reasons. The gods needed soldiers for their own war, and after the creation of the world as a battlefield the next logical step was to create races of humans. It is possible that other races were created but none have survived to the present day, or at least, no one has seen these survivors. It is quite possible also that some creatures from ancient times have survived and dwell on Arthad, perhaps in hidden locations, but this is only a speculation.

What the people know for certain is that all the gods are dead, with two exceptions. Zadrak, the Dark God, master of deceptions, is still alive, if his shattered existence can be called "life" still. Zadrak is disappeared from ten thousand years and the recent events witness his presence on the surface of Arthad (see "The Legend of the Steel General" or "The Twenty Sides of the Evil"). The other god who probably still lives is Savanah, also called "the survived goddess". Although she disappeared when the Godswar was over, some people still think she is present and watches the human life as waiting for something.

All the other gods are dead. All the Light gods died during the siege of the Fortress of Thousand Years and the remaining of the Dark gods were slain by Gadrath the Immortal and his friends, in the years following the Godswar.

Knowledge of the Ancient Gods has faded during the stream of the centuries and slowly disappearing into nothingness. Many people today, even the most educated, know nothing about the Ancient gods; they habituate themselves to pray to the so-called "Spirit of the Gods," a force left by ancient and unknown gods to protect the Arthad people.

However, witnesses of the Ancient Gods have far from disappeared from the world. Many adventurers often stumble into prehistoric temples or buried tombs which carry ancient, dark secrets and hide obscure knowledge. These buildings are the main source of adventure within Arthad and are also, mainly, the reason of the existence of the Brotherhoods.

Memory of the Ancient Gods

These are the Ancient Gods whose memory remains to the present days. Many other gods and demigods may exist; this one does not pretend to be a complete list. The existence of the gods is not common knowledge. The nature of these gods should be revealed only on a successful Knowledge (ancient gods) roll. The DCs shown below are indicative and the Referee should adjust

the DC to fit the situation. The Referee may also choose not to give away all the information giving to the player only a part of the "truth".

The Gods are listed by the side they took in the Godswar. It should be noted that their alignment was not reflected in their side in the conflict.

The sole god that remained neutral was Avranis, who fought on each side, at least, until his death.

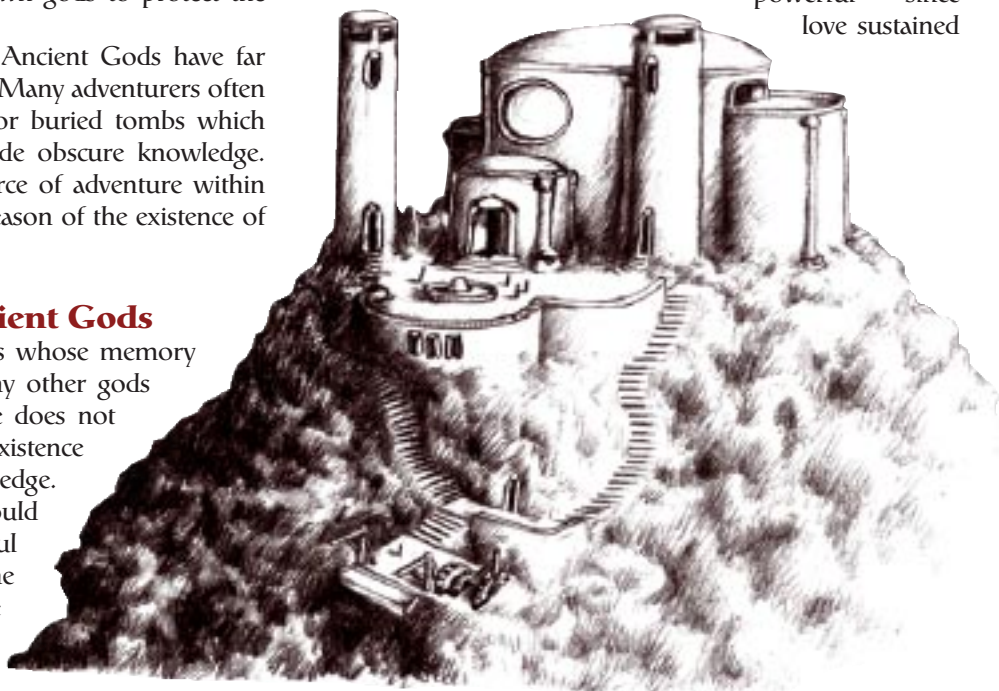
Gods of the Light

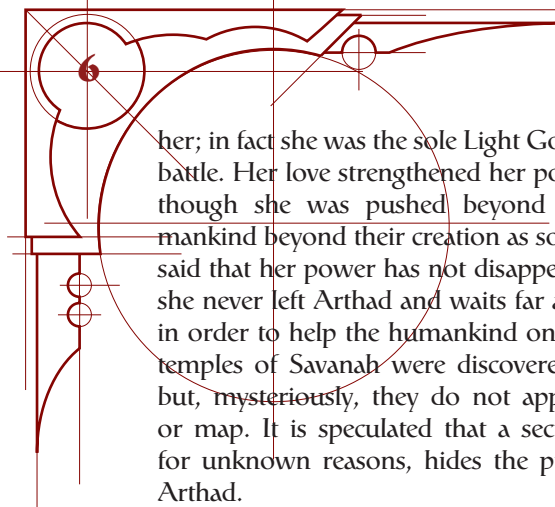
Galinor (light) [Knowledge (Ancient Gods) DC 20]

Galinor is the most popular Light God. It is said Galinor was the god of life, light and birth, generous as a mother and powerful as a blasting ray of light. He was the embodiment of the life. Galinor sacrificed himself in order to stop the Godswar and put an end to the massacre, however this sacrifice was in vain as the dark god Zadrak still lives. Galinor was also called the Builder. It is said he built the world of Arthad using blazing ray of light to sculpt and shape it. Vague legends tell that Galinor did not create the world to be a battlefield; instead he created Arthad like an artist carves a statue. Today Galinor is, perhaps, the most known ancient god among the common folks. While shrines and sanctuaries exist in almost every city of the western kingdoms to Galinor, there does not exist a real cult or clergy.

Savanah (love) [Knowledge (Ancient Gods) DC 30]

Savanah is today known as "The Survived Goddess", although few people know her. During the Godswar she fought on the side of the light, in the name of love; she was powerful since love sustained





her; in fact she was the sole Light God to survive to the final battle. Her love strengthened her position and her abilities, though she was pushed beyond love. She even loved mankind beyond their creation as soldiers for the gods. It is said that her power has not disappeared. It is also said that she never left Arthad and waits far away from human eyes in order to help the humankind once more. Many hidden temples of Savanah were discovered during the centuries but, mysteriously, they do not appear on any document or map. It is speculated that a secret templar order that, for unknown reasons, hides the presence of Savanah on Arthad.

Arabitas (sword) [Knowledge (Ancient Gods) DC 35]

Arabitas was the blacksmith of the gods. An excellent swordfighter, Arabitas was also a master blacksmith. He forged millions of weapons in order to arm the endless army created by his brothers. Legends tell he forged even the fabulous Nomina, the weapon owned by the warrior-god Avranis. He met his end after a lasting battle against Kremalka-Kaan, the black demon of Vengeance. He slew the demon, but broke his sword in doing so. It is said that his life force was tied to the sword's blade, so, after the struggle he faded away. Among the common folk, the legends of Arabitas's existence are unknown. The Brotherhood of the Sword are the sole keepers of the existence of this god. However, traces of his existence still remain. A maxim exists today, commonly heard among the blacksmiths of Arthad. When a sword appears to be of masterwork craftsmanship, the blacksmith usually says, "Arabitas could not make it better."

Szazir (lord of the axes) [Knowledge (Ancient Gods) DC 40]

The Chronicles of Edreben depicts Szazir as a bald giant, heavily muscled, black skinned with deep blue eyes. The lord of the axes was a joyful god as he enjoyed battle. When in a battle, twenty gleaming battle-axes swirled endlessly around his mighty body. His axes struck enemies with blinding speed and precision, and the bald god laughed every time an enemy fell. A good fight was always a cause of pleasure to him. It is said that the spirit of this god lived in his axes. Szazir was killed by Xagon; who approached while the bald god was engaged in a battle with a demon. When Mardan's hideous spider from approached to devour Szazir's fallen body, Szazir's axes flew off in different directions, disappearing over the horizon.

Vitheder (souls) [Knowledge (Ancient Gods) DC 40]

Vitheder is a largely unknown god. He had the duty of selecting and sending the souls "elsewhere" after death. For this reason, he is called "the one who sends." He had his home in the fabled "Fortress of Soul." Vitheder, by nature, was a neutral god and did not take a side in the Godswar. Zadrak, for unknown reasons, hated him and sent a demon to slay him. The demon, named Gruun-Hug, had a very special feature: he had no soul. Due to his peculiarity, the demon approached unseen the god and slew him.

Dark Gods

Kadram (lord of intrigue) [Knowledge (Ancient Gods) DC 30]

Kadram was the last of the dark gods and, by far, the boldest. In the year 2023, Kadram, leading the reunited Zenith tribes, attacked the mighty fortress of Draman Del. Instead of passively waiting, he gathered an army to attack. Using his cunning, he gathered an impressive army. Never in history had the Zenith tribes been gathered under a single banner, Kadram did and this deed was also sealed his fate. Waiting for the last dark god were Gadrath the Immortal and Rangh the Steel General. After two years of skirmishes, the Steel General finally challenged Kadram. Both Rangh and Kadram died in the fatal duel, and Gadrath stroke the final blow on the head of the dark god.

Kadram was a jealous god, often filled with anger and envy. He plotted against his master Zadrak, even during the Godswar. But the supreme dark god was too clever even for Kadram, forcing the Lord of Intrigue to leave the battlefield before the war ended. Sages speculate that Kadram begun his gathering of the Zenith tribes before the end of the Godswar. Kadram is one of the gods most commonly known to the common people because his story is tied to the Legend of the Steel General, although many people remember him only as a Dark Lord or a powerful Zenith shaman.

Zadrak (evil and deception) [Knowledge (Ancient Gods) DC 35]

Zadrak is the sole living god in human existence on Arthad. His shattered soul lives in seven bodies that once belonged to his dreaded lieutenants; the seven Black Generals better known as The Seven Avengers. After Galinor hurled himself against the body of Zadrak shattering his soul in seven pieces, Zadrak's loyal minions took the seven Black Generals to locations so secret that Gadrath the Immortal and his fellowship were unable to find them.

Zadrak and Galinor were the opposite sides of the same coin. No one understands why they started the Godswar but it is said that without the war humanity would never exist. While Zadrak is the quintessence of evil and vileness, chronicles say he is also a very powerful and charismatic god. A schemer and very cunning, he is famous for his sly plans during the war. His plots led to the death more than one god of light thanks to his machinations. Zadrak is a powerful fighter and with his black sword Varadah—whose name in the lost tongue of the gods means "the one who extinguish"—is widely feared. Many prophecies tell about the awakening of the Seven Avengers, and blind prophets and dreaded witches whisper that the time has come.

Xagon (death), Mardan (pest) [Knowledge (Ancient Gods) DC 35]

Also called the Brothers of Destruction or the Death Twins, Xagon and Mardan, were probably two of the eldest gods of Arthad. Their power cannot be dispelled even today; the essence of the gods of disease and death will remain until none are left to fall to their power. During the Godswar, the two brothers were feared and avoided.

Legends tell that standing on the battlefield before the Fortress of Thousand Years, Mardan disseminated terrible diseases; the people and the gods died in moments, consumed by dreaded sickness. Following that dread assault came Xagon, in the form of a gargantuan spider with teeth that dripped burning poison, devouring and dismembering the dead that Mardan had desimated. While the two brothers survived to the Godswar, Gadrath the Immortal and his legendary fellowship—Draman the Red, Svarn the Silver Archer and Fidenath the Sly—hunted them. Towards the end, these dark gods sought shelter in the ancient—even for these times—Mines of Rombar but this didn't save them from the blind rage of Gadrath, who followed them into the mines and killed them. It is said that their essence flowed into the earth and, sometimes rises up and attacks people in the form of various diseases. When a plague epidemic occurs, many sick people dream of a black hooded being followed by a monstrous huge spider.

Demexa (lady of madness) [Knowledge (Ancient Gods) DC 40]

Few things are known about Demexa. Fragments of knowledge have been drawn from an ancient library in the city of Agwar. It is said that Demexa was also called "The Mad Naked Lady." Chronicles reports that Demexa wandered the battlefields of the Godswar after each battle. These stories say that mere sight of her naked body lead to infinite madness in both gods and men. Moreover, legends tell of a bold warrior named Agarhion who fell after a fight against the dark legions. Agarhion was hit in the face by a demon, was blinded and lay dying. When Demexa approached, he didn't see her. Demexa watched to the man and smiled, saying, "Bold warrior, I'm tired of my duty, would you serve me? In return I will give you the immortality." The man, next to death and fear grasped him, said yes. Demexa knelt and kissed him, blowing immortality in his body, and with it eternal madness. From that point forward, Agarhion himself choose the victims for the Lady by touching them with his staff. When Demexa died, the man remained alone and begun wandering across Arthad. None have seen him again; some mad men and women often talk in their delirium of an old man, naked, which carries a staff.

*Hissyam the serpent god, (lord of venom)
[Knowledge (Ancient Gods) DC 40]*

"Thousands of rattling, hideous snakes foretold the coming of Hissyam, the lord of venom. The snakes creep into the plate armors biting and strangling the enemies. Behind them came Hissyam, a giant humanoid with two serpent heads. Under his robe, something hideous was in perpetual motion and his fingertips were naught but poisonous snakes. His touch delivers death, his glance madness. Beware the Serpent God."

The words are carved on an ancient tomb somewhere in the Jaidin desert and are the sole witness remaining to the dark god Hissyam. An adventurer claimed to have seen the tomb and copied the words, bringing them to the city of Sadanis. The adventurer died after few days, mysteriously

poisoned. Hissyam was a cruel god; he and his snakes killed many gods of light. Close to the end of the war, he and some loyal minions found shelter in the plains that are now the Jaidin Desert. Gadrath and some fellows hunted and killed him, but no one knows any more details about this deed. Rumors about the existence of a Brotherhood of the Double Snake are often heard in the far south, but there is no evidence of this.

*Kremalka-Kaan (Vengeance demon) [Knowledge
(Ancient Gods) DC 40]*

It is said that many demons fought in the Godswar though few names survive to the present days. The demons are believed to been powerful demigods allied with Zadrak, although their origin remains unknown. Mythology associates them to various hideous emotions such as vengeance, fear, terror, lust. Kremalka-Kaan was one of the famed demons that fought against the gods of light. The Black Demon fought for over 800 years, sowing death and destruction on the battlefield. When struck, the Demon could not avoid slaying his attacker, this was his nature. Every fighter on the field feared the razor-sharp claws of the Black Demon. During the Godswar, it was Arabitas, the blacksmith of the gods, who challenged Kremalka-Kaan, striking him in the face with his helm. This conflict that lead both gods to death and is still depicted everywhere on Arthad. The city of Bamba Issa has some common pottery that bears scenes of the battle. Even a great mosaic adorns the council hall of Castle Evermist. Sadly, most have lost the meaning of these images.

Neutral Gods

Avranis (war) [Knowledge (Ancient Gods) DC 40]

Avranis was the supreme god of the war. It is believed that he caused the war between the gods, even though there is no evidence of such fact. One thing is sure, until the last day of his existence, Avranis was a neutral deity. Every day, for seven hundred years, he appeared on the gods' battlefield. Avranis fought side to side with his beloved tiger, Sker-Hjan, and decided the side they would fight for that day. It is impossible to say why Sker-Hjan chose one side or another, but it is certain that Avranis always followed the tiger's will. The last day of Avranis life was when Zadrak killed Sker-Hjan. The rage of Avranis shocked the entire battlefield and the amazing duel between the god of war and Zadrak froze all the armies in place. With a subtle trick at the end, the Master of Deceptions killed the raging god and, it is said, that his mad laughter reverberates as a distant echo on the battlefield to this day. After Avranis's passing, it rained blood and some bushes of white roses turned to red. It is rumored that wondrous crystal weapons were forged containing the blood of Avranis; though these weapons are hidden in secret locations all over Arthad.

From the Theology treat of Hitagoras

What is Harmony? No one really knows. Some would say no one really cares for it. It exists. It appeared after the days of the Godswar, and marked the fall of the gods.

There are many theories about its origins and its essence, as many as the individual brotherhoods. Since this is the most important matter for a cleric. Sometimes it could be overwhelming, addictive like a drug or dangerous—extremely dangerous. But the world of Arthad is a dangerous one, and its people are dangerous too.

The common folk have a series of random thought about the Harmony; they can be summarized as follows:

-The Harmony is the essence of gods. What kind of essence that it is is another matter. Since the days of sorrow and tears, dated before time, it is said that this essence has always existed and that it will exist forever.

-The Harmony is powerful. Whatever its nature, Harmony is dangerous to wield. In the wrong hands it could be very destructive. Speculation has it that it was created like a weapon, a form of energy used by Gods to make matter with their wills. The Academy of Agwar theorizes that this essence is what remains of all slain gods, and that we are all their burial mounds.

-The Harmony has endless way to manifest itself. All theorists used to call this "source," which is every strong concentration of Harmony. Sources manifest in endless ways, places, objects, and natural phenomena and people too, though rarely.

-The Harmony differs in intensity in different places. The Harmony could be different by quantity. Naturally, brotherhood members always struggle to search and find sources where Harmony degree is stronger, and more akin to their ends.

-The Harmony differs in intensity over time. In fact, sources may be stressed by fluctuations, as well as the

lengthy use of a source could impoverish it. In some cases it could be expired.

-The Harmony is alive. This is the most frightening theory. Pay heed, though the Harmony is not sentient, it is linked empathically with the environment and with those who use it. It could be reactive too, for these reasons each brotherhood develops standards of behavior—to get in touch with the kind of Harmony they perceive.

-Every man with the right training can perceive Harmony. But this requires time, strength of will and passion that common people of Arthad rarely have. Naturally there are people who are apt to learn eagerly and in less time.

The Harmony

Something happened when the gods left Arthad—they had created the world, shaped it, and maintained it. Their will maintained the whole world so when the gods died, by common reckoning the world had to disappear but amazingly it didn't. It seems the energies of the gods permeated the whole planet, finding shelter in the most unexpected places. This lifeforce was pure energy and not sentient. It governs the world by making the things interact each other (harmonizing them). This interaction feeds and regenerates such lifeforce. Often, the Harmony is more powerful in some places because the interaction between the things is more frequent. A jungle, for example, where many animals and plants interact actively between each other; in a desert there are few living things that can interact, so the Harmony here could be lower. But the presence of living beings is not always necessary for the Harmony—it can exist even in desert areas, where the sands, the sky and the sun are always interacting together producing a kind of Harmony, though this is less understandable than others.

The Harmony is strongest in places that were occupied by the gods. The battlefield before the Fortress of

Table 1, Determining Harmony Strength

Place	Feel Harmony DC
Sanctuary or temple of a living god	automatic*
Sanctuary or temple of a dead god	0
Place once occupied by a god	5
Place with heavy wildlife (forest, jungle)	10
Common places (city or town)	15
Place with light wildlife (rocky mountain)	20
Desertic places (sand or ice desert)	25
Lifeless places (depth of an abyss, space)	30
Places where a god has never been	no Harmony

* add +5 to d20 roll for purpose of determining exceeding points

Thousand Years, and the Fortress itself, are places of great Harmony. The hidden temples, dedicated to the ancient gods, rise in places where the gods used to stay.

Another feature of the Harmony, unlike the Symmetry, is that it does not focalize in a single spot; it always covers a relatively large area. The Harmony cannot be destroyed by any means. However some spells can stop it for a while, making a Feel Harmony check ineffective.

All the divine spellcasters gain benefits from the Harmony, though some are more sensible than another or, perhaps, is better trained or skilled. The divine spellcasters can train their senses to perceive the presence of the Harmony (with the Feel Harmony feat).

Every cleric must feel the Harmony daily when praying for the spells. The check is $d20 + \text{caster level}$. If the cleric has the Feel Harmony feat he can add his Wisdom modifier to the check: $d20 + \text{caster level} + W$ modifier. It is not possible to take 10 or 20 on this check.

To determine the strength of the Harmony in a given place, namely the DC of a Feel Harmony Check, the Referee may consult to the table below, using common sense when appropriate.

When a cleric feels the Harmony, he may become more powerful for a limited amount of time (a day). The Harmony makes granted powers and the domain spells available for that day. In the world of Arthad, the granted powers should be called “extra powers” since they are brought up by the power of the Harmony and not by a living deity.

Some clerics are able to channel the Harmony into curative spells through the feat “Channel Harmony” described in the Feats chapter.

Harmony magic on Arthad

Most common folks over Arthad fear sorcerers and their symmetry magic and will accept Harmony magic. These people associate the Spirit of the Gods to Harmony, and the Harmony to healing magic. Even if the Harmony magic may have dramatic and harmful effects, this does not happen often. In most cases when a cleric shows magic in a harmful way a demonstration of healing magic frees him from blame. However the staregs, as well as the clerics belonging to brotherhoods, usually do not use magic in public. Superstition is an ever-spreading beast that must be not fed. The Harmony itself is a hard concept for the common people of Arthad. The commoners are use to thinking when they assist to a manifestation of the Harmony magic that the Spirit of the Gods did the magic, and the stareg or cleric is merely its channel.

