



Old Empires Prestige Classes, Spells, and Sundry

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by Scott Bennie

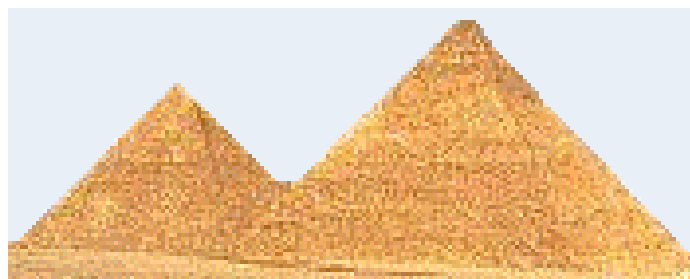


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THE BOOK OF LIFE

AN INTRODUCTION

Mulhorand, that land of the Forgotten Realms of Faerûn that some wish would not be, is the premier nation of the Old Empires region, a land that separates the main body of the continent from the Great Desert Raurin. It is a land of sorcerers, princes, and servants of the gods and some of the most powerful fighters in the entire Realms.

It began, as this author recollects it with Ed Greenwood, the man who created Faerûn, with a few encounters between his adventurers and bald-headed priestesses of Set. Mulhorand was created by Ed as their land of origin. When TSR Inc. hired me in 1989 to write of those lands, I was told to base them on the ancient earth empires of Egypt, Babylonia, and Greece. I did the work according to the specs I was given, though I twisted them to reflect their antiquity, whittled down the vast pantheons to reflect their decline.

Old Empires was released in 1990, and was not, I am told, a good seller. Though it received virtually no feedback at the time, it remains a reasonably popular product with fans (though many have taken issue with its details and approach), and for that I'm grateful. However, being a compulsive tinkerer, I just can't leave them alone, and there are details in *Old Empires* that I've never been entirely happy with, thus I've written this document to fill in a few holes.

This work is a living, ever-changing document, to fill in gaps between the publication of *Old Empires* in 1990, and their next iteration. If any work in a Wizards of the Coast Forgotten Realms publication contradicts anything given here, the official publication takes precedence. When works are published in Third Edition format that duplicate those in this document, this document will be modified so they are not duplicated.

Some of the classes and spells are taken from *Powers and Pantheons* by Eric Boyd, and are meant as a conversion of some of the orders and spells of that book.

In this version of the supplement, the divine avatar section has been removed (so as not to conflict with published versions of the characters) as well as the write-up for Shuruppak (whose official version is listed in the *Epic Level Handbook*). The Desert Wanderer, and Speaker of Thoth prestige classes were the inspiration for character classes in Green Ronin's *Testament* setting book (which was written by this author), and removed to avoid conflict with that product. The Master of Mysteries was also heavily revised in this version, and elements were combined with the Speaker of Thoth to form what's essentially an entirely new Prestige Class.

However, we've got things in place of the removed classes. First there's the Enkidion class (from the original Prestige Class and Sundry document) returns, which is joined by three specialty priest adaptations from *Powers and Pantheon*: the Hunters of Night, the Sky Weavers, and the Sunhawks.

In addition, there are the wholly new Order of Khepera, Akanax War Academician, Chessentan Agitator, Cimbarian Thespian. and Arcane Harrower prestige classes, and new spells, feats, and items. The Door of a Thousand Selves and the Dragon Mortuary of Mot has been added to the list of dungeons; along with descriptions of Mulhorandi cultural events. And, for the curious, there's a timeline of Old Empires as it might have been – a document that author composed in the mid-1990s that continues the timeline of the book in a very different direction from how the setting actually developed.

One thing that must be emphasized is that *none of these article is canon*. Your version of these spells and monsters are just as valid as these ones. If there are any conflicts between this work and that of Wizards of the Coast, the published work must take precedence.

It's my strong hope you'll find this a useful supplement that enhances your journeys in the realms of antiquity and magic, the Old Empires. Consider this a welcome and a warning in three measures, but which quality is measured twice (the welcome or the warning) remains to be seen.

Special Thanks to:

Ed Greenwood, for his creative efforts over the years. Eric Boyd, for work that goes far beyond "capable stewardship" into the realm of the inspired, and Michael Morrus for his invaluable suggestions on layout, and everyone who's agreed to host this document.

FEATS OF THE OLD EMPIRES

DISRUPTING STRIKE [General]

Perquisite: Power Attack, Luthcheq

Benefit: When an attack is successfully performed against an arcane spellcaster, for the purposes of Concentration check penalties, damage is increased by 50%.

FALCONER [General]

This character is gifted at handling the falcons of Horus-Re.

Benefit: This character has grown up in the service of Horus-Re and is skilled at handling his holy birds. He can speak the speech of falcons as if he had a *Speak with animals* spell, and command them as if they were under the influence of a *charm animal* spell. Furthermore, they receive a +3 competence bonus to all animal handling checks against birds and other airborne creatures.

GOD-KING BLOOD [General]

Perquisite: Mulan descent.

Benefit: The blood of the God-Kings of Mulhorand, the descendents of the incarnations and avatars of the gods, ran in the veins of the character's ancestors; within the last four generations, there was a god in his or her family tree. Aside from the social significance of this, the bloodline, this feat adds +1 to all saving throws, only on Mulhorandi soil. It also attunes them to other individuals of divine origin; they may make a Spot Check vs. a DC of 15+ a character level to sense whether someone has god's blood in their veins (though they will not sense the exact heritage or identity of the individual). God-King blood may only be taken at the character's starting level.

[Note for those characters born before the Time of Troubles who wish to be God-Kings (members of noble families touched by divine blood) should be aasimar and take the above feat, while those born after the Time of Troubles into those families should just take the feat.]

MASTER OF TRAPS [Metamagic]

Perquisite: eight ranks in Disable Devices, the ability to cast 2nd level divine spells, Mulhorand.

Benefit: The possessor of this feat is a master of setting traps. They receive a +2 competence bonus to their Disable Devices rolls, and if they set a magical trap (such as a glyph, symbol, or explosive runes), any attempt to detect it (if concealed) or dispel it receives a -4 penalty.

POISONER [General]

Perquisite: six ranks in Craft (Alchemy), and Craft (Poison).

Benefit: The character is an expert in brewing poisons. They receive a +2 bonus to all Craft (poison) checks, +1 to all Handle Animal checks with venomous creatures, and any poison they brew receives a +2 bonus to a Fortitude Save DCs.

VOICE OF THE GODS [Metamagic]

Perquisite: 12 ranks in Intimidate, the ability to cast 7th level divine spells.

Benefit: When speaking a spell from a scroll, the range of the spell is increased; a Touch range spell becomes Close; a Close range spell becomes Medium, and a Medium range spell becomes Long. Personal range spells cannot be extended with this feat.



PRESTIGE CLASSES



AKANAX WAR COLLEGE ACADEMIAN

In few places in the Realms is the hand of Tempus more keenly felt than in the grim city of Akanax in Chessenta, and while not literally consecrated to him, the War College of Akanax is the center of military activity. The finest soldiers from Akanax and its subjugated cities attend this College, where lectures in warfare are taught by some of the finest military minds in the Realms, and the lessons continue to resonate with its pupils long after they leave. The Akanaxian way is the way of coordinated fighting: shield walls, phalanxes, and devastating teamwork, and those who are taught these techniques often become the heart of extraordinary fighting teams. Many mercenary captains have also graduated from this College; the Akanaxian way emphasizes honor and discipline, so many of these

[Note: At present, the War College of Akanax is a small, modern building constructed in Akanax beyond the New Wall, adjacent to a large parade ground, and connected to the city by its own gate (known as the Trial of Teeth). It was constructed in 1367.]

The War College Academy class is pretty much the province of the fighter class, though they have produced Paladin/War Academians. The class is usually taken at 7th level.

REQUIREMENTS

Base Attack Bonus: +6

Feats: Skill Focus (Military Tactics), Weapon Focus (any)

Alignment: Only Lawful characters have the discipline and focus to learn from the lessons presented at the Academy.

Special: The Akanax War Academician must have spent a year's time learning the art of combat at War College of Akanax at some point in his life.

Hit Dice: d10

Class Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (military tactics) (Int), Profession (instructor) (Wis), Profession (soldier) (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + INT modifier

CLASS FEATURES

Weapon and Armor Proficiency: A War Academician is proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+0	+1	+1	Resist Fear, Fighting Fortress
2 nd	+2	+1	+1	+1	Appraise Fighter, Coordinated Strike
3 rd	+3	+1	+1	+2	Improved Shield Use, Toughness
4 th	+4	+1	+2	+2	Overwhelming Charge, Endurance
5 th	+5	+2	+2	+2	Hold The Bridge

Resist Fear (Ex): At 1st level, a War Academician can add any positive Constitution modifier as a bonus to saving throws against fear effects; this is cumulative with other bonuses, such as

those from a paladin's bestow courage ability.

Fighting Fortress (Ex): The member knows the secret of formation fighting. When standing within 5' of two allied individuals, each of whom is equipped with heavy armor and shield, War Academicians receive

bonuses to armor class, and Fortitude and Will saves. This bonus is +1 at 1st level, +2 at 3rd level, and +3 at 5th level.

Appraise Fighter (Ex): At 2nd level, a War Academician can appraise a person once he's observed him (or sparred with him) for three consecutive rounds in melee combat; he can tell his fighter levels, his fighter feats, Strength, and Constitution score.

At 5th level, if they've evaluated someone, and they're standing within 15' in melee combat and the War Academician is able to communicate with him, as a standard action the War Academician can offer instruction that will improve his fighting style. This requires a Profession (instructor) check vs. DC 15+the person's Basic Attack bonus; if successful, the Academician offers advice that gives him a +2 bonus to Attack and damage rolls for three plus his Wisdom modifier in rounds. The War Academician cannot offer advice to an individual more than once per day, nor can he offer effective advice to those with an BAB equal to his own score or better.

Coordinated Strike (Ex): In addition to formation fighting, the War Academician understands the secret of formation fighting. If he and an ally within 5' fight on a simultaneous initiative rank, he receives a melee attack and damage bonus of +1; if fighting with two allies within 5' on a simultaneous initiative rank, he receives a bonus of +3.

Improved Shield Use (Ex): At 3rd level, the War Academician receives a +1 bonus to any shield he uses.

Toughness (Ex): At 3rd level, the War Academician receives a level of Toughness, as per the Feat.

Overwhelming Charge (Ex): At 4th level, any successful strike on a Charge has a chance to knock an opponent back, and should be treated as an Improved Bull Rush.

Endurance (Ex): At 4th level, the War Academician receives the Endurance feat.

Hold The Bridge (Ex): At 5th level, the War Academician, if fighting in a confined space (that is 5' or less in width, such as a narrow tunnel or a bridge), he gains a +4 bonus to Armor against Medium or larger sized creatures. Furthermore, if he's defending a strategic point on behalf of his city, army, or mercenary band, he gets a +2 bonus to attack, damage rolls, and all Fortitude and Will Saves.

ARCANE HARROWER

In the dreadful city of Luthcheq in Chessenta, the insane Karanoks plan to kill any mage they can get their hands on. While they prefer to capture arcane spellcasters and burn them in witchweed, they also cultivate an order of fighters who go out into the world and slay mages on behalf of the Void That Speaks.

Harrowers prepare for their careers by learning the craft of their enemies (hence they have a respectable Spellcraft knowledge) and by immersing themselves in witchweed. Before acquiring this class, they must sleep in witchweed fields for ten consecutive nights of a tenday period, they must have assisted in the annual harvest of witchweeds from the fields of Luthcheq, and they must partake of witchweed snuff for ten consecutive days, a habit they must maintain while they are a member of the class. When they are prepared, they swear a sacred oath to let no mage live while they can still draw breath, then they venture forth from the walls of Luthcheq in search of their prey.

The Arcane Harrower's most common class progression is a Fighter/Harrower (often taken after obtaining 7 levels as a fighter), but Cleric/Entropist/Harrowers, Thief/Harrowers, and Thief/Harrower/Assassins are not unknown.

REQUIREMENTS

Base Attack Bonus: +6

Skill: Craft (Poison) (7 ranks), Knowledge (arcana) (2 ranks), Spellcraft (5 ranks)

Feats: Great Fortitude, Spell Focus (Spellcraft)

Worship: Entropy

Special: Harrowers are addicted to Witchweed snuff.

To become a Harrower, they must participate in the killing of at least three arcane spellcasters equal to his total levels or higher.

If a Harrower willingly participates in an adventure alongside someone who employs an arcane spell, including from a device, he does not gain experience.

Hit Dice: d8

Class Skills: Bluff (Cha), Craft (Poison) (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion), Move Silently (Dex), Profession (Wis), Sense Motive (Cha), Sneak (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: An Arcane Harrower is proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+0	+0	+2	Favored Enemy,
2 nd	+2	+0	+0	+3	Magical Senses
3 rd	+3	+1	+1	+3	Spell Resistance
4 th	+4	+1	+1	+4	Witchweed breath
5 th	+5	+1	+1	+4	Pierce Magical Armors and Skins
6 th	+6	+2	+2	+5	
7 th	+7	+2	+2	+5	Ignore Spell
8 th	+8	+2	+2	+6	Slaymage
9 th	+9	+3	+3	+6	
10 th	+10	+3	+3	+7	Spell Negation

Favored Enemy (Ex):

At 1st level, an arcane spellcaster is treated like a ranger's favored enemy, receiving a +1 bonus to to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks against arcane spellcasters; likewise, he gets the same bonus to weapon damage rolls.. The bonus increases every three levels, to +2 at 4th

level, +3 at 7th, and +4 at 10th.

A Harrower's favored enemy bonuses may stack with those of other classes, such as rangers.

Magical Senses (Ex): A Harrower is attuned to magical senses, all the better to smite them.

At 2nd level, they can sense unusual fluctuations in the Weave, a talent they employ to lure mages to unfriendly environments. These include Dead Magic Zones, Wild Magic Zones, and Mystic Maelstroms (though the latter are not difficult to spot). The Harrower can sense any they encounter within 30' with a successful Spot Check vs. DC 20.

At 6th level, they have a continuous *detect magic* ability, usable only to detect and examine arcane abilities.

At 10th level, they have the ability to sense invisible individuals, as if they possessed a permanent *see invisibility* spell ability.

Spell Resistance (Ex): At 3rd level, because of their immersion in witchweed, Harrowers become naturally resistant to the arcane. Harrowers receive SR 2 per Harrower class level against arcane spells, to a maximum of 20 at 10th level.

Witchweed breath (Ex): At 4th level, a Harrower can breathe a small cloud of witchweed up to 15' away. If an arcane spellcaster is caught in this cloud, he must make a Reflex save vs. DC 10+ Class Level; failure means that the caster must make a Concentration Check of DC 15 + spell level to cast any spell for the next 1d6 rounds.

Witchweed snuff must be ingested within a minute prior to triggering this effect, ingesting it is a standard action that draws an attack of opportunity. The cloud may be breathed as a free action.

Pierce Magical Armors and Skins (Ex): At 5th level, a Harrower's attacks against people protected by magical protections are enhanced in the following ways:

- against a Harrower's attack, damage reduction from spells, spell-like and supernatural abilities (such as stonewall), are diminished. A Harrower's Piercing ability reduces the protection's damage threshold by -1 per Harrower level, thus a 7th level Harrower will reduce a stonewall's protection from 10/+5 to 3/+5, (only against the Harrower's attacks, for everyone else the stonewall is normal).
 - against a Harrower's melee attacks, a target's magical deflection bonuses (from spells such as *mage armor*) are reduced; they subtract -1 Armor Class from deflection per two class levels, to a maximum of -5 at 10th level.
- Again, this only applies to magical protections.

Ignore Spell (Ex): At 7th level, a Harrower can erect a field that allows him to ignore low-level arcane spells as if he was permanently protected by a minor globe of invulnerability; the effect lasts one round per Harrower class level.

Witchweed snuff must be ingested on the round prior to triggering this effect, ingesting it is a standard action that draws an attack of opportunity.

Slaymage (Ex): At 8th level, the Harrower achieves what is probably his most terrifying ability: like an assassin, if a Harrower observes an arcane spellcaster for three rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly killing the target. If the victim of such an attack fails her Fortitude saving throw (DC 10 + the Harrower's class level + the Harrower's Intelligence modifier) against the kill effect, he dies.

Assassin levels also stack with the Harrower levels for the purposes of the death save.

Spell Negation (Ex): At 10th level, a Harrower can use his weapon to peel away a target's augmentation or defensive spells. On a successful attack in melee, the mage must make an opposed roll of d20+the caster's effective level vs. a d20

Witchweed Snuff:

Description: A variant form of witchweed (see *Lords of Darkness*, p. 191), witchweed snuff is an ingested form of the witchweed plant. It has a bitter taste and is sometimes mixed with spices to make it sweeter; though most first experiences with it involve retching. Witchweed snuff is snorted and has a mild relaxing effect. It is usually snorted, but can also be eaten.

Type: Ingested DC 15

Initial Effect: User gains a +1 bonus to Concentration checks.

Secondary Effect: None

Price: 50 gp

Side Effects: Witchweed snuff is necessary for an Arcane Harrower to use his abilities; should he lose any stats due to addiction, they lose all of their class abilities. Also, it's *not* a good idea for a wizard to ingest this substance; any user must make a Will Save vs. DC 18 or lose any arcane spells held in memory.

Overdose: None. Fortunately, one cannot overdose on witchweed snuff.

Addiction: High

+Harrower's level; if the Harrower's roll is higher, the spell is lost. If a Harrower recognizes a spell (an opposed Spellcraft roll to recognize it if the effect is not obvious), he may target it specifically, otherwise the negation is random.

Only one attempt to remove an augmentation or a protection may be made each round. Permanent abilities and stored magicks such as tattoos cannot be removed by spell negation.

BONDBREAKER

Although the Lords of Mulhorand refuse to admit it, slavery is a vile business, and the goal of most slaves is escape. The Bondbreaker is an Old Empires ex-slave class; during their ordeal, the Bondbreaker developed skills and abilities that will help him remain free and encourage others to seek freedom. This class is secretly sponsored by several deities of the Mulhorandi pantheon who do not appreciate slavery (Hathor), or who approve of slavery and yet admire the courage shown by members of this class (Anhur).

Though designed with Mulhorand in mind, this might serve as a Prestige Class for escaped slaves in other regions of Faerûn, particularly Calimshan and Thay.

REQUIREMENTS

Base Attack Bonus: +3

Skill: Intimidate (5 ranks)

Feats: Toughness

Special: The Bondbreaker must be an escaped slave who has freed at least a dozen slaves from captivity and delivered them safely to a free land.

Hit Dice: d10

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Int), Search (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points at Each Level: 4 + INT modifier

Class Features

Weapon and Armor Proficiency: A Bondbreaker is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+0	+1	+1	Cover Tracks, Resist Intimidate
2 nd	+2	+1	+1	+1	Burst of Strength
3 rd	+3	+1	+1	+2	Smite Slaver
4 th	+4	+1	+2	+2	Resist Enchantment, Freedom of Movement
5 th	+5	+2	+2	+2	Cry Freedom

Cover Tracks/ Resist

Intimidate: People attempting to use these skills against Bondbreakers suffer a -2 Penalty to their DC, with an additional -1 to the roll per Bondbreaker level (ie.

those attempting to intimidate a 5th level Bondbreaker suffer a -7 penalty to their roll).

Burst of Strength: Bondbreakers get a +2 bonus to all Strength checks to escape confinement, whether they're chained, or held by an opponent's Grapple.

Smite Slaver: When attacking a known Slaver, the Bondbreaker get a +1 Base Attack and damage bonus per Bondbreaker level.

Resist Enchantment: The Bondbreaker gets a +2 bonus to all Saving Throws against Mind-Affecting Enchantments.

Freedom of Movement: Once per day, the Bondbreaker may trigger a *Freedom of Movement* (as per the fourth level spell) as a free action. This effect lasts three rounds, plus one round per Charisma bonus.

Cry Freedom: At fifth level, the Bondsman may, once per day, give a freedom cry that lasts for five rounds (plus one round per charisma bonus). All escaped slaves (including the Bondbreaker) who remain within a 60' radius of the Bondbreaker get +2 to all Saving Throws, have their Strength boosted by +4, their base movement raised by 10 ft./round, and receive 5 points of damage Reduction against all attacks.

BROTHERS AND SISTERS OF THE QUILL

Created by Eric Boyd in *Powers and Pantheons*

This specialty order of fighting priests (also known as the Quillans) are servants of the god Thoth. They hunt down lost magic and knowledge, and track down people who have stolen the secrets of the god Thoth and punish them.

This class is a natural extension for wizards of the Old Empires, though clerics have also belonged to this class.

REQUIREMENTS

Alignment: N

Base Attack Bonus: +6

Skill: Knowledge (Astrology) (5 ranks), Knowledge (arcana) (10 ranks), Profession (scribe) (7 ranks), Spellcraft (7 ranks)

Feats: Scribe Scroll, Spell Focus (Divination), Skill Focus (Profession: Scribe), Spell Mastery (Comprehend Languages, Zone of Truth. Glyph of Warding).

Special: The Quillan must have made a pilgrimage to the library of Thoth in Gheldeneth.

Hit Dice: d8

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Gather Information (Cha), Jump (Str), Knowledge (arcana)(Int), Knowledge (religion), Profession (Wis), Scry (Int), Speak Language, and Spellcraft (Dex).

Skill Points at Each Level: 2 + INT modifier

CLASS FEATURES

Weapon and Armor Proficiency: Weapon and Armor Proficiency: A Quillan is skilled with the club, dagger, and quarterstaff. Wizards are not proficient with any type of armor nor with shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1st	+0	+2	+0	+2	Additional Domain	+1 level in existing divine spellcasting class
2nd	+1	+3	+0	+3	Improved Scroll Heightened Divination	
3rd	+2	+3	+1	+3	Amanuensis	+1 level in existing divine spellcasting class
4th	+3	+4	+1	+4	Improved Glyph Detect Magic Writing	
5th	+3	+4	+1	+4	Scroll Resistance	+1 level in existing divine spellcasting class

Additional Domain (Ex): The Brother and Sister of the Quill are guardians, and acquire the Domain of Protection in addition to the other domains of Thoth.

Improved Scroll (Su): A Quillan's spells become more potent when they are written down. When they read from scrolls they've prepared, they add +2 to the DC of their saving throws.

Heightened Divination (Su): For *augury* and *divination* spells, the caster receives a +10% bonus.

Amanuensis (Sp): At third level, the Quillan gets *amanuensis* (see *Magic of Faerûn*) as a bonus spell, usable once per day.

Improved Glyph (Su): Any damage from a spell triggered by creating magical writing (such as a Glyph of Warding) that's inscribed by a Quillan is automatically Empowered, as per the Metamagic feat.

Scroll Resistance (Su): Against spells casts from runes and scrolls, as well as all glyphs, holy and unholy words, and Power Words, the Quillan has SR 10+the Quillan's total level.

Detect Magic Writing (Su): Once per day, the Quillan can sense whether any magical writing (including scrolls) is present within a 400 foot +40 ft./level range. They will know the exact whereabouts, but not the nature of the writing.

CAT MAIDEN

There are a few remaining worshippers of Bast remaining in Mulhorand. Those sorceresses who remain in her service in the eternal land may aspire to become Cat Maidens, favorites of the Queen of Cats.

The requirements of the Cat Maiden class require a mix of arcane and divine spellcaster; sorceresses are particularly common.