Between the high classes the Harmony is known but, apart from theologists and sages, not much considered. Generally the Harmony is taken for granted.

The Staregs

Staregs are common clerics on Arthad. They feel the

Harmony and choose not to belong to brotherhoods. They often wander across Arthad, following their own paths and their feelings. Staregs are often eclectic with strong personalities. They live among the people—aiding and giving advice. It is not rare to find a stareg in a royal court as advisor. Reclusive and dark personalities do exist among the staregs and they stay often at the edge of civilization, or hide in a wide spread of manners.

Some staregs create small communities without the power of brotherhoods. In Agwar, the temple city, many staregs hold temples and shrines dedicated to the Spirit of the Gods.

In game terms, a stareg can choose two domains, if they later decide to affiliate to a brotherhood, their domains must be found in the domains of the brotherhood. In this case, the stareg becomes a brother and gains the extra power of the brotherhood chosen. Obviously, the affiliation to a brotherhood is not only a matter of rules. The affiliation should be roleplayed accordingly, and should be like a “mystical crisis” for the character.

Adventures can be set for the stareg who wants to affiliate to a brotherhood. Some of these religious orders could have strange and odd initiation rituals, even calling upon the stareg with a quest. Usually a service or a trial of some kind is requested if the stareg wants consciously enter into a brotherhood. More often is the individual brotherhood that requests the adept, usually in very unusual ways.

The staregs must feel the Harmony daily in order to obtain granted powers and domain spells. Their appearance varies, often due to the domains they choose.

The Mystics

Mystics are men who feel the Harmony and use it only to heal. Mystics live among the common folks, and often revel in the community. They may have small monasteries or farms where cultivate the earth, heal and feed the people in need. All wear long white tunics with a small medallion of white marble around their neck. The mystics may not accumulate treasures or wealth, as their life is devoted to help the other people. Their nature prohibits the use of weapons and violence, and likewise in their monasteries or farms weapons are often prohibited. Should a mystic found himself before a threat, he usually does not react, taking all as the will of the Harmony. They say often—“The Harmony must be generated, it does not matter if I am the prey or the hunter, I will not betray the force who feed us.”

Normally the Mystic it is a NPC class but Referees may allow a player to take it. Mystics tend to have the Feel Harmony and Channel Harmony feats and focus skill points in Heal. In addition, every healing spell they cast uses $d10$ instead of $d8$. They cannot take any weapon proficiency feats.

The Brotherhoods

The brotherhoods have existed since the sunset of times. While no one knows which was the first one, it is said that it was born after the death of the first god. The brotherhoods are associations of men and women who feel the Harmony in a distinctive way. A set of strange or unexpected events leads each member to join his or her brotherhood. Clerics in the brotherhood commonly think that the essence of the gods lie within mundane things. However, these things may even be a simple concept or an intangible thing, such as the light, the water, and an emotion. All of these things could be the recipients for a brotherhood ethos.

Most brotherhoods do not have many members (average 10-20) but some exceptions do exist. The Scarlet Rose Brotherhood has at least 100 members and the Brotherhood of the Seven Souls (detailed in *The Twenty Sides of the Evil*) has beyond 1000 members.

Brotherhoods are often unknown to the common folks, as their monasteries are located far from civilized areas. The cult of the brotherhood often has too sophisticated ways too be understood by the people who often simply pray to “the Spirit of the Gods.”

For these reasons, many brotherhoods are feared and avoided. Often rumors and legends arise around their monasteries or their members, usually without reason and feed the fear and distrust of the people.

When a cleric decides to affiliate to a new brotherhood, he gains new powers beyond those granted from the domains he has chosen. These powers are usually in tune with the brotherhood cult. For example, clerics of the Moonlight Brotherhood gain more power under the light of the moon, and the Brotherhood of the Sword can use the Harmony in battle. These extra powers, along with the others, often disappear during non-Harmony days.

Many speculations are made about the source of these extra powers. Some believe that these extra powers are granted by the Harmony, others feel that it is generated by the brotherhood itself. Further, it has been said that it is the concentration of the Harmony to make this power manifest. The truth is unknown.

Designing a Brotherhood

You may want to design a brotherhood of your own. Each brotherhood adds flavor and power to the standard cleric class on Arthad, although you can design and use a brotherhood in your favorite setting.

While designing a brotherhood, keep in mind its history, as it should fit in the history of Arthad (or your setting) properly. You can read the section on the ancient gods to get some ideas, or dig through other products in the *Seven Avengers Saga*. You may decide that the brotherhood is not strictly related to the gods, but is born from a simple

thing or situation—this is up to you. Even if you decide that your brotherhood is not related to any ancient god, keep in mind that is the essence of the gods that feed the brotherhoods. Even if the clerics are unaware of this, you should think of a way that the essence of a dead god imbues the brotherhood.

Below are some guidelines.

Origin

This paragraph describes how each brotherhood was founded. Often the essence of the gods finds a way to appear or show itself to a single person. It could be a wondrous event like a falling star, an eclipse or a situation like a battle or another conflict. In some cases the essence of the gods calls the elect in a strange way, or simply makes something unusual happen to him.

In describing the origin of the brotherhood as a crucial event, it is not necessary that the event is crucial for the world, it could be crucial for the life of a single man that, either by way of himself or his offspring, shall influence change in the course of the history. The reason for a brotherhoods existence may not be clear to all the people, it can be a mysterious or odd task to perform for their clerics or a clear duty to follow. This task may be even beyond the understanding of the clerics themselves.

Cult

This section describes the duties and rights of the brotherhood members. In most of the cases, the brotherhoods are like small communities and are far from civilization. Unlike a standard religion, brotherhoods do not always try to make new converts. Often converts are drawn to brotherhoods by Harmony means and join it by their choice. So the cult of a brotherhood may include a series of rituals or rules the brothers must follow in order to be accepted and live within its community. Some brotherhoods not part of a community at all, their clerics live wandering Arthad—alone, but aware of being part of a brotherhood.

Some rituals may appear strange to the common men or scare them, mainly because the common folks do not understand them. Usually the cult of a brotherhood is somewhat related to the ethos of the brotherhood. The Moonlight brotherhood may have rituals and duties to be performed under the moonlight and the Scarlet Rose Brotherhood can make rituals using red roses.

Monastery

The location of the monastery is important, because it generally is the sole center of worship of the brotherhood. It is possible that a brotherhood does not have a monastery, the Brotherhood of the Branch gathers when needed

around an Arillin tree. It is also possible that more than one monastery exists, as is the case for the Brotherhood of the Seven Souls (described in the Twenty Sides of the Evil adventure). It is even possible the monastery does not exist on Arthad, like the Dream Keep, which dwells in the Realm of Dream.

Many monasteries reflect the beliefs of the brotherhood in their architecture. The monastery of the Severed Skull Brotherhood, for example, is built entirely of several kinds of skulls; the meeting hall of the Scarlet Rose Brotherhood is a dome that resembles a giant rose covered with dew; the hall of the Brotherhood of the Twenty Axes has the shape of a gargantuan axe head. Some monasteries may be dangerous and be good location for adventures, like the monastery of the Brotherhood of the Black Vengeance.

Since the common folks do not interact or deal with them, nor do some wish to, monasteries are built usually in distant, inaccessible or secret locations. More often, the monastery is built where the brotherhood was founded, like the Anvil of Stars for the Brotherhood of the Sword.

Appearance

The appearance of the cleric often reflects the ethos of their brotherhood. The Moonlight Brotherhood wears polished armor in order to reflect the moonlight and make them impenetrable; the Brotherhood of the Rainbow wears colored tunics according to their selected color of the rainbow. Appearances also vary by situations. In battle some brotherhoods may have special kinds of dresses or armors, and in the day-by-day activities have another one. A cleric's appearance may even be a single thing worn or carried, or can be very elaborate ritual dresses—it depends from how much importance the cult gives to the appearance. Usually every brotherhood has a way to identify their own members—from a small feature or uniform, it depends on the individual brotherhood. .

Personalities

This section describes individuals that are important for the brotherhood. A personality section may have an emerging member of the brotherhood or simply be the chief of the monastery. Be sure to include only living characters, though you may detail prominent members of the past in the Origin paragraph.

You should tell the relevant life history of the character, perhaps telling how he or she became a cleric and for why. Usually, prominent members have had lives full of events and their "illumination" is the climax or the cornerstone of their existence. Be sure to include the statistic for the person you describe.

Domains

This is a list of the domains the cleric may choose from, or in case of a stareg wanting to affiliate, to match from. The domains should be no more than three or four in number. If you wish, you could create custom domains that match the brotherhood ethos properly. Remember that

every domain allows clerics the use of a granted power only on Harmony days.

Symbol

The symbol of a brotherhood is, for gaming purposes, equal to the cleric holy symbol. The symbol should be related to the kind of brotherhood. Usually a symbol may be any sort of thing from a scarf to a piece of jewelry. Be sure to make an handy symbol since it is the divine focus for most of the spells.

Weapon

Arthad is a dangerous world and most of its people have learned to defend themselves. Thus even the most peaceful brotherhood should have a favored weapon. The world was born from war so fighting has been engrained in the minds of many people. Most brotherhoods, being an extension of the gods' will, are logically combat-oriented. You could develop a particular or exotic weapon used only by the brotherhood, or choose the standard weapon that best matched the brotherhood ethos. Clerics gain a free weapon proficiency with the brotherhood weapon, this is in addition to proficiencies granted by domains.

Brotherhood Power

This is an extra power granted by the affiliation to the brotherhood. It should be crafted carefully, and should be compatible with the ethos of the brotherhood. The simplest way to create a brotherhood power is to allow the cleric to use a spell or two that he can't cast normally. The hardest way, but certainly the most enjoyable, is to create a brand new power. These powers are often are Supernatural powers but may also be a Spell-like ability. In the latter case, be certain to specify the number of times the cleric can use it. It may be a good idea to design a power that becomes stronger as levels increase, in order to let the character use it at any level. Remember however that these powers are only usable during the Harmony days, so the cleric may not have these powers constantly.



THE BROTHERHOOD OF BLACK VENGEANCE

Origin

Kremalka-Kaan was dead, slain by the dying Arabitas. Loyal minions took the dead body of the Black Demon of Vengeance to an underground complex. Here, the black demon was entombed with the god's sword hilt still sprouting from his skull. Many centuries after the Godswar, a pursued band of ten thieves sought refuge in the forgotten tomb. They hid into the tomb for two or three days, unaware of the nature of the building. During their time in the tomb, crumbling walls revealed a hidden chamber. Inside the chamber a large stone coffin was found. Hoping for fantastic wealth and jewelry, these men eagerly opened the coffin.

They found nothing but dust and ten razor-sharp giant claws.



These were said to be the only remains of the Black Demon. Nothing else is spoken of the Black Demon's diamond-hard skull or the sword that brought about his ruin, it is rumored that these were spirited away long before these thieves were even born. While surprised at their discovery, the thieves' leader, a wicked and ruthless stareg named Jorjan, took hold of one of these claws and likewise did the rest of his group. Oddly, there were ten men and ten claws.

With these new weapons, the thieves left the tomb and faced their pursuers. As the battle begun, something seemed to take the control of the thieves, their eyes became injected with blood, their skin blackened, their hands grew claws and their teeth became long and jagged. The screams of the pursuers begging for mercy went unheard, and in seconds, it was all over.

Kremalka-Kaan's claws are said to be impregnated with the slaying power of that ancient Black Demon. It is this dark power that subdued the poor thieves and the Brotherhood of the Black Vengeance was born.

Cult

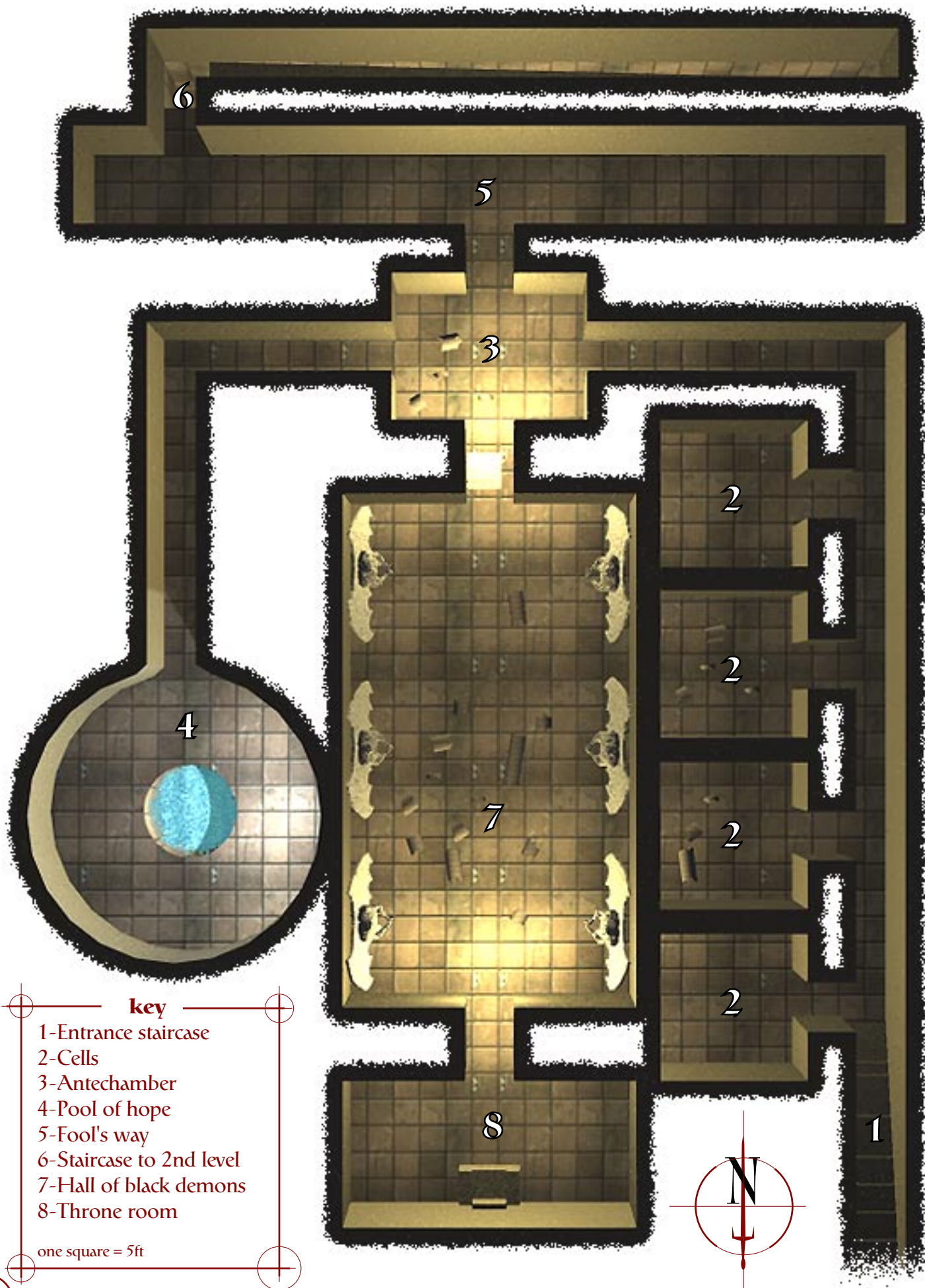
The Claws of Kremalka-Kaan changed those thieves forever, granting supernatural and spell-like powers but not immortality—the life expectancy of those men was stretched to more than 400 years.

The spirit of Kremalka-Kaan that resides in the claws chooses the leader of the Brotherhood—in addition to the demonic features of his body large bat-like wings sprout from his back. The Brotherhood consists of ten members, no more, no less. They have no minions or followers (although they often hire mercenaries) and wander Arthad, seeking reminiscences of the ancient gods of light, destroying any trace and performing the last mad act of vengeance. Over the centuries they discovered and burned thousands of ancient temples, desecrated tombs and wiped out every element of the ancient light gods that they could.

The Brotherhood has access to large amounts of treasure, probably from ancient sources beneath ruined cities. Using this wealth, the Brotherhood employs several information sources from around Arthad, keeping the Brotherhood well informed should the need for their Black Vengeance be needed or if an enemy was seeking the Brotherhood out. While the Brotherhood's enemies are numerous, it is the Brotherhood of the Sword who has fought most often with them, making the Brotherhood of the Sword a sworn enemy of the Black Vengeance.

It is often said that those granting information to the Brotherhood are unaware of their identity. Even in the most dangerous wards of Sadanis, when a thug sees a large cloaked man seeking information about the presence of the Brotherhood of the Sword, he knows that it is better to say the truth or avoid the figure entirely, or else his body will be found much later than his tongue.

Tomb of Kremalka-Kaan, 1st level



key

- 1-Entrance staircase
- 2-Cells
- 3-Antechamber
- 4-Pool of hope
- 5-Fool's way
- 6-Staircase to 2nd level
- 7-Hall of black demons
- 8-Throne room

one square = 5ft

Monastery

The monastery of the Brotherhood is located in the Jaidin desert, near a ruined city but close to the town Bamba Issa. Under the ruin, it's said, there is a labyrinthine, subterranean complex that holds the Tomb of Kremalka-Kaan. Over the ages, the Brotherhood of the Sword made several attacks to the tomb, trying to destroy the entire Monastery and the dark Brotherhood but never fulfilling the task. The Brotherhood of Black Vengeance protected their lair with hideous traps and beasts. Four Vengeance brothers are designated, in turn, to protect the tomb, and each time they do the job by knowing every single stone, passage, trap and crawlway of the labyrinth.

Appearance

The Brothers of Black Vengeance do not resemble common men, thus they cannot blend in, at least under the daylight. They are always heavily armored, with deeply carved armors. Often, they wear enveloping black mantles to hide their features. Full helms hide their twisted faces but their blood-injected eyes are always visible through the helm.

Personalities

"Do you want to be powerful young man?" The leader of the Brotherhood, Vejerc, was asked.

Vejerc was a cunning and ruthless Jaidin. A young stareg and a thief who was escaping across the Jaidin desert, due to a "little thing" he had stolen from a rich palace in the city of Sadanis. As he fled into the desert, the city guards pursued after and were on the verge of capturing him. It was night and Vejerc entered an oasis, searching for a hiding place between the rocks and the palms he spotted a horrible bat-winged creature. This creature lay upon the rocks, covered in purplish blood, obviously dying. A terrified Vejerc sought to flee again, but a deep, low voice reached him:

"Do you want to be powerful young man? Do you wish to be the most powerful of them all? I can see desire in your eyes. Good; come here and listen, I will give you more power than you've ever dreamed..."

The creature was the dying former leader of the Brotherhood of the Black Vengeance. His brothers betrayed and attacked him, leaving him to die. He wanted Vejerc swear to avenge him then told him to get his scimitar but only after his death.

Vejerc agreed.

The guards found Vejerc sitting on some rocky outcropping, toying with a scimitar. It was the last thing they saw in their life.

Some years later Vejerc, alone, but knowing all the secrets the leader demon passed on to him, attacked the lair of the Brotherhood and slew all the betraying members. Afterwards, he then founded a new order by personally finding the new members.

Demon of Vengeance Template

Any possession of a claw of Kremalka-Kaan requires a Willpower saving throw (DC 30). If the save fails, the holder never willingly gives away the claw and is transformed into a Lesser Demon of Vengeance. This transformation is permanent, and takes 1 hour; it cannot be reversed by any means. Should this Demon lose his claw, he dies within 48 hours.

During this 48 hour period, the demon becomes even more powerful, his powers increase every eight hours as follows: +2 Str, +2 Con, +1 Will. During this period the sole action the demon may undergo must be aimed at retrieving the lost claw. It is a kind of cold rage, the demon thinks and reasons, but he has only one thought in mind—the claw.

When a creature is transformed, he gains demonic features. His skin becomes black and covered with scales; his eyes become ruby-red; claws and fangs grow as well as thick hairs and kemps; his body structure becomes twisted but stronger. The leader of the brotherhood also gains a pair of bat-like wings.

Creating a Lesser Demon of Vengeance

"Lesser Demon of Vengeance" is a template that may be added to any humanoid or monstrous humanoid creature (referred hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities, except where noted below.

Hit Dice: as per class

Speed: add +10ft to every kind of movement the creature has. The Leader gains the ability to fly, 50ft (good)

AC: The demon skin is very hard. The creature gets +5 natural armor

Attacks: The creature gains bite and claw attacks, according to his size.

Size	bite damage	claw damage
Fine	1	1
Diminutive	1	1d2
Tiny	1d2	1d3
Small	1d3	1d4
Medium-size	1d4	1d6
Large	1d6	1d8
Huge	1d8	2d6
Gargantuan	2d6	2d8
Colossal	2d8	4d6

Lesser Demons usually attack with the Claw of Kremalka Kaan, however, some have been known to attack with their talons and fangs.

Special Attacks: Frightful Presence (Ex) occurs when a demon shows himself. Hypnotism (Sp) 3x/day. Fear (Sp) 3x/day. Phantasmal Killer (Sp) 1x/day

Special Qualities: Darkvision: the demon gains 60ft Darkvision. and Spell Resistance 15

Saves: +2 Fortitude, +1 Will

Abilities: Alter base creature's abilities as follows (an ability cannot be less than 1): Str+2, Con+4, Wis+2, Cha-2

Skills: Lesser Demons receive a +2 racial bonus to the following skills: concentration, climb, spellcraft, swim, spot, listen, search.

Feats: Lesser Demons gain Multiattack, Weapon focus: Scimitar, Weapon Specialization: Scimitar

Challenge Rating: base creature+4

Alignment: always lawful evil

Advancement: By character class

Vejerc, Demon of Vengeance, Male, Cleric 15 (Brotherhood of Black Vengeance); CR 19; SIZE Medium; **HD** 15d8+75; **hp** 150; **Init** +7 (Dex, Improved Initiative); **Spd** 30/fly 50; **AC** 25 (Carved Breastplate MW, Large Steel Shield, Dex, Natural Armor); **Atk** +20/+15/+10 **melee** (1d6+10, The Claw (Kree-Sha+3)); **SA** Frightful Presence, Hypnotism (3xday), Phantasmal Killer (1xday), Fear (3xday); **SQ** Turn and Rebuke Undead, Darkvision 60ft; **SR** 15; **AL** LE; **SV Fort** +16, **Ref** +8, **Will** +14.

Str 20; **Dex** 16; **Con** 20; **Int** 12; **Wis** 19; **Cha** 13.

Skills: Concentration +10, Diplomacy +5, Gather Information +8, Heal +9, Knowledge (ancient gods) +5, Knowledge (brotherhoods) +5, Knowledge (history) +5, Listen +10, Sense Motive +7, Spellcraft +10.

Feats: Combat Casting, Feel Harmony, Harmony Control, Improved Feel Harmony, Improved Initiative, Multiattack, Quick Draw, Weapon Focus (the Claw), Weapon Specialization (the Claw).

Languages: Draman, Jaidin

Cleric domains: Destruction, Death

Granted Powers: Smite power, Death Touch

Brotherhood power: Demon of Vengeance template

Spells prepared (6/7/7/7/6/5/4/3): 0- Detect Magic, Detect Poison, Guidance, Read Magic, Resistance, Virtue; 1- Cause Fear, Bane, Command, Doom, Obscuring Mist, Sanctuary, Shield of Faith; 2- Shatter, Claws of Vengeance, Aid, Darkness, Hold Person, Zone of Truth, Silence; 3- Animate Dead, Deeper Darkness, Dispel Magic, Wave Direction, Contagion, Obscure Object, Wind Wall, Deflects arrows; 4- Spell Immunity, Tongues, Restoration, Dispel Harmony, Inflict Critical Wounds, Poison; 5- Spell Resistance, Greater Command, Flame Strike, Circle of Doom, Wall of Stone; 6- Harm, Word of Recall, Blade Barrier, Greater Dispelling; 7- Destruction, Resurrection, Holy Word.

Domains

Destruction, Evil, Death

Symbol

A circle with a "V" inside and ten claws sprouting from the back.

Weapon

Every brother wields The Claw (often called with its true name: Kree-Sha). A scimitar-like giant claw, it is considered a +3 keen scimitar (threat range 16-20x3).

Brotherhood power

The members of the brotherhood do not have a granted power (beyond their normal cleric powers), but when they touch the Kree-Sha receive the Demon of Vengeance template (see box).



BROTHERHOOD OF THE BRANCH

Origin

Not all gods fought in the days of the Godswar, though all were surely affected by its outcome. Two of these were Aradar and Efaillin, the god of joy and the lady of life. They refused to be brought to arms against any of the other gods, but their entering in the war was secured since it was their task to rally the morale of gods and heal them after the struggle. During a pitched battle, both these gods put themselves in front of the fallen god Enebyr, sparing him from the final blow. Demons slew both Aradar and Efaillin, and their bodies fell over the form of Enebyr. The blood of the two gods revived and strengthened Enebyr, who madly enraged slew all the demons and brought the two gods' bodies to a secret place. Though dead, the two gods kept on spreading the true essence of life. When the turmoil of Godswar ended, all around Arthad, deep in rich forests, sprouted special trees called Arillin and they become a sanctuary for all living things.

A stareg discovered one of these trees while attracted by a great flow of Harmony. He claimed a branch of the tree, which then bloomed in his hands. He meditated for a time beneath the tree and decided to found the Brotherhood of the Branch.

Cult

As every branch of a tree is different, so every man is following a different life full of potential. Each brother wanders throughout Arthad, blessing crops and acting as midwives. All brothers are skillful healers and herbalists and lovers (chastity is not a tenet of Branch way). Druids may join or multiclass into the Brotherhood of the Branch.

Every brother may recognize promise in a boy or girl, even instruct him or her in the basic tenets of the Brotherhood, and could even ask him or her to follow him along the road. Most of them accept the offer. There is no formal period of apprenticeship. Simply it is the land that chose his followers. Finally the apprentice is brought before a holy tree, if the tree the new brother accepts him or her, the new brother is given a branch of the tree of life.

Monastery

There is no places built to learn the way of the Branch nor there is an order or hierarchy. The Brothers of the Branch may or may not meet. Any place where an Arillin tree grows is a sacred one. The tree is magical and has special powers (see box text). In rare occasions, the tree calls for a Brother and communicates its will.

Appearance

An air of vitality and joy surrounds members of this brotherhood, typically seen in the company of birds, small animals, and in some towns, children. Most Brothers wear long green tunics, embroidered on one shoulder with a golden tree.

Personalities

Veneges is a very old Svairiji, living in the great Svairiji forest. He seems a harmless, pleasant old man.

He wanders through the forest bringing joy and peace, healing the people and giving advice to those who ask. In truth, Veneges is a powerful brother of the Branch and keeps an eye over the forest and the Arillin tree near

the tomb of Svarn.

Brigands kidnapped his mother when he was fourteen. He and his father trailed the brigands for miles. At the end, they found his mother tortured to the death. The pain of Veneges was so great that the forest itself felt it. The trees standing near the crying Veneges begun to shake and move, making a path before the stunned men, a path that climbed up the mountain, the High Hunter, and ended before a massive oak. Veneges lay the body of his beloved mother under the tree and prayed all through the night. In the morning his mother was alive again, and Veneges was a Brother of the Branch.

Veneges, Svairiji, Male, Druid 10/Cleric 6 (Brotherhood of the Branch); CR 16; SIZE medium; HD 16d8+48; hp 120; Init +2 (Dex); Spd 30ft; AC 15 (Hide, Dex); melee (1d6, (branch)) or +13/+7/+2 sling; SQ see below; Fort +15, Ref +7,



Atk +11/+6/+1 Quarterstaff ranged (1d4, AL NG; SV Will +18. Str 11; Dex 15; Con 16; Int 14; Wis 22; Cha 15.

Skills: Animal empathy +15, Climb +5, Concentration +22, Diplomacy +7, Handle Animal +15, Heal +19, Intuit Direction +14, Knowledge (ancient gods) +7, Knowledge (brotherhoods) +7, Spellcraft +21, Wilderness Lore +16,

Feats: Channel Harmony, Feel Harmony, Harmony Control, Harmony Meditation, Improved Feel Harmony, Improved Channel Harmony, Sense Of The Wolf

Special Qualities: +1 on craft bowmaking, +1 on every skill involving hunting, Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape Large, Venom Immunity, Wild Shape 4/day, Turn and Rebuke Undead

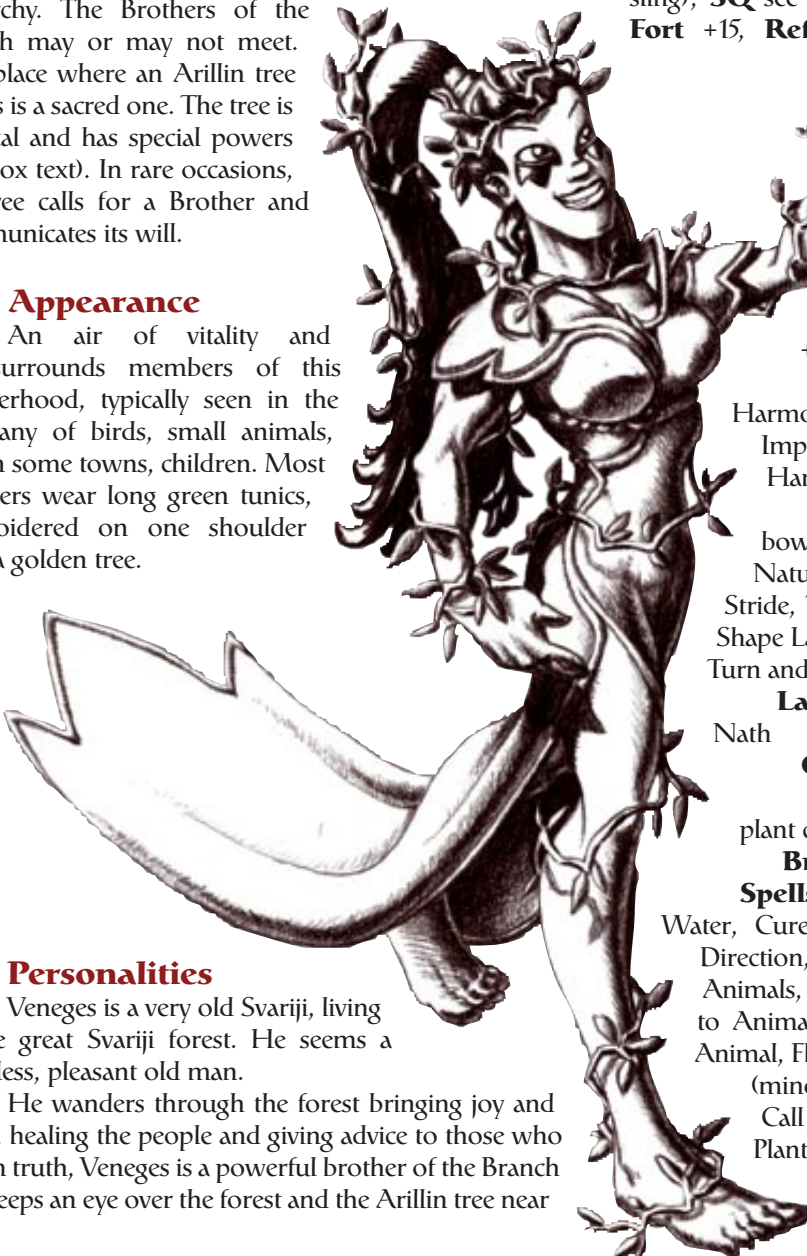
Languages: Draman, Svairiji, Randrom, Nath

Cleric Domains: Plant, Animal

Granted Powers: Rebuke or command plant creatures, cast animal friendship

Brotherhood power: Final Joy

Spells prepared (6/6/6/4/4/3, druid): 0- Create Water, Cure Minor Wounds, Detect Magic, Know Direction, Light, Read Magic; 1- Arillin Touch, Calm Animals, Magic Fang, Pass without Trace, Invisibility to Animals, Obscuring Mist; 2- Charm Person or Animal, Flame Blade, Heat Metal, Preserve Harmony (minor), Speak with Animals, Tree Shape; 3- Call Lightning, Dominate Animal, Speak with Plants, Summon Nature's Ally III; 4- Cure Serious Wounds, Dispel Magic, Flame Strike, Quench, Rusting Grasp; 5- Cure



Serious Wounds, Dispel Magic, Flame Strike, Quench, Rusting Grasp;

Spells prepared: (5/6/6/4, cleric): 0- Guidance, Light, Purify Food and Drink, Resistance, Virtue, Mending; 1- Bless, Command, Entangle, Magic Weapon, Sanctuary, Shield of Faith; 2- Animal Messenger, Bull's Strength, Hold Animal, Silence, Spiritual Weapon, Wave Shield; 3- Dispel Magic, Dominate Animal, Wave Direction, Wind Wall.

Domains

Plant, Healing, Animal

Symbol

A little gold tree, embroidered on robes or worn as a pendant.

The Arillin trees

The Arillin trees are very, very rare. While it can grow everywhere due to its magical nature, it prefers deep green forests and woods. Arillin trees are intelligent, and it may even, if rarely, speak (via telepathy) with those it chooses to. Arillin trees resemble normal trees, and may appear to be of any kind—it can be a fruit tree or an evergreen, even an almond or a willow. A Brother of the Branch “feels” the tree and recognizes it at first sight. Other men with sharp senses might feel something different in the tree. Most Branch initiates know what to seek—Arillin trees may be recognized from its bark that bears tiny golden sparkles.

These trees have great healing powers, and the mere touch of the tree heals 1d12 points of damage per character level. If someone touches the Arillin tree for one minute, the tree casts a Heal spell upon the person—leaving a body under the tree triggers a True Resurrection spell. The tree is able to discern if a person intends to harm him and can deny all his healing properties. Further, if the tree feels a menace he can cast at will Summon Nature's Ally IX.

Currently, only four trees have been discovered over Arthad. More trees may exist, but probably they lie in well-hidden locations. One of those trees is a giant oak located on the High Hunter in the Svairji territory, near the tomb of Svarn the Silver Archer. Another lies somewhere in the Drakand jungle, called “the Akg’hasa,” literally, “the one who feed the white soul.” It has the appearance of a little white tree and only the master shamans know this location.

An oasis south from Bamba Issa has one particular palm tree overlooking a crystal clear pool of water. It is said that under these mysterious sands is buried the greatest Jaidin Hero ever known—Muja-Semanak.

Under the Thunder Mountains in the Zenith Steppes grows magnificent gold tree lies in ancient ruined city's central square. The place is sacred for the Zenith; they call it “Treya Umanai,” or, “the tree that doesn't die.”

Weapon

Brothers of the branch defend life, never take it except in case of defense of other people. They never wear armor and may only wield their branch as a quarterstaff. Each branch may bloom with different flowers and in different patterns. It is virtually indestructible (except by fire) and deals double damage against the undead. The branch may be used for casting spells that require a touch attack. When a brother dies, he is buried and the branch is stuck over his grave—given time a splendid new tree will sprout and grow.

Brotherhood power

If a priest sacrifices one person (not necessary himself) he can resurrect another. This difficult ritual is called the Rite of Final Joy, and it is not performed lightly. When performed, the priest prefers to sacrifice himself rather than any other person. The effect is the same of a True Resurrection spell. However the person sacrificed cannot be resurrected by any means.



THE SISTERHOOD OF THE BURNING ICE

Origin

Hummen, a man with more muscle than brain, lead a band of ruthless men a long time ago in a cold, desert ice plain. He and his men were carrying off some prisoners obtained from a nearby ice hut.

It was easy, Hummen thought, the old woman in the icy hut had screamed only for a little while. It was enough to tighten a little more with his hands, and the screams ceased. In the hut there were two young girls, probably the daughters of the woman. Hummen decided to take the girls, so he could sell them at the next city on their way.

The brigands traveled a little further, when a dreadful blizzard overtook the caravan. A few of the men died before shelter was found. It was an ice crevice, and Hummen and his men, along with the prisoners, hoped that the storm would pass. The storm grew in strength in time. Hummen began to worry more about his own survival and as soon

as the storm broke and he pitched the girls into a small cave, and left to seek better fortunes. The two scared sisters, Rose and Azure, remained, starved and froze in each other's arms. A small landslide occurred a few days after the girl were thrown in the cave, separating the two.

Rose found herself, alone, in a vast underground hall. The hall was totally alien to her, made of a stark white unknown marble. The marble was itself carved with strange, ancient runes. Rose saw these things but her young eyes were fixed onto the strangest thing she had ever seen—a constructed silver pool lay empty in the center of the room and the pool contained a perfect cube made of ice and it was burning.

Rose stared at the wonder long time, and then she remembered her sister and looked for her all around the room, which, apparently, had no exits. Rose couldn't find her beloved sister and sat in a corner of the room, crying. When she had no more tears she began to feel the cold.

By instinct she approached the flame, stretching her arms toward it. She felt no heat, her fingertips nearly touched the flame when the fire left the cube and slowly enveloped the young body. Rose was terrified yet the flames did not hurt her, instead she felt warm. The flames disappeared but Rose was burning; burning for vengeance. The girl used her hands to melt a way out of the room and begun searching for the man who slew her family and killed her sister.

Years passed and Rose grew into a beautiful woman and familiarized with her new powers, even her thirst for vengeance never faltered. She found Hummen in a dirty tavern in a city in the south. She waited patiently. When he left the tavern, she approached him in an alley. The man didn't recognize her, how he could do? Stunned by her beauty, Hummen tried touching her, rambling incoherently.

"Oh no, Hummen," Rose said,

"you will never do it again!" She raised a hand and flames flared all around the man. As Rose was acting out her revenge a strong wind blew and a blizzard extinguished the flame.

Standing before Rose was Azure, now also woman.

"Have mercy for this man," She spoke to Rose, "As you have touched the flames and burn for vengeance, I touched the Ice and must freeze your killing will. He has killed, but we have the power now, everything is in balance now. Come with me, beloved sister, together we will bring balance to this ravaged world."

The two sisters left the city together and founded the Sisterhood of The Burning Ice.

Cult

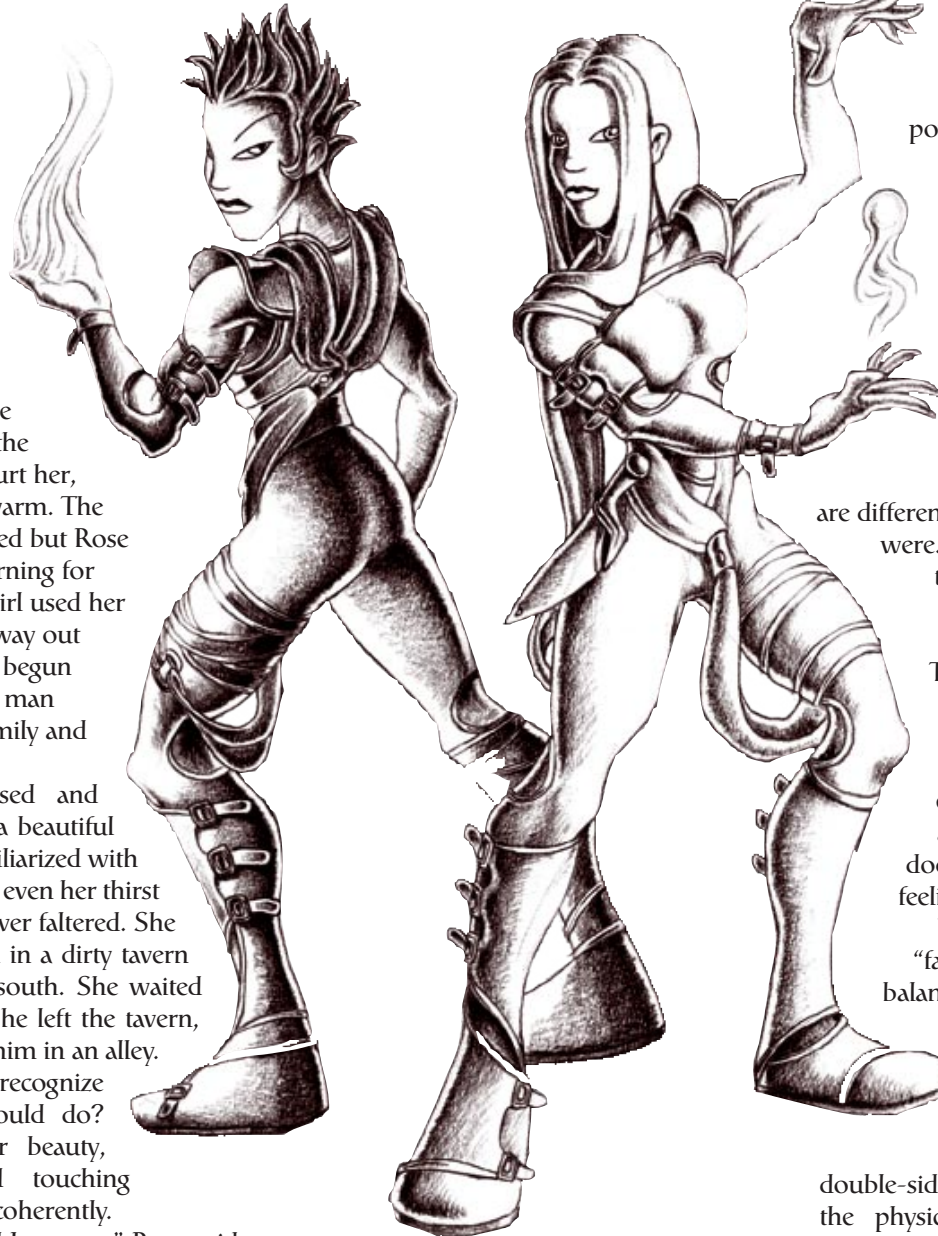
The sisters understood that an unknown force wanted to somehow bring balance to the torment world. To bring about this balancing, the

sisters needed to first balance themselves—nullifying their own powers in harmonious equilibrium.