REQUIREMENTS

Alignment: CN, CG, or NG

Base Attack Bonus: +6

Skill: Animal Handling (8 ranks), Perform (caterwauling) (7 ranks).

Feats: Spell Focus (Enchantment), Skill Focus (animal handling).

Spells: Able to cast second level divine spells, third level arcane spells.

Special: They must have a cat familiar, and have journeyed to the lost city of Bubastis in the Raurin desert and kissed the stone cats that sit beside the throne of Bast. Only women may be cat maidens.

Hit Dice: d4

Class Skills: Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Scry (Int) and Spellcraft (Dex).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: Cat Maidens are skilled with the club, dagger, heavy crossbow, light crossbow, claws, and quarterstaff. Cat Maidens are not proficient with any type of armor nor with shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1st	+0	+0	+0	+2	Second Familiar	+1 level in existing arcane spellcasting class
2nd	+1	+0	+0	+3	Cats' Claws	+1 level in existing divine spellcasting class
3rd	+1	+1	+1	+3	Enhance Familiar	+1 level in existing arcane spellcasting class
4th	+2	+1	+1	+4	Third Familiar	+1 level in existing divine spellcasting class
5th	+2	+1	+1	+4	Cat Senses	+1 level in existing arcane spellcasting class

Second Familiar (Sp): At first level, the Cat Maiden obtains a second cat familiar, typically a different color than their first one. If two familiars are present within 10' of their master, they may share spells (as opposed to the normal 5' distance). Familiars may speak with each other, regardless of master level.

Cats' Claws (Su): At second level, the Cat Maiden can transform her hands into cats' claws for 4 rounds plus one round per Charisma bonus. These claws inflict a base 1d6 points of damage, and the Cat Maiden gets a +1 Base Attack Bonus per Cat Maiden level. In addition, the Cat Maiden may do a flurry of claws, attacking twice with her claws at a -2 penalty on each attack.

Enhance Familiar (Ex): At third level, the Cat Maiden's familiars have 75% of the Cat Maiden's total, not 50%, and receive a +2 Natural armor bonus.

Third Familiar (Sp): At fourth level, the Cat Maiden gains a third familiar. They can share spells within 15', provided all three cats are present.

Cat Senses (Su): At fifth level, the Cat Maiden can never be caught flat-footed, even when surprised. They may not be tripped or bull rushed, and will never take more than 50% of their maximum hit point total from falling damage. They also receive Darkvision.

CHAMPION GLADIATOR of UNTHER

Some of the most powerful and acclaimed warriors in the Realms came from the arenas of Unthalass, where neither mercy nor quarter are given. The Champion Gladiator is a *high* level class and people who are members of this auspicious class are justly feared.

This class is a natural progression for the Fighter class, taken between 13th and 15th level.

REQUIREMENTS

Alignment: Any

Base Attack Bonus: +12

Skill: Intimidate (14 ranks), Perform (8 ranks)

Feats: Great Fortitude, Improved Grappling, Toughness

Special: The Champion Gladiator of Unther must have competed in the arenas of Unther and amassed thirty victories before joining this class.

Hit Dice: d10

Class Skills: Balance (Dex), Bluff (Cha), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: A Champion Gladiator is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+2	+0	+0	Pit Fighting
2 nd	+2	+3	+0	+0	Judge Opponent
3 rd	+3	+3	+1	+1	Power vs. Power
4 th	+4	+4	+1	+1	Bloodlust
5 th	+5	+4	+1	+1	Dispatch

Pit Fighting: The Champion Gladiator gets a +2 Damage to all Unarmed Combat damage rolls and a +2 bonus to all Wrestling rolls.

Judge Opponent: At second level, if the Champion Gladiator faces a human, demi-human, or humanoid opponent for three rounds in combat, he may

attempt to make a Spot Check as a free action; if he makes a Spot Check vs. DC 15 + the opponent's levels, he can determine the following information: the opponent's fighter classes and levels, their Strength, Dexterity, and Constitution, and the rough percentage (within ten percent) of their hit points.

Power vs. Power: At fourth level, the Champion Gladiator becomes adept at resisting an opponent's Power Attack by pitting his might directly against it. The Champion's Strength modifier is applied as a penalty to an opponent's damage when he's using the Power Attack feat. The Strength penalty cannot exceed the attack bonus of the Power attack (ie. the attacker won't drop below his base damage).

Bloodlust: A Champion Gladiator lives to shed blood, At fourth level, every time he draws blood, he recovers one lost hit point (this makes Whirlwind Strikes particularly useful).

Dispatch: At fifth level, the Champion Gladiator may finish off a badly wounded opponent. If an opponent is reduced to 25% of their hit points or less, the Champion may designate one attack in a round as a dispatch attack; if the attack hits, instead of doing damage normally, the opponent must make a Fortitude Save vs. DC 20+ Strength modifier, or die on the spot.

This ability only functions against humans and demi-human opponents.

CHESSANTAN AGITATOR

Cimbar is one of the most cultured and enlightened human cities in the Realms (and Mordulkin and Soorenar are not far beneath Cimbar), but there are those in Chessenta who don't appreciate what they've got. These are the rabble-rousers and agitators of the Mob, champions of their misguided philosophy. Their life's work is to lionize themselves and their cause at the expense of the city-state.

The Agitator is a sub-type of bard, but one of the most despicable sort, a violent opponent of the social order (even when it doesn't need to be opposed) or a callous manipulator who enjoys toying with peoples' emotions. The Agitator is also a leader, though a leader of rabble is not particularly something to be proud of. Agitators are often combinations of Bard and Rogue (taken at 6th level); in Cimbar the Bard/Sorcerer/Agitator is also a popular combination.

REQUIREMENTS

Alignment: Any non-good

Skill: Diplomacy (8 ranks), Intimidate (3 ranks), Perform (6 ranks)

Feats: Skill Focus (Diplomacy)

Special: The Chessentan Agitator must be the spokesman or acknowledged leader of a Mob faction in Cimbar, Mordulkin, or Soorenar. They also must have started at least one riot.

Hit Dice: d6

Class Skills: Bluff (Cha), Climb (Str), Diplomacy (Cha), Innuendo (Cha), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis).

Skill Points at Each Level: 4 + INT modifier

Class Features

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Time to Plant Rumors	Special Abilities
1 st	+1	+2	+0	+0	2 days	Emotion, Rumor Mongering
2 nd	+2	+3	+0	+0	1 day	Suggestion
3 rd	+3	+3	+1	+1	12 hours	Gather Rabble
4 th	+4	+4	+1	+1	6 hours	Skill Focus (Intimidate)
5 th	+5	+4	+1	+1	3 hours	Mass Suggestion

Emotion (Ex): An Agitator who spends five uninterrupted minutes addressing a crowd may make a Diplomacy check against DC 15; if they succeed, they may cast an Emotion spell on the crowd. This is usable an unlimited number of times each day, but always requires at least five minutes of speaking.

Rumor Mongering (Ex): An Agitator becomes particularly good at besmirching someone's reputation. At 1st level, he is able to plant a rumor about a person; they may make a Diplomacy Check against a DC equal to the character's Charisma (+5 if they're of Good alignment, -5 if they're Evil).

At 1st level, an Agitator's rumor reduces a reaction by one step (helpful to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile). At 4th level, they reduce reaction by two steps (helpful to indifferent, friendly to unfriendly, indifferent or lower to hostile).

The damage to the reputation lasts until the besmirched individual publicly atones or credibly repudiates the slander, or if one week per Agitator level passes without any additional public misdeeds on the part of the besmirched individual, or until another Agitator counteracts that rumor.

Yes, an Agitator may pass on a positive rumor about someone. This functions identically to the negative rumor, but has there's a +5 penalty to the Diplomacy DC (alas, it's easier to make people feel negative about someone than it is to make them feel positive.)

Suggestion (Sp): At 2nd level, if an Agitator addresses a crowd for five uninterrupted minutes, they may cast a *suggestion* spell on a particular individual within the crowd within spell range. An *emotion* effect must have been successfully used on the crowd before a *suggestion* is attempted. They may attempt a

suggestion twice per day, plus one per Charisma modifier. The suggestion is cast as a spellcaster of the Agitator's total levels.

Gather Rabble (Ex): At 3rd level, an Agitator gathers a larger pack of followers around him. This is treated as the Leadership feat, except that only first level followers are counted. The rabble will be completely loyal to the character, as long as he meets with them once per month. They will not, however, follow him if he leaves the city or is exiled.

At 4th level, the Agitator may gather a second pack of rabble in a second city, and at 5th level, he may gather a pack of rabble in a third city.

Skill Focus (Intimidate): At 4th level, an Agitator receives an additional skill focus.

Mass Suggestion: At 5th level, if an Agitator addresses a crowd for five uninterrupted minutes, they may cast a *mass suggestion* spell on members of the crowd who are within spell range. An *emotion* effect must have been successfully used on the crowd before a *suggestion* is attempted. They may attempt a *mass suggestion* once per day, plus one per Charisma modifier. The suggestion is cast as a spellcaster of the Agitator's total levels.

CIMBARIAN MASTER THESPIAN

Cimbar, City of Beauty and Culture is nonetheless home to many strange wonders, and some of the strangest are its master thespians, who employ magic to augment their talents to create truly memorable performances. Among the Master Thespians of Chessenta, the greatest was Vorprios Graef, an actor who revolutionized the Cimbarian stage two centuries ago. He began experimenting with the idea that if one could properly assume a role, one could become the role so convincingly that they could obtain the knowledge, skills, and even some of the attributes of the person imitated.

Vorprios succeeded in becoming what some called “the perfect actor” and passed down his secrets to a few disciples. These Cimbarian Thespian mysteries are secrets that are passed down from master to master, a combination of magic and clever acting skill; and as a result, the productions of Cimbar are without rival throughout the Realms (or would be, some say, if the writing matched the quality of their acting). While the large majority of Thespians ply their trade on the stage, a few clever ones have found other uses for their imitative talents as a member of adventuring companies.

REQUIREMENTS

To qualify to become a Master Thespian, a character must meet all the following criteria:

Skill: Disguise (6 ranks), Intimidate (4 ranks), Perform (play or dramatic verse) (8 ranks),

Feats: Skill Focus (Perform), Skill Focus (Disguise)

Special: A Cimbarian Thespian must have spent two years acting on the stages of Cimbar, and have made a Performance with a total Perform check of 30+ at least three times during his career.

Hit Dice: d6

Class Skills: The Thespian's class skills are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Innuendo (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), , Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + INT modifier

Ex-members: Ex-members maintain their special abilities.

Class Features

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+0	+2	+2	Role Adoption, Mimic Skill	+1 level in existing spellcasting class
2 nd	+1	+0	+3	+3	Mimic Spells	
3 rd	+2	+1	+3	+3		+1 level in existing spellcasting class
4 th	+3	+1	+4	+4		
5 th	+3	+1	+4	+4	Mimic Class Abilities	+1 level in existing spellcasting class
6 th	+4	+2	+5	+5		
7 th	+5	+2	+5	+5	Mimic Attributes	+1 level in existing spellcasting class
8 th	+6/+1	+2	+6	+6		
9 th	+6/+1	+3	+6	+6		+1 level in existing spellcasting class
10 th	+7/+2	+3	+7	+7	Total Adoption	

Role Adoption (Su): At 1st level, when they spend a minimum of one hour observing someone closely, they gain enough knowledge of a character that they can attempt to portray them.

At 4th level, if they hear a performance by someone who's met an individual and spends a minimum of three hours discussing that individual, they can gain the role adoption ability on that individual. Thus if they hear someone who's well acquainted with Elminster talk about him at length, he can portray a convincing Elminster (of course, such a role might be ill-advised, to say the least).

At 7th level, if they see a convincing theatrical performance where someone is a prominent character, they can portray that individual. This portrayal of the character need not be historically accurate – in this case, the Thespian's could play a fictional character from myth as though it were real.

Only one role may be adopted at a time. A role may only be adopted for one day per Thespian level, then they lose the knowledge to convincingly play it. They also lose the role if anyone uses magic or a successful Spot vs. Disguise check to penetrate the impersonation. When an impersonation is exposed, the Thespian loses all skills, spells, and abilities gained from adopting the role. If a role is beyond the limits of the character's Disguise ability (ie. a change in height and weight of more than one-tenth), then magic (such as a *change self* spell) must be used to make up the difference, and the imposture ends when the magic expires or is dispelled.

It requires one day of non-role adoption before a Thespian can credibly adopt a new persona.

As a Thespian advances in level, their ability to convincingly adopt a role improves. They receive a +1 bonus to their Disguise checks, only for the role they're currently adopting.

Mimic Skill (Sp): When a Thespian adopts a role, they may use that person or creature's skills and knowledge as if they were the actual character, providing completely credible answers to questions, and performing even obscure skills capably. Use of that skill is done by substituting the Thespian's Perform skill for the character's skill, with the following penalties.

	Penalty to Perform Check
Skill Already Known to PC	0
Skill Unknown to PC, but not forbidden to his class	-4
Skill Forbidden to PC's class	-8
Skill is Legendary/Forgotten Knowledge	-15

Using this ability to display knowledge requires a Bardic Knowledge check instead of a Perform check.

Mimic Spell (Sp): At 2nd level, a Thespian may use whatever spell slots he has to mimic spells that were available to the caster. A Thespian must know (either through observation) or legend, the general effect of the spells, and legendary spells will require a Bardic Knowledge check to remember. Mimicked spells are prepared when spells are normally prepared; casters who require spellbooks do not require them to use a spell slot to prepare Mimicked spells. When a Mimicked spell is cast, the Thespian must make a Perform check DC 15 + spell level to cast the spell.

Successfully Mimicked spells are convincing enough to fool a Spellcraft check, however a caster who sees a Thespian fail their Perform roll may recognize the imposture with a successful Spellcraft Check with a DC equal to 10+ the Thespian's Perform skill ranks (which forces the Thespian to drop the disguise).

If they do not have the material components required by the spell, they may expend a prop (typically a gem) worth 200 gp + the cost of the components.

Mimic Class Ability (Sp): At 5th level, the Thespian gains the ability to mimic any of his role's special abilities or feats. Any time they wish to use an ability, they must use one of their bardic music slots and make a Perform Check vs. DC 20. They may use this power to mimic feats, natural abilities, and extraordinary abilities, but not spell-like abilities or supernatural abilities.

Mimic Attribute (Su): At 7th level, any of the Thespian's attributes which below those of the role he's playing are boosted to the level of the role, to a maximum of 18.

When a character gains a new level, skills points, hit points, and other levelling functions are determined by the original, unmodified, attribute scores.

Total Adoption (Su): At 10th level, a Thespian achieves their greatest ability, the total adoption of the role. At this level, they gain all spell-like and supernatural abilities of the character they're impersonating for as long as they're impersonating the role.

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The Ghost of the Orpheum Oceania: One of the most unusual Master Thespians of Chessenta is Gurxandron Pralamas the Haunt. Gurxandron died of a heart attack in 1320 while performing "The

Tragedy of the Twins” (a play about two of Tchazzar’s sons who, in their zeal to find their missing father, ended up killing each other by accident). Guxandron, however, refused to die peacefully, and haunted the Orpheum Oceania theater (the largest theater in Cimbar’s port district) until his spirit came to an accommodation with the theatre management and the local priests of Lathander; he would leave the theater in peace provided that he was allowed to continue his stage career playing whatever ghostly roles a play called for. Ever since, Guxandron has thrilled audiences and terrorized critics (who insist his overacting is atrocious) and has been a capable mentor to many of Cimbar’s finest actors for the last fifty years.

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Cimbar’s Five Most Popular Plays

“The Woman in Dread”. Written by Phaelo Hulmescar (1204), the greatest acknowledged playwright in Chessentan history, though she only wrote five plays. This drama is conducted in seven acts, three of which is the lead character, Marda, speaking long dramatic verse. In this play, Marda’s husband Korga, a great Untheri war hero, is dying. Marda can’t stand the idea of *ever* losing him, so she arranges to murder him in such a manner as he comes back as a ghost. She succeeds, and is driven mad. Her desperate attempt to open the Gate of Nergal so her husband’s spirit, which has disastrous consequences for all Unther. This play is also known for its intricate sixth act dance sequence, “The Dance of the Spirits”, which lasts for a half hour and (in the original scripts) called for ten spellcasters to cast spells at the appropriate moments to augment the performance.

“The Rivals”. Written by Demetrion Therscales (1330), this is a black comedy about two wrestling rivals who go to extraordinary lengths to find ways to win an upcoming wrestling match. During the course of the adventure, they spy on each other, blackmail various friends, family and coaches, and use magic spells and the blessings of the gods to gain an edge. As the absurdity mounts, one of the combatants accidentally snaps the neck of the Sceptanar of Cimbar, the other goads the god Gilgeam into conducting a killing spree in the streets of Soorenar, they’re both magically transformed, fall in love with each other, and one of them (who’s been turned into his sister) gets pregnant and gives birth to his rival’s child. By the time the match takes place, the legend of the rivalry has spread through every city-state in Chessenta, who are ready to go to war just to cover their bets on who will win the match.

“Chorus of Dragons” Written by Morthander Agamondes (1342). An overwrought but still compelling musical tragedy of a heroic dragon-hunter in Chessenta’s inland reaches, and the three women who love him, and the brother who hates him. This overly earnest soap opera is better appreciated for its music than its dialogue, Agomondes (who died in 1366) was known for his excesses in both work and personal life (a difficult thing to do in Chessenta). His last drama, “Shattered Helm”, a dialogue on Helm’s agonies during the Time of Troubles, will finally be produced next year .

“Feast of the Encambionated Men”. This play’s author is unknown, and dates back at least six centuries. This isn’t *really* a play, it’s a drunken orgy, both for cast and audience, with the cast members taking the role of demons who at irregular intervals, have intimate relations with members of the audience while allegedly discussing ways to corrupt mankind. The audience is encouraged to be roaring drunk, and at performances wine flows like water in the Sea of Falling Stars. Serious playwrights consider it an insult to the craft, but it remains popular for obvious reasons.

“The Mercenaries” (1355). Written by the Poet (an anonymous title for any playwright who’s scared their work will encourage the Mob to kill him – some suspect that it was written by the archmage Heptios himself, petitioning for muses from the god Lathander). There’s no question it’s Chessenta’s most provocative piece of anti-war propaganda; an idealistic man from a city state controlled by Akanax is forcibly recruited into the local militia, brutalized, and then corrupted so he does the same thing to others. It’s a brutal, bloody, dark and compelling condemnation of the civil wars that have racked Chessenta for decades and their effects on its peoples.

CLAWS OF THE SUN AND ANKH

Created by Eric Boyd in *Powers and Pantheons*

This young specialty order of the church of Horus-Re are the most active defenders of Mulhorand, and their symbol, the ankh set in a sixteen pointed sun, is beginning to be seen frequently in both Mulhorand and Unther. The Claws are an order of paladins that hunt down enemies of Mulhorand, especially the minions of Set and monsters that come in from the desert. They often interfere with the warriors of the church of Anhur, which has increased tensions between the churches.

REQUIREMENTS

Alignment: LG

Base Attack Bonus: +7

Skill: Diplomacy (6 ranks), Animal Handling (10 ranks),

Feats: Exotic Weapon Proficiency (Khopesh), Weapon Focus (Khopesh), Weapon Specialization (khopesh), Skill Focus (Ride, Chariot), Leadership.

Special: Members of the Claws of the Sun and Ankh must have *smite evil* as a spell-like ability.

Hit Dice: d10

Class Skills: Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (religion)(Int), Profession (Wis), and Ride (Dex)

Skill Points at Each Level: 2 + INT modifier

Ex-members: Ex-members lose all special abilities.

Class Features

Weapon and Armor Proficiency: A Claw is proficient with all simple and martial weapons, with all types

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+2	+0	+0	Test of Ma'at, Radiance
2 nd	+2	+3	+0	+0	Hawk Companion, Smite Evil
3 rd	+3	+3	+1	+1	Improved Leadership
4 th	+4	+3	+1	+1	Summon Lesser Sun Ship, Smite Evil
5 th	+5	+4	+1	+1	Sunlight

of armor (heavy, medium, and light), and with shields.

Radiance (Su): The Raiment of the Claws raiment and body will be cleansed, automatically, each day at noon.

Test of Ma'at (Sp): Within the confines of the Old Empires, the Claw may cast *test of ma'at* three times each day, plus one time per Charisma bonus.

Hawk Companion (Ex): At 2nd level, paladins of the Claws will receive a Hawk companion, whose abilities are identical to an arcane spell-caster's familiar.

Smite Evil (Sp): At 2nd and 4th level, a paladin of the Claw receives one additional *smite evil* per day.

Improved Leadership (Ex): At 3rd level, the Claw gets an additional Cohort. The Claw and the Cohort may elect to perform a ritual under the noon sun, sacrifice one hit point permanently, and become blood brothers or sisters. Whenever blood brothers are within 10' of each other, they receive a +1 bonus to all Attack rolls and Saving throws, but they take 2d12 hit points when the other dies (regardless of the distance that separates them).

Summon Lesser Sky-Ship (Sp): During daylight hours, the Claw can summon a lesser version of Horus-Re's sky-ship. This 12' long boat appears within 60' of the Claw, has a Hardness of 15, 100 hit points, can carry up to eight medium sized creatures comfortably, and flies at a rate of 80' (poor maneuverability). The boat vanishes at sunset (which may be unfortunate for the people riding in it, should it still be airborne).

Sunlight (Sp): At 5th level, the Claw can open a crack in any darkness 50' above his head, through which a shaft of sunlight beams down and illuminates 200' radius. He can open this crack once per day, lasting five minutes per Claw level. Undead caught within the daylight take 2d8 hit points per round.

DEATHGRINS

Created by Eric Boyd in *Powers and Pantheons*

Also known as “They Who Smile In The Face of Death”, this paladinly order of the Church of Osiris is dedicated to tracking down and exterminating monstrous enemies, particularly crocodiles and dragons. The Order was founded to combat incursions by the followers of Sebek, but has since expanded their activities to combat the followers of Tiamat in Unther. They tend to be less “knightly” than other Mulhorand orders; some even call them “Ranger-Paladins”.

REQUIREMENTS

Alignment: LG

Base Attack Bonus: +7

Skill: Animal Handling (6 ranks), Jump (6 ranks), Knowledge (Religion) (6 ranks), Swim (5 ranks).

Feats: Run, Toughness.

Special: Members of the Death Grins have a spell-like ability to *smite evil*.

Hit Dice: d10

Class Skills: Craft (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (religion)(Int), Profession (Wis), Ride (Dex), Swim (Str), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + INT modifier

Ex-members: Ex-members lose all special abilities.

Class Features

Weapon and Armor Proficiency: A Deathgrin is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+2	+0	+0	Poison Fury
2 nd	+2	+3	+0	+0	Toughness
3 rd	+3	+3	+1	+1	Venom Immunity
4 th	+4	+3	+1	+1	Toughness
5 th	+5	+4	+1	+1	Resist Breath Weapon

Poison Fury (Sp): The Deathgrin may delay the effect of any poison put into his system for 3 rounds +1 round per Constitution bonus. During those rounds when the poison is

delayed, the Deathgrin may use the venom to fuel an adrenaline rush, adding 1d4 points to Strength and gaining 2d4 temporary hit points.

Toughness (Ex): As per the Feat.

Venom Immunity (Ex): At third level, if the Deathgrin has been affected by a particular type of poison (that is, if he’s been damaged by a Poison’s primary effect but not its secondary effect), he will take no further damage from that poison. This immunity lasts for one day.