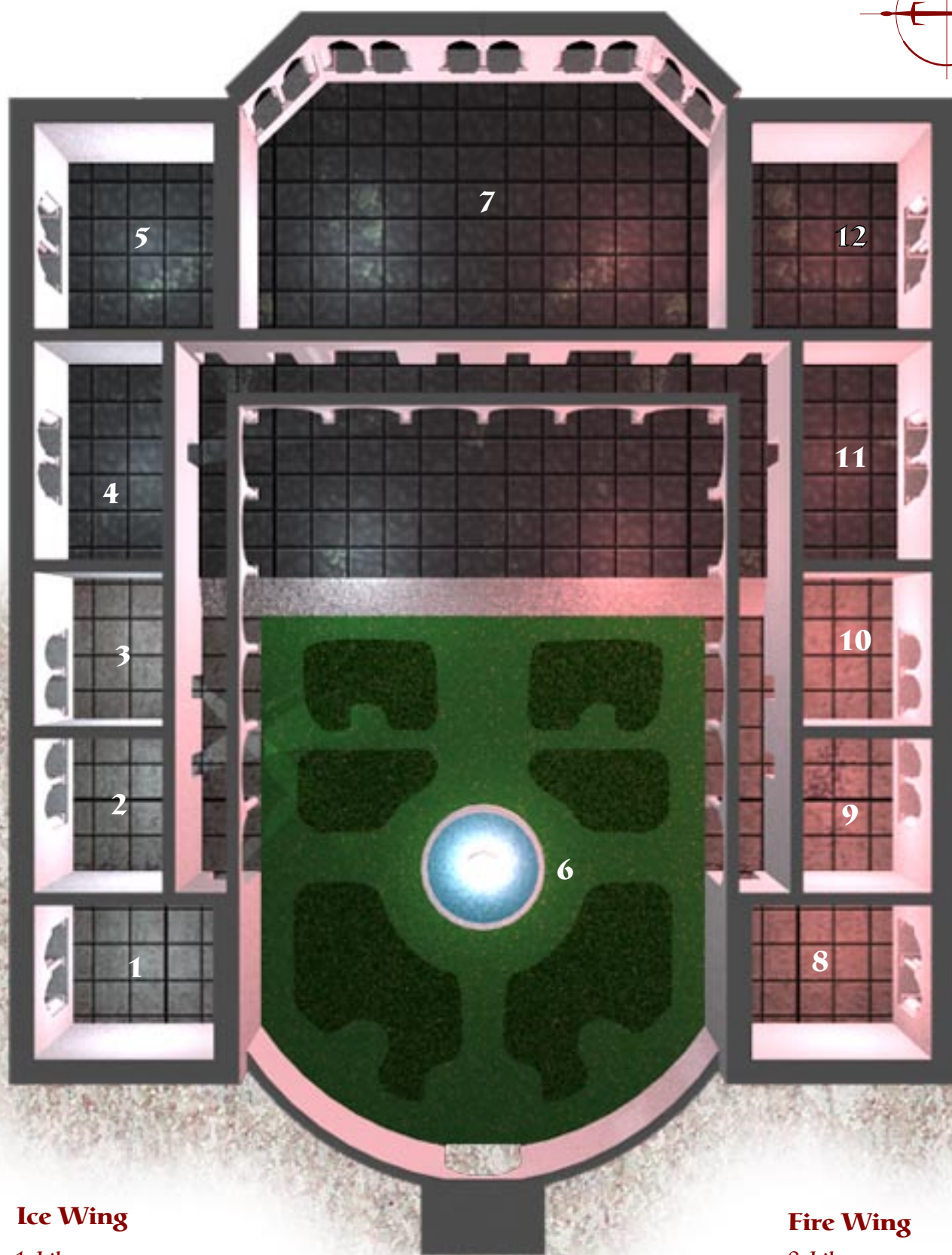
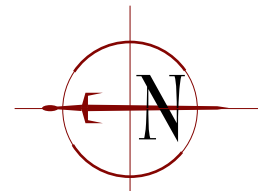
Today, the Sisterhood is a small community of clerics who live in pairs. Males are not accepted, and the sisters must observe rigid chastity.

The pair of Sisters are different as Rose and Azure were. One Sister must be the Sister of Fire and the other balances as the Sister of Ice. These Sisters live and travel together. The Sisterhood believes that Harmony exists in objects with a double face—coins, doors, and even certain feelings. The Sisterhood believes that the two "faces" must remain in balance, with neither side overcoming the other for any reason.

The sisters are often fascinated by double-sided things, not only the physical things either—a traitor, for one, is intriguing to



Hall of Neverending Balance



Ice Wing

- 1-Library
- 2-Sisters of Ice
- 3-Kitchen
- 4-Dining room
- 5-Warehouse

- 6-Fire and Ice fountain
- 7-Trophy room

Fire Wing

- 8-Library
- 9-Sisters of Fire
- 10-Kitchen
- 11-Dining room
- 12-Warehouse

1 square = 10ft

the Sisterhood, as is the flower that blooms only during the night, the grub that becomes the butterfly, and so on.

One duty for each sister is to gather information and catalog every thing is double faced. The traveling sisters try to bring balance in every place they go. It is important to note that balance is not justice. This is a simple thing initiates learn from the beginning. Balance means to put the things in a balance situation that lets every part have the same choices. If there is a conflict, it must end in another balance situation. When needed, the entire sisterhood may choose a speaker, as there is no hierarchy within the Sisterhood and the sisters act as a couple.

Monastery

The Hall of Neverending Balance stands in the temple city Agwar. The monastery is best known in the city though it is not visited much. Over the centuries the people have learned that the Sisterhood's vision of balance does not always mean justice, and most consider the sisters a sort of crazy religious order. As it does not make sense to most of the people, the monastery is largely avoided.

The Hall is located in the westernmost part of the city, in a solitary and residential area. The building overlooks the cliffs over the White Ocean and it is an architectural wonder. Half of the building leans out over the cliff, seeming to float in the air. There is nothing magical about the building, only that the architect was simply a genius—he developed a complicated system of beams and buttresses which let the observer believe that half of the building rests against nothingness. The Hall is made of beautiful white and red stones, with delicate bas-reliefs and decorations, carefully selected and imported from the south. A beautiful inner courtyard shows a wonderful garden with red and white flowers everywhere. A great fountain is set in the middle of the garden and a flame perpetually burns in its middle. Two sisters of the Fire, and two sisters of the Ice take care of the fountain all the time.

Within the palace there is a large trophy room, where any sort of object with a double face is held. For example, a rare animal that changes sex at some points of their existence is stuffed with straw, overlooking the trophy room from a raised dais. Wonderful pictures and tapestries with double meanings hang from the walls. An entire section of the room is a large library stuffed with philosophical tomes on duality or simply flip-down books.

Appearance

The Sisters of Fire usually wear normal garments, with red being a predominant color. The Sisters of Ice use white as their color. These colored articles are not mandatory, however, all the sisters must color their hair—fire red for the Fire Sisters, and snow white for the Ice Sisters.

Shades of these colors are permitted, like a bluish white or a rust-red. In battle the sister can wear any type of armor but she must wear a red or white scarf on the neck, on one wrist or use it to hold back her hair.

Personalities

Sister Sonja is a young Land woman who became a sister of Fire early in her youth. She was a child with flowing black hair when she and her mother went to visit the beautiful Halls of Neverending Balance. The young Sonja was very excited and ran happily across the garden, smelling the flowers and pursuing red and white butterflies, but when she saw the fountain she stopped and her small eyes fixed on the flame.

When her mother found the little girl, she was sitting on the fountain, where the flame should be, with her black hair turned to flaming red. The child looked at the mother, smiling, and said: "Mom, I touched the flame but it didn't hurt me!"

From this very day Sonja lived in the monastery and learned all about the Sisterhood. Soon the other sisters looked to her for advice, and Sister Sonja had words for the members of the sisterhood. Her sweet and easy nature made it hard to believe she was a Sister of Fire, but the sisters had to change their minds one night when some fool thieves tried to steal some objects from the trophy room.

During that night the sleeping sisters heard some troubles coming from the first floor; suddenly a burst of crimson flames erupted from the trophy room, the door flew away and four flaming men where smashed out. The men died almost immediately, but wasn't that to scare the sisters, it was the terrific laugh that came from the Sister Sonja mouth.

Sonja, Land People, Female, Cleric 9 (Sisterhood of Fire and Ice, Sister of fire); CR 9; SIZE medium; HD 9d8; hp 60; Init 2 (Dex); Spd 20ft; AC 18 (Chainmail, shield small, dex) ; Atk +9/+4 **melee (1d8+2, Fire Bite (Frah-Sih)); **SQ** Turn and Rebuke Undead, Fire resistance 5/3 levels; **AL** N; **SV Fort** +6, **Ref** +5, **Will** +12. **Str** 14; **Dex** 16; **Con** 10; **Int** 14; **Wis** 18; **Cha** 19;**

Skills: Concentration +12, Diplomacy +10, Heal +7, Knowledge (ancient gods) +6, Knowledge (brotherhoods) +7, Knowledge (nobility & royalty) +4, Knowledge (religion) +6, Listen +7, Search +5, Spellcraft +9, Spot +8

Feats: Feel Harmony, Iron Will, Combat Casting, Harmony Meditation, Weapon Focus (Frah-Sih)

Special Qualities: use one knowledge skill untrained

Languages: Land, Draman, Nath, Svartij

Cleric domains: Fire, Law

Granted Powers: Turn or destroy water creatures, Rebuke or command fire creatures, cast law spells at +1 caster level.

Brotherhood power: Fire resistance 5/3 levels

Spells prepared/known: (6/6/6/5/4/2): 0- Detect Magic, Guidance, Light, Mending, Read Magic, Resistance; 1- Burning Hands, Command, Magic Weapon, Sanctuary, Shield of Faith, Summon Monster I; 2- Enthrall, Hold Person, Produce Flame, Silence, Wave Shield, Weapon to Flame; 3- Continual Flame, Dispel Magic, Locate Object, Resist Elements, Wave Direction; 4- Imbue with Spell Ability, Spell Immunity, Tongues, Wall of Fire, Mark of

Justice; 5- Fire Shield, Flame Strike.

Domains

Fire, Law, Water.

Note: the sisters must choose Law and Fire (Sister of Fire) or Law and Water (Sister of Ice)

Symbol

A double-faced medallion: one side is transparent crystal with a red flame inside; the other side is a red stone with a small ice shard in the middle.

Weapon

The Sisters of Fire fight with longswords called "Frah-Sih," an archaic phrase meaning, "fire bite," which resemble a flame tongue sword.

The Sisters of Ice use warhammers called "Del-Zah," meaning, "ice skull," with the head shaped like a shard of ice. All these weapons are crafted for the Sisterhood by a blacksmith of Agwar named Elzejei.

Treat these weapons as normal weapons for game purposes.

Brotherhood power

The Sisters of Fire gain Fire resistance 5/3 levels.

The Sisters of Ice gain Cold resistance 5/3 levels.



THE BROTHERHOOD OF THE DREAM WALKERS

Origin

Urazai, a Zenith shaman, learned all about the Flower of Dreams from his father, who learned from his grandfather. He learned all about the strange properties of the flower, he learned the exact quantity to use for a peaceful rest, for a sweet dream or even for a dreaded nightmare. He learned what to add in order to have visions or foretell the future. He learned exactly how much flower take and do not get addicted. That night, Urazai was unprepared to the things he would see. The dream was not as he expected, a strange mist surrounded him, obscuring his vision and making him confused and frightened. Urazai did not understand what

was happening, the quantity of the flower was precise, he could swear, he should dream about the beautiful Izyra, but why was he having such a strange dream?

A voice began calling him, seemingly coming from nowhere. A shadow appeared in the mist, and Urazai could not see clearly. The shadow had gleaming round eyes that seemed to stare at the shaman through the mists. Rage took the place of fear, and Urazai ran through the mists trying to reach the shadow. After a mad chase Urazai found himself in an eerie place. A circle of monoliths, whose tops faded high in the mists, encircled a large stone table. Six men, or at least Urazai thought they were men, were seated around the table on stone chairs. One chair was open, waiting for Urazai. Approaching the table the young shaman looked to the men and his fear returned—they were not all men, some were strange creatures Urazai had never seen, others were humanoids but there was something appeared to be wrong with them.

Shaking, Urazai muttered, "Well, this is the strangest dream I've ever made..."

One of the beings raised his eyes and spoke to Urazai, "This is not a dream Brother Urazai, it's reality; welcome to the Brotherhood of Dream Walkers".

Urazai talked at length with the six beings, and learned even more secrets. Among the things he learned that everyone sitting at the table came from different lands, tied to Arthad as if they destinies were entwined.

These beings could not directly interfere with the events taking place in the real Arthad, but Urazai could and soon would. When the young shaman awoke in the morning, he quickly packed a few things and left his small camp—he had to find his brothers.

Cult

The Brotherhood of Dream Walkers has the duty to foreseen, warn and, in rare cases, aid. The members of the brotherhood are loners, wandering across Arthad, joining adventuring groups or simply traveling and warning those they need to. The brotherhood meets in the Realm of Dream, and every meeting is directed and called by the Master of Dream.

The will of the Master is law for the brothers; any to disobey orders are instantly deprived of the ability to walk the Dream. The Master of Dream can only be summoned by the Council of Seven, but this rarely happens. The Master of Dream may only be summoned if something crucial happens or when a council member dies. If the Master of Dream dies, the Council of Seven chooses another master.

Over the centuries, the brotherhood have discovered that someone else, not belonging to the brotherhood, could enter and walk in the Realm of Dream. They have discovered that, certain herbs, flowers and fruits mixed together and in certain quantities may bring a man into the Realm of Dream, but these mixtures are also addictive and dangerous. Due to these discoveries, another duty became necessary to the brotherhood—defend their monastery. Every brother has the duty to visit the monastery when he can, and must warn the others if danger is present.

Monastery

The Dream Keep does not exist, at least not on the surface of Arthad; it is located in the Realm Of Dream and is the main source of power for the brotherhood. Should the keep be destroyed, the brotherhood would lose the ability to walk in the dream at will. The keep appears as an inaccessible black stone keep, surrounded by a dark wood. These woods are never the same, as the trees change their location from time to time, only a brother knows how to make his way through the wood. It has been theorized that the keep is the dream of a powerful being that sleeps endlessly, thus maintaining the keep in perpetual existence in the Realm of Dream; but this theory does not have effective evidence. Any dreamer that is not a Brother of the Dream Walkers trying to enter the keep must make a Dream Breaking check DC 50 (see boxed text).

Apperance

Dream Walker Brothers do not have a particular dress; it is rare for them to meet in the real world. Brothers know each other because they meet in the Dream Keep. Recognition between the Brothers in the wakeful world is difficult, because a Brother may change his appearance at will while in the Realm of Dream. While they are in the Realm of Dream, the brothers wear usually shining armor made of white light and carry similar weapons.

Personalities

The actual Master of Dreams is a very old Zenith Shaman, called Dokadai. When the Council of the Seven chose him, he was not even affiliated to the brotherhood. The Council told him that he must live until a crucial event happened, and if he accepted the charge of Master of Dreams, his life would be in serious danger for all his remaining days. Dokadai accepted and retired in an isolate place somewhere the Thunder Mountains in the Zenith steppes. Assassins discovered him and attempted to kill him several times, forcing Dokadai to a life of constant moving. He travels with two trustworthy bodyguards who watch over his body when he walks in the Realm of Dream.

Dokadai, Zenith, Male, Sorcerer 7 / Cleric 15 (Brotherhood of the Dream Walkers); CR 22; SIZE medium; HD 7d4+15d8+66; hp 170; Init 2 (Dex); Spd

30ft; **AC** 12 (dex); **Atk** +14/+9/+4 **melee** (1d6-1, Famrak (the Dreambringer)); **SQ** Summon Familiar, Turn and Rebuke Undead; **AL** CG; **SV Fort** +14, **Ref** +9, **Will** +22. **Str** 8; **Dex** 14; **Con** 16; **Int** 13; **Wis** 22; **Cha** 18, **Dom** 22;

Skills: Concentration +20, Diplomacy +8, Gather Information +10, Heal +8, Knowledge (ancient gods) +10, Knowledge (arcana) +4, Knowledge (brotherhoods) +10, Knowledge (symmetrical architecture) +4, Listen +8, Sense Motive +10, Spellcraft +21, Spot +9

Feats: Channel Harmony, Combat Casting, Feel Harmony, Feel Symmetry, Harmony Control, Improved Feel Harmony, Iron Will, Still Spell, Spell Focus (Abjuration)

Languages: Zenith, Draman, Xiang, Svairiji

Cleric domains: Good, Travel

Granted Powers: Act normally regardless of magical effects that impede movement, cast good spells at +1 caster level.

Brotherhood power: walk into the Realm of Dream, Divination Spells at +2 caster level, cast Sleep once per day.

Spells known: (7/5/3/2 Sorcerer): 0- Resistance, Detect Poison, Disrupt Undead, Light, Mage Hand, Detect Magic, Read Magic; 1- Mage Armor, Comprehend Languages, Charm Person, Magic Missile, Expeditious Retreat; 2- Symmetry Armor, Symmetry Blast, Mirror Image; 3- Deflect Symmetry, Lightning Bolt.

Spells prepared:

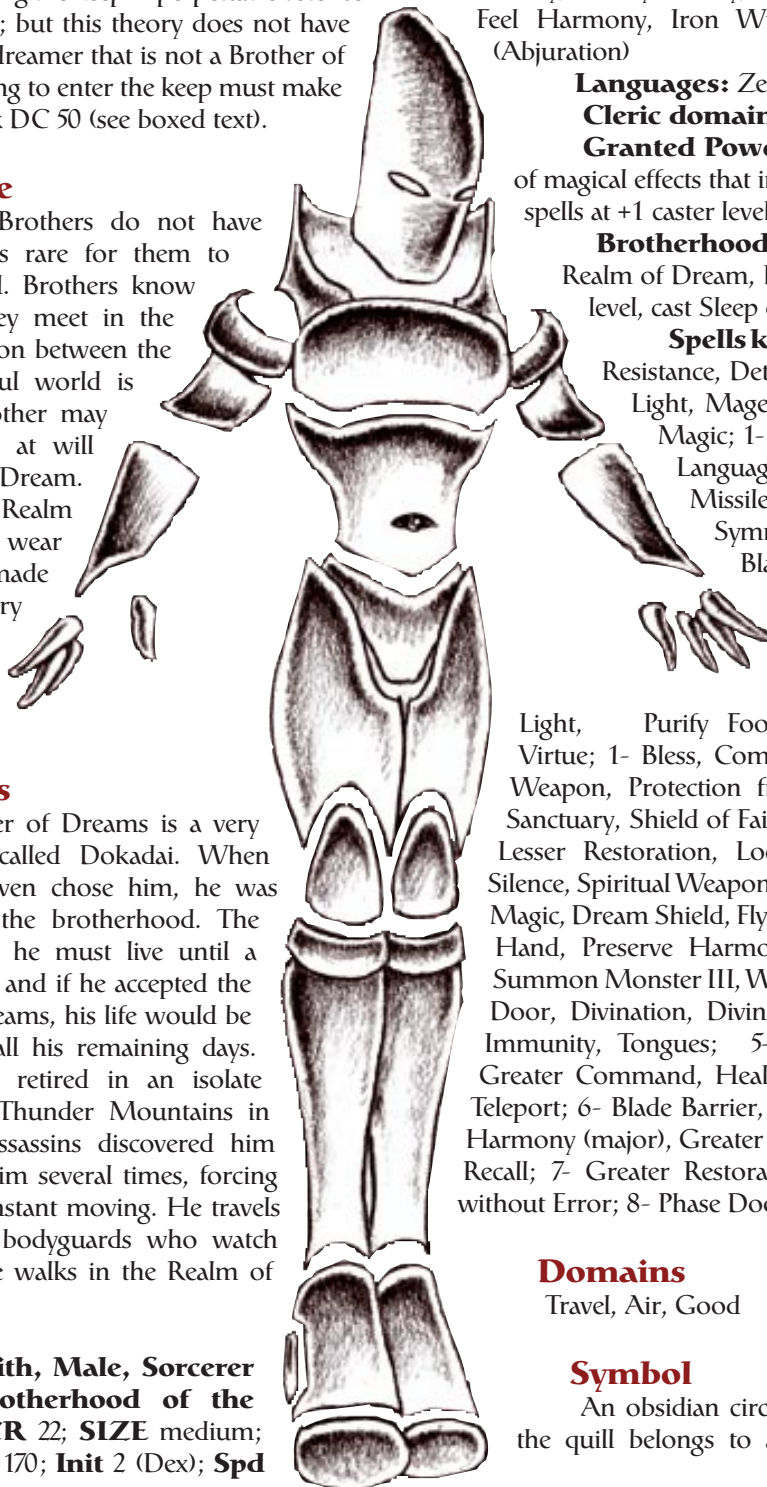
(6/8/8/7/6/6/5/3/2 Cleric): 0- Create Water, Guidance, Light, Purify Food and Drink, Resistance, Virtue; 1- Bless, Command, Divine Favor, Magic Weapon, Protection from Evil, Random Action, Sanctuary, Shield of Faith; 2- Augury, Hold Person, Lesser Restoration, Locate Object, Shield Other, Silence, Spiritual Weapon, Willpower Strike; 3- Dispel Magic, Dream Shield, Fly, Glyph of Warding, Helping Hand, Preserve Harmony (minor), Searing Light, Summon Monster III, Wave Direction; 4- Dimension Door, Divination, Divine Power, Restoration, Spell Immunity, Tongues; 5- Commune, Flame Strike, Greater Command, Healing Circle, Spell Resistance, Teleport; 6- Blade Barrier, Greater Dispelling, Preserve Harmony (major), Greater Glyph of Warding, Word of Recall; 7- Greater Restoration, Resurrection, Teleport without Error; 8- Phase Door, Symbol

Domains

Travel, Air, Good

Symbol

An obsidian circle with a single quill inside; the quill belongs to a rare small bird called by



the Zenith shamans, “Ony-Raei,” which means, “Bird of Ethereal Dream.”

Weapon

The brotherhood of the Dream Walkers, when in the real world, uses a quarterstaff called Famrak the Dreambringer. It is a crafted quarterstaff usually decorated with multicolored quills. It is handcrafted by the brothers and should be considered a Masterwork weapon. In the Realm of Dream they use any weapon they can imagine.

Brotherhood power

The brothers have the unique ability to walk into the Realm of Dream at will. Unlike normal men, who are unable to break from their own dreams while dreaming, the brothers may leave their dreams and walk about the Realm. They use often this ability to enter the dreams of other people and warn them about imminent. Of course the character must sleep in order to use this ability.

In the real world the brothers can cast the Divination Spells at +2 caster level and may cast sleep once per day.

The Realm Of Dream

In this box presents some guidelines to handle characters who enter the Realm of Dream, these rules will be expanded in another product.

Realm Overview

The Realm of Dream is the place where all dreams of every people of all Arthad coexist. Normally, when a man sleeps he creates a small area in the Realm of Dream. In these areas, dreams take place, and when the dreamer awakens, this area disappears. No one else who enters the Realm while normally sleeping, can go outside his area nor he can see beyond his area's borders.

The Brotherhood of the Dream Walkers has the ability to walk between these areas. Normal men, temporary, can gain this ability by consumption of certain substances. It is said that Zenith shamans can effectively walk the Realm by using the Flower of Dream mixed with other fruits.

The areas generated by those dreaming appear to the dream walkers in various manners, some appear as encircling walls of solid stone, other as curtains of glass or water and, rarely, the dream areas do not have visible boundaries. Normally it depends by the nature of the person who is sleeping, a good-tempered man could have his dream without boundaries and a reclusive personality may close their dream with encircling barriers (stone, fire and the like), though this is not a conscious action however.

The space between the dream areas appears usually as a mist-covered ground with no landmarks. Simply walking, it is possible to see infinite dream areas but it is not possible to enter one of this without making

a Dream Breaking check (see below). A Dream Walker can find and go to any place in the Realm simply thinking of the person who is dreaming, provided he knows the person and has seen them at least once.

In the Realm of Dream the physical appearance does not relate to the real world as any Dream Walker can choose how to appear—a bird, a dragon, a man, a woman. It does not matter. The dream walker can change his appearance and shape as he wishes, armor can appear over his body, a sword in his hands and so on. However despite the shape he takes, his powers remain based on the same he had in the real world. The dream walker can cast the spells he knows but the effect of the spells works only if the recipient can't resist to the Dominance of the caster.

When traveling in the Dream Realm the physical things exist only as a projection of a dreamer's minds. Every person has an insight ability that dominates the others. A person could enhance his dream persona more with their intelligence than with the charisma, or could use the wisdom in lieu of intelligence. In short, between the mind-related abilities, one is dominant.

For game purposes the PC takes his best ability score between Intelligence, Wisdom, and Charisma and substitutes all his physical ability scores with the mind-related dominant ability. This dominant ability is called also Dominance (**Dom**).

For example:

Strayd has **Str** 16, **Dex** 10, **Con** 13, **Int** 12, **Wis** 16, **Cha** 10.

His new stats in the Realm of Dream are **Str** 16, **Dex** 16, **Con** 16, **Int** 12, **Wis** 16, **Cha** 10—because Wisdom is the dominant ability between his mind-related, Strayd's Dom score is also 16..

All Strayd's skills, feats and combat abilities are modified according to the new stats.

Fighting

Combat in the Realm of Dream is a very strange experience. The PCs can take any shape they want and use any weapon they want but their abilities, those behind the shape, remain the same. If a PC takes the shape of a large dragon, he will occupy always one square on the combat grid; even if they use huge weapons, the damage will be always the same (see below).

While some bonuses remain (like the base attack bonus and the melee attack bonus, adjusted with the new ability score) some bonuses aren't applicable anymore.

Armor Class, in spite of what armor the character imagines, is calculated as follows: $10 + (\text{Dom bonus} \times 2)$.

Weapon damages, no matter the weapon the character imagines, are always: $1d6 + \text{Dom bonus}$

The character can use all the feats and weapon

specialization they have in the real world but they must imagine to use the right weapon.

Dream Breaking

In order to enter another person's dream, a character who tries to enter must make a dream breaking check.

The Dream Breaking check is a Dream Breaker's roll opposed by a Dream Defender's defensive will.

Dream Breaker: D20 + Dom bonus

Dream Defender: Dom bonus + character level

Saving Throws and spells

Spells work normally in the Realm of Dream but the damage they deliver is always 1d6 + Dom bonus + level of the caster

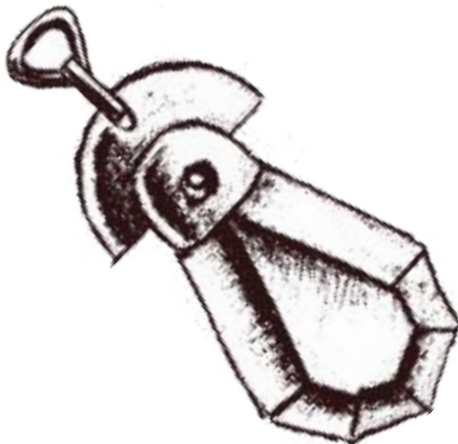
Spell slots are expended as usual and count toward the daily allotment. Furthermore, every character gains Spell Resistance in the Realm Of Dream. Their Dominance acts as a barrier against the spells. (SR = Dom bonus + character level.)

Death

If a character dies in the Realm of Dream, he immediately awakes and must make a Fortitude save (DC 10), if the save fails the character dies.

When a character awakens, the damage taken in the Realm of Dream remains but obviously will not be visible, although the damage may be healed by spells normally. It is possible the character's dream form has taken more damage than his real one can sustain—in these cases, the character dies.

However, it is possible to heal the character before he awakes or during his journey in the Realm of Dream. Some friends could watch the body of the sleeping character and act accordingly.



BROTHERHOOD OF THE RAINBOW

Origin

"Many eons ago, after the Battle of the Gods, Arthad was shrouded in darkness... An ancient people was almost wiped out... The few survivors hid in the depths, in the bowels of the earth... Awaiting a sign of heaven that life could go on... suddenly a ray of light sliced through the black clouds... it stroke the ground of Arthad, spreading around all the world in a kaleidoscope of colors... life bathed earth, renewing it with strength...and men and women went out from the deep earth chanting the power of Heaven."—From the Chronicles of Arang Thyara.

Many staregs searched all the land in the hope of finding the place where that First Ray landed. One of them, now only remembered as Tsang Kithar the Rainbow Bringer, found a complex of volcanic caves, the Glittering Caves, under the Judgment Mountains.

After days of hard work, he succeeded in exploring all them and to clearing the entrance to the caves. At dawn, a ray of light hit the multifaceted crystals in the caves bathing the entire vale in a wonderful rainbow. In this way it started the myth of the Brotherhood of the Rainbow Light, commonly named the Brotherhood of the Rainbow.

Cult

The goal of every brother is called Finding the Rainbow, meaning attaining spiritual and physical perfection. The colors along the path is the keyed to a principle that the Brothers should attain:

- Red: physical prowess
- Orange: social responsibility/aid
- Yellow: cultural education
- Green: respect of nature
- Azure: moral standing
- Blue: self respect
- Violet: spiritual purity

Each brother chooses which color he will study, and must achieve personal goals set in order to obtain mastery of that color's principle. When the brother feels that he has achieved that path's principle, he presents himself to the Multihued Council to be tested. If an initiate fails these trials, he must stop his progress and mediate for a year.

The Brotherhood of the Rainbow is one of the oldest brotherhoods and has many millennia of traditions. The Brotherhood has a very rigid and structured hierarchy, and a very precise code. Understanding the hierarchy is very simple, the more colors you have the higher your rank is. The brotherhood is even a militaristic one, with the Brotherhood's main goal being to fight the forces of darkness, and to spread the Light of the Rainbow.

This brotherhood is also a multifaceted one; its main

ethos covers many aspects of the human knowledge. Every time a brother is “in one color” (means he is attaining that color), he completely dedicates to it, putting his knowledge of the color before all the other things. For these reasons meeting more than a Brother of The Rainbow could be a strange experience. One could meet a fanatic military who talks only about weapons, tactics and physical deeds, and one could meet a peaceful poet who seems to dedicate his life only to the study of the literature and poetry.

This is one of the largest brotherhoods ever known, counting at least 200 members.

Monastery

The Monastery is near the Glittering Caves in the northernmost part of the Judgment Mountains. It is a wondrous sight, with its seven towers, each one with a crystal cap of a different color. The monastery is a small castle made of white rock and encircled by an artificial lake. After a rainstorm, a beautiful series of rainbows appears between the seven towers and all the brothers watch on in silence for a minute. Each one of the seven towers is the home of the brothers who are attaining that particular color. The tower and the monastery itself are just a home for the brothers, usually their quest for knowledge lead them elsewhere in Arthad. More often, they are not found within the walls of the monastery. However, a brother must return to the monastery in order to sustain his trials.

Appearance

Each Brother wears a robe of one of the Rainbow Way's colors. The color corresponds to the color that the member is achieving. Elsewhere on their person, the cleric wears a bracelet, a ring or a necklace with one precious stone for each color already gained. When fighting, usually they wear the robe over the armor.

When a cleric has gained all colors, he may wear a white or black tunic and a jewel showing all the colors.

Personalities

The Multicolored. The Master of the Rainbow.

The Keeper of the Seven Colors. These are only few of the seven names with which is known Jamidar Eveskis, the charismatic leader of the Brotherhood. Jamidar is a Randrom who has had a very adventurous life. It is said, that in his youth, he was even an outlaw and smuggler. These tales also say he found the Rainbow Way when pursued by fiendish monsters and fought them under pouring rain all the night. When the morning came—he found himself alone, mortally wounded, surrounded by the lifeless bodies of the monsters.

He was dying in an unknown land, but the rain stopped and a marvelous rainbow crossed the area before his eyes.

Even next to the death, Jamidar could not help but admire the beauty of the rainbow. He thought that was a good moment to die, in the middle of such beauty. Then a miracle happened, the rainbow light touched him and healed all his wound, giving him a new life.

Jamidar Eveskis,
Randrom, Male, Fighter
2, Rogue 2, Cleric 10

(Brotherhood of the Rainbow);

CR 14; SIZE medium; HD

2d10+2d6+10d8+14; hp 100; Init +3

(Dex); Spd 20ft; AC 19 (Splint mail, large shield, Dex); Atk +13/+8 melee (1d8+2,

Longsword (K'Shiara)); SA Sneak Attack +1d6;

SQ Evasion, Turn and Rebuke Undead; AL

LN; SV Fort +11, Ref +9, Will +14. STR 14;

DEX 16; CON 13; INT 15; WIS 19; CHA 16;

Skills: Animal empathy +5, Bluff +6,

Concentration +18, Diplomacy +5, Disguise +5,

Gather Information +5, Handle Animal +5,

Innuendo +6, Jump +4, Knowledge (ancient

gods) +8, Knowledge (brotherhoods) +6,

Knowledge (geography) +6, Knowledge (history)

+4, Knowledge (symmetrical architecture) +4,

Listen +6, Move Silently +5, Ride +10, Search +4,

Sense Motive +6, Spellcraft +19, Spot +5, Swim

+5, Wilderness Lore +6

Feats: Alertness, Channel Harmony,

Dodge, Feel Harmony, Horse Empathy,

Improved Channel Harmony,

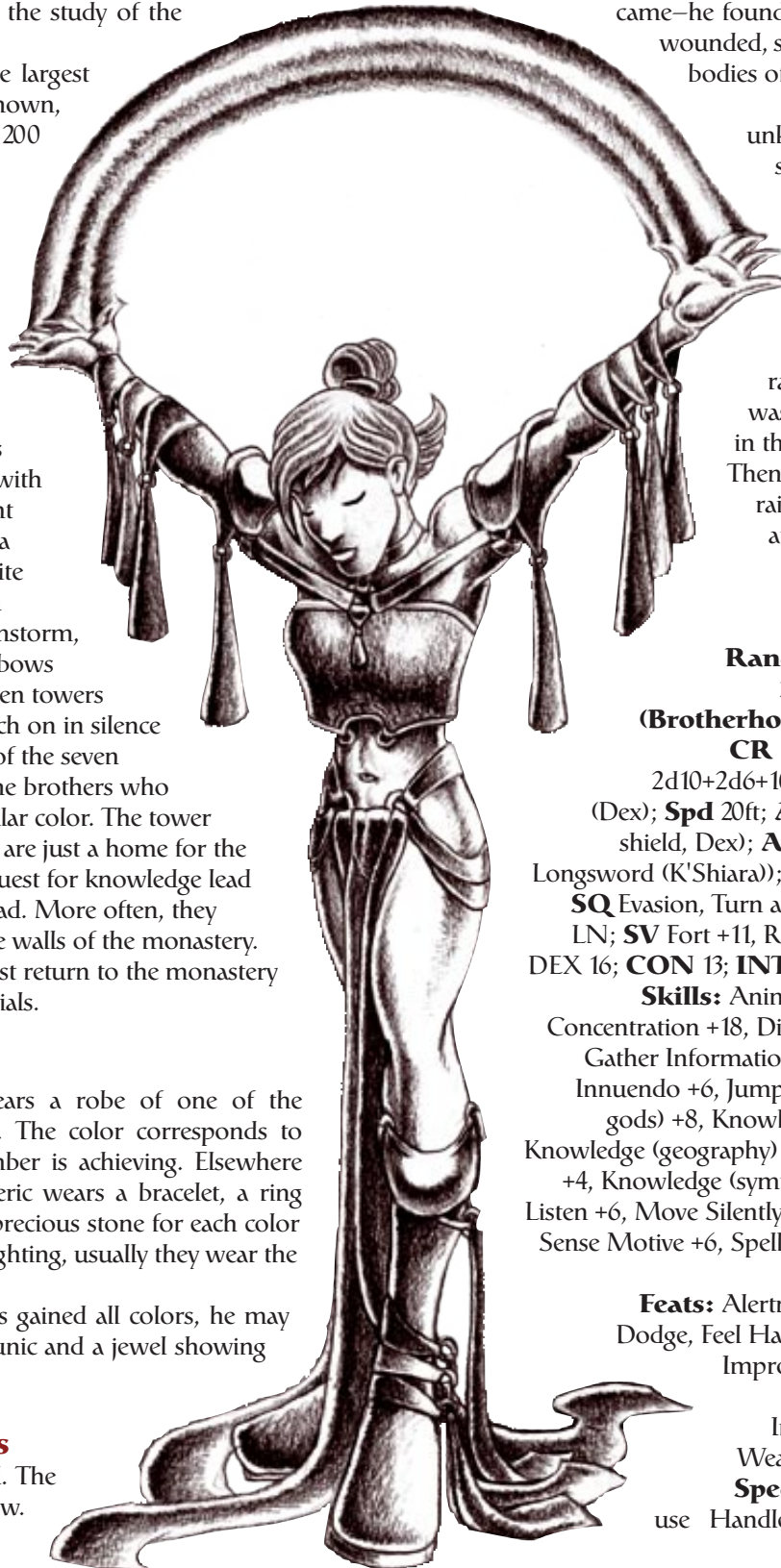
Mounted Combat,

Improved Feel Harmony,

Weapon Focus (Longsword)

Special Qualities: Can

use Handle Animal (horse) and



Animal Empathy untrained

Languages: Randrom, Draman, Nath, Svairiji

Cleric domains: Law, Sun

Granted Powers: Greater Turning, cast law spells at +1 caster level.

Brotherhood power: Cast Rainbow Pattern, light-based spell at +2 caster level.

Spells prepared (6/6/6/5/5/3): 0- Detect Magic, Guidance, Light, Read Magic, Resistance, Virtue; 1- Bless, Command, Endure Elements, Entropic Shield, Remove Fear, Sanctuary; 2- Consecrate, Endurance, Heat Metal, Hold Person, Power of the Rainbow, Wave Shield; 3- Daylight, Dispel Magic, Preserve Harmony (minor), Remove Curse, Searing Light; 4- Death Ward, Divine Power, Greater Magic Weapon, Fire Shield, Restoration; 5- Ethereal Jaunt, Flame Strike, Spell Resistance.

Domains

Law, Sun, Knowledge

Symbol

It is crystal prisms that reflect the light transforming it in the seven colors.

Weapon

Brothers of the Rainbow learn to forge K'Shiara, volcanic glass, making strong and sharp shapes. It's a secret passed in centuries. Their weapons, even armor sometimes, are made of K'Shiara. The statistic of the weapons remains the same but it weight 20% less of the corresponding weapon.

Brotherhood power

The brotherhood has their power based upon the light. They can cast Rainbow Pattern once a day every three levels. Every light-based spell can be cast at +2 caster level.

The Towers of Rainbow





THE SCARLET ROSE BROTHERHOOD

Origin

The origin of the Brotherhood is lost in the millennia. The God of War, Avranis, fought tirelessly for 700 years during the Godswar. The God wielded his fabulous weapon “Nomina,” which had the ability to change as desired into a new weapon. Along side Avranis, was Sker-Hjan the burning tiger. It is said that Avranis loved the tiger beyond anything else. Every day the tiger chose which side she and Avranis were to fight—changing sides at her own discretion.

When Zadrak killed Sker-Hjan, Avranis blindly killed everyone around him in order to reach and slay the Evil God. Avranis managed to corner Zadrak and was about to deliver the final blow but the Master Of Deception used his art to make Avranis believe the tiger still lived. Avranis was distracted for just a moment, but it was enough for Zadrak. Varadah the fearsome black sword of Zadrak, jutted from the chest of the Lord of War.

As Avranis died, legend says, it began to rain. The rain was blood—the blood of the god. Some nearby bushes

of white roses suddenly turned red, and this could mean only one thing, “Fight in the name of Avranis.”

3000 years after the Godswar, Innikas, a young soldier of fortune was riding with his small mercenary company across the Judgment Mountains. Down in a valley, a group of Scinthy was fighting against a Draman patrol. The Scinthy were next to defeated, and Innikas stopped his company to watch the fight.

Innikas was a just man, and in his heart, wanted to help the Scinthy who were boldly holding out. But his men would never enter into the battle without being paid. Innikas did not have money, but decided to speak to the men. His speech was brief and came straight from the heart; he spoke about the men, courage and the spirit of the gods. The mercenary company did not pay attention to him, and let him go alone in the battle. While Innikas was going down the valley ridge, he crossed by several bushes of white roses. As Innikas passed, all the bushes turned blood red. The mercenaries watched on in wonder and decided it was a divine sign.

The battle began, and the Scarlet Rose Brotherhood was born.

Cult

The Scarlet Rose Brotherhood follows the deeds of Avranis. They are holy warriors, fighting by the will of Avranis. The Brotherhood does not necessary fight along side those who are good, often they line up with the side that shows more boldness—regardless of its intention or allegiances. During its history, the Brotherhood has participated to many battles and wars, even changing their alliances and sides during the battle. This attitude made them to appear as mad and bloodthirsty men.

Cowardice is not an option for the Scarlet Rose Brotherhood cleric, who learns to face their fears and control them. An apprentice spends five years learning and training at the Brotherhood monastery. Each year, the

Table 2: Cult Weapons

Brotherhood	Name	Type	Notes
Black Stones	Ty-Kad (black rock)	Warhammer	
Black Vengeance	Kree-Sha (the claw)	Scimitar	Keen scimitar +3
Branch	The Branch	Quarterstaff	Unbreakable, touch spells, damage x2 to undead
Burning Ice (fire)	Frah-Sih (fire bite)	Longsword	
Burning Ice (ice)	Del-Zah (ice head)	Warhammer	
Dream Walkers	Famrak (dreambringer)	Quarterstaff	Masterwork
Moonlight	Lukus (solid light)	Morning Star	
Rainbow	K'Shiara	Any	Volcanic Glass
Scarlet Rose	-	Any	
Seven Souls	Blackgater	Dagger	(Double blade)
Severed Skull	-	Any	Made of bone
Sword	-	Any sword	Masterwork, made from meteorite alloy
Twenty Axes	-	Any axe	

apprentice learns a new skill—swordplay, military tactics, mounted combat and smiting. The final training year is called “the fear year.” The apprentice accompanies an elder member on a voyage or other journey, this elder has the duty to find the weaknesses and fears of the apprentice and let him (or force him) face them. Only after the apprentice has faced his inner demons, can he finally become a Brother of the Rose. Women are also accepted into the cult, but all of them practice celibacy. The cleric who oversteps this rule is immediately driven away from the Brotherhood.