Resist Breath Weapon (Su): At fifth level, the Deathgrin gets a +3 bonus to saving throws against draconic breath weapons. Furthermore, if they’re struck by a breath weapon they may channel the energy into any held weapon, so their next successful attack inflicts an additional 1d10 bonus damage.

DEATHWATCH

Also called Life Walkers and Guardians of the Boundary, the Deathwatch is a Prestige Class that can be taken by champions of various gods of light and weal.

The Deathwatch is a holy person, finely attuned to the forces of life and death. He gains insight when near the point of death, and obtains power over those they care about are dead or near the point of death (this is a very good class for followers of good-aligned death gods). Also, the Deathwatch often develops close bonds with a few living people, forging friendships that literally last beyond the grave.

Deathwatches are typically Paladins (who take the class at 9th level) or Clerics (who take the class at 15th level), Paladin 7/Cleric 3/Deathwatch 10 is an optimized combination

REQUIREMENTS

Alignment: any Good (though CGs are exceptionally rare)

Base Attack Bonus: +8

Skills: Knowledge (religion): 4 ranks, Concentration: 4 ranks

Feats: Weapon Focus

Special: The Deathwatch must successfully complete a Quest for their patron religion. The Deathwatch candidate also needs to have experienced a near death experience (have fallen between -5 and -9 hit points at least once in their career.)

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), and Spot (Wis).

Skill Points at Each Level: 2 + INT modifier

CLASS FEATURES

Weapon and Armor Proficiency: A Deathwatch is proficient with all simple and martial weapons, and light armor.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Abilities
1st	+1	+2	+0	+2	Sacrificial Healing, Orisons
2nd	+2	+3	+0	+3	Vengeful Strike, Deathblow
3rd	+3	+3	+1	+3	Meditation
4th	+4	+4	+1	+4	Consecrate
5th	+5	+4	+1	+4	Death Walks With Me
6th	+6	+5	+2	+5	Call From The Brink
7th	+7	+5	+2	+5	Sensing Where Death Walked
8th	+8	+6	+2	+6	Gift of Death
9th	+9	+6	+3	+6	Spirit Call
10th	+10	+7	+3	+7	Cheat Death

Orisons (Sp):

Deathwatches are not technically priests, but they are considered holy men. All Deathwatches know three Orisons per day, which they prepare as priests. They are also considered priests for the purposes of performing

ceremonies.

Sacrificial Healing (Su): At 1st level, the Deathwatch can heal 3 hp per level, once per day. For every 3 hp healed, the Deathwatch must sacrifice one of his or her own hit points, thus a 10th level Deathwatch can heal 30 hit points of damage while sacrificing ten of his own hit points). The Deathwatch does not have to use this power at full strength.

Vengeful Strike (Su): At 2nd level, the Deathwatch may declare that a comrade is Beloved. If that comrade is slain, then the Deathwatch gains a +2 bonus to all attack and damage rolls against that individual's killer until the comrade is raised from the dead, or the individual is slain.

The comrade must be known to the Deathwatch and must either have been his or her lover, or fought at his/her side on frequent occasions. A comrade is free to rebuke this status. Once a comrade is avenged

(by the death of his killer), the Deathwatch may declare another comrade to be Beloved by completing a quest. If a killer is slain, but later raised from the dead, they are no longer subject to the Vengeful Strike. A steed or a familiar may be granted beloved status. The Deathwatch may have one Beloved comrade per 2 Deathwatch levels.

Deathblow (Su): At 2nd level, the Deathwatch may act at the moment of death when they are killed by an attack, with a single melee attack or a single ranged attack (at the highest bonus). At 5th level, if a Deathwatch's deathblow successfully lands, it is an automatic critical hit. A Deathwatch with a Cheat Death power can still use this ability.

Meditation (Sp): At 3rd level, if a Deathwatch spends one hour in meditation, all Saving Throws are boosted by 1 for the next twenty-four hours. They cannot meditate on evil Outside planes.

Consecrate (Sp): At 4th level, the Deathwatch can sanctify an area as holy ground, as per the 2nd level divine spell, once per day.

Call From The Brink (Sp): At 5th level, a Deathwatch can call to any dying person (between zero and -9 hit points), and bring them back from the brink of death. The person is restored to full life, with an additional 2d8+1 hit points (or maximum hit points, whichever is lower).

At 7th level, the Deathwatch can call even the recent dead back to life. If the person is above -20 hit points, and has been dead for a number of rounds less than or equal to 2+ the Deathwatch's Wisdom modifier, then the person is called from the grave, also with 2d8 +1 hit points (or maximum hit points, whichever is lower). A Deathwatch may only Call From the Brink once each day, and cannot call someone unless they know their name.

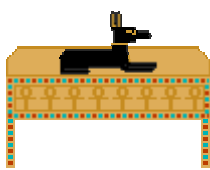
Death Walks With Me (Su): At 6th level, when a Deathwatch is reduced to 20% of their original hit point total or less (round fractions up) they gain tremendous powers as their closeness to death provides them with temporary insight into the nature of life and the universe.

- All attack and damage rolls are improved by +2.
- They obtain SR of 10+Deathwatch Level.
- All saving throws are improved by +1
- They receive damage reduction of 5/+1

The Deathwatch loses these abilities when healed above 20% of their total, or when they drop to 0 or fewer hit points.

Sensing Where Death Walked (Su): At 7th level, the Deathwatch becomes aware when any Beloved companion dies at the moment of their death, regardless of the distance between them. He will also know the name and face of their killer (if they were slain).

Gift of Death (Sp): At 8th level, the Deathwatch may speak a word of death as a free action to any living creature within 30' who has less than 20% of their hit points. The targeted creature must make a Will Save vs. a DC of 15+the character's Deathwatch levels + their Charisma modifier or die instantly.



Spirit Call (Sp): At 9th level, the Deathwatch can call the spirit of any Beloved comrade who's dead. If the comrade died with more levels than the Deathwatch's current total, he or she cannot be Called. The called spirit will have full hit points, full spell knowledge (if any), and possess all items they had on their person at the moment they died. The spirit will also have Damage Resistance of 20/+1, and Spell Resistance of 25. The called spirit will do the Deathwatch's bidding for 10 rounds, then vanish forever - not even a *wish* will allow the Deathwatch to call the same spirit twice.

Cheat Death (Su): One of a Deathwatch's greatest abilities is the power to ignore death itself. At 10th level, a Deathwatch who is slain will be reborn, once. At the moment of death, the Deathwatch must choose any time from one round up to one hour as the time of his rebirth, and he will be reborn at that time. He will be reborn with full hit points, all spells known, and with all full gear restored, on the exact spot where he died. The Deathwatch may cheat death once each year.

THE ENKIDION ORDER of UNTHER

Background

Not many know of the order of Enkidion, but those who do sometimes call them "noble fools who make paladins seem wise". This is an ancient order of "wrestling-monks", skilled in the art of unarmed combat, but who employ a more "western" style than their eastern counterparts, namely boxing and wrestling.

The order was founded by Engido, an old Untheric demi-god, and childhood rival and companion of Gilgeam. When the Untheric pantheon crossed into Faerun along with the Mulhorandi, Engido came with them, where he and Gilgeam fought monsters and helped tame the frontier of Unther and the Eastern Shaar. During the Orcgate Wars, he and Gilgeam competed to see who could slay the most deities of the Orc pantheon, and both gods became among the most feared of that war. They were both rivals and closest of friends.

When Enlil, chief deity of the Untheric pantheon, departed the Realms in -734 DR, Gilgeam took up a position as the new head. Engido became his closest advisor and friend; it is said that the reason that neither god took a wife was the fear that it would damage their friendship. But Engido soon became bored by his role of Gilgeam's advisor, and when he left Unthalass to wander the world and adventure, Gilgeam's heart sank into loneliness and bitterness.

Gilgeam's nature was always at its best when he was questing, and slowly, the duties of rulership cooled his heart. But Engido continued a life of adventure, slaying monsters and demons. The glory that he won gnawed at his friend's heart.

In 200 DR, a race of half-demon barbarians, the Tanray, moved through the South and gathered an unstoppable horde of half-demons, men, and gnolls. Their leader was Suavnon Avatarslayer, a half-fiend/half-human sorcerer/barbarian of Imaskari descent. Suavnon received magical strength from hunting, killing, and eating the avatars of Mystra (how he gained strength from this improbable act, rather than being cut off from the Weave, is a mystery that has been mercifully lost to the ages). But it is said that at his peak, Suavnon was as powerful as the avatars and manifestations of the gods themselves.

In 203 DR, the Tanray Horde invaded the Old Empires, and Mulhorand and Unther united against the threat. It took the combined might of the manifestations of Gilgeam, Engido, and Anhur to best the demon-man-king in battle. The dying Suavnon cursed the gods and the two nations that had bested him, and prophesized that their empires would soon crumble.

Gilgeam and Anhur divided the dead barbarian's body. Anhur locked Suavnon's head as a relic in his stronghold in Skuld, where it remains to this day. Gilgeam took the body, and did horrible things to it before displaying it over the gates of Unthalass. But the pieces broke and were scattered, and the relics of the Anti-Saint Suavnon have caused many problems for Unther over the centuries.

Of all the gods of Unther, only Engido worried about Suavnon's prophecy, seeing that Suavnon had been as powerful in magic as he was at arms. But his concerns only angered Gilgeam, who was full of pride at his victory and didn't want any worries to tarnish it. Engido perceived that his friend had changed, and not for the better. Gilgeam had also displayed a callous attitude toward the lives of Unther's soldiers during the war that bordered on cruelty. Engido had gotten close to mortals during Gilgeam's reign, and his friend's attitude distressed him.

In 225 DR, Engido founded a brotherhood of mortal men and women to nurture and love. These people were called *the Enkidion*: they would be scholars, athletes, artists, and the enlightened. Engido envisioned that these mortal champion would win Gilgeam's heart, inspire him, rekindle his lost spirit, and stand at his side while his friend led Unther to a new golden age.

Alas, this was not to be. In 470 DR., a great dragon (Me-guz, the so-called "son of Tiamat") ravaged Western Unther and the northern coast. To prove the worth of his Enkidion to Gilgeam, he took a dozen of the finest members of the Order and went into battle against Me-Guz. It was a disaster. Engido was slain, and so were all but one of the Enkidi. Engido's last command to his followers were to remain loyal to Gilgeam above all else.

Gilgeam, who had girded himself for battle and had looked forward to another fight against a great monster, was caught off-guard by the death of Engido. He slew Me-Guz, who had been greatly weakened by his earlier fight, but the grief-stricken god-king blamed the Enkidi mortals for his friend's death – if

only Engido had trusted him, and fought side-by-side with him, as he had done in the old days! If only these mortals hadn't seduced him!

Gilgeam's wrath against the Enkidion was terrible to behold. Unthalass ran red with the blood of executions. Many of the executed Enkidi were the best and bravest of Unther, and the kingdom suffered mightily for their ruler's grief. In the northwest, which was not well represented in the court of Unthalass, the murders of their finest sons and daughters only hastened their withdrawal from the empire of Unther.

Despite their persecution, the Order of the Enkidion maintained their belief in the ideal of the god-king and refused to renounce Gilgeam (the steadfastness of Untheric loyalty to their pantheon is something that frequently bewilders those in the West). But their leaders weren't completely impractical; in order to survive, the Order eventually retreated into small fortresses in the mountains of Unther. However, although they refused to obey Gilgeam's commands, they continued to worship and honor their persecutor as their god, because "it is the right thing to do".

Over the course of the centuries, the Order maintained its numbers by secretly recruiting many of the best men and women in Unther and taking them to mountain sanctuaries for training and protection. Gilgeam persecuted them, slaying them whenever he could find them. Nonetheless, he didn't capture all of them, and on occasion, an Enkidi would leave his or her refuge and wander the wide world, righting wrongs, crafting wonders of art and magic, and striving to win glory for Gilgeam. Gilgeam cared nothing for such loyalty, and traveling Enkidi were forced to hide their true nature from him. More than one Enkidi was exposed and died a horrible death in the arena, for Gilgeam came to enjoy slaying them with his bare, bloody hands.

When Gilgeam fell, the Order refused to acknowledge that he was dead; instead, the Enkidion insisted that this was a transition, and that soon the true, just, and wise Gilgeam would be reborn and lead Unther into that long promised era of prosperity. "Delusional thinking, even by religious standards," according to Isimud of the Enclave.

Since the death of Gilgeam, several hundred Enkidi have left their temple sanctuaries to roam the nation of Unther. Some protect old Untheric tombs and ruins, opposing treasure hunters, brigands, and dark priesthoods such as Tiamat's. Others disguise themselves as serfs, and help people in need. Sometimes they'll even allow themselves to be captured and taken into slavery, so they can comfort slaves and take their burdens onto their broad shoulders. There, they pass the legends of Engido and early Unther, (and the eventual redemption and rebirth of Gilgeam) to the common people.

The Enkidion oppose any effort to displace worship of the old gods in Unther, and have fought against both Mulhorandi and Western efforts to impose their religious beliefs in Unther. They're a little friendlier toward the Mulhorandi than they are towards the Faerunians (in that the Mulan priesthoods will at least receive a warning before they're attacked).

DESIGN NOTES

Note: Here's the reality check - the Enkidion is really an excuse to allow the GM to come up with half-naked oil-drenched butt-kickers (men and women) to confront the PCs. If this concept doesn't appeal to you, ignore this class or tone that aspect of the class down.

In some ways, the class is a bit of a counter to the eastern style martial arts of the monk. For those who wish to play outside the Realms, the Enkidion Prestige Class can represent the heroic fighter who is as capable of fighting unarmed as he is armed (such as the legendary Beowulf or Heracles, or Theseus).

Requirements

Race: Any human or half-human with a Mulhorandi noble blood (see also Feats).

Alignment: Any non-chaotic, good

Patrons: Khepera

Base Attack Bonus: +7

Spell: Able to cast at least 3rd level divine spells

Skills: Concentration (6 ranks), Knowledge (astrology) (6 ranks), Profession (embalming) (2 ranks),

Knowledge (nature) (4 ranks), Knowledge (religion) (8 ranks).

Special: The initiate must survive a ritual where they immerse themselves naked in a pit of flesh-eating beetles and remain still and silent for seven strokes of the Bell of the Dawn[3] as the beetles race over their bodies.

Game Rule Information

Abilities: The Order is a not a natural subclass of any other class, but the most common paths are Cleric, Fighter, or Monk, and usually requires a high Strength, Constitution, and Wisdom.

Abbreviation: Enk

Hit Die: d10

Requirements

Race: Mulan

Alignments: LG, NG

Base Attack Bonus: +6

Skills: Craft (painting/sculpture): 2 ranks; Escape Artist: 2 ranks; Jump: 2 ranks; Knowledge (history): 2 ranks; Perform (ballad, poem or epic): 2 ranks

Feats: Dodge, Improved Grapple, Toughness.

Special: The Enkidi must find a stronghold of the Engido, and pass tests to demonstrate physical strength, toughness, historical knowledge, and artistic ability. Once accepted, the Enkidi is expected to wear nothing heavier than light armor, and may not refuse a challenge to one-on-one unarmed combat.

All Enkidi are worshippers of Gilgeam, regardless of how foolish it may seem.

Class Skills

The Enkidion prestige class has the following features:

Skill Points at Each Level: 4 + Int modifier

Class Skills: The Enkidion's class skills (and the key ability for each skill) include: Alchemy (Int), Balance (Dex), Climb (Str), Craft Painting or Sculpture (Int), Escape Artist (Dex), Heal (Wis), Jump (Str), Perform (Cha), Tumble (Dex).

CLASS FEATURES

Weapon and Armor Proficiency: An Enkidi is proficient with all simple and martial weapons, and light armor.

Class Level	Base Attack	Grapple Check	Damage Bonus	Fort Save	Ref Save	Will Save	Dmg Red.	Special
1 st	+1	+3	+1	+2	+0	+0	0	<i>Bull's Strength</i> (1x day), Uncanny Dodge
2 nd	+2	+4	+1	+3	+0	+0	1/--	AC Bonus +2
3 rd	+3	+5	+2	+3	+1	+1	1/--	Distill Oil
4 th	+4	+5	+2	+4	+1	+1	1/--	<i>Bull's Strength</i> (2x day), Critical Grapple
5 th	+5	+6	+3	+4	+1	+1	2/--	KO/Choke Check
6 th	+6	+6	+3	+5	+2	+2	2/--	AC Bonus +4
7 th	+7	+7	+4	+5	+2	+2	3/--	Bonebreaker
8 th	+8	+7	+4	+6	+2	+2	3/--	<i>Bull's Strength</i> (3x day), Improved Critical Grapple
9 th	+9	+7	+5	+6	+3	+3	4/--	AC Bonus +6
10 th	+10	+8	+5	+7	+3	+3	5/--	Indomitable Strength, Quick Grapple

Grapple Checks (Ex): Enkidion are skilled grapplers, and get significant bonuses to their Grapple Checks (see PHB, p. 137).

Damage Bonus (Ex): This applies to unarmed damage when punching or wrestling, not to attacks with weapons. Enkidi gain a +2 damage bonus to all unarmed combat damage, increasing to +3 at 5th level, +4 at 7th level, and +5 at 9th level.

Unlike monks, damage done by an Enkidi's unarmed attacks is considered Subdual damage, but this can be changed to normal damage if he or she takes a -4 penalty on their attack rolls.

Bull's Strength (Sp): At 1st level, an Enkidi can cast a *bull's strength* spell on themselves, once per day, which functions as a spellcaster of one-half the Enkidi's level (rounding fractions up). At 4th level, they can cast this twice per day.

Uncanny Dodge (Ex): At 1st level, an Enkidi retains a dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

Damage Reduction (Su): At 2nd level, when wearing no armor, the Enkidi get a one point of damage reduction against all successful attacks, which increases to two points at 5th level, three points at 7th level, four points at 9th level, and five points at 10th level. This should be treated identical to the barbarian's damage reduction with regards to magic. A barbarian/enkidi may combine their damage reduction values.

AC Bonus (Su): When wearing light or no armor, the Enkidi get bonuses to their armor class. This bonus starts at +2 at second level, increases to +4 at 6th level, and finally to +6 at 9th level. These bonuses aren't cumulative (i.e. the Enkidi don't receive a +12 bonus at 9th level).

Distill Oil (Ex): At 3rd level, members of the Enkidion are taught how to brew any one of the Oils of Unther (see Magic Items).

Critical Grapple (Ex): At 4th level, an Enkidi improves the critical hit on an unarmed attack from a 20 to a 19-20. At 8th level, their improved critical grapple improves this to a roll of 18-20.

Knockout/Choke Hold: (Ex): At 5th level, when an Enkidi scores a critical with a punch or a grapple (a natural 20, or a 19-20 with the Improved Critical Feat), the target must make a Constitution Check against a roll of 10+Damage; if this check fails, the target is Stunned for 1d4 rounds.

Bonebreaker (Ex): At 7th level, an Enkidi may perform a Bonebreaker attack. This requires them to have successfully grappled an opponent and requires a full round. If they perform a Bonebreaker attack, they automatically score unarmed combat damage and the opponent is required to make a Fortitude Save of 10+the character's Bonebreaker Levels+Bonebreaker's Strength Modifier. Failure indicates they lose one point one of the following: Strength, Dexterity, or Constitution (attacker's choice). A successful critical hit increases the stat loss to 2 points. If the wrestling check fails, no stats are lost, but the hold is not broken.

Damage from a Bonebreaker attack is real, not subdual.

This loss lasts until Healing is successfully used on the affected character. If an opponent is reduced to zero Constitution, their neck is considered broken, and they are dead.

Indomitable Strength (Su): At 10th level, the Enkidi becomes immune to any spell, spell-like ability, or exceptional ability that drains his Strength score.

Quick Grapple (Ex): The Enkidi can initiate a grapple in a round as a free action; likewise, they can attempt one escape per round as a free action.

Ex-Enkidion

"Fallen" Enkidi maintain their powers and skills, but can never reenter the class.

HOUNDS OF OSIRIS

Hounds of Osiris is a specialty bounty hunter class whose job is to track down and capture tomb robbers, Set worshippers, Unther freedom fighters, and other criminals. These men and women study their targets until they know understand how they fight, how they cast spells, and how they think, which gives them an edge in combat.

Hounds are usually Rangers, but occasionally paladins, fighters, and wizards will take this class.

REQUIREMENTS

Alignment: usually Lawful

Base Attack Bonus: +4

Skills: Gather Information: 5 ranks

Intimidate: 4 ranks

Spellcraft: 4 ranks

Special: The Hound of Osiris must successfully capture a criminal prior to entry to this class.

Hit Dice: d8

Class Skills: Balance, Bluff, Climb, Concentration, Gather Information, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Profession, Search, Sense Motive, Spellcraft, Spot, Swim.

Skill Points at Each Level: 6 + INT modifier

Class Features

Weapon and Armor Proficiency: A Hound of Osiris is proficient with all simple and martial weapons,

light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Bonus vs. Studied Target	Special Abilities
1 st	+1	+2	+0	+0	+2	One studied target
2 nd	+2	+3	+0	+0	+2	Uncanny Dodge vs. studied target
3 rd	+3	+3	+1	+1	+2	Evasion vs. studied target
4 th	+4	+4	+1	+1	+3	Two studied targets
5 th	+5	+4	+1	+1	+3	Knockout Attack
6 th	+6	+5	+2	+2	+3	Locate Creature (1x day)
7 th	+7	+5	+2	+2	+4	Three studied targets
8 th	+8	+6	+2	+2	+4	Crippling Strike
9 th	+9	+6	+3	+3	+4	Locate Creature (2x day)
10 th	+10	+7	+3	+3	+5	Four studied targets

Studied Targets

(Ex): Hounds of Osiris are trained to fight one particular foe. They need to study the target; records and witnesses to their recent actions must be available (ie. if the foe has gained

five levels since the witness saw him, they won't be effective), but if they have access to this information, they get bonuses against the particular target: Attack, Damage, bonus AC, and saving throws against their spells (refer to the chart above). It typically takes 3 days of study to attain the level of familiarity necessary to achieve these bonuses, and some travel is also involved. Scrying can also be used to familiarize

A Hound can switch Studied Targets at will, thereby losing all bonuses against their previous foe, but gaining the ability to study a new foe. At higher levels, a Hound can study multiple targets (often the friends and companions of those he's hunting).

Uncanny Dodge (Ex): At 2nd level, the Hound is wise to surprise attacks by the Studied Target. The Studied Target can't catch him flat-footed, nor can he flank him, unless he's a thief four levels higher than the Hound.

Evasion (Ex): At 3rd level, the Hound is so familiar with the Studied Target's spellcasting style that they get evasion against his spells, as per the monk ability.

Knockout (Ex): At fifth level, the Hound gains an ability (similar to the assassin's paralyzation ability) to knock a target unconscious with a single blow. It requires three rounds of observation, and the target may

avoid the effect by making a Fort Save of DC 10 + the Hound levels + the Int modifier. The target is knocked out for 1d6 rounds plus one round per Hound level. The Hound may attempt to knock out any target, but they add their Bonus vs. Studied Targets to their DC against their quarry.

Locate Creature (Sp): At sixth level, the Hound may use the *locate creature* spell, once per day. This version of the spell has a duration of one round. At ninth level, they may employ this ability twice per day.

Crippling Strike: (Ex) At eighth level, the Hound gains the thief's Crippling strike ability. This is applicable against all opponents, not just a Studied Target.