There are two ways which the Brothers of the Scarlet Rose can decide to join a battle—if the white roses in the monastery garden turn to red, the Brotherhood knows there is a battle to be joined, and they leave as soon as possible the monastery. If they are called, a thing that happens rarely due to their terrible reputation, they could perform the Blood Ritual. White rose petals are added to the monastery’s pool, and all the full-armored members of the brotherhood dive into the water fill a pool of water; the clerics wear white full-plate armor—if the armor turns red, they will fight.

The leader of the brotherhood is called “the High,” and he always bears the name of Innikas. Every Innikas is made to resemble the former one. This is a tradition that crossed 7000 years, and only the Innikas knows the true reason of it.

Monastery

The monastery rises on a high rock between the Judgment Mountains, near the fortress of Draman Del. Only by way of a complicated elevator made of wood, ropes and pulleys can anyone reach the building. The monastery has a square shape with a large courtyard inside. A sculpted dome is visible from a distance—it covers the meeting room situated on the first floor. The meeting room is very impressive. The inside of the dome, the ceiling is carved like a giant rose. Tiny holes are found on it and while, during the night, nothing is visible, during the day the shiny holes resemble the dew on the rose petals. The inner garden has many wonderful white roses bushes, carefully

tended by the clerics. Also in the garden, there is a crystal clear pool of water with white marble steps that descend in it. A small chapel is located on the first floor and access to it is forbidden to everybody but the High and the Brothers of the Scarlet Rose. Apprentices may not enter there. If a non-believer is found inside the chapel, they are killed on the spot. The monastery is also equipped with all sort of facilities, like an exercise area, fight practicing room, a swimming pool, and a library.

Appearance

While outside the monastery, the Brothers of the Scarlet Rose always wear white full-plate armor, except when they are disguised or traveling in incognito. In this case, they simply wear white or brown tunics. In battle, the Brothers wear crimson-red full plate armors—this way allows their enemies to spot and fear them at any time during the battle.

Inside the monastery, they are free to wear what they wish, but during the dinner they are all in white tunics with red weapons embroidered on the chests. The apprentices wear a red hood over the head at all times, except in the year of fear when the hood is black.

Personalities

The most fearsome member of the Scarlet Rose brotherhood is not the actual Innikas.

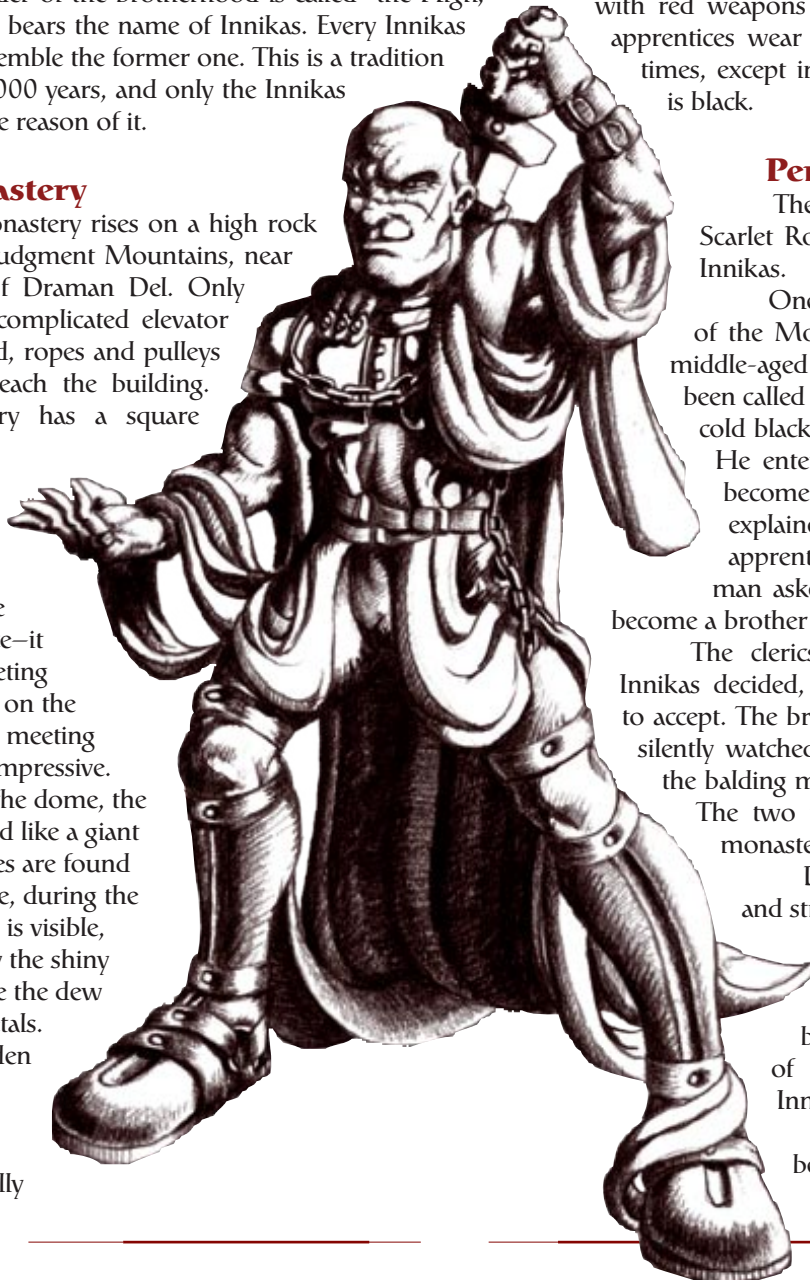
One day, a man knocked at the door of the Monastery. He was an almost bald, middle-aged Draman man. He could have been called an ordinary man if not was for his cold black eyes, which betrayed an iron will. He entered the monastery, and asked to become a Brother of the Rose. The clerics explained him that he should become an apprentice first and train for five years. The man asked, “If I defeat all of you, could I become a brother now?”

The clerics laughed hearing these words. Innikas decided, in order to teach him a lesson, to accept. The brothers gathered in the garden and silently watched the duel. Innikas decided to let the balding man fight his best man first, Dyros. The two men faced in the middle of the monastery garden, swords at hands.

Dyros was very skilled, fast, cunning and strong—he lasted half a minute.

The bald man was unearthly fast, fighting with glacial calm. All the remaining brothers fought the man, and all of them were defeated, including Innikas.

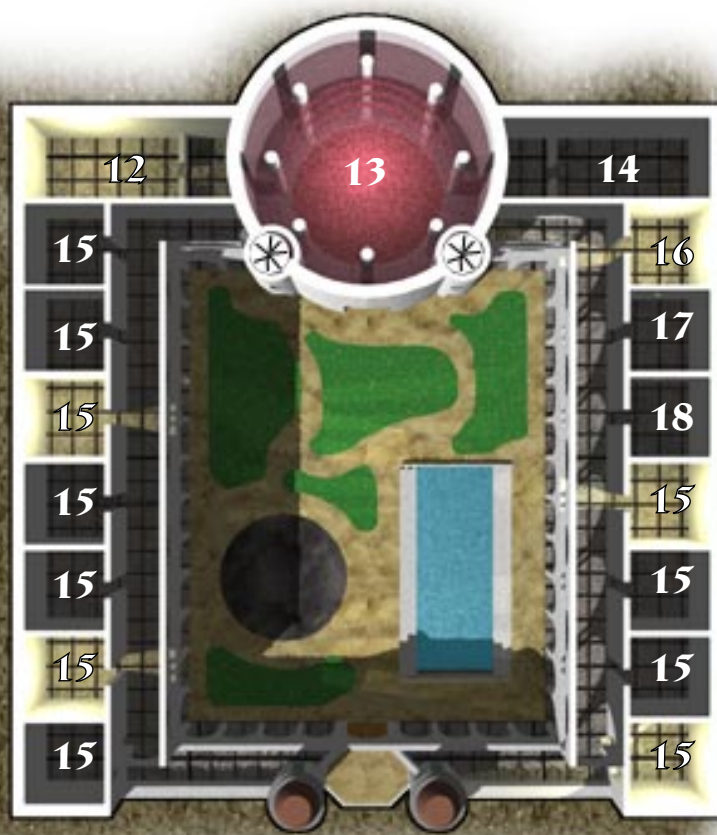
The day after, Eglerys the Bald became a Brother of the Scarlet



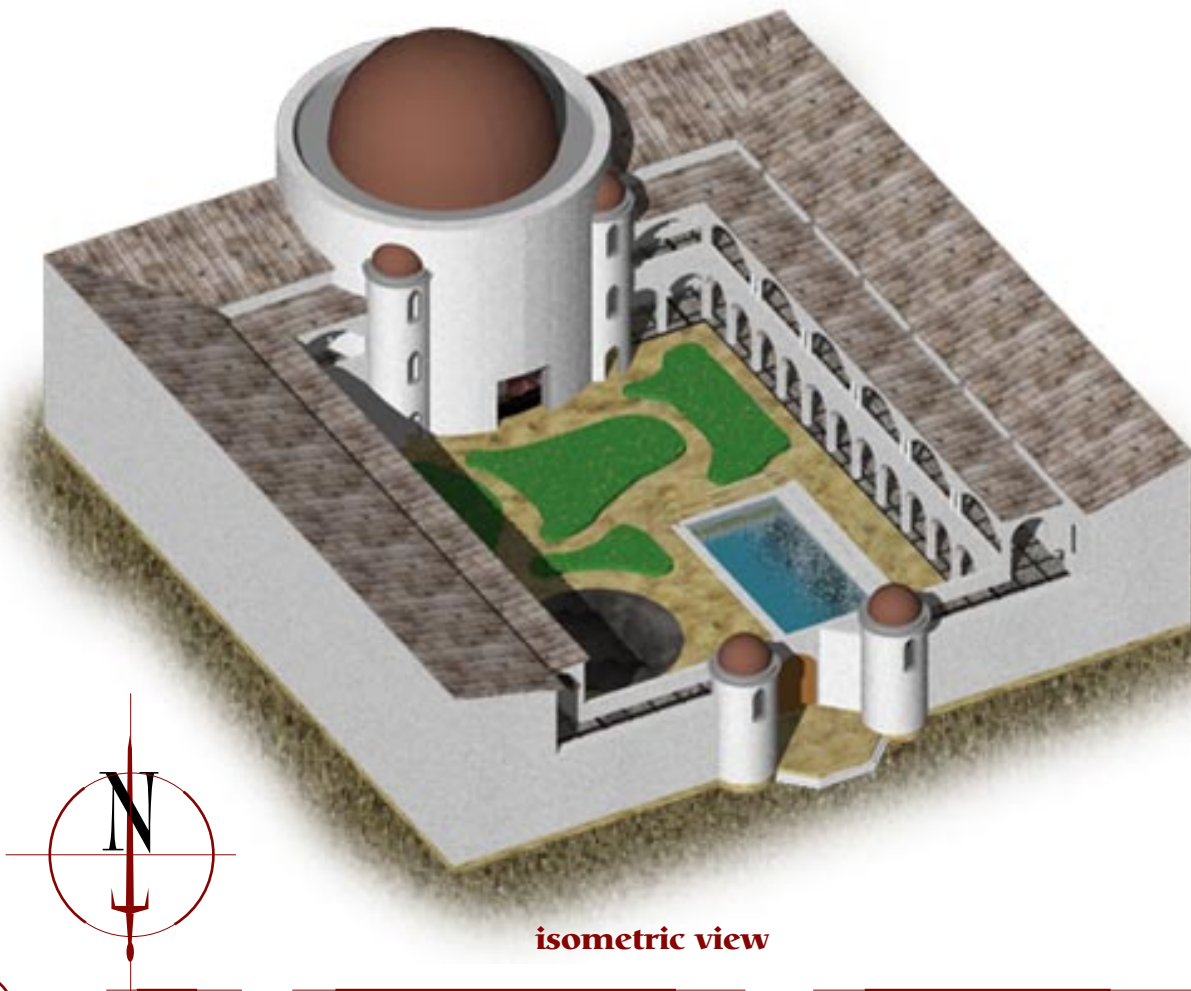
Scarlet Rose Monastery



ground floor



first floor



isometric view

key

- 1-chapel
- 2-kitchen
- 3-warehouse
- 4-stables
- 5-armory
- 6-forge
- 7-gym
- 8-guardpost
- 9-fighting area
- 10-rose garden
- 11-pool
- 12-library
- 13-meeting room
- 14-dining room
- 15-bedroom
- 16-Innikas room
- 17-Innikas study

one square = 5ft

Rose and was called, "the Invincible."

Eglerys The Bald (the Invincible), Draman, Male, Fighter 12/ Cleric 5 (Scarlet Rose Brotherhood); CR 17; SIZE medium; HD 12d10+5d8+51; hp 170; Init +10 (Improved Initiative + Dex); Spd 30; AC 18 (Leather, Dex); Atk +22/+17/+12 melee (1d8+4, Longsword with weapon finesse) or +22/+17/+12 ranged (1d8, Light Crossbow); SA Blooming Rose Attack; SQ Turn and Rebuke Undead; AL N; SV Fort +15, Ref +13, Will +10. Str 18; Dex 22; Con 17; Int 11; Wis 14; Cha 14;

Skills: Balance +13, Concentration +13, Jump +12, Ride +7, Spellcraft +5, Spot +5, Tumble +13

Feats: Combat Reflexes, Dodge, Feat Harmony, Improved initiative, Lightning Reflexes, Mobility, Point Blank Shot, Quick Draw, Rapid Shot, Spring Attack, Weapon Finesse, Weapon Focus (Longsword, Light Crossbow), Weapon Specialization (Longsword, Light Crossbow)

Special Qualities: +1 on every skill that include navigation and ship care, Intuit direction untrained, +2 on ship, +1 ST vs poison

Languages: Draman, Nath

Cleric domains: Strength, War

Granted Powers: Free weapon focus, Feat of strength

Brotherhood power: The Blooming Rose Attack

Spells prepared/known (5/4/3/2): 0- Guidance, Light, Read Magic, Resistance, Virtue; 1- Bless, Command, Divine Favor, Magic Weapon, Random Action; 2- Bull's Strength, Hold Person, Power of Nomina, Silence; 3- Magic Vestment, Prayer

Domains

War, Strength, Chaos

Symbol

A small scarlet rose embroidered on a white scarf.

Weapon

The cleric can use every kind of weapon, they tend to learn many weapons and fight with a different weapon every time.

Brotherhood power

The Brothers of the Scarlet Rose can perform the "Blooming Rose Attack" (Su) once per day.

When performed by a single cleric, the cleric swings his weapon over his head and makes an attack as if he had the feat Whirlwind Attack. If the cleric already has (or gains) the equivalent feat, he may add a +2 to one whirlwind attack he performs during the day.

When performed in unison with other brotherhood clerics, this becomes a true deadly attack. The clerics form a circle and begin to run very fast. Their movement rate enhances as to allow every cleric to make a full circle in

a single round, regardless of the size of the circle. Every opponent within 5 feet from the circle gets attacked from each cleric present, every round. The blooming rose attack lasts one round per cleric present, and the clerics do not take any attack of opportunity from the adjacent opponents while running.



BROTHERHOOD OF THE SEVERED SKULL

Origin

Millennia ago in the mysterious isle of Drakand, a village was attacked by pirates. Cruel men ransacked and burned the village, killing everyone and capturing all the young women.

A Drakand boy named H'noga was picking some fruit at the top of a tree, and wisely remained hidden there until the pirates left.

Afterwards, with a young face covered by tears, he walked among the bodies of his parents and friends. In the middle of the village, he fell on his knees and begin to scream in despair, "Why? Why? What I can do now?"

No one seemed alive to answer him, but after a while he heard a whisper. Next to a burned hut, the tribal shaman was close to death. "Come, young boy, come and listen to me..."

The old shaman spoke with a harsh voice, and no one knows what he said to the young boy but that day H'noga left the village.

The boy crossed the entire isle of Drakand, and finally was at the foot of the mountain known as "the Old Bone." The boy then began to climb the mountain. It was a task that took two entire months, because the boy was too small to challenge such a rocky giant. When he was on top he began to dig and found a skull.

It is not known whether the skull belonged to a monkey or a man, no one knows, but the skull was not a whole one but it was only half, as is cut by a single blade stroke. The boy clasped the skull to his chest, raised his eyes to the sky and said, "Now, I know what I must do!"

Cult

H'noga founded the cult, and taught it to other orphaned boys and girls, all of them at some point of their

life, found a severed skull. He taught them that the bones are the essence of every thing—everything has a bone, even an insect or a plant or the earth or the sun. These bones sustain the world, and the presence of these bones gives Harmony to all the living things. But the bones of the world want to say something to those they trust. The “Answer” is in the other half of the skull, and nobody has found the other half yet.

For millennia, the Brotherhood of the Severed Skull have been seeking the other half of the H’noga Skull. This skull will bring to all the mankind the “Answer” and it will be the greatest day of them all.

Every member of the Brotherhood of the Severed Skull has found a half-skull in his life. Sometimes a human skull is found, sometimes a bird skull or a great skull belonging to an ancient monster. Every priest keeps his half skull, and it is called “T’Haiskir,” or “the one which asks,” with great care; should he lose it, a great curse will fall on him and on his offspring.

When a priest finds the other half of his skull, he finds also his “Answer,” but at the same moment, he disappears and a perfect, whole skull remains on the floor. Only the one who finds the other half of H’noga skull will remain to tell the “Answer” to the world.

Monastery

The House of Bones is a very small monastery. Built at the feet of the Old Bone Mountain, the monastery was built from thousands of skulls of every size and from every race—melded one to another in a mysterious way. The entrance is the mouth of a single skull from an ancient monster; the doorknobs are tiny bird skulls, the ceiling the ribcage of a massive sea monster. The H’noga Skull is hidden among the skulls and only one priest knows where it is at—a secret told from father to son. The H’noga Skull may not be detected or located though magical or divine spells.

The

House of Bones is very small because all its members are scattered around the world searching for the other half of the H’noga Skull, or for the other half of their own skulls.

Appearance

The clerics of this brotherhood wear always armors because they travel during all their life. If they are Drakand, they usually wear a bone rib (see *Heroes and Magic Sourcebook*), a Drakand weapon, usually a mace or morning star and a shield. The shield is always engraved with a human half-skull. If they are not Drakand, they usually carry something made of bone—a piece of jewelry, an ornament or the like.

Personalities

The Keeper of the Skull is the only cleric that knows where the H’noga Skull is located. It is a charge that lasts the Keepers full life. The Keeper now is K’nada, a famous cleric. However, none knows where he is, it is said he fought in the Siege of Draman Del, and some say they have seen him in the distant Xiang. He has a dark and reclusive personality and speaks rarely.

It is said that he became the Keeper after have finding the former Keeper dead in the House of the Bones. K’nada was a child that time, and knew nothing about the Brotherhood of the Skull.

Unknown to K’nada, the former Keeper died before he could tell the location of the H’noga half-skull to another. That night K’nada slept into the House of Bones, and dreamed about a half skull that talked to him—this skull was in a place in the monastery.

When K’nada awoke he found many members of the brotherhood talking about a half-skull. The young said, “Need a half-skull? I know where it is; I’ll tell you.”