MASTER OF MYSTERIES

The land of Mulhorand is known as a land of mystery, even to its own people. The most mysterious of the works of Mulhorand is the sacred tome called the Book of the Dead, the text of all Mulhorandi religions. The scholars and clergy of Mulhorand spend a lifetime pondering the secrets of this book, but a handful of Thoth's worshippers obtain a special understanding of its mysteries. These understandings give them power over the written word, and access to a number of sacred words only known to Thoth, words of great divine power, words that represent the eight parts of the human soul.

The Master of Mysteries is primarily a teacher, wandering Mulhorand and Unther to spread wisdom and knowledge to the common man. He is known as a fierce scourge of evil (although these days, "evil" has a rather expansive definition that includes all enemies of Mulhorand) and a protector of the innocent, and a guardian of holy lore. Masters are also scribes and archivists, and preserve the lore of the holy places and ancient times.

REQUIREMENTS

Alignment: any Good (though Chaotic Goods are exceptionally rare)

Feat: Scribe Scrolls

Skills: Knowledge (astrology): 4 ranks

Knowledge (religion): 8 ranks

Profession (scribe): 8 ranks

Special: The Master must have read the Book of the Dead, and must have written a treatise on one of Thoth's inner mysteries and presented the treatise to the avatar of Thoth in Gheldeneth. If the treatise is accepted (a Profession: scribe roll vs. a DC 18 is needed), the person is accepted into the class. Non-Mulhorandi or Untheric Masters are extremely rare.

Class Skills

Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Wis), Gather Information (Cha), Knowledge (Arcana) (Int), Knowledge (Astrology) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Perform (ballad or historical epic poem) (Cha), Profession (Wis), Speak Language, and Spellcraft.

Hit Dice: d8

Skill Points at Each Level: 4 + INT modifier

Class Features

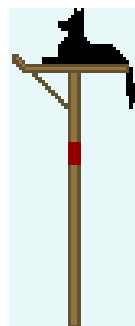
Weapon and Armor Proficiency: A Master of Mysteries is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Mysteries Known	Special Abilities
1 st	+1	+2	+0	+2	<i>Ren</i>	+1 level in existing divine spellcasting class
2 nd	+2	+3	+0	+3	<i>Khat</i>	Clarity of Mind
3 rd	+3	+3	+1	+3		+1 level in existing divine spellcasting class
4 th	+3	+4	+1	+4	<i>Ab</i>	
5 th	+4	+4	+1	+4	<i>Khu</i>	+1 level in existing divine spellcasting class
6 th	+5	+4	+1	+4		Teach Lesser Mystery
7 th	+6	+5	+2	+5	<i>Khabit</i>	+1 level in existing divine spellcasting class
8 th	+6	+6	+2	+6	<i>Sekem</i>	
9 th	+7	+6	+3	+6	<i>Sahu</i>	+1 level in existing divine spellcasting class
10 th	+8	+7	+3	+7	<i>Ka</i>	Teach Greater Mystery

Mysteries of the Soul (Sp): At first level, by reading the Book of the Dead, the Master discovers the truth about one of the aspects of the human soul. As he proceeds, he learns the secret to greater mysteries and more powerful sacred words as he progresses in the class.

MYSTERIES OF THE SOUL

Masters of Mystery can speak one of the sacred words from the Book of the Dead. These are terrible words that should not be used lightly. Each word requires a day worth of reading and the expenditure of



100 xp, with an 200 xp cost per word learned (thus if someone was learning their sixth Mystery, it would cost 100+(5*200) or 1100 xp.

All words require a successful Concentration Check and a standard action to pronounce. Failure has serious consequences; the more powerful the word, the greater the consequences of failure.

Ren ("Soul Name"): Whenever the Master pronounces the known name of an enemy within 60', he or she gains power over them. Pronouncing the name brings a moment of recognition of the Master's authority over the enemy, and forces them to treat the Master with respect. Any attack by that individual that's targeted directly against the Master automatically fails unless he or she makes a Will Save vs. DC 10+ the character's Master Level. The effect lasts for three rounds + one round per Master level.

The Concentration check needed to speak this word is a DC 15. Failure causes the Master to be Dazed for one round.

Khat ("Body"): Speaking this word allows the Master's to contest a target's control of their physical form. When the Master speaks this word to another person within 30', he drains 1d6+ 1/point per Master level from the target, and may then speak the word again (in the same round) to give those hit points to any other target within 30', including the caster (or the person he drained them from). A successful Will Save reduces the effect by half.

The Concentration check needed to speak this word is a DC 18. Failure . Failure opens a light wound (1d8+5 hit points on the Master's body).

Ab ("Blood"): This word gives control over the blood of the enemy. Within a 30' radius, any wounds against the Master's enemies from edged or piercing weapons are increased by +1/three levels, while any wounds against the Master's allies from edged or piercing weapons are decreased by -1/three levels. This effect lasts one round per Master level.

The Concentration check needed to speak this word is a DC 20. Failure causes the Master to immediately receive a moderate wound (2d8+10 hit points damage) on the master's forehead.

Khu ("Spirit"): Speaking this word will produce a wafer of spirit-food, divine food of the Mulhorandi pantheon. This food fortifies the spirits of anyone who consumes it, giving them power over the undead's ability to inflict grievous harm. Once consumed, this will negate the energy drain ability of any creature touching the one who consumed it, as long as the character's Master levels are greater than the hit dice of the undead. The wafer loses its potency one hour after it has been produced, and its effects only last for three rounds + one round per Master level.

The Concentration check needed to speak this word is a DC 20. Failure causes the caster to be take a -4 penalty to all saves vs. ability score loss and energy drain, which lasts for 1d6 rounds.

Khabit ("Shadow"): When this word is spoken, all ethereal beings within 120' of the Master will be shaken, taking 1d6 damage per level of Divine Master, and they must make a Will save vs. DC 20 + the Master level or be thrust out of the ethereal plane. Furthermore, travel between the Ethereal and the Prime will be impossible, either by spell, power, or magical device, for 10 rounds after the word is pronounced, within that 120' radius.

The Concentration check needed to speak this word is a DC 23. Failure causes the caster to become half-ethereal/half-substantial; they're unable to affect the world in any way, but the world (including inanimate objects such as doors and walls) can affect them without difficulty. This condition lasts for 1d6 rounds.

Sekem ("Power"): When this word is spoken, the Master gains power over magic. The Master can acquire the following powers: spell resistance of 10+ Master Level; +2 to all saving throws vs. spells or supernatural effects; and Damage Reduction of 5/-- vs. any magic weapon. The effect lasts for two rounds + one round per Master level. Multiple uses of this word are not cumulative.

The Concentration check needed to speak this word is a DC 23. Failure causes the caster to be Confused for 1d6 rounds.

Sahu ("Protection"): One's spiritual shadow is the *sahu*, which protects the soul. This Mystery gives the Master, a +6 Deflection bonus to Armor Class and Damage Reduction 15/+4. This lasts for one minute per Master level.

The Concentration check needed to speak this word of Mystery is a DC 25. Failure causes the caster to take a serious wound (3d8+15 hit points damage) and lose any magical protections that he may be carrying.

Ka ("Double"): Speaking aloud this sacred word creates a ba bird which flies out of the Master's mouth and wanders the world. The bird can neither affect the world nor be affected by it, except for a *dispel good, limited wish, wish, or miracle* spell which will drive it back to the Master's body. The ba bird flies at 200 feet per round, with good maneuverability, and may fly through objects as if it were ethereal.

As a standard action, the Master may project itself into the ba and use its senses.

Also as a standard action, the Master may project himself into the *ba* bird, teleporting him without error.

The Concentration check needed to speak this word is a DC 25. Failure causes the caster to shrivel into a desiccated husk and die.

OTHER CLASS FEATURES

Clarity of Mind (Ex): At 2nd level, a Master of Mysteries can spend a full action clearing one's thoughts. If they are undisturbed during that round, they receive a +1 bonus per two Master levels to any Concentration check made in the following round.

Teach Lesser Mystery (Ex): At 6th level, a Master of Mysteries can teach the words *ren*, *khat*, or *ab* to one other person. It requires twelve hours of undisturbed study and a Profession (Instruction) roll equal to the Mystery's Concentration check DC to learn a word of mystery; failure will result in both teacher and student being Confused for 1d4 days. The word of Mystery will remain in the pupil's head until it is used, then knowledge of the Mystery vanishes. Because the knowledge is temporary, the pupil doesn't need to expend experience to learn it, but the pupil must make the Concentration check associated with the particular word of Mystery, with the appropriate results for failure.

A teacher may only teach one mystery at a time, and until it is used, he cannot teach another. Likewise, a pupil may only know one mystery at a time.

Teach Greater Mystery (Ex): At 10th level, learns how to teach a Greater Mystery. This functions as per Teach Lesser Mystery, except a Master may now learn how to teach the words *khu*, *khabit*, and *sekem* and failure on the Profession (Instructor) check results in both teacher and pupil being *feble-minded*.

MOON CHAMPION

The moon. Great Khonshu, is said by the Mulhorandi to be the son of the gods Isis and Osiris, and delivered by Hathor the Mid-wife. Certain Mulhorandi mages, including some of the descendents of the mage Nezram, have come to view the moon Khonsu as more sacred than the gods, and have struggled to master its secrets. Under moonlight, the followers of sacred Khonsu attain great power; the moon whispers to them and tells them secrets.

The Moon Champion is typically taken by Wizards after they've reached 10th level.

REQUIREMENTS

Alignment: NG or N.

Base Attack Bonus: +5

Skill: Hide: +7, Listen +6

Feats: Iron Will, Sacred Tattoo (see *Races of Faerûn*).

Special: The Moon Champion must go for one month without being touched by sunlight, then take a vow never to look directly into the sun. The Khonsuite must also surrender one arcane spell slot of 1st through 4th level (thereby losing four spells) in order to receive his powers, and he may only prepare new spells under direct moonlight. Hit Dice: d4

Class Skills: Concentration (Con), Decipher Script (Int), Hide (Dex), Knowledge (Arcana) (Int), Knowledge (Astrology) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Profession (Wis), Search (Speak Language), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: A Moon Champion is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Features						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+0	+0	+2	Moon Domain, Darkvision	+1 level in existing divine spellcasting class
2 nd	+1	+0	+0	+2	Attuned to the Night	+1 level in existing divine spellcasting class
3 rd	+1	+1	+1	+3	Moonlight Healing	+1 level in existing divine spellcasting class
4 th	+2	+1	+1	+4		+1 level in existing divine spellcasting class
5 th	+2	+1	+1	+4	Moondance Armor	+1 level in existing divine spellcasting class
6 th	+3	+2	+2	+5	Moonfire	+1 level in existing divine spellcasting class
7 th	+3	+2	+2	+5	Moonshadow	+1 level in existing divine spellcasting class
8 th	+4	+2	+2	+6		+1 level in existing divine spellcasting class
9 th	+4	+3	+3	+6	Come Hither Moon	+1 level in existing divine spellcasting class
10 th	+5	+3	+3	+7	Control Lycanthrope	+1 level in existing divine spellcasting class

Moon Domain (Sp): In addition to his normal spells, the Moon Champion gets access to all spells in the clerical Moon domain. Furthermore, all Moon spells have a +2 DC to all saving throws, and metamagic feats may be added to Moon spells at +1 level lower than normal (eg. a metamagic feat that requires a slot four levels higher will require a slot only three levels higher for a moon spell), though the metamagic feat may not be bought below +1.

Darkvision: As per the special humanoid ability.

Attuned to the Night (Sp): At 2nd level, the Moon Champion's senses become attuned to moonlight. Under moonlight, they get +1 per two Moon Champion levels (round fractions down) to the following: Basic Attack Bonus, Spot/Listen Checks, Concentration rolls, and ranged attack damage.

Moonlight Healing (Su): At 3rd level, the Moon Champion attains Fast Heal under the direct light of a half moon or better). They gain one point of Fast Heal per three levels of Moon Champion (round fractions down).

Moondance Armor (Su): At 5th level, the Moon Champion gets a bonus of +1 to Armor Class per two levels of Moon Champion (round fractions down) under direct moonlight.

Moonfire (Sp): At 6th level, the Moon Champion can, under moonlight, surround a ranged weapon in a silver moonfire field. The *moonfire* lasts one round per two Moon Champion levels (round fractions down) and adds 2d6 moonfire damage to each successful attack. Moonfire can be summoned once per day.

Moonshadow (Sp): At 7th level, a Moon Champion can draw healing from his moonlit shadow, to heal himself as a free action. The Moon Champion can draw up to one spell level per Prestige level per evening worth of the following spells: *cure light wounds*, *cure moderate wounds*, *curse serious wounds*, *cure serious wounds*, *lesser restoration*, *restoration*, and *neutralize poison* (ie. a 7th level Moon Champion has seven spell levels worth of the healing magicks he can draw upon each evening; if he were to draw a restoration, a 4th level spell, then he would have only three levels of healing remaining).

Come Hither Moonlight (Sp): At 9th level, a Moon Champion can surround himself in a sphere of moonlight, granting his special bonuses under any conditions. The moonlight sphere is a 90' radius, lasts one level per Moon Champion level (plus Charisma Modifier) and may be summoned once per day.

Command Lycanthrope (Su): At 10th level, a Moon Champion may command any Lycanthrope. They must make a Will Save vs. a DC 20 + Charisma Modifier, or they will obey his commands to their best ability.

Other Notes

Sun Spells: The Moon Champion is weakened against spells from the Sun domain. He gets a -4 penalty on all saving throws against these spells, and if he's struck by a sun spell, he must make an additional Will save against the spell's DC or lose 1d3 random spells, which must be prepared again under moonlight.

If a Moon Champion ever directly looks into the sun, he takes 1d3 hit points damage and must make a Will save vs. DC 18 or forget all spells. Forgotten spells must, as in all other cases, be prepared again under moonlight.

Role-playing Notes: Moon Champions are considered quite strange, even by Mulhorandi standards. They speak of the Moon as a person, and consider it quite normal to have conversations with it. They also like to skulk in shadows, so they often come across as secretive as well as "touched". Despite evidence to the contrary, Moon Champions consider themselves warriors first (taking special pride in their bowmanship) and wizards second, and are often confused when they're treated as another spellcasting class.

NIGHTHUNTERS

Created by Eric Boyd in *Powers and Pantheons*

Nighthunters (also called Hunters of Night and Eyes of the Evening) is the most elite order of the specialty priesthoods of Set, renowned as masters of poison and deceit. They perform many tasks for Set, from leading his armies to spying on his enemies, for they are skilled at spell-wielding, war, and (most of all) treachery.

REQUIREMENTS

Base Attack Bonus: +6

Skill: Craft (Poison) (8 ranks), Knowledge (religion) (8 ranks), Profession (scribe) (7 ranks), Spellcraft (7 ranks)

Worship: Set

Feats: Skill Focus (Craft Poison)

Hit Dice: d8

Class Skills: Concentration (Con), Craft (Poison) (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion), Move Silently (Dex), Profession (Wis), Scry (Int), Speak Language, Sneak (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: A Nighthunter is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+2	+0	+2	Poison Use	+1 level in existing divine spellcasting class
2 nd	+1	+3	+0	+3	Darkvision, Sneak Attack +1d6	
3 rd	+2	+3	+1	+3	Undetectable Alignment	+1 level in existing divine spellcasting class
4 th	+3	+4	+1	+4	Magic Circle Against Good	
5 th	+3	+4	+1	+4	Sneak Attack +2d6	+1 level in existing divine spellcasting class
6 th	+4	+5	+2	+5	Lesser Planar Ally, Poison Immunity	
7 th	+5	+5	+2	+5	Leadership	+1 level in existing divine spellcasting class
8 th	+6/+1	+6	+2	+6	Sneak Attack +3d6	
9 th	+6/+1	+6	+3	+6	Venomous Blade	+1 level in existing divine spellcasting class
10 th	+7/+2	+7	+3	+7	Planar Ally, Dispel Good	

Poison Use (Ex): Like assassins, Nighthunters are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Darkvision (Su): At 2nd level, Nighthunters gain Darkvision as a permanent ability.

Sneak Attack (Ex): At 2nd level, the Nighthunter may perform a Sneak Attack against a flanked or flat-footed opponent, as per the thief ability. Their damage dice increases at 5th and 8th levels.

Undetectable Alignment (Sp): At 3rd level, a Nighthunter can cast an *untectable alignment* spell, once per day. This spell lasts only one minute per Nighthunter level, plus one minute per Charisma modifier.

Magic Circle Against Good (Sp): At 4th level, a Nighthunter can cast a *magic circle against good* spell, once per day. This spell lasts only one minute per Nighthunter level, plus one minute per Charisma modifier.

Lesser Planar Ally (Sp): At 6th level, once per day, can summon a minion of Set.

Poison Immunity (Ex): At 6th level, a Nighthunter receives a +4 bonus to all Saves vs. poison.

Leadership (Ex): At 7th level, a Nighthunter gains the Leadership feat.

Venomous Blade (Sp): At 9th level, any edged weapon brandished by a Nighthunter is automatically *Venomous*, as if it was affected by the *poison* spell (Fortitude Save DC 18). The poison fades as soon as the Nighthunter's hand leaves the blade.

Planar Ally (Sp): At 10th level, once per day, can summon some greater servant of Set.

Dispel Good (Sp): At 10th level, once daily, a Nighthunter may *dispel good*, as per the 5th level cleric spell.

THE ORDER OF KHEPERA

This specialty order of Mulhorand (also known as "the Kheperaites" or the "Sons of the Scarab") worships the god Khepera, one of the oldest of the Nine Great Netjers as recognized in the villages of east Mulhorand near the borders of Murghom. The Order of Khepera are the oldest of Mulhorand's special orders. These nigh immortal guardians are honored by all, though the honor is bought at great cost, for they do not die, but must remain in the mortal realm and not pass onto the afterlife, which is the fate of all Mulhorandi who pass the test of ma'at.

The Order of Khepera dates back to the most ancient days of Mulhorand, even before the First Empire, when Re was sovereign over the lands of the Mulan and the strength of the old pantheon waxed in the bodies of the Manifestations. The Order of Khepera was awarded by the gods to those mortals who dedicated themselves to the pursuit of the life's greatest mysteries, and even then, the Netjers only granted these powers to those in whose veins gods' blood flowed. They were the earliest of Mulhorand's champions, and some still rank among the greatest the realm has ever seen.

Due to Ao's decree following the Godswar, the lines of the God-Kings will die out within four generations, and thus the Order of Khepera is (ironically) a dying order, though its members shall not perish.

The members of the Order of Khepera understand the cycle of death and rebirth that can be found in two important symbols of Mulhorandi lore: the movement of the Sun, the Barque of Horus-Re in the heavens, and the life of the dung beetle, which dies, joins with the soil, and is reborn. The greatest masters of the Order of Khepera are living libraries; like the beetle, they too can join with the soil and await the day when they're reborn and their knowledge and prowess can best serve the needs of the Mulhorandi. While the number of currently active members is small (probably no more than a half dozen), in all likelihood, hundreds of fallen warriors still await some day when they shall be reborn in the land that calls itself Eternity and bring the gift of ancient lore. The Order's knowledge of the ways of the dung beetle (whose mistress is Khepera) also gives them some affinity with insects.

The center of the Order is in the village of Dmiatum¹, which is located at the southernmost point of the Road to the Dawn, almost due south of Mulharahold. The Order's headquarters is the Great Pylon, a vast open temple complex whose centerpiece is two tall (300' high) bronze pillars known as the Gate of the Dawn. These pillars are positioned so the rising sun on midsummer's morning will be seen directly between the gate and cast mammoth shadows across the plain as it rises. On this day, the Jubilation of the

¹Dmiatum ("Town of Atum") is a town of approximately 2,000 people, located in eastern Mulhorand on the Road to the Dawn, not far from Murghom. It is an ancient place (founded approximate DR -2360) and once much larger. Two great springs (Onshir and Onwarren) provide water for the town. It is officially governed by the prefect of Maerlar, but the town has a reputation as a very independent-minded place and is usually left alone by the prefect; the real power is shared by the priests of (Horus-) Re and Khepera. Its current leader is Khemetpher (Cl 15 of Khepera). Its greatest champion is Potmephron the Silent (Cl 7 of Khepera/Pal 5/Khp 5), an immortal warrior known as the "The Doom of Dragons" who patrols the deserts within a 30 mile radius of the town.

Dmiatum is a thriving commercial center. The fertile springs are a source of reeds, dyes, and fruits, of which the sunfeast plant is the most popular. The grapefruit-sized cactus has a taste similar to oranges, though some effort is required to remove its prickles (and it can cause mild food poisoning when eaten in large quantities). The town's most famous export is shroudcloth; one of the reeds that grows by the oases can be beaten to produce a fiber whose texture is similar to silk, and is used in masterwork weaving. This cloth gained fame for its use in the reincarnation shrouds that are placed over the bodies of Kheperaites champions prior to the occurrence of that miracle; also, weaving shroudcloth into mummy wrappings is widely considered a blessing when noble Mulhorandi must face their ultimate test of ma'at.

Dmiatum was once a much larger town; it was home to over 10,000 people in Mulhorand's early history. A stream once flowed from a (now dry) oasis on the north side of town, and there are many ruins there, including sunken (unexplored) mansions on the northwest corner of the city.

Dmiatum is the town's old Mulhorandi name; in the rolls of Skuld, is referred to by its modern name "Temadam". Dmiatum is considered an "antiquated backwater" by other Mulhorandi, and the town has reputation for suspicion and hostility toward travelers that is probably overstated. In truth, most westerners, Semphari, and Durpari who visit the town are usually treated with great respect - it's other Mulhorandi and Murghomi that receive a cool reception. Dmiatum speaks a more archaic form of Mulhorandi than can be found in any other part of the country, and more obscure gods are worshipped in Dmiatum than anywhere else in the Old Empires. The primary deities are Khepera, Re (who is worshipped without reference to Horus) and Atum, but there are also large temples dedicated to Hathor and Bast/Shares and smaller shrines to many otherwise forgotten deities of the pantheon.

Dawn, one of the most important religious ceremonies of eastern Mulhorand is held; this day is also the date of the Order's initiation ritual (immersion in the pit of beetles).

There are two Order sanctuaries in Mulhorand, retreats that are prohibited to anyone except priests of Khepera and members of the Order. One is at the oasis of Onenfer, which is located thirty miles north of Dmiatum, which is a refuge for travelers. The other is a cavern located high in a cliff face on Dwiankh, which is a holy sanctuary and a refuge that's been prepared in the event of an unspeakable tragedy befalling the Mulhorandi pantheon.

Game Rule Information

Abilities: The Order is not a natural subclass of any other class, but the most common paths are Cleric, Paladin, Ranger, and Wizard, and usually requires a high Wisdom and Charisma.

Abbreviation: Khp

Hit Die: d8

Requirements

Race: Any human or half-human with a Mulhorandi noble blood (see also Feats).

Alignment: Any non-chaotic, good

Patrons: Khepera

Base Attack Bonus: +7

Spell: Able to cast at least 3rd level divine spells

Skills: Concentration (6 ranks), Knowledge (astrology) (6 ranks),

Profession (embalming) (2 ranks), Knowledge (nature) (4 ranks),

Knowledge (religion) (8 ranks).

Feats: God-King Blood

Special: The initiate must survive a ritual where they immerse themselves naked in a pit of flesh-eating beetles and remain still and silent for seven strokes of the Bell of the Dawn¹ as the beetles race over their bodies.

Class Skills

The Order of Khepera prestige class has the following features:

Skill Points at Each Level: 2 + Int modifier

Class Skills: The Order's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (insects) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Wilderness Lore/Survival (Int).

Class Features

Weapon and Armor Proficiency: A member of the Order of Khepera gains no weapon or armor proficiency.

¹(Perhaps misnamed) the Bell of the Dawn is a huge (12' diameter) copper gong that sits on the top of a 30' tall step pyramid at the edge of Great Pylon complex. A solar disk is emblazoned on the center of the gong, with two horizontal inscriptions (hymns to the beauty of the dawn) etched on its sides. The Bell of the Gong has the following powers:

- The gong automatically sounds, once each hour, and seven times at dawn. · Striking the bell twice in succession will cast a prayer spell, centered on the gong. This is usable five times per day.
- Striking the bell three times in succession will summon four celestial lions, one which will appear at each corner of the pyramid and defend anyone wearing the solar disk or beetle symbols of Khepera.

Celestial Lion; Large Outsider Animal; HD 5d8+10 (32 hp); CR 4; Initiative: +3 (Dex); Speed: 40 ft.; AC: 15 (-1 size, +3 Dex, +3 natural); Attacks: 2 claws +7 melee, bite +2 melee Damage: Claw 1d4+5, bite 1d8+2 Face/Reach: 5 ft. by 10 ft./5 ft. Special Attacks: Pounce, improved grab, rake 1d4+2; Special Qualities: Scent; Saves: Fort +6, Ref +7, Will +2; Abilities: Str 21, Dex 17, Con 15, Int 3, Wis 12, Cha 6; Skills: Balance +7, Hide +4*, Jump +5, Listen +4, Move Silently +9, Spot +6; Feats: Weapon Finesse (bite, claw) SA: Smite Evil (+5, once per day), SQ: Darkvision (60'), Acid, Cold, and Electricity Resistance 10, Damage Reduction 5/+1; SR 10; Alignment: LG

Class Features						
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1	+0	+2	+0	+2	Craft amulet, Daylight/Night Cocoon, Speak With Insects	+1 level in existing divine spellcasting class
2	+1	+3	+0	+3	National Enemy, Summon Swarm	
3	+2	+3	+1	+3	Insect Plague, Repel Vermin	+1 level in existing divine spellcasting class
4	+3	+4	+1	+4	Creeping Doom, Giant Vermin	
5	+3	+4	+1	+4	Reincarnation of the Scarab	+1 level in existing divine spellcasting class

Craft Amulet (Ex): At 1st level, a member of the Order can craft any of the following items: amulet of natural armor, amulet of health, amulet of proof against detection and location, amulet of undead turning, scarab of protection, scarab (golembane). These items are crafted as per the Craft Wondrous Item feat and require appropriate time and money expenditures, etc. Furthermore:

- Any amulet crafted by a member of the Order bestows on its wearer a +2 bonus to all Fortitude saves against insect poison.
- any ability bestowed by a Khaperaite amulet (such as Armor Class from an Amulet of Armor or Constitution from an Amulet of Health) that's worn by the one who crafted it receives a +1 bonus per three levels (rounding all fractions up), when a numerical bonus is applicable.
- at 5th level, any amulet that a Khaperaite crafts gains the ability to transform into a sacred scarab beetle that obeys the Khaperaite's commands without question. The transformation requires the pronunciation of a single word and may be done as a free action. The member of the Order must be within 30' to transform the scarab; he may also reverse the transformation as a free action.

While in beetle form, the scarab has the following stats:

Celestial Scarab Beetle (Diminutive Outsider); CR 3; HD 4d8+8; hp 22; Init +4 (+4 Dex); Spd 10 ft., fly 90 ft. (good maneuverability); AC 24 (+4 size, +4 Dex, +6 natural); Atk bite +7 melee; Dmg bite 1d3 + poison; Face 5 ft. x 5 ft.; Reach 5 ft.; SA poison (Fort DC 20, 1d3 temp Con and Wisdom damage); SQ scent, darkvision 60 ft., SR 8, acid, cold, and electricity resistance 10, damage reduction 5/+1; Alignment LG; Fort +3, Ref +6, Will +2; Str 7, Dex 18, Con 15, Int 8, Wis 15, Cha 14; Skills: Climb +7, Hide +7, Listen +7, Spot +7; Feats: None

Daylight/Night Cocoon (Su): All members of the Order are linked to the sun, Horus-Re, in his three incarnations of dawn, noon, and dusk. Under direct sunlight, a member of the Order heals one point per hour. This is in addition to natural healing and whatever magical healing they may receive.

However, night is the Order's enemy. Every hour they are active at night, they will take 1d3 hit points; they must bury themselves in the earth to avoid this effect. When they bury themselves, they form a protective cocoon around themselves and fall into a deep sleep from which they will not awaken except through magical means. It requires one round to bury one's self, and a second round to form the cocoon. They automatically awaken at dawn, and it requires one full round to break free from the cocoon and unbury themselves, during which they are defenseless and without protection. A member of the Order may delay reawakening for up to one day, plus one day per Wisdom bonus. The cocoon containing the body of the Khaperaite will be located three feet below the ground, and provides Natural Armor AC 20 and Damage Reduction 15/Snake Poisoned Weapon, and Spell Resistance 20.

Speak With Insects (Sp): At 1st level, a member of the Order can speak with animals, as per the cleric spell, but this version permits communication with vermin (insects). Furthermore, for purposes of this spell, insects have low intelligence (ie. the same intellectual capacity as a rat, squirrel, or rabbit) but no lower. This ability can be used once per day per Khaperaite level.

National Enemy (Ex): At second level, a member of the Order gains one of the following as a national enemy: Servant of Set, Servant of Sebek, Thayan, Imaskari, Skriaxit, Tanray (Half-fiend Imaskari offspring). This functions identically to a Ranger's Favored Enemy. If the member of the Order is also a Ranger, they may add any of these National Enemy's to their Favored Enemy list.

If an enemy is either pardoned by the gods (as Sebek has been on several occasions) or destroyed (as many enemies of Mulhorand have been over the centuries), a new National Enemy may be chosen. The god Khepera may add new national enemies to the list as they emerge.

Summon Swarm (Sp): At 2nd level, a member of the Order may summon swarm of flying beetles, once per day, as a free action. As a partial action, the Kheperaite can move the swarm, as per the druid version of this spell.

Insect Plague (Sp): At 3rd level, the member of the Order may, once per day, cast an insect plague. The spell operates identically to the 5th level cleric spell, and is cast as a spellcaster of the Kheperaite's total level. The spell can only be cast if a national enemy is present within spell range.

Repel Vermin (Sp): At 3rd level, a member of the Order may cast this as a quickened spell, once per day, increasing to twice/day at 5th level.

Creeping Doom (Sp): At 4th level, the member of the Order may, once per day, cast a creeping doom. The spell operates identically to the 7th level druid spell. The spell can only be cast if a national enemy is present within spell range.

Giant Vermin (Sp): At 4th level, a member of the Order may cast a giant vermin spell, once per day.

Reincarnation of the Scarab (Sp): At 5th level, a member of the Order acquires their greatest power, the Reincarnation of the Scarab. When they die, they do not pass to the judgment of ma'at, but rather sleep within the earth and reawaken in a new form. They often reawaken at dawn on the next day - the earliest allowed by the scarab - but they may choose to delay their sleep for centuries, or until an event ("when the tears of a pharaoh falls from the tower of a god in Skuld" or "until the next god of Mulhorand passes beyond Earth to its divine home" or "until a fell son of the Imaskari sets foot on the lands of the Mulan") occurs. Priests of the god Khepera, God of the Sacred Beetle and the Dawn Sun, can also call them from slumber as a special spell, but only a handful of priestesses serve her today.

The reincarnation of the Scarab uses the following table:

d%	Incarnation	Str	Dex	Con
--	-----	---	---	---
01-30	Human, Mulan	+0	+0	+0
31-35	Human, Chondathan	+0	+0	+0
36-50	Human, Rashemi	+0	+0	+0
51-65	Human, Turami	+0	+0	+0
66-67	Aarakocra	-1	+3	+0
68-70	Beetle, Giant Fire	+0	+0	+0
71-73	Beetle, Giant Bombardier	+0	+0	+1
74-75	Camel	+2	+2	+1
75-80	Crocodile	+2	+0	+2
81-87	Falcon	+0	+4	+2
88-91	Horse, Medium	+2	+3	+2
92-93	Jackal	+0	+4	+2
94-95	Leopard	+6	+8	+4
96-97	Monkey	-1	+3	+0
98-99	Snake, Large Viper	-1	+5	+0
100	Other	?	?	? (DM's choice)

In all other aspects, the reincarnation is identical to that of the reincarnation spell (including the compulsory level loss). If a Kheperaite is ever brought down to a 0 Constitution, they are reborn as a Mummy and lose all benefits of the Order.

KHEPERA

God of the Dawn

Lesser Mulhorandi deity

Symbols: Scarab Beetle, Solar Disk

Home Plane: Heliopolis

Portfolios: Creation, Life, Reincarnation, Dawn.

Cleric Alignments: LG, NG, LN

Worshippers: Loremasters, Monks in Mulhorand; Aristocrats and Commoners in Eastern Mulhorand
Cult Center: Dmiatum, Eastern Mulhorand.

Cleric Domains: Sun, Protection, Craft, Insects¹

Sacred Animal: Scarab Beetle

Favored Weapon: Holy Pincer (double bladed dagger)

Manifestations: The Dawn, Scarab Beetle

Khepera, also known as Khepri, Khoprer, and Xepera, is an ancient aspect of Re that split off to become a deity with its own separate cult; as such, the prayers of the priests and priestesses of Khepera are probably answered by Horus-Re. Khepera's role in the mythology of the Mulhorandi is as the embodiment of creation and the dawn; when the sun emerges from the horizon, it is Khepera; as it rises and waxes, it becomes Horus-Re, and at dusk, it is Atum.²

In art, Khepera is depicted as a noble Mulan with a scarab beetle for a head. He symbolizes creation from nothingness, and to commemorate this aspect of Khepri, his priesthood and their acolytes honor their god by mastering many crafts; their skill in metalwork and goldsmithing is considered particularly impressive by all save for the gold dwarves. Khepera's main services are held at dawn, and the dawn of every day following a new moon (known as "Re in his splendor") is a feast day; midsummer's morning, the Jubilation of the Dawn, is the holiest day. Priests pray for spells at dawn.

Khepera's priesthood wears robes similar to other Mulhorandi priesthoods, but often wear gold, bejeweled insect masks. Numerous beetles swarm in their temples and crawl over the priests' bodies. The priests consider it a serious sin to kill a scarab beetle, even if it's by accident (it's usually punished by lashing).

The rituals and liturgy of Khepera are described in a sacred volume called as the Book of Soil and Dung; tales of his role in Mulhorandi myth are described in many sources, but in greatest detail in the Book of the Creation of Life, and twelve members of the Kheperaite Order are listed in Mulhorand's Book of Blood and Champions (the latter is a sacred book kept by the priests of Thoth in Skuld that documents the deeds of Mulhorand's greatest mortal champions).

History/Relationships: Khepera's worship waxed in the founding days of Mulhorand (-2200- -1800 DR), but in the early days of Mulhorand, Re emerged as head of the pantheon over Osiris and Khepera, and Khepera's worship dwindled. The god withdrew from Skuld, and made his home in the Sword Mountains. At the height of the First Empire (c. -1200 DR), Khepera's manifestation buried itself deep under Dwe-ankh (the northernmost of the Sword Mountains) and only made itself felt in the larger world

¹ The Insect domain is as follows:

Insect Domain

This domain covers the summoning and control of insects and similar minor vermin.

Granted Power: You may speak with Insects (as though speaking with animals; for the purpose of this spell the insect is considered to have an Intelligence score of 2-4).

Insect Domain Spells

- 1 Summon Swarm. Summons swarm of small crawling or flying creatures.
- 2 Repel Vermin. Insects stay 10 ft. away.
- 3 Diminish Plants. Reduces size or blights growth of normal plants.
- 4 Giant Vermin. Turns insects into giant vermin.
- 5 Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
- 6 Land Womb*. You and one creature per level hides within the earth.
- 7 Animal Shapes. One ally/level polymorphs into chosen animal.
- 8 Creeping Doom. Carpet of insects attacks at the caster's command.
- 9 Cocoon*. Paralyzes and drains levels from target.

*Magic of Faerun spell

² Atum is another ancient god of Mulhorand (and, of course, its Pharaonic antecedents). No temples are dedicated to him, and he has no active priesthood, though the temple of Khepera and a sub-order of the temple of Horus-Re (the temple of Atum-Horus-Re) venerates his name and offers a daily prayer at dusk in his name, and all Mulhorandi recognizes the crucial role he plays in preserving the cosmos.

through wandering incarnations (or avatars, after the Time of Troubles) that usually remained in the form of scarab beetles.

At this time, his scattered priesthood withdrew to Dmiatum, and stayed away from the politics of Skuld. There, the priesthood has remained, small but vigorous, aggressive in teaching the lore of the past and mythological beliefs ignored or forgotten by others in Mulhorand.

Khepera has a traditionally close relationship with Horus-Re, though that closeness is not always shared between the local priests and the heads of the church of Horus-Re in Skuld. The priesthood is friendly with most Mulhorandi priesthoods, though they frequently clash with the servants of Set, who are quite active in the region. Khepera also has warm relations with the temple of Waukeen, and while he does not sponsor permanent worship, traveling Waukeenar are welcome in the Great Pylon and may honor their deity at a private shrine.

Dogma: The priesthood of Khepera serve as defenders of several eastern Mulhorand villages, and employ members of the Order of the Scarab as their personal champions. They promote appreciation for dawn, veneration for creativity, and tirelessly preach about eternity and the cycle of life, which (gods willing) will endure forever.

When the sun sets, Mulhorandi believe that the aged sun, Atum, is escorted by Hathor and boards the Barque of Horus-Re (the divine vessel that carries the sun in the heavens). There, Hathor takes Atum to her bosom and nurses him until dawn (in older Mulhorandi beliefs, the goddess Nut filled this role), when he is reborn as Khepera. While he suckles on Hathor, he travels on a barque through the Hours of Night, where Set sends monsters to destroy him.

At night, Anhur protects the barque as it travels. According to myth, the barque was once protected by Set against older enemies of the pantheon; chief among the Two Hundred Grievances of Set that are written in the Book of the Serpent is the fact that his role as champion of the Great Netjers was usurped by another.

[**Note:** This version of the myth is actually an attempt to fuse two traditions of Egyptian cosmology together into a coherent myth and reflect Set's evolving role in the mythology. (See John Scott's excellent posts on Set for more information on how Set's mythological role greatly differed from our modern conception of the deity).]

ORDER OF THE RISEN SCEPTER

Created by Eric Boyd in *Powers and Pantheons*

The guardians of Life in Mulhorand belong to the priesthood of Osiris, and the mightiest of those guardians is the Order of the Risen Scepter. It's their responsibility to hunt down Set and his minions and destroy them wherever possible, especially in cases of desecration of grave sites or defilement of holy places.

REQUIREMENTS

Alignment: LG

Base Attack Bonus: +9

Skill: Diplomacy (8 ranks), Knowledge: Mulhorand Law (8 ranks)

Feats: Extra Turning, Skill Focus (Heal), Skill Focus (Knowledge: Religion).

Special: The members of the Order of the Risen Scepter must have been raised from the dead by a priest of Osiris or one of his other servants, and they must have died in battle against the servants of Set.

Members of the Order must be able to cast third level Paladin or Ranger spells; the member sacrifices one third level spell slot to enter this Prestige Class.

Hit Dice: d12

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion)(Int), Profession (Wis), and Ride (Dex)

Skill Points at Each Level: 2 + INT modifier

Ex-members: Ex-members lose all class abilities.

Class Features

Weapon and Armor Proficiency: A member of the Order is proficient with all simple and martial weapons, all armors, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1 st	+1	+3	+1	+1	Call of Death
2 nd	+2	+4	+1	+1	Improved Smite Evil/Favored Enemy
3 rd	+3	+4	+2	+2	Improved Raise from Death
4 th	+4	+4	+2	+2	Toughness
5 th	+5	+5	+2	+2	Immunity from Polymorph

Call of Death (Su):

When a member of the Order of the Risen Scepter dies, every priest of Osiris in the world who's above 9th level becomes aware of their death, and will know the location where they were

killed.

Improved Smite Evil/Favored Enemy: If the character has the paladin's *smite evil* ability, they get a +4 damage bonus vs. opposite alignment (+4 vs. chaotics, +4 vs. evil). These bonuses are cumulative (the paladin gets a +8 bonus against Chaotic Evils).

If the character has the ranger's *favored enemy* bonus, they get a +2 bonus if their favored enemy is of an opposite alignment (cumulative to +4 vs. Chaotic Evils).

Improved Raised From Dead: *Raise Dead* is especially effective against members of the Order. They can be raised if they've been dead for three days per caster level (not one day/level), they're restored to full hit points when raised, and they don't lose a level or a Constitution point.

Toughness: As per the feat.

Immunity to Polymorph: At fifth level, the member of the Order is immune to *polymorph other* spells, and other spells and powers that transform the member, such as Set's ability to transform people into minions of Set.

ORDER OF THE WATCHFUL LION

Created by Eric Boyd in *Powers and Pantheons*

This specialty order of the church of Anhur are crusaders who venture into far countries to attack the enemies of Mulhorand. These warrior-priests are skilled military fighters as well as bold adventurers, and are often found in the front ranks of Mulhorand's armies.

REQUIREMENTS

Alignment: Any Good alignment

Base Attack Bonus: +6

Skill: Balance (4 ranks), Knowledge: Military Tactics (8 ranks), Spot (8 ranks).

Feats: Skill Focus (Knowledge: Military Tactics), Endurance, Run

Special: They must swear an Oath of fealty to the church of Anhur, have participated in a successful assault on an enemy settlement in a foreign country, sacrificed 1000 xp in captured booty to Anhur, and must also spend one night sleeping (naked) in a den of lions.

Hit Dice: d8

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (arcane) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Spellcraft (Int).

Skill Points at Each Level: 2 + INT modifier

Ex-members: Ex-members lose all special abilities.

Class Features

Weapon and Armor Proficiency: Members of the Order of the Lion are proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+2	+0	+2	Armorbearer	+1 level in existing divine spellcasting class
2 nd	+1	+3	+0	+3	Fighting Fortress, Coordinated Strike	
3 rd	+2	+3	+1	+3	Armor Mastery	+1 level in existing divine spellcasting class
4 th	+3	+4	+1	+4	Overwhelming Charge	
5 th	+3	+4	+1	+4	Grim Response	+1 level in existing divine spellcasting class

Armorbearer (Ex): Members of the Order are adept at using Armor to its best advantage. They add +1 to Maximum Dex bonuses, and armor check penalties, and for carrying purposes, Heavy Armor is only 75% of the normal weight.

Fighting Fortress (Ex): The member knows the secret of formation fighting. When standing within 5' of two allied individuals, each of whom is equipped with heavy armor and shield, the member of the Order receives a +2 bonus to armor class, and a +2 bonus to all Fortitude and Will saves.

Coordinated Strike (Ex): In addition to formation fighting, a member of the Order understands how to coordinate a strike with his allies. If he and an ally within 5' fight on a simultaneous initiative rank, he receives a melee attack and damage bonus of +1; if fighting with two allies within 5' on a simultaneous initiative rank, he receives a bonus of +3.

Armor Mastery (Ex): The member of the Order receives a +2 Armor Class bonus when wearing Heavy Armor.

Overwhelming Charge (Ex): At 4th level, any successful strike on a Charge has a chance to knock an opponent back, and should be treated as an Improved Bull Rush.

Grim Response (Ex): When a member of the Order is successfully hurt by a successful melee attack, they may get a free Attack of Opportunity against the attacker as a response (whether or not the attack normally provokes one). The Lion gets one Grim Response (+1 per Charisma modifier) per day, and must have an Attack of Opportunity available to them in that round.

SISTERS OF LIFE

Created by Eric Boyd in *Powers and Pantheons*

Affiliated with the priestesses of Isis, the Sisters of Life are among the most active adventuring women of Mulhorand. They serve as defenders of Skuld and Isis's holy places, and are also active on Mulhorand's borders, protecting people from invasion.

The path specified by the class requirements mandates at least a Cl 3/Wiz3/Ftr 3, or some other combination of appropriate sub-classes.

REQUIREMENTS

Alignment: LG

Base Attack Bonus: +6

Skill: Diplomacy (8 ranks), Knowledge: Arcana (8 ranks), Knowledge (religion) (8 ranks).

Feats: Arcane Schooling, one metamagic feat, Weapon Focus (dagger).

Special: Members of the Sisters of Life must be triple classed clerics, wizard or sorcerers, and fighters with at least three levels in each class.

Hit Dice: d8

Class Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion)(Int), Profession (Wis), Ride (Dex), and Spellcraft

Skill Points at Each Level: 2 + INT modifier

Ex-members: Ex-members lose all special abilities.

Class Features

Weapon and Armor Proficiency: Members of the Sisters of Life are proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+2	+0	+2	Weather Domain	+1 level in existing divine spellcasting class
2 nd	+1	+3	+0	+3	Improved Charm	+1 level in existing arcane spellcasting class
3 rd	+2	+3	+1	+3	Hero's Weal	+1 level in existing divine spellcasting class
4 th	+3	+4	+1	+4	Improved Abjuration	+1 level in existing arcane spellcasting class
5 th	+3	+4	+1	+4	Command Winds	+1 level in existing divine spellcasting class

Weather Domain

Members of the Sisters of Life may add the Weather Domain to their clerical spheres:

Granted Power: Predict the natural weather (not accounting for magical alterations) once per day, as per the spell *predict weather* (see New Spells).

1. Obscuring Mist
2. Cloudburst
3. Wind at Back (*Magic of Faerun*)
4. Binding Winds (*Magic of Faerun*)
5. Ice Storm
6. Great Thunderclap (*Magic of Faerun*)
7. Control Weather
8. Whirlwind
9. Earthquake

Improved Charm (Su): As a benefactress of the magicks of Isis, the saving throw DC of all Mind-Affecting enchantments is raised by +1.

Hero's Weal (Su): While being formidable heroes in their own right, the Sisters are also expected to serve Mulhorand's heroes. When cast on a faithful Mulhorandi of 10th level or higher, spells that give a bonus to attack rolls or saving throws receive a +1 bonus (thus a *bless* cast by a Sister on a Mulhorandi champion is raised from +1 to +2) and they receive a +2 bonus/die of healing on any *cure* spell cast on a 10th level or better Mulhorandi.

Improved Abjuration (Su): All Abjuration spells that give a saving throw bonus receive an additional +1 bonus; likewise, all Abjuration spells that give an armor class bonus also give an additional +1 bonus.

Command Winds (Su): At fifth level, all Sisters receive SR 20 vs. all spells from the Air domain, and the saving throw DC of all their Air and Weather spells is raised by +2.

SISTERS OF THE MERCIFUL MOTHER

Created by Eric Boyd in *Powers and Pantheons*

This specialty order of the church of Hathor are pacifists who specialize in helping the poor and the sick. They're mostly centered in the cities of Mulhorand, seeking the most destitute and downtrodden, and attempting to lift their lives. The priesthood performs charitable works, and sometimes even purchases slave families and gives them their freedom. They're avowed pacifists who find the thought of violence sickening, though they can be intimidating in the face of danger.

This class is typically taken by Clerics and Bards.