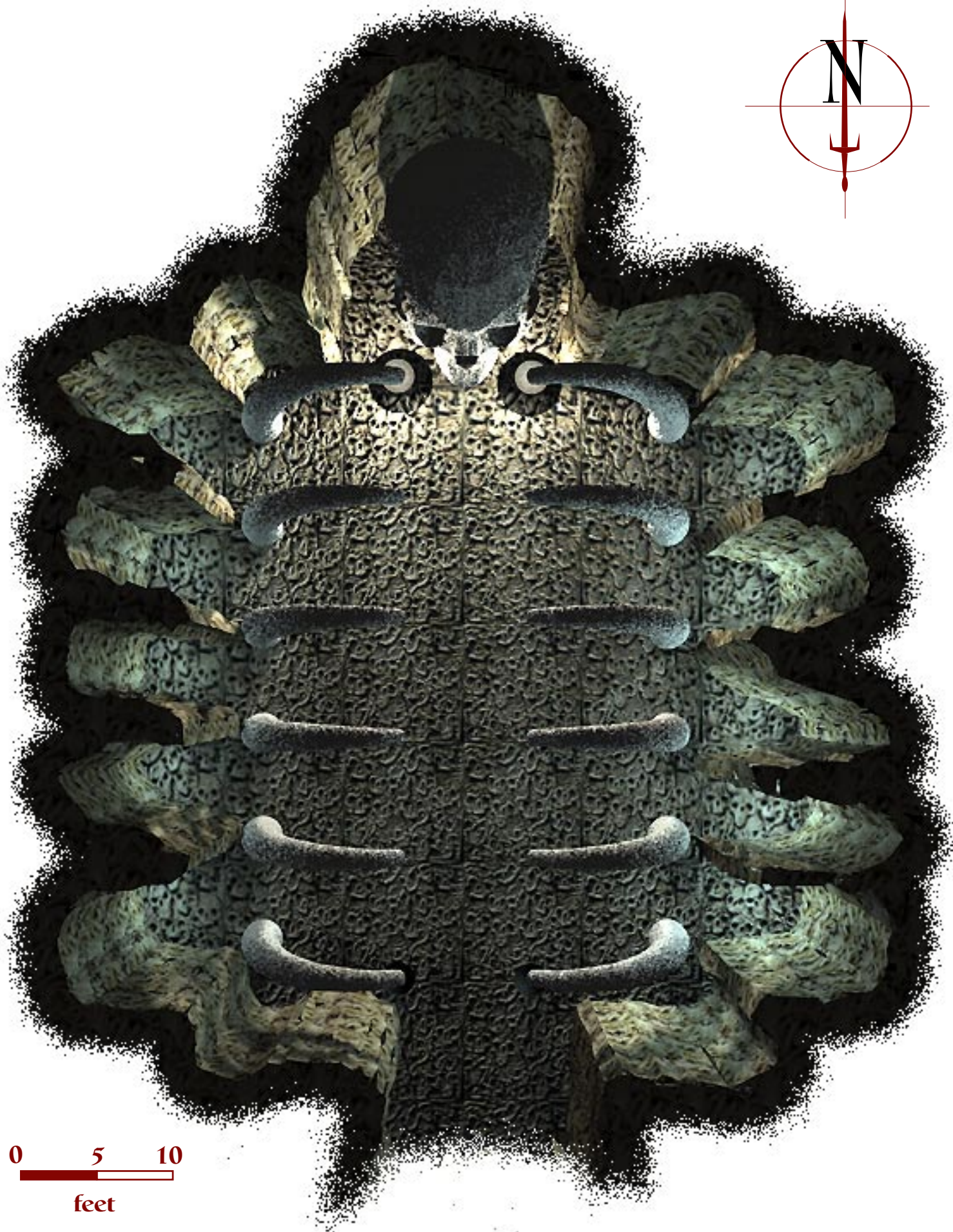
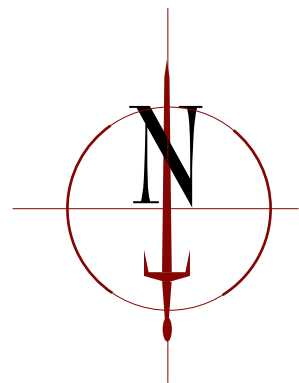
A bone-armored giant cleric turned to the child, smiling, and said, “No, young K’nada, you will not. You will keep this secret with you until your last breath comes to your mouth.”

K’Nada, Drakand, Male, Cleric 12 (Brotherhood of the Severed Skull)/Ranger 6; CR 18; SIZE

medium; HD 12d8+6d10+72; hp 170; Init +3 (Dex); Spd 30ft; AC 17 (Shirt with bone plaques, Dex);



The House Of Bones (chapel)



0 5 10
feet

Atk +18/+13/+8 melee (1d8+2, Drakand spiked Mace and weapon finesse) plus +15 melee (1d4+2, Dagger (bone)) or +19/+14/+9 ranged (1d6+2, Javelin (bone)); **SA** +1 attack and damage with bone weapons; **SQ** Turn and Rebuke Undead; **AL** NG; **SV** Fort +17, Ref +9, Will +15. **Str** 12; **Dex** 17; **Con** 18; **Int** 14; **Wis** 20; **Cha** 9;

Skills: Concentration +15, Diplomacy +3, Heal +10, Hide +8, Knowledge (ancient gods) +10, Knowledge (brotherhoods) +10, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (religion) +4, Listen +10, Move Silently +10, Ride +8, Search +10, Spellcraft +15, Spot +15, Swim +10, Use Rope +7, Wilderness Lore +15,

Feats: Bone Armor Proficiency, Dodge, Feel Harmony, Harmony Control, Harmony Meditation, Improved Feel Harmony, Silent Spell, Track, Weapon Focus (Drakand spiked mace), Weapon Finesse (Drakand spiked mace)

Special Qualities: Favored Enemy: Night Devil, Mist Spirit

Languages: Drakand, Draman, Nath

Cleric domains: Luck, Travel

Granted Powers: Act normally regardless of magical effects that impede movement, Good fortune

Brotherhood power: cast 1/3 levels per day: Locate Object or Locate Creature or Helping Hand

Spells prepared (6/8/6/6/5/5/3, Cleric): 0- Create Water, Detect Poison, Guidance, Light, Purify Food and Drink, Read Magic; 1- Bless, Command, Comprehend languages, Detect Undead, Entropic Shield, Magic Weapon, Sanctuary, Shield of Faith; 2- Augury, Biting Skull, Bull's Strength, Find Traps, Hold Person Locate Object; 3- Create Food and Water, Dispel Magic, Fly, Invisibility Purge, Obscure Object, Preserve Harmony (minor); 4- Divination, Freedom of Movement, Greater Magic Weapon, Restoration, Tongues; 5- Flame Strike, Greater Command, Spell Resistance, Summon Monster V, Teleport; 6- Find the Path, Greater Dispelling, Preserve Harmony (major);

Spells prepared: (3, Ranger): 1- Alarm, Delay Poison, Entangle.

Domains

Travel, Luck, Knowledge

Symbol

A small human half skull carved from a bone.

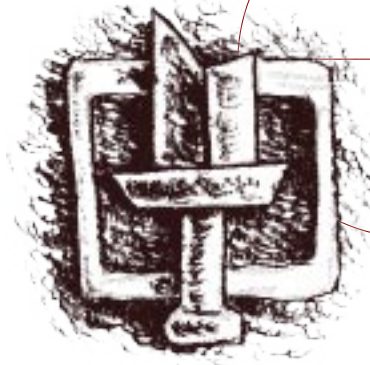
Weapon:

The Brotherhood of the Severed Skull does not have a preferred weapon, but any weapon they use must have a part made of bone (even ivory).

Brotherhood power

The Brotherhood has the power of finding.

They can cast 1/3 levels per day: Locate Object, or Locate Creature, or Helping Hand



BROTHERHOOD OF THE SWORD

Origin

Days after the Godswar, strange meteorites fell on Arthad. One of these fell over Asura Mountain—located in the middle of the dangerous Black Mountains, in the northern part of the Western Kingdoms.

In the Asura range, a blacksmith who was attracted by an inner calling to go and check the strange crater formed by the fallen star. Arekh Nhym, the blacksmith, met a passing stareg, named Borman, driven himself by this wave. In the middle of the crater there was a grey-black rock, with strange properties. Borman remembered an old tale concerning Arabitas, the blacksmith god.

“In the day of sorrow and tears, Arabitas fought against Kremalka-Kaan, the Black Demon of Vengeance. In the battle, the god swung his sword against the demon’s skull, a bit of the sword embedded itself there as the rest of the sword shattered into a myriad of fragments. Weaponless, Arabitas flung himself against the demon, impaling himself in its shredding claws. On the verge of death, the dying god succeeded in thrusting the broken hilt into the demon’s mouth—killing him. Both fell dead on the battleground, while the sword pieces spread across the world in a churning vortex.”

Borman thought that this meteorite was a tiny fragment of the Arabitas’s sword. The smith and the stareg strenuously removed the great chunk of rock, bringing it to the smith’s forge. The strange metal was good for smithing, and when the first sword was forged, two things happened. First of all, a powerful wave of Harmony swirled around the anvil. Secondly, the sword acquired a shining dark gray-black gloss and exceptional sharpness. Borman and Arekh decided to forge one a sword each, and share their secrets—the smith revealing the art of smelting, the priest the art of perceiving Harmony. They were the first two members of the “Brotherhood of the Broken Sword of Arabitas,” commonly called, “the Brotherhood of the Sword.”

Cult

Arabitas was the blacksmith of the gods. Brotherhood members rarely display their allegiance openly, often acting as metal smiths in a community. When traveling, the clerics tend to visit every blacksmith they see, to transmit their

knowledge, make a new convert or simply give advice about blacksmithing. Each member knows he cannot make new converts with ease since the availability of their metal alloy is limited.

The Brotherhood of the Sword is a fighting one; they often take part in wars and great battles. Their Battle Harmony extra power gives them great skill in these conflicts. The Swords have a sworn enemy—the Brotherhood of Black Vengeance, sons of the Demon Lord that killed Arabitas. This battle with these demon-clerics knows no end. Sometimes the Swords, lead by powerful clerics tries to storm the demon's hideout but never succeeds, just as sometimes the Brotherhood of Black Vengeance proudly attacks the Anvil of the Stars but never succeed.

Even though the members fight at sometime during their life, they do not have a rigid military structure. Only one member is considered of higher rank, and he is the Elder Sword. In rare cases, the Elder Sword may decide to send his brothers to certain battles.

Monastery

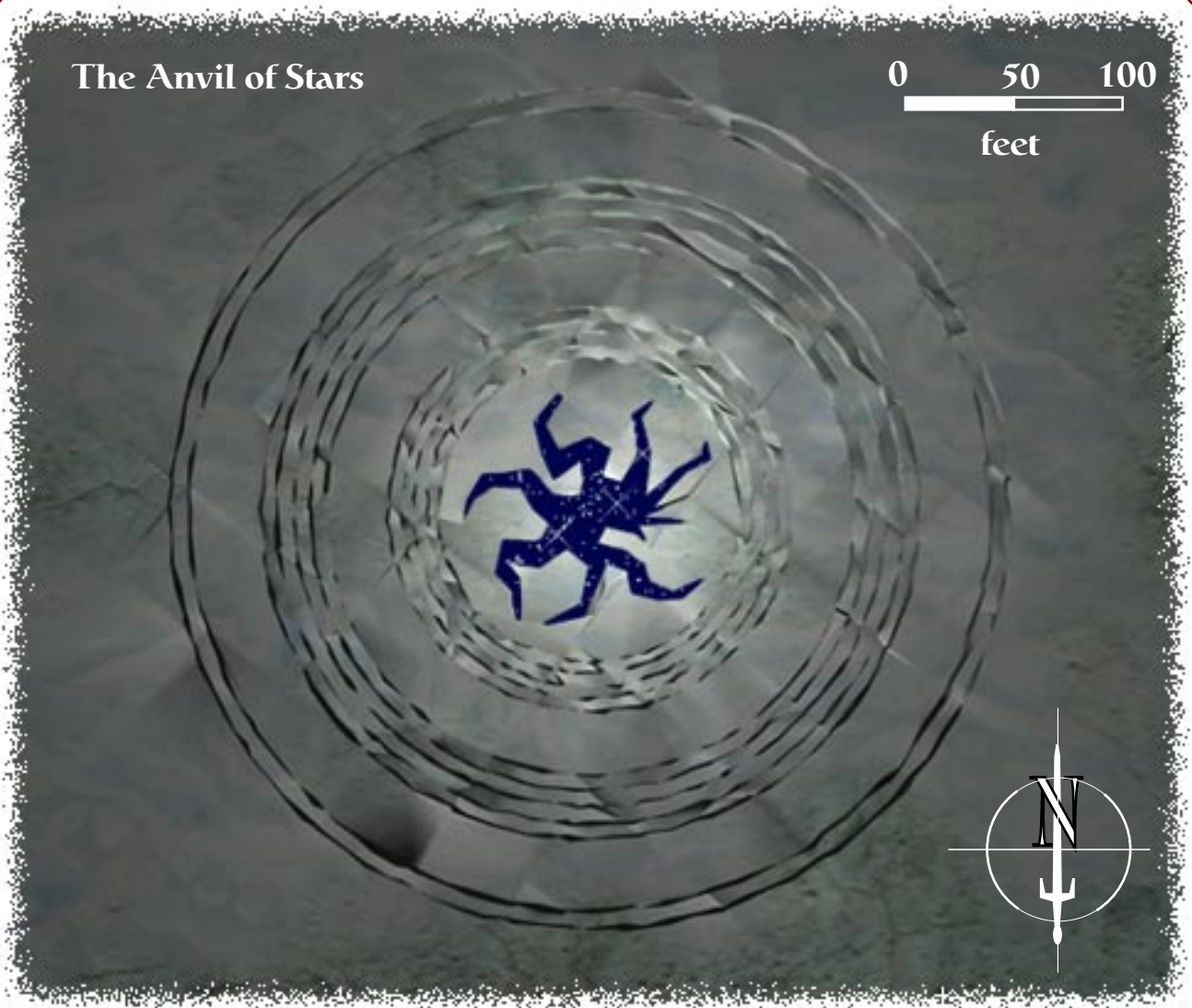
The Anvil of the Stars is not a true monastery—it is more like a natural amphitheater, shaped by the impact of the black meteorite that brought the metal alloy to Arthad. It is located on the top of Asura Mountain, between the Black Mountains. The place features big circular steps leading towards a central hole. From the hole rises neverending hot smoke with tiny flickering sparks. The Council of the Swords is held here, when needed. A ritual called the “Rebirth of the Sword,” is also performed in this place. When a Brother of the Sword dies, his sword is brought here and dropped in the hole—the sword melts again to provide the metal needed in order to forge a new weapon.

Appearance

A Brother typically wears a simple black tunic, as well as a leather harness with a sword. Out of the forge, they wear normal robes, or a smith's leather apron. When in fighting form, they wear battered but serviceable armors of any type.

The Anvil of Stars

0 50 100
feet



Personalities

Kimonays Deumen is the actual Elder Sword. He is a Nath, of almost 60 years in age, but he is still a fearsome opponent. It is said that he fought in the siege of Xargan Del beside the living legend Deathshadow. He is wise, and very good in evaluating his enemies, knowing how to spot the weakness of an enemy and take advantage of it. He is deeply appreciates the human soul, and now he lives near the Asura Mountain giving advice to the young clerics who affiliate with the Brotherhood. He believes his life will not end while he lies asleep, because when he was young a fortuneteller told him he would die while fighting "the greatest battle of them all."

Kimonays Deumen, Nath, Male, Cleric 10 (Brotherhood of the Sword) /Fighter 6; CR 16; SIZE medium; **HD** 10d8+6d10+48; **hp** 150; **Init** +1 (Dex); **Spd** 20ft; **AC** 21 (Full Plate, Large Steel Shield, Dex); **Atk** +19/+14/+9 melee (1d8+6, Longsword (black metal alloy MW)); **SA** Battle Harmony; **SQ** Turn and Rebuke Undead; **AL** LG; **SV** Fort +15, Ref +6, Will +14. **Str** 18; **Dex** 14; **Con** 16; **Int** 15; **Wis** 20; **Cha** 17;

Skills: Climb +6, Concentration +11, Craft +7, Diplomacy +6, Heal +10, Jump +10, Knowledge (ancient gods) +8, Knowledge (brotherhoods) +8, Knowledge (religion) +6, Listen +10, Ride +9, Search +6, Spellcraft +10, Spot +13, Swim +8

Feats: Combat Casting, Dodge, Expertise, Feel Harmony, Harmony Control, Improved Feel Harmony, Mobility, Spring Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword), Whirlwind Attack

Languages: Draman, Nath, Svariji, Drakand

Cleric domains: War, Strength

Granted Powers:
Free weapon focus,
Feat of strength
Brotherhood

power: Battle Harmony

Spells prepared (6/7/6/5/5/4): 0- Detect Magic, Light, Mending, Read Magic, Resistance, Virtue;

1- Command, Deathwatch, Divine Favor, Doom, Magic Weapon, Protection from Chaos/Evil/Good/Law, Sanctuary; 2- Aid, Blade Of Arabitas, Bull's Strength Endurance, Hold Person, Silence; 3- Dispel Magic, Magic Vestment, Preserve Harmony (minor), Searing Light, Wave Direction; 4- Divine Power, Freedom of Movement, Greater Magic Weapon, Restoration, Tongues; 5- Commune, Flame Strike, Healing Circle, True Seeing.

Domains

Strength, War, Earth

Symbol

A broken black sword, engraved over tunics or in a chunk of rock.

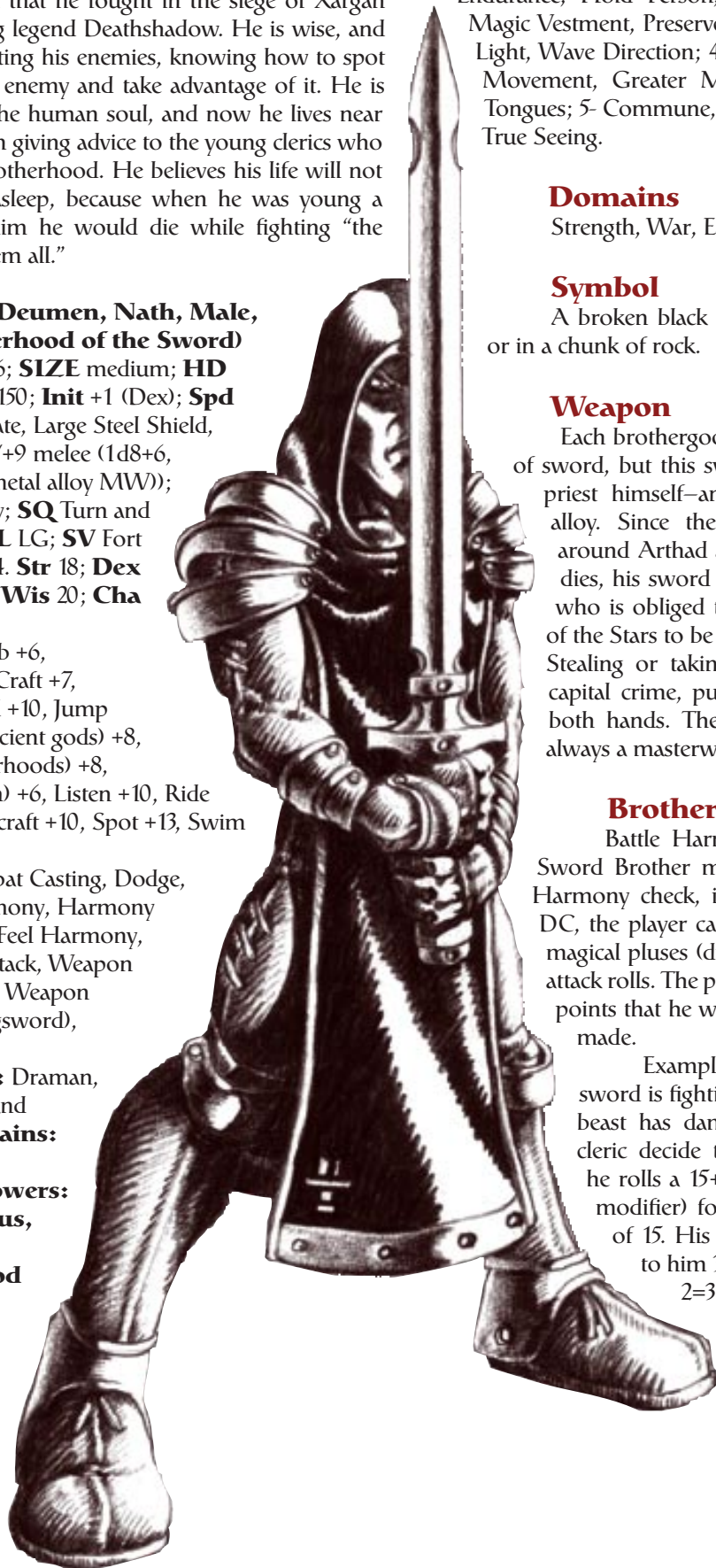
Weapon

Each brothergood priest may wield any kind of sword, but this sword must be forged by the priest himself—and cast from the meteorite alloy. Since the number of these swords around Arthad are scarce, whenever a priest dies, his sword is given to a fellow member who is obliged to bring it back to the Anvil of the Stars to be forged again by a new priest. Stealing or taking away a black sword is a capital crime, punished with the removal of both hands. The sword the priest wields is always a masterwork weapon.

Brotherhood power

Battle Harmony (Su): once per day a Sword Brother may make an additional Feel Harmony check, if the roll exceeds the given DC, the player can add the excess points/2 as magical pluses (divine bonus) to one or more attack rolls. The player must declare how many points that he wants to add before any roll is made.

Example: Hayns, the brother of the sword is fighting against a Night Devil, the beast has damage reduction 5/+1 so the cleric decide to use his battle Harmony: he rolls a 15+3 (his level)+3 (his Wisdom modifier) for a total of 21 against a DC of 15. His excess of 6 points that gives to him 3 points of magical pluses (6/2=3). Hayns could decide to split his bonus in three different attacks gaining each time a magical +1.



Feats, Skills and Spells

FEATS

Channel Harmony (general)

You can channel Harmony into healing spells

Prerequisites: Must be a Harmony spellcaster, must have the feat Feel Harmony

Benefit: If you exceed the DC of your daily Feel Harmony check, you can add the excess points time two, as pluses to one healing spell of your choice that you cast during the day. You must choose to add the points before the spell is cast.

Feel Harmony (general)

You have trained your senses to feel the presence of Harmony

Prerequisites: Must be a Harmony spellcaster

Benefit: you can add your relevant ability modifier to feel Harmony check.

Normal: every Harmony spellcaster may try to feel Harmony with a d20+caster level.

Improved Channel Harmony (general)

You can channel Harmony into healing spells

Prerequisites: Harmony spellcaster level 8+, must have the feat Improved Feel Harmony

Benefit: If you exceed the DC of your daily Feel Harmony check, you can add the excess points times three as pluses to one healing spell of your choice, you cast during the day. You must choose to add the points before the spell is cast.