REQUIREMENTS

Alignment: Any Good alignment

Base Attack Bonus: +3

Skill: Healing (10 ranks), Perform (dance) (8 ranks)

Feats: Skill Focus (Healing)

Special: The Sisters of the Merciful Mother must make a Will save vs. DC 20 if they wish to attack anyone. If they fail their Save, they will lose their attack.

Hit Dice: d8

Class Skills: Balance (Dex), Craft (Int), Concentration (Con), Diplomacy (Wis), Heal (Wis), Intimidate (Wis), Knowledge (arcane) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + INT modifier

Ex-members: Ex-members lose all special abilities.

Class Features

Weapon and Armor Proficiency: Sisters of the Merciful Mother are proficient in the use of all simple weapons, light armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+2	+0	+2	Sanctuary of Shame	+1 level in existing divine spellcasting class
2 nd	+1	+3	+0	+3	Protection Sphere	
3 rd	+2	+3	+1	+3	Dance of Joy	+1 level in existing divine spellcasting class
4 th	+3	+4	+1	+4	Dual Healing	
5 th	+3	+4	+1	+4	Rebuff Violence	+1 level in existing divine spellcasting class

Sanctuary of Shame (Su): Sisters of the Merciful Mother perform the *sanctuary* and *greater sanctuary* spells with a saving throw DC bonus of +2. In addition, anyone who does break their sanctuary will inflict the same damage upon themselves as they inflict on the Sister and must make a Will Save vs. DC 16 or fall victim to the *bestow curse* spell.

Protection Sphere (Ex): At second level, the Mother radiates a continuous protective sphere in a 10' radius around her. Anyone within the sphere adds +2 to all Saving Throws against spells from the Death, Destruction, and Evil domains

Dance of Joy (Ex): Once per day, the Sister may make a Perform check vs. DC 20 to perform a special dance. Any allied creature within a 10' radius gains Fast Heal 3. The dance may last up to five rounds, plus one round per Charisma bonus. The dance is a full-round action.

Dual Healing (Su): At fourth level, a Sister can cast a *cure* spell or a *heal* spell on two adjacent targets at once (including herself), healing both targets for the full amount rolled.

Rebuff Violence (Sp): At fifth level, the Sister of the Merciful Mother can use its turning attempts to turn a single creature with a weapon in its hand, as if it was Undead. The Sister cannot turn non-Undead of a greater level/hit dice than her own. Creatures may not be destroyed, only turned.

SKYWEAVERS

Created by Eric Boyd in *Powers and Pantheons*

Perhaps the most powerful of the mage orders of the Old Empires are the Skyweavers, the specialty priestesses of Isis. They are the guardians of wind, storm, and sky, and defend the land in time of storm. They are usually temple guardians and not adventurers, but adventuring skyweavers are not unknown.

Skyweaver is a natural progression of a multi-classed cleric/wizard or cleric/sorceress; this class is often taken at 11th level.

REQUIREMENTS

Worships: Isis

Skills: Knowledge (weather) 6 ranks

Feats: Spell Focus; Enchantment

Other: Can cast 3rd level divine spells and 3rd level arcane spells.

Hit Dice: d8

Class Skills: Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language, and Spellcraft (Dex).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: Skyweavers are proficient in the use of all simple and martial weapons, light armor, medium armor, and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+2	+0	+2	Spell Resistance	+1 level in existing divine or arcane spellcasting class
2 nd	+1	+3	+0	+3	Improved Charm Improved Weather	+1 level in existing divine or arcane class
3 rd	+2	+3	+1	+3	Dispel Magic, Endure Electricity	
4 th	+3	+4	+1	+4	Windwall	+1 level in existing divine or arcane spellcasting class
5 th	+3	+4	+1	+4		+1 level in existing divine or arcane spellcasting class
6 th	+4	+5	+2	+5	Wind Walk	
7 th	+5	+5	+2	+5	Chain Lightning	+1 level of existing divine or arcane spellcasting class
8 th	+6/+1	+6	+2	+6		+1 level of existing divine or arcane spellcasting class
9 th	+6/+1	+6	+3	+6	Control Weather	
10 th	+7/+2	+7	+3	+7	Regenerate	+1 level of existing divine or arcane spellcasting class

Spell Resistance (Su): A Skyweaver receives SR 2, which increases at +2 per Skyweaver level (to a maximum of SR 20 at 10th level).

Improved Charm (Su): At 2nd level, the Skyweaver gains an additional +2 DC bonus on the spells *charm person*, *charm monster*, and *mass charm*.

Improved Weather (Su): At 2nd level, the Skyweaver gains an additional +2 DC bonus to spells when he casts from the Weather domain.

Dispel Magic (Sp): At 3rd level, a Skyweaver can cast *dispel magic*, at a level equivalent to her total divine class levels, once per day as a bonus spell.

Endure Electricity (Su): At 3rd level, a sky weaver gains the ability to resist electricity as if permanently protected by an *endure elements* spell.

Wind Wall (Sp): At 4th level, a Skyweaver can cast *wind wall*, at a level equivalent to her total divine class levels, once per day as a bonus spell.

Wind Walk (Sp): At 6th level, a Skyweaver can cast *wind walk*, at a level equivalent to her total divine class levels, once per day as a bonus spell.

Chain Lightning (Sp): At 7th level, a Skyweaver can cast *control weather*, at a level equivalent to her total divine class levels, once per day as a bonus spell.

Control Weather (Sp): At 9th level, a Skyweaver can cast *control weather*, at a level equivalent to her total divine class levels, once per day as a bonus spell.

Regenerate (Sp): At 10th level, a Skyweaver can cast *regenerate*, at a level equivalent to her total divine class levels, once per day as a bonus spell.

SUNHAWKS

Created by Eric Boyd in *Powers and Pantheons*

The most sacred of the priests of Horus-Re are the Sunhawks, They Who Glorify Ascendant Re at the Apex of the Sky. This Order's primary duty is to praise Horus-Re and represent the glory of Mulhorand, so they are mostly found assisting the clerics in Horus-Re's most sacred ceremonies, though they are also capable warriors and lead his armies.

This is a priestly order, sometimes taken by clerics at 9th level, or by cleric/paladins of 7th/2nd levels

REQUIREMENTS

Base Attack Bonus: +6

Diplomacy (5 ranks), Intimidate (5 ranks), Knowledge (religion) (8 ranks), Profession (scribe) (7 ranks), Spellcraft (7 ranks)

Worships: Horus-Re

Feats: Sacred Tattoo (see *Races of Faerûn*)

Other: Can cast 4th level divine spells.

Hit Dice: d8

Class Skills: Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion), Profession (Wis), Scry (Int), Speak Language, and Spellcraft (Dex).

Skill Points at Each Level: 2 + INT modifier

Class Features

Weapon and Armor Proficiency: Sunhawks are proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Spells per day
1 st	+0	+2	+0	+2	Sun Domain, Test of Maat	+1 level in existing divine spellcasting class
2 nd	+1	+3	+0	+3	Ignite	+1 level in existing divine spellcasting class
3 rd	+2	+3	+1	+3		+1 level in existing divine spellcasting class
4 th	+3	+4	+1	+4	Divine Health	
5 th	+3	+4	+1	+4	Burning Touch	+1 level in existing divine spellcasting class
6 th	+4	+5	+2	+5		+1 level in existing divine spellcasting class
7 th	+5	+5	+2	+5	Summon Divine Hawk	+1 level in existing divine spellcasting class
8 th	+6/+1	+6	+2	+6	Radiant Sanctuary	
9 th	+6/+1	+6	+3	+6		+1 level in existing divine spellcasting class
10 th	+7/+2	+7	+3	+7	Divine Form	+1 level in existing divine spellcasting class

Sun Domain (Ex): A Sunhawk, when the sun shines on the Sunhawk as he's casting spells from the Sun Domain, he receives a +2 DC bonus to these spells.

Test of Ma'at (Sp): A Sunhawk may cast a *test of ma'at* spell at will.

Ignite (Sp): At 2nd level, the touch of a sunhawk can burn with the divine grace and power of the noon sun which is so ably represented by the god. This touch can melt wax, ignite papers, dry wood, and dry, rotten cloth, but otherwise does no damage. It requires a standard action to ignite one hands and they remain hot until the effect fades or the Sunhawk uses a standard action to cancel it. The flame touch lasts for 3 rounds, plus one round per Charisma bonus, and can be used three times per day.

Divine Health (Su): At 4th level, a Sunhawk becomes immune to all diseases, including magical ones.

Burning Touch (Sp): At 5th level, a Sunhawk's Ignite power becomes more powerful, in addition to igniting substances, the touch burns for 1 hp damage per two Sunhawk levels (rounding fractions up), plus 1 point per the Sunhawk's Charisma modifier.

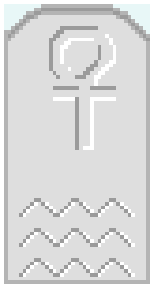
Summon Divine Hawk (Sp): At 7th level, a Sunhawk may summon 1d3 greater celestial hawks, once per day. These hawks have the following stats:

Greater Celestial Hawk; Tiny Outsider Animal; 3d8 (14 hp); Init: +6 (Dex); 10 ft., fly 60 ft. (average) ; AC: 22 (+2 size, +6 Dex, +4 natural) Claws +5 melee; Damage: Claws 1d4-1; Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft; Saves: Fort +4, Ref +7, Will +5; Abilities: Str 8, Dex 22, Con 12 Int 6 Wis 14 Cha 12; Skills: Listen +6, Spot +6*; Feats: Weapon Finesse (claws); SA - *Smite Evil* (1x day); SQ - *darkvision, Acid, Cold, Electricity Resistance 10, SR 6*.

Whatever the Sunhawk says to his summoned birds of prey will be fully understood by the bird.

Radiant Sanctuary (Su): At 8th level, when a Sunhawk casts a *sanctuary* spell, anyone who tries to attack them who fails their Reflex save will be *blinded* for 2d6 rounds.

Divine Form (Sp): At 10th level, the Sunhawk can assume a burning, luminous form, and their head is replaced with the falcon of Horus. While in this form, they can fly at a range of 60 ft/round (average maneuverability), are protected by a *fire shield* equivalent to a spellcaster equal to their total divine caster levels, and anyone who launches an attack against them must make a Reflex Save vs. DC 23 or be *blinded* for 1d4 rounds. The divine form lasts for three rounds, plus one round per Wisdom modifier. Such a form may be worn but once per day.



NEW and CONVERTED SPELLS

BARD SPELLS

1st-Level Bard Spells

Appraise: Know a stone's type, adds +6 to all Appraise rolls.

4th Level Bard Spells

Divine Discord: Anyone attempting a divine spell must make a Will save.



CLERIC SPELLS

1st-Level Cleric Spells

Endure Heat: Survive under the desert sun, +1 save vs. heat attacks.

Sand Trap: Create a quagmire that's difficult to move through.

Test of Ma'at: Determine how far someone is from the Mulhorandi ideal.

2nd-Level Cleric Spells

Nurture Animal: Be accepted by an infant animal or beast as its mother.

Predict Weather: Determine any non-magical anomalous weather conditions.

Shield Glyph: Protect a glyph of warding from erasing or dispelling.

Strifebreaker: Everyone in the area of effect who's engaged in combat drops their weapons.

3rd-Level Cleric Spells

Desert Chill. Everyone in a 30' radius takes 1 hit point damage/2 levels; the closest to the center also loses a point of Constitution.

Eye of Fire: Do 1d3/level damage against a single target (1d4/level vs. undead), and burn combustible items.

Magic Spring: Create a small spring of cool, refreshing water.

Silence of Horus-Re: Surround yourself in a silence field that helps you perform more effectively.

4th-Level Cleric Spells

Animal Vision: Use the senses of an animal.

Blasphemer's Castigation: A collar chokes the victim if they blaspheme against the caster's god.

Labor of Many: One of your servants does the work of ten men.

Sarcophagus of Death: Imprison someone in a coffin shaped prison of force.

True Face: See someone's true appearance in their reflection.

5th-Level Cleric Spells

Possessor's Curse: Those who touch an item receive a curse.

Riddle Sanctum: None can attack you unless they answer a riddle.

Shatter Circle: Break a magical circle.

Truth's Bright Flame: Surround a weapon in holy fire (which does varying amounts of bonus damage depending on alignment), anyone struck by it must tell the truth.

Udjat: The eye of Horus-Re surrounds you with light, protects you from blindness, allows you an extra Chance to turn undead, and sets your weapon on fire.

6th-Level Cleric Spells

Dance of Life: Perform a communal dance that cleanses and purifies the participants.

Dying Curse: Automatically bestow a curse on whoever kills you.

Sleeping Champion: Creates a duplicate of any sleeping person which is destroyed when it takes half its hit points.

7th-Level Cleric Spells

Bestow Baneful Curse: Give someone a permanent curse that can only be removed by *miracles* or *wishes*.

Greater Spell Resistance: Creature gains SR 15 + character level.

Right Makes Might: Become large and commanding.

Scarab of Transference: Summon scarab beetles that bite an opponent and transfers the stolen hit points to you.

Thoth's Babble: Anyone who reads a paper must make a Will save or be *feeble-minded*.

8th-Level Cleric Spells

Ankhdoom: Fire spheres into an area that inflicts 1d4 damage to each stat.

Death Portal: Those who walk through a door who fail a Will save will die.

Retribution of Life: Restore lost energy levels, and damage the creatures that did it to you.

9th-Level Cleric Spells

Bridge of Life: Protect up to six people from death.

Dormant Dead: When creating undead, set conditions under which they'll awaken.

Empower Mummy: When creating mummies, cast protective and augmenting spells into them.

Jar of Souls: Store the pieces of up to twelve people into a jar, creating spirit warriors when they're released.

PALADIN SPELLS

1st-Level Paladin Spells

Test of Ma'at: Determine how far someone is from the Mulhorandi ideal.

2nd-Level Paladin Spells

Anhur's Lesser Vigor: 50% bonus to laying on hands, +2 damage to *smite evil*.

Pleasant Dreams: Increase healing while asleep, and protect them against people attacking them through their dreams,

3rd-Level Paladin Spells

Burning Truth: People who lie while holding an enchanted object will take 2d4 damage.

Osiris's Holy Ground: Learn who died in a particular place, how they died, and when.

Silence of Horus-Re: Surround yourself in a silence field that helps you perform more effectively.

Succor Steed: Use *lay on hands* on a creature and your steed at the same time.

4th-Level Paladin Spells

Anhur's Greater Vigor: 100% bonus to laying on hands, +4 damage to *smite evil*.

Sekhmet's Fury: Transform into a lion, gain a lion companion.

Truth's Bright Flame: Surround a weapon in holy fire (which does varying amounts of bonus damage depending on alignment), anyone struck by it must tell the truth.

Udjat: The eye of Horus-Re surrounds you with light, protects you from blindness, allows you an extra Chance to turn undead, and sets your weapon on fire.

RANGER SPELLS

2nd-Level Ranger Spells

Trail in the Sand: Create a ½ mile long safe path in a sandy environment.

3rd-Level Ranger Spells

Magic Spring: Create a small spring of cool, refreshing water.

WIZARD/SORCEROR SPELLS

1st-Level Sorcerer and Wizard Spells

Abj **Endure Heat:** Survive under the desert sun, +1 save vs. heat attacks.

Alt **Sand Trap:** Create a quagmire that's difficult to move through.

Div **Appraise:** Know a stone's type, adds +6 to all Appraise rolls.

2nd-Level Sorcerer and Wizard Spells

Ev **Wall of Dust:** Creates a barrier of dust that easily collapses under magical attack.
Wall of Glass: Creates a barrier of glass that explodes into dangerous shards when destroyed.

3rd-Level Sorcerer and Wizard Spells

Abj **Magic Spring:** Create a small spring of cool, refreshing water.
Mirror of Pain: When you're hurt, everyone within 10' must make a Reflex save or take the same damage.
Pleasant Dreams: Increase healing while asleep, and protect them against people attacking them through their dreams,

4th-Level Sorcerer and Wizard Spells

Alt **Burning Sands:** Sand magically burns for 5d6 damage.
Conj **Dune.** Conjure a magic sand dune to carry you through the desert.
Quickness. Gain +2 to Dexterity and Initiative, and +5' move per round.
Div **True Face:** See someone's true appearance in their reflection.

5th-Level Sorcerer and Wizard Spells

Abj **Greater Reverse Arrow:** Arrow reverses course, and automatically scores a Critical hit.
Alt **Sands of Venom:** Enchant desert sands so those who step on it are poisoned.
Conj **Dune.** Conjure a magic sand dune to carry you through the desert.

6th-Level Sorcerer and Wizard Spells

Abj **Protection From Weapons:** Gain damage reduction against one of the three weapon damage types.
Alt **Scorpion Touch:** Those that attack you are exposed to a deadly poison.
Evo **Spear of Wrath:** Create a magic spear and throw it at a target for 1d10/2 levels damage.

7th-Level Sorcerer and Wizard Spells

Con **Pyramid of Force:** Surround yourself with a nearly impenetrable force field barrier.
Ench **Thoth's Babble:** Anyone who reads a paper must make a Will save or be *feebleminded*.

8th-Level Sorcerer and Wizard Spells

Evo **Celestial Bombardment:** Missiles keep hitting their target for 10d6 bombardment damage per round.
Storm of Retribution: Anyone who attacks you outdoors gets hit by lightning bolts.
Nec **Deathbolt.** Make a Will save or die.
Trans **Devastating Magic.** All spells gain +3 vs. saving throws and spell resistance; all damage spells get +1 per die of damage.
Dreamwomb. When you fall unconscious, spend time on a protected demi-plane.

SPELLS

Anhur's Greater Vigor

EVOCATION

Level: Paladin 4

Components: V,S,M

Range: Touch

Duration: 1 minute/level

Casting Time: 1 action

Targets: 1 creature

Saving Throw: None
Spell Resistance: No

This call to the power of Anhur enhances a paladin's abilities. When under the influence of this spell, the paladin's *lay on hands* ability receives a 100% bonus during the duration (thus a paladin with the ability to cure 30 hit points damage by laying on hands receives an additional thirty hit points available during the spell), and a +4 damage bonus to his *smite evil* ability. The material component for this spell is the paladin's holy symbol. The effects are not cumulative with other *vigor of Anhur* spells.

Anhur's Lesser Vigor

EVOCATION
Level: Paladin 2
Components: V,S,M
Range: Touch
Duration: 1 minute/level
Casting Time: 1 action
Targets: 1 creature
Saving Throw: None
Spell Resistance: No

This call to the power of Anhur enhances a paladin's abilities. When under the influence of this spell, the paladin's *lay on hands* ability receives a 50% bonus during the duration (thus a paladin with the ability to cure 30 hit points damage by laying on hands receives an additional fifteen hit points available during the spell), and a +2 damage bonus to his *smite evil* ability. The material component for this spell is the paladin's holy symbol. The effects are not cumulative with other *holy vigor* spells.

Animal Vision (Created by Eric Boyd in *Powers and Pantheons*)

EVOCATION
Level: Cleric 4
Range: Long (400 ft. + 40 ft./level)
Components: V,S,M
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: The Caster and one animal
Saving Throw: No
Spell Resistance: No

When the caster targets an animal he can see or touch (be it bird, reptile, fish, insect, or mammal), he gains the ability to see through its senses (normal and special) as long as the animal remains in range. Typically the animal is sacred to the caster's religion, but it need not be. When the animal moves out of range the spell is broken. The spell does not give the caster control over the animal's movement, nor does he suffer damage if the animal is killed. If the animal's senses are shared by another, the other becomes aware of the spellcaster's presence, but may not sever the link, nor use the *animal vision* to directly attack him, nor trace his exact whereabouts. Likewise, the caster becomes aware that another also shares their senses.

The material component is a morsel desired by the animal.

Ankhdoom

EVOCATION
Level: Clr 8

Components: V,S,M
Range: Medium
Duration: Instantaneous
Casting Time: 1 action
Targets: 10' radius
Saving Throw: Reflex
Spell Resistance: Yes

This call to the power of Horus-Re creates six amber spheres, each with the symbol of an ankh at the center, which bounce around the area of effect. Each creature the area of effect must make a Reflex save vs. each sphere, or suffer the effect. The first sphere drains 1d4 Strength, the second 1d4 Dexterity, the third 1d4 Constitution, the fourth 1d4 Intelligence, the fifth 1d4 Wisdom, and the sixth 1d4 Charisma. Anyone who has a stat brought down to zero dies. The material component is the cleric's *ankh*.

Bestow Baneful Curse

TRANSMUTATION
Level: Clr 7
Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 1 action
Area Effect: 1 item
Saving Throw: Will (see below)
Spell Resistance: Yes (harmless)

When this spell is cast on a person, they receive a very powerful curse. identical to a *bestow curse* spell. The target must make a Will save with a -2 penalty; if the save is made, they will be affected by the curse for ten rounds, otherwise it's permanent. Only a clerical *miracle* or an arcane *wish* can remove a *baneful curse*.

Blasphemer's Castigation

ENCHANTMENT
Level: Clr 4
Range: Close (25' + 5' / 2 levels)
Components: V,S,M
Duration: Permanent
Casting Time: 1 action
Area Effect: one creature
Saving Throw: Reflex (negates)
Spell Resistance: Yes (harmless)

When this spell is cast on a person, a large metal collar with the cleric's deity's holy symbol appears around the target's neck. Should the target ever curse or disparage the caster's deity, the collar will choke them for 2d4 hit points damage. The collar may be removed by the caster, or by a *dispel magic*, but otherwise it cannot be physically damaged or removed. The material component for this spell is a large copper neck collar, that fits around the victim's neck.

Bridge of Life

NECROMANCY
Level: Clr 9
Range: Touch

Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 action
Targets: Up to six targets
Saving Throw: No
Spell Resistance: No

This spell can affect a circle of up to six targets of the same religious faith as the caster. If any of the targets are killed during the duration of the spell, their body and all personal possessions vanish from the spot, and they reappear on the spot where the original spell was cast, alive as if they had been the recipient of a *raise dead* spell (including level loss), with one hit point.

The targets must form a circle during this spell; the material component is a copy of the Mulhorandi Book of the Dead which is at the center of the circle when the spell is read, and which is promptly consumed by fire. This spell also requires an expenditure of 125 xp from the caster.

Burning Sands

ALTERATION
Level: Sor/Wiz 4
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 100 ft. radius + 20 ft./level
Saving Throw: Reflex (1/2)
Spell Resistance: Yes (harmless)

This spell is only usable on desert sands; when cast, it will cause the sands to burn with magical fire for 5d6 (5-30) hit points damage. The sands will continue to burn for the duration of the spell; each round, anyone in the area effect of the spell will take damage. A save vs. magic will reduce the damage by half. The material component is a torch, which is thrown into the area to ignite the sands.

Burning Truth

ABJURATION
Level: Law 3, Pal 3
Range: Touch
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 1 person
Saving Throw: No
Spell Resistance: Yes (harmless)

This spell enchants an object, so that if the person holding it tells a lie, the flesh on the palms of their hands will begin to burn, inflict 2d4 points of damage each time they lie. The material component of the spell is the enchanted object.

Celestial Bombardment

EVOCATION
Level: Sor/Wiz 8
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M

Duration: 1 round/3 levels
Casting Time: 1 action
Targets: 1 creature
Saving Throw: No
Spell Resistance: Yes

This spell, devised by wizards in the service of Anhur, makes up in effectiveness what it lacks in subtlety. On the round that it's cast, a hole opens in the sky above the wizard, through which a meteor of burning iron shoots and attempts to hit the target. Each meteor requires a Ranged Touch attack, but they inflict 10d6 damage per successful strike, and as long as the spell is in effect, a new Bombardment may be directed against the original target as a free action.

A successful *dispel magic* cast on the hole will seal it and end the spell; the target may also negate the spell by moving out of range. The material component of the spell is a piece of meteoric iron, which is consumed in the casting.

Crocodile Tears (Created by Eric Boyd in *Powers and Pantheons*)

ENCHANTMENT
Level: Cl 2
Components: V,S,M
Duration: Special
Casting Time: one action
Targets: 30' radius, centered on the caster
Saving Throw: Will Negates
Spell Resistance: Yes

When this spell is cast, the caster's appearance is transformed so that he appears to be a pitiable weeping figure dressed in rags. This figure is, in fact, so pitiable that anyone with an Intelligence of 5 or better within 30' must make a Will save or try to get close to the caster and provide comfort to him. Those who do so will drop whatever is in their hands, and will be caught flat-footed if the caster can launch an attack against them. When the caster launches an attack, the spell is broken; likewise, it expires after one round per caster level.

Neutrals get a +2 bonus to their saves, and Evils receive a +4 bonus. Crocodiles and werecrocodiles are immune to this spell, likewise, anyone who observes the priest casting this spell is also immune to its effects.

The material component is a splash of water on the caster's face.

Dance of Life (Created by Eric Boyd in *Powers and Pantheons*)

ALTERATION/ENCHANTMENT
Level: Bard 6, Cl 6
Components: V,S
Duration: Special (see below)
Casting Time: 10 minutes
Targets: one community
Saving Throw: None
Spell Resistance: No

This spell requires that nine out of every ten women in a community partake in it, virtually guaranteeing that it's reserved to small community. In this ceremony, members of the community get into a circle. The cleric leads the community in the performance of a wild, cacophonous celebration. Local males and people from outside the community are welcome to attend, but the latter cannot comprise more than 5% of the

participants in the dance. The person with the best Perform (Dance) skill in the community must make a Perform check vs. a DC 18. If the roll fails, the dance will have no effect. If the roll succeeds, however, the following occurs:

- Everyone who has suffered from poison, curses, and non-magical diseases will have them removed.
- Everyone's hunger and thirst will be satisfied for three days.
- Skill checks performed in the next tenday will have a +3 bonus.
- Everyone receives a *cure light wounds* as cast by the cleric who led the dance.
- Everyone who has suffered a loss to Strength, Dexterity, and Constitution due to aging will have those penalties lifted for the next 24 hours (allowing them to feel young again).
- All saving throws for the next 24 hours receive a +2 Morale bonus.

The Dance of Life can only be performed once annually; if it is performed during the chief festival of the town's most prominent patron deity (in Mulhorand, this is often Hathor), the Perform roll gets a +3 bonus.

Deathbolt

NECROMANCY

Level: Sor/Wiz 8, Death 8

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

Components: V,S,M

Duration: Instantaneous

Casting Time: 1 action

Area Effect: 1 creature

Saving Throw: Will Negates (see below)

Spell Resistance: Yes (harmless)

This spell shoots a ray of death as a Ranged Touched attack. Whoever is struck by the deathbolt must make a Will save or die; those above ten level or Hit Dice who make their saving throws are unaffected, while those of ten hit dice or lower who successfully save will still fall into a coma for 1d4 rounds. The material component of this spell is vampire echor.

Desert Chill

EVOCATION

Level: Clr 3

Range: Medium (100 ft. + 10 ft./level)

Components: V,S

Duration: 1 round/2 levels

Casting Time: 1 action

Targets: 30' radius

Saving Throw: Fort (special)

Spell Resistance: Yes (negates)

This spell creates a sphere of cold as chilling as the coldest evening of winter in the desert and concentrates its effects. Every creature in the sphere must save vs. Fortitude or lose 1 hit point; the creature closest to the center will also lose one point of Constitution; those who are dropped to zero Constitution become desert wraiths. If multiple targets are equidistant from the center, roll randomly to determine a single target.

Devastating Magic

TRANSMUTATION

Level: Sor/Wiz 8, Magic 8

Range: Touch
Components: V,S
Duration: 1 round/level
Casting Time: 1 action
Area Effect: The Caster
Saving Throw: No
Spell Resistance: No

This spell enhances all spells cast by the caster. During the duration of *devastating magic*, the saving throw DC and bonus against SR of all spells cast is +3, and all damage spells receive an additional +1/damage die (though no spell can do above maximum normal damage).

The material component of the spell is an amethyst pendant with the wizard's mark engraved upon it, which must worn during the duration of the spell.

Death Portal

NECROMANCY
Level: Clr 8
Range: Touch
Components: V,S
Duration: 1 day/level
Casting Time: 1 action
Area Effect: One portal
Saving Throw: Will Negates
Spell Resistance: Yes (harmless)

This spell can be cast on any portal or doorway. Anyone but the caster who passes through the Door during the spell's duration must make a Will save vs. the or Caster's DC or die. The material component is a gold ankh worth at least 100 gp, which is placed in the doorway and consumed in the casting. Openings larger than 20' x 20' are not subject to the spell.

Divine Discord

ABJURATION
Level: Bard 4
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 60' radius
Saving Throw: Will (see below)
Spell Resistance: Yes (harmless)

This bard song affects a cleric's ability to draw upon divine power. Every round someone attempts to cast a divine spell within that area of effect, they must make a Will save against the spell's DC. Anyone who does successfully cast a spell will take 1d4 sonic damage. The material component is a hawk's feather, which must touch the instrument during the song.

Dormant Dead

NECROMANCY
Level: Clr 9, Death 9
Range: Touch
Components: V,S,M

Duration: Permanent
Casting Time: 1 action
Area Effect: One creature
Saving Throw: No
Spell Resistance: No

This spell is cast on any corpse prior to a *create undead* or *create greater undead* spell. This delays the transformation of the corpse to an undead state until a certain amount of time has past (which is specified by the caster), and the container that holds the corpse is disturbed. The material component for this spell is the essence of whatever undead is being made dormant.

Dream Womb

TRANSMUTATION [TELEPORTATION]
Level: Sor/Wiz 8, Travel 8
Components: V
Casting Time: 1 action
Range: Personal
Target: The character
Duration: Special
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

When this powerful spell is cast, at any time should the character pass into unconsciousness, either through being knocked to below 0 hit points or through sleep, they will immediately be teleported from the Prime Plane to a demi-plane for either eight hours or until the caster awakens, whichever is sooner. This demi-plane is tiny, an offshoot of the Heliopolitan planes, and safeguarded by servants of the gods so none can find the entrance except a god's direct intercession.

This spell also keeps a character in something of a stasis; no wounds will bleed while he is in the *dreamwomb*, so a character cannot die there.

Dune

CONJURATION
Level: Travel 4, Sor/Wiz 4
Range: 0
Components: V,S
Duration: 1 hour/level
Casting Time: 1 action
Area of Effect: Special
Saving Throw: No
Spell Resistance: No (harmless)

This spell creates a magic sand dune that can carry one Medium sized creature per two Caster levels through any sandy or stony desert area with a base move of 10'/round per level of the caster. The material component of the spell is a pinch of desert sand.

Dying Curse

TRANSMUTATION
Level: Clr 6
Range: Touch
Components: V,S
Duration: 10 minutes/level

Casting Time: 1 action
Area Effect: Special
Saving Throw: Will Negates
Spell Resistance: Yes (harmless)

When this spell is cast on someone, they're under a very special protection: any creature who kills them during the effect is affected by a *bestow curse* spell. The dying curse may be dispelled in the same manner as a normal curse.

Empower Mummy

NECROMANCY, ALTERATION
Level: Clr 9, Death 8, Evil 9
Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 1 action
Targets: One creature
Saving Throw: No

This spell allows the necromancer to store up to twelve levels of Abjuration or Transmutation spells when preparing a dormant mummy (see *Dormant Dead*); when the mummy becomes active, these spells will become active. Each spell requires a sacrifice of 5 gp per spell level per spellcaster level.

Endure Heat

EVOCATION
Level: Clr 1, Sor/Wiz1
Components: V,S,M
Range: Touch
Duration: 1 hour/level
Casting Time: 1 action
Targets: 1 creature
Saving Throw: None
Spell Resistance: No

This spell allows a person to cope with the effects of desert heat as if they were in a comfortable climate. In addition, this spell bestows a +1 bonus to a saving throw against heat related spells. This has no effect against fire. The material component of this spell is a wet cloth.

Eye of Fire (Created by Eric Boyd in *Powers and Pantheons*)

EVOCATION
Level: Clr 3
Range: Medium (100 ft. + 10 ft./level)
Components: V,S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: one target
Saving Throw: Reflex (special)
Spell Resistance: Yes (harmless)

When the caster points his finger at a target, a surge of fire shoots out of his right eye. The caster must do a Ranged Touch Attack against the target, doing 1d3/level damage against normal creatures (to a maximum of 10d3) or 1d4 per level against undead (to a maximum of 10d4). In addition, the target's robes and any paper or cloth object held in the caster's hand must make a Reflex Save against the caster's DC or they will be destroyed.

Greater Reverse Arrow

ABJURATION

Level: Sor/Wiz 5

Range: Personal

Components: V,S, DF

Duration: 10 minute/level or until spell discharged

Casting Time: 1 action

Area of Effect: You

Saving Throw: No

Spell Resistance: No

As *reverse arrows* (see Magic of Faerûn) except that any arrow that strikes its target will do Critical damage, and it takes 200 hit points to discharge the spell. The material component of this spell is a tortoise shell.

Greater Spell Resistance

ABJURATION

Level: Clr 7

Range: Touch

Components: V,S, DF

Duration: 1 minute/level

Casting Time: 1 action

Area of Effect: Creature Touched

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains SR equal to 15+caster level. A creature with spell resistance may voluntarily lower it to accept a spell.

Identify Stone

DIVINATION

Level: Brd 1, Sor/Wiz 1

Range: Touch

Components: V,S,M

Duration: 3 rounds

Casting Time: 1 action

Targets: 1 Object/round

Saving Throw: None

Spell Resistance: No

This spell allows the caster to determine the type and value of mineral or gem material. The spell also adds a +6 bonus to all Appraise rolls.. The material component for this spell is a drop of mercury.

Jar of Souls

NECROMANCY

Level: Clr 9

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 1 action

Targets: 1 Object

Saving Throw: None

Spell Resistance: No



This spell allows the caster to place pieces of the spirit of up to twelve participants into a magically prepared jar. If that jar is ever disturbed, it temporarily brings the soul back from the dead (if possible) to attack whoever disturbed the jar. These spirits possess identical stats and magic items to the person from who they were taken when the spell was cast, have 10/+1 Damage Reduction, and any successful hit with a melee attack drains one point of Constitution; anyone who is brought down to 0 Constitution by these spirits will be sucked into the Jar, and their soul will be annihilated.

The Jar has a Hardness of 20, and 25 hit points. When the Jar is destroyed, the victim dies, or one-hour has passed after the jar has been tampered with, the spirits will vanish. A person may only place a piece of his soul into one jar at a time.

This powerful necromantic guardian spell costs 500 xp per each participant, and the jar must be made of the finest materials and craftsmanship, and inlaid with precious gems worth at least 5000 gp.

Labor of Many

ALTERATION

Level: Cl 4

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

Components: V,S

Duration: 1 day

Casting Time: 1 action

Target: 1 creature/level, which can be no more than 14' apart

Saving Throw: No

Spell Resistance: None

This spell augments the manual labor capacity of nearby creatures, so that one creature does the labor of ten. This spell does not increase the laborer's strength, nor does it grant superhuman endurance or speed; somehow, the labors that the person performs just happens to be much more efficient and productive than usual, so that the harvest, planting, building, repairing, or crafting turns out to be ten times faster than normal.

This spell cannot be used to hasten the production of magical items.

Magic Spring

ABJURATION

Level: Clr 3, Sor/Wiz 3, Ranger 3

Range: Touch

Components: V,S,M

Duration: 1 minute/level

Casting Time: 1 action

Area Effect: 10' radius by 200' deep

Saving Throw: No

Spell Resistance: No

This spell creates a link into the Elemental Plane of Water, creating a bubbling spring that contains an unlimited supply of pure water. This well can soothe the thirst of an unlimited number of people and animals, but will disappear at the end of the spell's duration. The material component for this spell is a divining rod.

Mirror of Pain

ALTERATION

Level: Sor/Wiz 3

Range: Touch

Components: V,S,M

Duration: 5 rounds/level

Casting Time: 1 action

Area Effect: 10' radius

Saving Throw: No

Spell Resistance: Reflex (negates)

This spell is the bane of anyone who wishes to melee against wizards. If the wizard is injured by a melee or ranged weapon, all targets within a 10' radius they must make a Reflex save against the Wizard's DC or take the exact same damage.

If the wizard is affected by a non-magical special attack form (Stunning, Assassination, Crippling, Coup de Grace, etc.), all creatures within the area must make the appropriate saving throw or themselves suffer the same effect. The material component for the spell is crushed glass from a broken mirror.

Nurture Animal

(Created by Eric Boyd in *Powers and Pantheons*)

ALTERATION, ILLUSION

Level: Cl 2

Range: Touch

Components: V,S

Duration: See below

Casting Time: 1 action

Target: One humanoid, or beast

Saving Throw: Special

Spell Resistance: No

This spell causes an infant humanoid or beast (avian, mammal, or reptile) to recognize the caster as its surrogate mother and treat them as such. The spell incurs some responsibility on the part of the caster to rear the creature, but even this is easier than it might normally be: water mixed with cow's or goat's milk will be accepted by the infant as its own. The creature accepts the surrogate mother as if it were the subject of an *animal friendship* spell, and if the creature's INT is 6 or lower, he can influence the animal so that its alignment changes by two steps (thus an Orc infant might be raised to be Chaotic Good, Neutral, or Lawful Evil).

The spell ends when the creature reaches adulthood, but unless treated with extraordinary cruelty, they will probably react kindly to their former "mother".

Osiris's Hallowed Ground

DIVINATION

Level: Pal 3

Range: Long (400 ft. + 40 ft./level)

Components: V,S

Duration: 1 round/level

Casting Time: 1 action
Area of Effect: 20' radius of the caster
Saving Throw: None
Spell Resistance: No

Many have died on Mulhorand's ground. This spell does not interrupt the journey of the soul, but it does determine what human or demi-human has died in a particular place, how long ago they died, and what (monster, humanoid type, disease, old age etc.) killed them. This spell was most commonly used to find the bodies of Mulhorandi who died in battle and give them an appropriate burial.

Pleasant Dreams

ENCHANTMENT
Level: Pal 2, Sor/Wiz 3
Range: Touch
Components: V,S
Duration: 8 hours
Casting Time: 1 action
Target: One Creature
Saving Throw: No
Spell Resistance: No

This spell ensures that the recipient receives a pleasant sleep, uninterrupted by nightmares and other troubles. It increases all damage healed during normal sleeping periods by 50%, and adds +4 to all Saving throws caused by those attempting to attack the person in his dreams (ie. a nightmare's attack). The subject must already be asleep when the spell is cast, and this spell will not prolong the duration of natural sleep.

Possessor's Curse

TRANSMUTATION
Level: Clr 5
Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 1 action
Area Effect: 1 item
Saving Throw: Will Negates
Spell Resistance: Yes (harmless)

When this spell is cast on an item, the next creature that touches the item must make a Will save or be affected by a *bestow curse* spell. The dying curse may be dispelled in the same manner as a normal curse.

Predict Weather

DIVINATION
Level: Clr 2
Range: Personal
Components: V,S,M
Duration: Special
Casting Time: 10 minutes
Saving Throw: No
Spell Resistance: No

This specialized divination spell tells the cleric about the general weather patterns in the area that the spell was cast for the next twenty-four hours: whether there'll be appreciable wind, rain, snow, or sun, whether there'll be a storm, etc. It will not adjust for supernatural alterations.

The chance for correctly divining the weather is 70% plus 1% per level. If the dice roll fails, the caster will know the spell's failed. Multiple attempts to cast this spell will produce results identical to the first casting. The material component for this spell is a goose's wing bone.

Protection From Weapons

ABJURATION

Level: Sor/Wiz 6, Protection 5

Range: Touch

Components: V,S,M

Duration: 10 minutes per level or until discharged

Casting Time: 1 action

Target: One Creature

Saving Throw: No

Spell Resistance: No

This spell protects a target from one of the three damage forms (Bludgeoning, Piercing, and Slashing). The subject gains 15/+3 Damage Reduction against that damage type; if any incoming attack is associated with that type of damage (even if a weapon has multiple damage types) the damage applies. The damage reduction increases with the caster level to 15/+4 at 13th, and 15/+5 at 18th. Once the spell has absorbed 10 points of damage/caster level (maximum 150 points), it is discharged. The material component of this spell is a tortoise shell.

Pyramid of Force

CONJURATION (FORCE)

Level: Protection 6, Sor/Wiz 7

Range: Touch

Components: V,S,M

Duration: 1 hour/level

Casting Time: 1 action

Area Effect: 10' high by 12' wide pyramid, surrounding the target

Saving Throw: Yes (ignores)

Spell Resistance: No

This spell creates a pyramid of force with Toughness 20 and 100 hit points, which remains in place around the target. Spells cast within the pyramid do not function, but spells cast at the pyramid bounce back at their caster. This spell cannot be cast on a willing target. The material component for this spell is a tiny pyramid.

Quickness

ALTERATION

Level: Travel 4, Sor/Wiz 4

Range: Touch

Components: V,S,M

Duration: 1 hour

Casting Time: 1 action

Target: One Creature

Saving Throw: No

Spell Resistance: No

This spell enhances the quickness of the recipient, improving their Dexterity by 2 (with appropriate bonuses), adding +2 to their initiative roll, and improving their base movement by +5 feet/round. This spell is an extremely debilitating one, and will drain one point of Constitution from the caster for 24 hours as soon as the spell is cast. The material component for this spell is a hare's foot.

Retribution of Life

NECROMANCY

Level: Clr 8

Range: Touch, Special

Components: V,S,M

Duration: 1 hour/level

Casting Time: 1 action

Targets: One creature

Saving Throw: No

Spell Resistance: No

This spell transforms a curse into a blessing. Similar but more powerful than a *Greater Restoration*, this spell not only dispels all Negative levels gained, but each creature that drained a level from the character must make a Fort Save against the caster's DC or be destroyed, and even if they succeed, they will take 4d8 hit points damage. Furthermore, every creature destroyed in the retribution adds 10 temporary hit points to the target, which fade after an hour. The material component for this spell is an *ankh*.

Riddle Sanctum

ABJURATION

Level: Clr 5

Range: Touch (special)

Components: V,M

Duration: 1 round/level

Casting Time: 1 action

Targets: The caster

Saving Throw: No (see below)

Spell Resistance: No

This spell creates a very powerful sanctuary around the caster. This sanctuary is a riddle field, a puzzle in magical form, the answer which is known when a target makes a Knowledge: Riddles check DC 20 against the riddle that's protecting the character and uses a standard action to speak the answer. Those who attempt to solve the puzzle and fail are automatically *slowed* for 1d4 rounds, as they are compelled to spend part of their time thinking about the riddle.

If you wish to role-play it, the player (or GM) can come up with a riddle on their own. In any event, a successful Knowledge: Riddles roll will allow the caster to solve the puzzle and freely attack. Like a normal sanctuary spell, a Riddle Sanctum is broken when the caster attacks.

The material component for this spell is a sphinx's tongue.

Right Makes Might

(Created by Eric Boyd in *Powers and Pantheons*)

ALTERATION, ENCHANTMENT

Level: Cl 7

Target: Self Only

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 action
Saving Throw: See below
Spell Resistance: No

As per the spell *righteous might*, but the target may also cast one *command* spell per round while in this form as a quickened spell. However, should anyone successfully resist the command (i.e. makes their saving throw), the spell is broken and the cleric returns to their normal form.

Sands of Venom

ALTERATION
Level: Hatred 5, Sor/Wiz 5
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 50' radius + 5'/level
Saving Throw: Yes (partial)
Spell Resistance: Yes (harmless)

This spell is only usable on desert sands; when cast, it will cause the sands to burn with greenfire, a magical poison; anyone who steps on the poisoned sand must make a Fort save or lose one point of Strength, Constitution and Dexterity. Anyone who is reduced to zero in any stats will die. Drained stats are recovered normally. The material component is a live viper, whose neck must be crushed in the casting (An animal handling check vs. DC 10 will be sufficient to avoid being bitten, otherwise the viper will get an attack before it dies).

Sandtrap

ALTERATION
Level: Clr 1, Sor/Wiz 1
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 3 rounds
Casting Time: 1 action
Area Effect: 50' radius
Saving Throw: Yes (partial)
Spell Resistance: Yes (harmless)

The sandtrap spell will convert a section of sand to a quagmire, severely restricting the movement of anyone caught in the area. Anyone moving in the area of the sandtrap must make a saving throw against spell; if the saving throw is made, they move at half of their normal rate, but if the saving throw is failed, they may only move through the sandtrap at 1/4 of their base movement. A person wearing a ring of free action is unaffected by this spell. The material component for this spell is a drop of syrup.

Sarcophagus of Death (Created by Eric Boyd in *Powers and Pantheons*)

ALTERATION, ENCHANTMENT
Level: Cl 4
Range: Close (25 ft. + 5ft./two levels)
Components: V,S,M,DF
Duration: 1 round/level
Casting Time: 1 action

Target: one creature
Saving Throw: Reflex Negates
Spell Resistance: Yes

When this spell is cast, the target is surrounded by a sarcophagus shaped cube of force surrounds the target. If they fail their Reflex save, they are trapped within the coffin and unable to escape unless some outside force dispels its magic. They cannot use magic to affect their prison, though they may escape through the ethereal plane via *dimension door* or *teleport*. Every round they are trapped within the sarcophagus, they lose 1d3 hit points and 1 point of Constitution. If either drops to zero, they die of asphyxiation and cannot be revived unless they're *raised* from the dead or *resurrected*.

The material component for this spell is a piece of a sarcophagus that once held one of the god-kings of Mulhorand.

Scarab of Transference

SUMMONING
Level: Clr 7
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Target: Special
Saving Throw: No
Spell Resistance: No

This spell conjures into existence one magical scarab beetle per three levels of the caster (round fractions up). Each beetle has the same Armor Class and Base Attack Bonus of the caster, a Movement of 50 feet, and one hit point/caster level, and does 1d6+(caster level/3) on a successful attack. The scarab beetle automatically seeks out anyone who's attempting to physically or magically harm the caster and attack them. Furthermore, all damage that a scarab inflicts on an enemy is magically stored; Once it's succeeded in an attack, the scarab will rush back to the caster and try to bite the caster. If the scarab bites the caster, he or she takes no damage; instead, the scarab transfers the stolen hit points into the caster. The Caster cannot be boosted above maximum hit points by this Scarab.

The scarab has a Critical Threat of 18-20. In addition to double damage, the Scarab will drain one point of Constitution from the victim, which is added to the caster on a successful bite. Lost constitution is regained at the usual rate.

The material component of this spell is a jeweled scarab worth at least 200 gp, which is consumed in the casting.