Improved Feel Harmony (general)

You have enhanced your already trained senses to feel the presence of Harmony

Prerequisites: Feel Harmony, must be a Harmony spellcaster of level 8+

Benefit: you can add your relevant ability modifier doubled to feel Harmony check.

Normal: every Harmony spellcaster may try to feel Harmony with a d20+caster level.

Harmony Control (general)

You have attained control over the Harmony you feel, and may use it more often.

Prerequisite: Feel Harmony, Harmony spellcaster

Benefit: If you exceed the DC of your daily Feel Harmony check, you can save the exceeding points to add to your next Feel Harmony check. Note, if you choose to Control the Harmony you can't channel these points with the Channel Harmony or other feats.

Harmony Meditation (general)

You need less time to rest while in places high in Harmony.

Prerequisites: Must be a Harmony spellcaster

Benefit: If the DC of the Feel Harmony checks in a given place are equal or less than 10, you may meditate instead of sleeping. Every hour of meditation equals two hours of sleep. Your meditation cannot be interrupted. You fall in a trance state and if someone tries to awake you, you must make a Fortitude save (DC 10+1/hours of meditation). Failure means you lose the effects of meditation and are stunned for 1d4+1 rounds.

SKILLS

Knowledge, Ancient Gods (INT; TRAINED ONLY)

Using this skill, you can remember ancient legends, gossips and rumors about ancient gods as well as identify buildings or objects as belonging to the ancient gods.

task	DC
remember legends/rumors	20
identify an item	25
identify a building	20
remember ancient rituals	30
Identify a God's name	35
Identify the God's domains	40

Knowledge, Brotherhoods (INT; TRAINED ONLY)

Using this skill, you can remember legends, gossips and rumors about the brotherhoods of Arthad. You may also identify or remember strange rituals or habits.

task	DC
remember a brotherhood name	20
identify an item	25
identify a building	25
remember rituals/habit	30

Note: these DCs are examples, Referees should modify these DCs to best suit the circumstances.

SPELLS

In the world of Arthad gods no longer grant spells, or at least, the cleric does not perceive it. All divine spellcasters gain spells through the Harmony. The Harmony, as discussed above, is not sentient and therefore cannot effectively interact with the men. When a cleric uses a divine spell that allows him to contact a deity, like Commune, he receives only feelings, not words; for all the other aspects the functioning of the spell remains the same.

Over the years, individual brotherhoods have developed spells and use them on their own. Usually they do not share their spells with other brotherhoods or staregs, but sometimes this may happen. Some brotherhoods enshrine their spells. For example, the Brotherhood of the Black Vengeance hunts down everybody who steals one of their spells and will kill in order to prevent the knowledge of these spells spreading. The spells listed below have an entry in brackets; "universal" means that the spell is common knowledge among the staregs and clerics of the brotherhoods, otherwise the name of the brotherhood that has created and use it is listed.

Arillin Touch [Branch]

Conjuration (Healing)

Level: Clr 2, Drd 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Table 3, Brotherhood Domains

Brotherhood	Domains
Black Stones	Strength, Protection, Earth
Black Vengeance	Destruction, Evil, Death
Branch	Plant, Healing, Animal
Burning Ice	Fire, Law, Water
Dream Walkers	Travel, Air, Good
Moonlight	Travel, Luck, Knowledge
Rainbow	Law, Sun, Knowledge
Scarlet Rose	War, Strength, Chaos
Seven Souls	Evil, Protection, Trickery
Severed Skull	Travel, Luck, Knowledge
Sword	Strength, War, Earth
Twenty Axes	Chaos, War, Healing

Spell Resistance: Yes (harmless)

Using this spell allows the caster sacrifice his own hit points in order to heal. The caster can sacrifice up to 6 hp per level, provided he has enough and will remain conscious at the end of the spell. The life force passes from the body of the caster directly to the creature touched. Note: if an Arillin tree is within 100 ft per level of the caster, the caster will not lose his own hit points and those granted are doubled. Also note that the Arillin tree can deny his healing power, so check with the Referee before using this spell.

Biting Skull [Severed Skull]

Evocation [Force]

Level: Clr 2, Rgr 4

Components: V, S, DF

Casting Time: 1 action

Range: 1 mile/level

Target: One living creature

Duration: 1 hour/level

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell creates a shining white skull of force. The skull is human in regard of size and appearance but the teeth are sharp and pointed. The caster must spend one full round explaining to the skull who the target is. The caster must have clearly seen the target, and be able to recognize it. Then the skull flies away at a rate of 60 ft (perfect) per round, relentlessly seeking out the target. Once the skull is within 30 ft from the target, it hurls itself towards the target trying to bite. If the target is aware of the attack, he is allowed a Reflex save to avoid the bite. The skull can make only one attack, it then disappears. The skull's bite deals 2d6 +1 per caster level (+10 max). If the target it is not in the spell range it does not function.

Blade Of Arabitas [Sword]

Conjuration [Creation]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Duration: 1 round/level

This spell conjures a sword made of black metal alloy. The sword appears in the hands of the caster and may be any kind that the caster desires. This sword is considered a magical weapon with a +1 enhancement bonus for every three caster levels (+5 max). When this spell is used in conjunction with Battle Harmony (see page 35) (every time the cleric chooses to apply a divine plus from this power) the blade doubles his threat range (as per Improved Critical feat). The sword cannot be given to any other being but the caster. If the caster loses or gives the weapon away, it immediately disappears and the spell ends.

Claws of Vengeance [Black Vengeance]**Evocation [Force]****Level:** Clr 2**Components:** V, S, DF**Casting Time:** 1 action**Range:** Personal**Effect:** one claw/three levels, up to 4 claws**Area:** 5 ft./level**Duration:** 1 minute/level or until discharged**Saving Throw:** None**Spell Resistance:** Yes

This spell creates a delayed effect that is triggered by a successful attack directly to the caster. When a person bearing this spell is hit by a sentient being in any way (spells and ranged weapons included) the spell reacts and create one or more claws made of a black force; these claws try to hit the attacker, provided he is within the area of the spell. If the attacker is beyond the range the spell discharges with no visible effects. The attacker is hit by the spell immediately after his first attack (in the same round, if he has multiple attack he is hit before his second attack). This spell creates one claw for every three levels of the caster; each claw has a base attack bonus of 5 plus caster level (thus, a level 10 cleric's claws would have attack bonus of 15 [5 + 10]), and deals 1d10 points of damage.

Create Harmony [Universal]**Conjuration [Creation]****Level:** Clr 9, Drd 8**Components:** V, S, DF**Casting Time:** 1 day**Area:** 600 ft radius/level globe**Duration:** Permanent

This powerful spell allows the cleric to permanently create Harmony in a given area. The cleric must sit in the middle of the area and remain concentrated for an entire day, undisturbed. At the end of the day the area is newly filled with Harmony and the DC for any cleric who try to feel it is 40 minus the caster level. This spell costs 5000 XP.

Dispel Harmony [Universal]**Abjuration****Level:** Clr 4, Drd 3**Components:** V, S, DF**Range:** Medium 100 ft+ 10 ft./level**Casting Time:** 1 minute**Area:** 100 ft radius/level globe**Duration:** 1 hour/level up to a maximum of one day

While Harmony cannot be destroyed its flow can be stopped for a while. With this spell the caster can isolate an area and make the Harmony inoperative. The divine spellcaster trying to feel the Harmony in the area affected by

the spell simply feels that there is no Harmony in the area.

Dream Shield [Dream Walkers]**Abjuration****Level:** Clr 3**Components:** V, S, DF**Casting Time:** 1 action**Range:** Touch**Target:** Creature touched**Duration:** 1 hour/level**Saving Throw:** None**Spell Resistance:** Yes

This spell must be cast upon a sleeping creature, and has two effects. In the real world, the sleeping creature falls into a deeper sleep. Normal and loud sounds do not awake the creature; a sound of a near fight, for instance, is not enough to awake the recipient of this spell but a very near thunder will do. In the Realm of Dream, the defense of the creature against an intruder in his dream is enhanced. The recipient gains a +3 to his DC. (See page 23 for more information about the Realm of Dream.)

Moonlight Blast [Moonlight]**Evocation****Level:** Clr 3**Components:** V, S, E, DF**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** Yes

This spell requires a reflective surface, like a polished shield or a mirror-surfaced weapon in order to cast this spell. The spell can be cast only during a night with the moon (no matter if it is a quarter moon or a full moon). The caster reflects moonlight with his object and directs it to an enemy. Harmony concentrates this reflection and strikes at opponents with a ray of blasting moonlight.

A successful ranged attack is needed to strike the target. A creature struck by this ray of moonlight takes 1d10 points of damage per two caster levels (maximum 5d10). Undead creatures take only 1d8 points of damage per two caster level (maximum 5d8).

Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

Power of Nomina [Scarlet Rose]**Transmutation****Level:** Clr 2**Components:** V, S, DF**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)

Target: One weapon
Duration: 1 round/level (D)
Saving Throw: Special

This spectacular spell allows the caster to make a weapon similar to the fabulous Nomina, weapon of dead war god Avranis. The weapon changed must be a forged weapon, not a natural one (thus, a natural quarterstaff cannot be changed). After the spell is cast, the wielder of the targeted weapon may as a free action, once per round, transform the weapon in a different one. This transformation happens at blinding speed. The wielder could, for example, down an enemy with a sword, transform his weapon and with his second attack, fire an arrow with a longbow at another one. The weapon must be held in order to trigger the transformation, so, if it is changed in a throwing axe and then thrown; it cannot be transformed until the wielder or another picks it up. Anyone wielding a weapon bearing this spell is immediately aware of its properties, although the caster can dismiss the spell at will, provided the weapon is in the range of the spell. If the weapon uses ammunitions, a new missile appears in the hand of the wielder when needed. For example, if the weapon is a crossbow, a new quarrel appears in the hand of the wielder (the weapon must be loaded normally). The missiles used by the weapon disappear when the spell ends. The wielder may transform the weapon in any weapon he knows, even if he is not proficient with it (apply normal penalties).

If the spell is used upon a magical weapon this one retains all its magical pluses but not his special features, a +3 keen longsword is no longer keen even in a longsword form. If the spell is cast upon a weapon with ego a saving throw may be allowed.

Power of the Rainbow [Rainbow]

Universal

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The caster

Duration: 1 round/level

This spell summons the power of the rainbow upon the caster, and colored light envelopes him for a while. The caster may only choose one color; if he casts another Power of the Rainbow spell upon himself the former spell disappears. Each color has a different power.

Color	Meaning	Effect
Red	physical prowess	+2 to each Strength Based (OR Dexterity OR Constitution) skill
Orange	social responsibility	+2 to each Charisma Based skill

Color	Meaning	Effect
Yellow	cultural education	+3 to each knowledge Skill
Green	nature respect	+2 on animal and plant related skill
Azure	moral standing	+2 on each Wisdom related skill
Blue	self respect	+2 on each Intelligence based skill
Violet	spiritual purity	+3 on Heal skill

Note that if the caster does not have the skills in question, and if they may not be used unskilled, the spell has no effect. If the caster belongs to the Brotherhood of Rainbow and has attained the color he chooses for the spell (see the brotherhood description), the effect of the spell effects are doubled.

Preserve Harmony (minor) [Universal]

Abjuration

Level: Clr 3, Drd 2, Rgr 4

Components: V, S, DF

Casting Time: 1 minute

Area: 400 ft radius globe

Duration: 1 day

This spell creates an invisible Harmony globe that preserves Harmony within itself. This means that the Harmony spellcaster can make his daily Feel Harmony check roughly in the same place as the day before, keeping the number already rolled. If another spellcaster enters the globe during the spells duration, he can make his Feel Harmony check at +2.

Preserve Harmony (major) [Universal]

Abjuration

Level: Clr 6, Drd 5

Components: V, S, DF

Casting Time: 1 minute

Area: 600 ft radius globe

Duration: half caster level days

This spell creates an invisible Harmony globe similar to that created by Preserve Harmony (minor). That means the Harmony spellcaster can make his daily Feel Harmony check roughly in the same place as the day before, keeping the number already rolled. If another spellcaster enters the globe during the spells duration, he can make his Feel Harmony check at +4.

Rain of Stones [Black Stones]**Conjuration [Creation]****Level:** Clr 5, Drd 4**Components:** V, S, DF**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Area:** Cylinder (10 ft. radius, 40 ft. high)**Duration:** Instantaneous**Saving Throw:** Reflex half**Spell Resistance:** No

This spell creates a large amount of black stones, about 1000 lbs, that begin striking the ground as if they were falling at the maximum speed allowed by their mass. This rain of stones deals 1d8 points of damage per caster level (10d8 max). The stones remain into existence after falling to the ground.

Summon Sker-Hjan [Scarlet Rosel]**Conjuration (Summoning)****Level:** Clr 7, Drd 6**Components:** V, S, F/DF**Casting Time:** 1 full round**Range:** Close (25 ft. + 5 ft./2 levels)**Effect:** One summoned creature**Duration:** 1 round/level (D)**Saving Throw:** None**Spell Resistance:** No

This spell summons an extraplanar creature similar to the mythical burning tiger Sker-Hjan that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You cannot direct it in attacking or performing other actions. This summoned creature acts normally on the last round of the spell, and disappears at the end of their turn.

Treat the tiger as a normal tiger enveloped from pale blue flames. Touching the tiger cause 1d6 points of damage and damage dealt by the tiger has an additional d6 of damage. The tiger has also the Roar spell-like ability.

Roar (Sp): The burning tiger can use this ability once every three rounds and it is a full round action. The roar the tiger emits has the same effects of the Shout spell but the area is a sphere. The spell is used at 10 level of ability.

Swirling Axes of Szazir [Twenty Axes]**Evocation [Force]****Level:** Clr 4**Components:** V, S, DF**Casting Time:** 1 action**Range:** Personal**Effect:** 1 magic axe of force/2levels**Area:** 10 ft radius**Duration:** 1 round/2level (D)**Saving Throw:** None**Spell Resistance:** Yes

This spell creates a number of axes made of pure force. Each axe swirls around the caster and attacks opponents within the area of the spell. Each axe deals 1d8 damage per hit. You create one axe per two caster levels.

These axes have the same threat range and critical multipliers as a real weapon. They strike the opponent you designate, starting with one attack per axe the round when the spell is cast, within the area of effect. Each axe uses your best base attack bonus and makes only one attack per round. While directing the axes, the caster may take only standard actions.

The axes strike as a spell, not as a weapon, so, for example, they can strike incorporeal creatures. The weapons do not get a flanking bonus nor help a combatant get one. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon.

If an attacked creature has SR, the resistance is checked the first time the swirling weapon strikes it. If the axe is successfully resisted, that axe disappear (reducing the number of the axes). If not, the weapon has its normal full effect on that creature for the duration of the spell.

Weapon to Flame [Fire and Ice]**Transmutation [Fire]****Level:** Clr 2, Drd 2**Components:** V, S, DF**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** one weapon/two levels, no two of which can be greater than 30 ft. apart;**Duration:** 1 round/level**Saving Throw:** Will stops (see below)**Spell Resistance:** Yes (object)

This spell makes weapons burst into flame. An unattended, nonmagical weapon gets no saving throw, enchanted weapons are allowed saving throws. If the weapon is held, the magical fire delivers 1d6 points of damage per round. The creature wielding the flaming weapon is compelled by the spell to hold the weapon. Each additional round (after the first), the creature holding the weapon is allowed a will save each round in order to drop the weapon. The flaming weapon inflicts 1d4 additional fire points of damage whatever it strikes.

If a weapon burns for more than 12 rounds it is destroyed unless a save is made. Enchanted weapons cannot be destroyed by the means of this spell.

This spell counters and dispels Weapon to Ice.

Weapon to Ice [Fire and Ice]**Transmutation [Cold]****Level:** Clr 2, Drd 2

Components: V, S, DF

Casting Time: 1 action

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

Target: one weapon/two levels, no two of which can be greater than 30 ft. apart;

Duration: 1 round/level

Saving Throw: Will stops (see below)

Spell Resistance: Yes (object)

This spell makes weapons frozen. An unattended, nonmagical weapon gets no saving throw, enchanted weapons are allowed saving throws. If the weapon is wielded, the cold delivers 1d6 points of damage per round. The creature wielding the chilling weapon is compelled by the spell to hold the weapon. Each additional round (after the first), the creature holding the weapon is allowed a will save each round in order to drop the weapon. The frozen weapon inflicts 1d4 additional cold points of damage whatever it strikes.

If a weapon chills for more than 12 rounds it is destroyed unless a save is made. Enchanted weapons cannot be destroyed by the means of this spell.

This spell counters and dispels Weapon to Flame.

Willpower Strike [Dream Walker]

Transmutation

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates
(harmless)

Spell Resistance: Yes (harmless)

This spell has two distinct effects. It depends from where it is cast.

In the real world, it grants the recipient 1d4+1 of Wisdom as divine bonus for the duration of the spell. In the Realm of Dream, the spell enhances Dominance by 1d6+1 points.

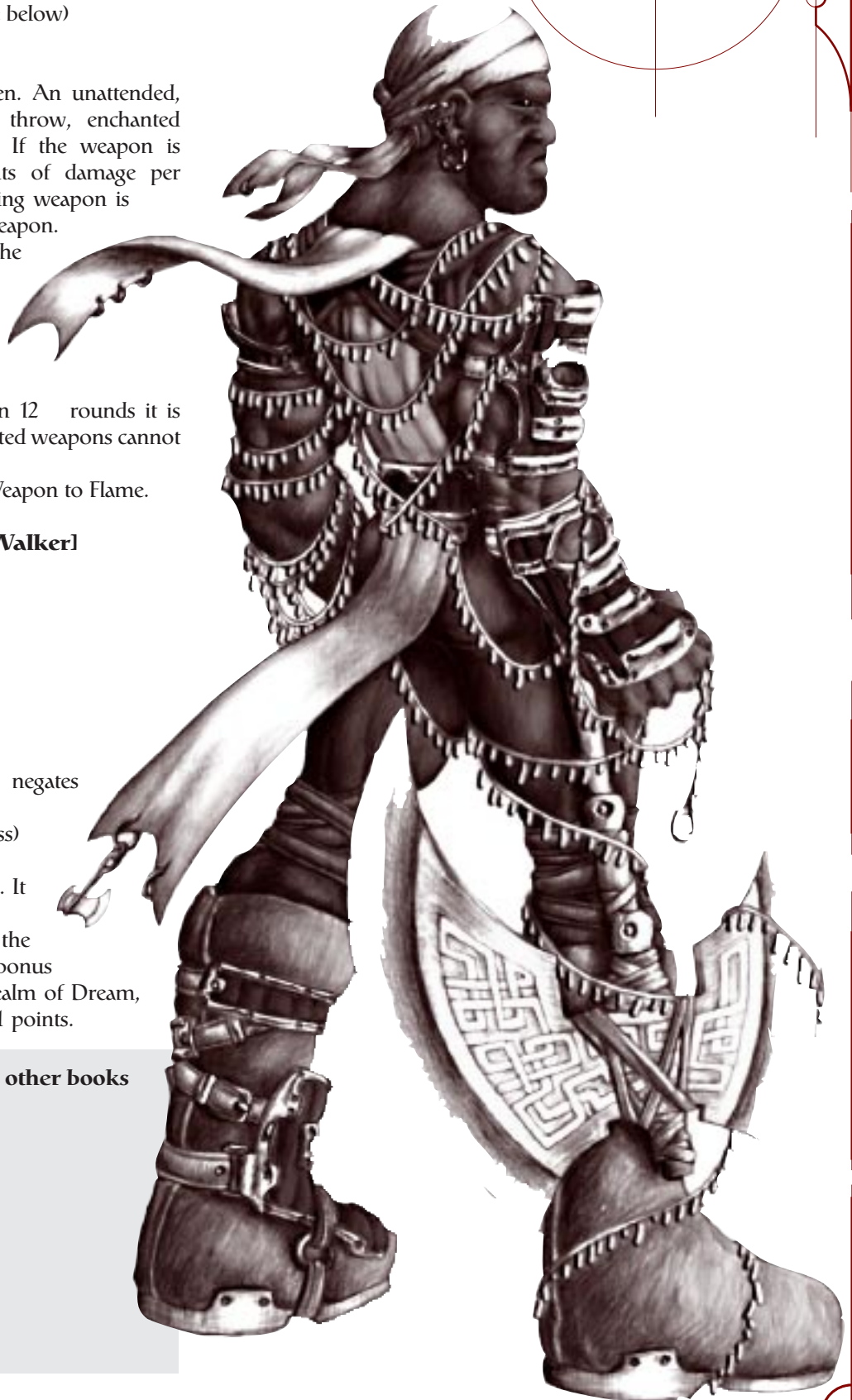
Brotherhoods which appeared in other books

The Brotherhood of the Twenty Axes,
(Gaming Frontier Vol I)

The Moonlight Brotherhood,
(Heroes and Magic Sourcebook)

The Black Stone Brotherhood,
(Heroes and Magic Sourcebook)

The Brotherhood of the Seven Souls,
(The Twenty Sides of the Evil)





Brotherhoods

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