Scorpion Touch

ALTERATION
Level: Hatred 5, Sor/Wiz 6
Range: Touch
Components: V,S,M
Duration: 1 hour/level
Casting Time: 1 action
Target: One creature and their weapon
Saving Throw: Yes (see below)
Spell Resistance: No

This spell coats the caster, and whatever he is carrying, with a lethal poison. This poison adds 1-4 hit points of poison damage to any weapon that is being wielded; in addition, anyone who tries to touch the recipient will take 3d4 damage, lose 1 point of Constitution and make a Fort Save vs. DC 22 or be

paralyzed for 2-12 rounds; those who fail their saving throw must make a second Fort Save, and if this is failed, they will die. The poison remains on the recipient and all of their items for the duration of the spell even if they are knocked unconscious or killed. The material component for this spell is a drop of scorpion venom, which must be ingested.

Sekhmet's Fury

ALTERATION, SUMMONING

Level: Pal 4

Range: Touch

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 action

Target: The caster

Saving Throw: No

Spell Resistance: No

This spell honors the ancient Mulhorandi deity Sekhmet, Queen of Lions. This spell transforms the paladin into a magnificent golden lion, which has the same armor class and hit points as the paladin, a base movement of 50 ft./round, and three attacks (a bite for 1d10+Strength bonus, and two claws for 1d4+1/2 strength bonus) for every melee attack the paladin would normally get. In addition, the spell summons one additional golden lion divine minion companions, who will fight to the death along side the paladin for the duration of the spell (it vanishes when the spell has expired). The lion has the following stats:

CR 6; Size M or Animal Form; HD 6d10+18; hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft or by animal form.; AC 21 (+9 Natural Armor, +3 Dexterity, -1 Size); Attack 2 Claws (+11 melee, 1d4+3 damage), 1 bite (+6 melee, 1d10+5 bite); Move 50 ft.; SV Fort +9, Ref +9, Will +5; AL LG; Str 21, Dex 16, Con 16, Int 13, Wis 16, Cha 17. Languages Spoken: Mulhorandi, Ancient Mulhorandi; SQ: Spell Resistance 13; Animal Form. Skills and Feats: Balance +3, Intimidate +6, Jump +5, Knowledge Arcana +5, Listen +6, Move Silently +6, Spot +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, SQ: Improved Grab, Pounce, Scent.

Shatter Circle

(Created by Eric Boyd in *Powers and Pantheons*)

ABJURATION

Level: Cl 5

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

Components: V,S,M,DF

Duration: Instantaneous

Casting Time: 1 action

Target: Special

Saving Throw: Will Negates (see below)

Spell Resistance: Yes

Arguably, the greatest enemies of the Mulhorandi are the Red Wizards of Thay, and one of the most potent means of delivering magic is Circle Magic, of which the Thayans are masters. This spell targets the Circle leader; if he fails a Will Save, then the Circle is broken and each participant in the Circle cannot join a magic circle for 24 hours. Any enhancements that the Circle may normally provide to saving throws does not apply against this Save.

The material component of this spell is a crushed ruby worth at least 500 gp.

Shield Glyph

ABJURATION

Level: Cl 2

Target: one set of magical writing on a maximum 30' x 30' surface

Components: V,S

Duration: Permanent

Casting Time: 1 action

Saving Throw: No

Spell Resistance: No

This spell protects one set of magical writing, such as a *glyph of warding*, *sepia snake sigil*, or *explosive runes*, so that if any attempt is made to dispel or erase them, they will erase the shield but leave the writings intact. The shield glyph magic vanishes if the spell effect it's protecting is triggered.

Silence of Horus-Re

ALTERATION,

Level: Clr 3, Paladin 3

Range: Touch

Components: V,S

Duration: 1 round/level

Casting Time: 1 action

Target: The Caster

Saving Throw: No

Spell Resistance: Yes (harmless)

This spell celebrates Horus-Re in his aspect of the god of silence and fury. This spell erects a silence field in a 10' radius around the caster that moves as he moves; the only noise that can be heard originating from the sphere is the clash of arms and armor (thus the silence does not serve as a bonus for the caster to move silently). The silence also has a meditative effect that allows the caster to perform actions with greater clarity, giving him a +1 bonus on all skills, attack bonuses, and damage.

Sleeping Champion

CONJURATION

Level: Clr 6

Range: Touch

Components: V,S

Duration: 10 minutes/level

Casting Time: 1 action

Target: One creature

Saving Throw: No

Spell Resistance: Yes (harmless)

When cast upon a devotee of the cleric's religion when he or she is sleeping, this spell creates a duplicate of the sleeper. The champion may not be three levels higher than the caster, and acts as the sleeper would if he were awake. The champion has half the sleeper's hit points, but is otherwise identical in every way to the sleeper. If the champion is slain, the sleeper wakes and takes 2d8 hit points; if the sleeper is slain, the champion vanishes, and if the sleeper is awoken, the champion also vanishes. All items possessed by the champion vanish when he's dispelled. The material component for the spell is a drop of the sleeper's blood and a pinch of sand, which are consumed in the casting.

Spear of Wrath

EVOCATION

Level: Sor/Wiz 6

Range: Medium (100 ft. +10' /level)

Components: V,S,M

Casting Time: 1 action

Target: 1 creature

Saving Throw: None.

Spell Resistance: Yes (harmless)

This spell creates a magic long spear that appears in the hands of the caster. The spear's tip glows like the sun, and inflicts 1d8 base damage, +1d10 per 2 levels of the caster, to a maximum of 10d10 at 20th level.

The caster must throw the spear as soon as it's created. A ranged touch attack is required to hit the target.

The material component for this spell is a spear or a javelin, which becomes transformed into the weapon.

Storm of Retribution

ABJURATION (LIGHTNING)

Level: Storm 7, Sor/Wiz 8

Range: Medium (100 ft. +10' /level)

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 action

Target: See below

Saving Throw: Reflex (1/2)

Spell Resistance: Yes (harmless)

This spell only works in the outdoors. When any target within range of the spell launches an attack action against the caster, they are immediately struck by a lightning bolt from out of the blue, which does 1d6 damage per three levels of the caster (Reflex save against the caster's DC for half damage, all fractions round up). The attack may be a melee attack, a ranged attack, or a spell; any action that requires the caster to make a saving throw (even from friends of the caster) will trigger this spell. The material component is any stone or wooden object that's been struck by lightning.

Strifebreaker

ENCHANTMENT

Level: Clr 2

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

Components: V,S

Duration: Instantaneous

Casting Time: 1 action

Target: 20' radius

Saving Throw: Will (negates)

Spell Resistance: Yes (negates)

This spell forces anyone within the area of effect who has a weapon in hand and has used it in the last three rounds (and everyone currently in melee against them, even if they're outside the spell radius) to drop their weapon if they fail to make a Will save. Those using natural weapons (such as claws and monk fists) are unaffected.

Succor Steed

NECROMANCY

Level: Pal 3

Range: Touch
Components: V,S
Duration: Instantaneous
Casting Time: 1 action
Target: See below
Saving Throw: No
Spell Resistance: None

This spell allows the paladin to use his *lay on hands* or *cure disease* ability on two targets simultaneously, one of whom must be the paladin's mount. Both targets will receive full healing (thus if a paladin lays on hands and heals 20 hit points of damage, the mount is automatically healed for an identical amount).

Test of Ma'at (Created by Eric Boyd in *Powers and Pantheons*)

DIVINATION
Level: Cl 1, Pal 1
Range: Touch
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area of Effect: 50' wide by 120' long corridor or the Caster
Saving Throw: None
Spell Resistance: No

This spell measures whether a person or creature within the area effect has strayed from the principles of *maat* (reverence to priests, charity to guests, treating slaves properly, not making offerings to dark gods, not committing violence against the Mulhorandi, etc.) If multiple targets are within the area of effect, the caster must be fifth level to perceive different status for each individual, otherwise the group is perceived as an average of sorts.

There is a second form of this spell, where the caster may judge whether an action they plan to commit would be a violation of *maat*. The caster may only use this form of the spell once every seven days.

The material component for this spell is the caster's holy symbol, which is held over the caster's left eye with his right hand.

Thoth's Babble

ENCHANTMENT
Level: Clr 7, Sor/Wiz 7
Range: Touch
Components: V,S
Duration: Permanent
Casting Time: 1 action
Target: One book, spellbook, or scroll
Saving Throw: Will (negates)
Spell Resistance: Yes (harmless)

This variation of the *feeblemind* spell is cast on a scroll, spellbook, or holy book (such as the Book of the Dead). If anyone except the spellcaster attempts to use the papers on which this spell is placed, they must make a saving throw against spell or be *feebleminded*. Consult the Player's Handbook, p. 168, for the appropriate penalties for this spell.

Trail in the Sand

ALTERATION

Level: Ranger 2

Range: Touch

Components: V,S

Duration: 10 minutes/level

Casting Time: 1 action

Target: ½ mile in the straight line from the caster

Saving Throw: No

Spell Resistance: No

This spell allows the ranger to make a narrow path in the sand (1' wide by ½ mile long) that allows anyone who traverses it at normal movement. The trail will always vanish after the ranger walks over it. The trail also vanishes when it no longer touches desert sand, or when it's struck by water (i.e. rain). It will allow people to safely walk through magical quagmires, such as *sandtrap* spells.

True Face

DIVINATION

Level: Clr 4, Sor/Wiz 4

Range: Touch

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 action

Target: One reflective surface

Saving Throw: No

Spell Resistance: No

This divination spell works on a reflective surface, such as a mirror, polished shield, or pool of water. When this spell is cast, and someone who is disguised (through magic or other means) looks upon the reflective surface, their true face will appear in the reflection. Obviously, this spell will not affect those with no reflection (such as vampires). The material component is the reflective surface that is used in the spell.

Truth's Bright Flame

EVOCATION, ENCHANTMENT

Level: Clr 5, Pal 4

Range: Touch

Components: V,S,M

Duration: 1 round/level

Casting Time: 1 action

Target: 1 Weapon

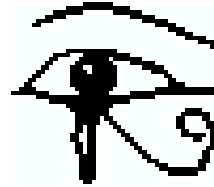
Saving Throw: Yes (partial, see below)

Spell Resistance: Yes (partial, see below)

This spell is favored by Mulhorandi paladins. It ignites a weapon with holy flame, which does +1d6 extra damage, +1d6 additional damage against Chaotic Creatures, +2d6 additional damage against Evil Creatures, and an additional +2d6 damage against Undead. In addition, any being struck by the weapon must make a Will Save against DC 10 + Wielder's Level + Wielder's Charisma modifier, or they will be treated as though they were in a *zone of truth*; this effect lasts one minute/wielder's level). The material component is a drop of paladin's blood.

Udjat

EVOCATION (SUN)
Level: Clr 5, Pal 4
Range: Touch
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 1 Weapon
Saving Throw: No
Spell Resistance: No



The Udjat eye, the eye of Horus-Re, is a powerful symbol of the sun god. When casts upon a weapon, the eye of Horus-Re magically appears on the hilt of the weapon, and the weapon radiates intense heat and a low level sunlight, which allows the wielder to inflict an additional 1d6 points of Fire damage. In addition, whenever his weapon successfully damages undead, the wielder gets an additional chance to turn undead as a Free Action. The wielder must be capable of turning undead (ie. be a paladin or a cleric) in order to get this additional action.

The eye of Horus-Re provides protection from blindness while the weapon is held; the wielder receives a +4 bonus to all saving throws against spells meant to blind the wielder while under the influence of the spell. However, should the caster be blinded, the *udjat* will be instantly dispelled.

Wall of Dust

EVOCATION (EARTH)
Level: Sor/Wiz 2
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 20' high by 60' wide by 1" thick surface
Saving Throw: No
Spell Resistance: No

This spell causes a wall of dust to come into existence. This wall will block anyone who tries to pass through; a Strength Check with a DC of 22 is required to go through this barrier. A magical spell that does damage (such as a magic missile or fireball) will cause the wall of dust to instantly collapse, but the wall is otherwise impervious to physical attacks. Anyone caught in the area of effect when the spell is cast must make a Reflex save against the Caster's DC or take 1 hit point of suffocation damage. The material component for this spell is a handful of dust.

Wall of Glass

EVOCATION (EARTH)
Level: Sor/Wiz 2
Range: Medium (100 ft. + 10 ft./level)
Components: V,S,M
Duration: 1 round/level
Casting Time: 1 action
Area Effect: 10' tall by 50' long by 1/4" thick surface
Saving Throw: No
Spell Resistance: No

This spell causes a wall of glass, to a maximum dimension of 400 square feet by 1/4" thick, to come into existence. This wall will block anyone who attempts to pass through it. The wall can be shattered by any

attack, but the shards of the wall will inflict 2d6 damage to all within 20 feet of the wall when it is destroyed. The material component of this spell is a sliver of glass.

MAGIC ITEMS

POTIONS

Unther Holy Oils

Holy Oils of Unther are brewed by the priesthoods of Isis (in her guise as the Untheric deity Ishtar), the priesthood of Gilgeam, and the Enkidion. They are primarily composed of olive oil, but with holy water, flower extracts and spices added to the elixir. The Holy Oils of Unther have very strong odors; either musky (for oils such as Wrestler's Oil), or an overwhelming perfume (for oils such as Oil of Beauty).

Holy Oils require:

- a Brew Potion feat
- a successful Alchemy roll
- three days worth of work.
- The presence of a priest to cast a *Bless Water* spell on the oil at the conclusion of the brewing.
- Expenditure of appropriate xp (see individual Oil)
- Expenditure of appropriate gp (see individual Oil)

The level of the Enkidi must equal the level of the Caster Level listed in the prerequisite, so the most potent Oils can only be brewed by Enkidion masters.

All Holy Oils may only be applied and worn while the majority of the character's body is exposed (full nudity is not required, but any armor will negate their effect). They are poured on the top of the character's head, and work instantaneously.

Note: The secret of Oil of Agelessness (Old Empires, p. 81) is not known to the Enkidion.

Oil of Armor

When creatures anoint itself with this oil, they are bestowed with a magical toughness that gives them a base armor class of 16. This armor class is cumulative with shields, dexterity and magical bonuses, but is spoiled when the target equips himself with any other form of armor (including bracers). The effects last 6+1d6 hours.

Oil of Armor cannot be used to reduce the toughness of a creature whose natural toughness armor exceeds 16.

Caster/Enkidion Level: 3rd. Prerequisite: *Brew Potion/Distill Oil*, caster level 3rd+, *Market Value*: 500 gp.
Cost to Create: 100 gp + 75 xp

Oil of Beauty

This oil, concocted from olive oil, a crushed pearl, and ash from the Purple Plains. When distilled and placed on a target's body, it increases the target's charisma by 1d4+1 points for three hours. Furthermore, anyone targeted by the wearer receives an additional -2 penalty to DCs on all Willpower saves, provided they are of appropriate race, gender, etc. to find the wearer attractive (DM call).

Caster/Enkidion Level: 5th. Prerequisite: *Brew Potion/Distill Oil*, caster level 5th+, *Market Value*: 5000 gp.
Cost to Create: 1000 gp + 25 xp

Oil of Flame-Touch

This brew causes anything that makes contact with the wearer to burst into flames. If grappling or punching, the wearer receives a bonus of 1d4 magical fire damage, and if the wielder is struck by a melee weapon, the weapon erupts into flames, doing 1d3 points of damage each time it makes contact. This effects of this oil lasts ten rounds.

Caster/Enkidion Level: 5th. Prerequisite: *Brew Potion/Distill Oil*, caster level 5th+, *Market Value*: 5000 gp.
Cost to Create: 1000 gp + 75 xp

Oil of the God-Kings

This brew is the ultimate creation of the Enkidion. It imbues the wearer with divine energy, increasing each of the wearer's stat scores by +4, and granting 5 points per round regeneration. The effects of this oil last for ten rounds; after which the wearer loses 4 points of strength and dexterity for three hours.

Caster/Enkidion Level: 8th. Prerequisite: *Brew Potion/Distill Oil*, caster level 8th+, *Market Value*: 25000 gp.
Cost to Create: 5000 gp + 250 xp

Oil of Songs.

This brew enhances the wearer's voice so they have a +1 bonus to Charisma and a +2 bonus to all song Perform skill rolls. The effects of this roll lasts 10 +1d6 minutes.

Caster/Enkidion Level: 3rd. Prerequisite: *Brew Potion/Distill Oil*, caster level 3rd+, *Market Value*: 1000 gp.
Cost to Create: 200 gp + 25 xp

Runner's Oil

This oil makes an Enkidid very fleet of foot. It increases an Enkidid's base movement by 10, and doubles any armor class bonuses due to Dexterity, as long as the Enkidid has moved that round (if they haven't moved, they only get normal Dexterity bonuses). The effects of this oil lasts 10 + 1d6 rounds.

Caster Level: 4th. Prerequisite: *Brew Potion/Distill Oil*, caster level 4th+, *Market Value*: 2500 gp. *Cost to Create*: 500 gp + 50 xp

Wrestler's Oil

This oil transforms the Enkidid into an even more formidable fighting machine. It adds +2 to all Wrestling checks, and adds +4 to the damage from a Wrestling attack, adds +2 to the opponent's DC necessary to save vs. a chokehold, and adds +1 stat damage to any stat damage done by a bonebreaking attack. The effects of this oil lasts 10 + 1d6 rounds.

Caster Level: 6th. Prerequisite: *Brew Potion/Distill Oil*, caster level 6th+, *Market Value*: 5000 gp. *Cost to Create*: 1000 gp + 75 xp

WEAPONS

Dervish Blade

Description: Brandished by desert nomads of Murghom, this sword aids in the survival of those who wander the grave wastes. If this sword is used on a large desert stone, then once per day it can cause a small spring to sprout from the spot (16 gallons)

Powers: Khopesh +2, Endurance feat (permanent), Create

Caster Level: 8th

Prerequisites: Craft Magic Arms and Armor, *create water*, *endurance*.

Market Price: 14800 gp

Cost to Create: 7800 gp + 630 XP

Weight: 12 lb.

Fool's Sword

Description: Although it appears to be a normal sword, this weapon was probably made as a joke by some bored craftsman commenting on the intelligence of warriors.

Powers: Longsword +1, *up to* +5 bonus for fools, *aid* 1/day; fools receive a +1 to attack and damage bonus for every negative INT modifier they possess, and automatically receive *aid*, 1/day, just before they commit a foolish act.

Caster Level: 8th

Prerequisites: Craft Magic Arms and Armor, *confusion*, *aid*

Market Price: 74,280 gp

Cost to Create: 37,140 gp + 2971 XP

Weight: 12 lb.

Invisible Blade

Description: Forged hundred of years ago by the Master Smith Holin, this scimitar's blade is actually visible only on the Ethereal Plane.

Powers: Khopesh +3 Ghost-Touch, Bane vs. Undead, Bane vs. any creature with Damage Reduction, Can only be Sundered or Disarmed on the Ethereal Plane

Caster Level: 16th

Prerequisites: Craft Magic Arms and Armor, *ethereality*,

Market Price: 200800 gp

Cost to Create: 100400 gp + 8032 XP

Weight: 12 lb.

Khopesh of Truth

Description: Crafted by the smiths of Gheldeneth five hundred years ago, eight of these shining silver blades were made, of which six have been lost or destroyed over the centuries. The hilt is marked with the symbols of Horus-Re and Thoth, the eye set in the Ibis, and Mulhorandi hieroglyphs that tell the story of a famous liar having his tongue removed by Horus. The blade burns whenever the person who holds it tells a lie, but can also compel people to tell the truth.

Powers: Khopesh +3, *burning truth* (permanent), wielder can cast a *zone of truth* spell (50 charges).

Caster Level: 5th

Prerequisites: Craft Magic Arms and Armor, *burning truth*, *zone of truth*

Market Price: 59565 gp

Cost to Create: 29565 gp + 2382 XP

Weight: 12 lb.

RINGS

Ring of Horus-Re

Description: This yellow gold band bears the emblem of the *udjat*, the eye of Horus-Re, with the eye itself outlined in turquoise.

Powers: Detect Undead, Negative Energy Protection (50 charges).

Caster Level: 7th

Prerequisites: Forge Ring, *detect undead*, *negative plane protection*

Market Price: 22000 gp

Cost to Create: 11500 gp + 840 XP

Weight: 0 lb.

Ring of Thunder

Description: This yellow gold band bears the emblem of Anhur, a spear surrounded by four feathers.

Powers: This ring allows the wearer to manipulate lightning. He can cast *protection from elements*, *ball lightning* (see Magic of Faerûn), 50 charges.

Caster Level: 7th

Prerequisites: Forge Ring, *protection from elements*, *ball lightning*

Market Price: 46000 gp

Cost to Create: 24000 gp + 1840 XP

Weight: 0 lb.

RODS, WANDS, AND STAVES

Staff of Stunning

Description: This long cedar quarterstaff is enchanted is used as a weapon and a symbol of authority by a number of Mulhorand wizards and priests.

Powers: Quarterstaff +3, on a critical hit, the attacker must make a Will Save vs. DC 17 or be hit with a *confusion* spell.

Caster Level: 12th

Prerequisites: Craft Magic Arms and Armor, Craft Staff

Market Price: 28800 gp

Cost to Create: 14400 gp + 1572 XP

Weight: 10 lb.

Staff of Sundering

Description: A quarterstaff with an iron-shod end, on which hieroglyphs depicting the storm of the gods is displayed.

Powers: Quarterstaff +3, with 50 charges. If it strikes an inanimate object, it can use one charge to cast a *shatter* spell or a *knock* spell.

Caster Level: 12th

Prerequisites: Craft Magic Arms and Armor, Craft Staff, *shatter*, *knock*

Market Price: 19750 gp

Cost to Create: 9875 gp + 790 XP

Weight: 10 lb.

WONDROUS ITEMS

Amulet of Remedies

Description: This brown amethyst, set in a string of woven gold, is a powerful curative. It needs to touch the victim's tongue to work its magic.

Powers: Cure Disease, Neutralize Poison, Remove Curse (50 charges).

Caster Level: 7th

Prerequisites: Craft Wondrous Item, *remove curse*, *remove disease*, *neutralize poison*

Market Price: 44500 gp

Cost to Create: 22500 gp + 1780 XP

Weight: 1 lb.

Bird of Ba

Description: An exquisitely bejeweled bird that protects people from incoming missile fire.

Powers: The Bird of *Ba* is a special Ioun stone, in the shape of a gold swallow covered with gems, that flies beside its owner and wards away missiles by grabbing them in its beak. Like an Ioun stone, it has an Armor Class of 24, Hardness of 5, and 10 hit points.

Caster Level: 15th

Prerequisites: Craft Wondrous Item, *levitate*, *protection from arrows*

Market Price: 70000

Cost to Create: 40000 gp + 2800 XP

Weight: 1 lb.

Box of Death

Description: This small gold, jewel-laden box, is adorned with the horned lady symbol of Isis.

Powers: When opened, and the true name of a target is spoken, three powerful effects come into play. First, the victim must make a Will Save vs. DC 22 or fall under the effect of a *slow* spell. Second, the victim must make a Reflex Save vs. DC 22 or be unable to cast any spells or utilize spell-like effects. Third, a *creeping doom* of scarab beetles will emerge from the box and attempt to kill the target.

Caster Level: 15th

Prerequisites: Craft Wondrous Item, *creeping doom*, *anti-magic shell*, *slow*.

Market Price: 240000 gp

Cost to Create: 120000 gp + 9600 XP

Weight: 5 lb.

Jewel of Karathoth

Description: The blue-white gem has five facets, each which captures a tiny image of the person who holds it.

Powers: When activated, the Jewel of Karathoth creates an exact duplicate of the caster, down to their equipment and spells known. This duplicate will follow the original's instructions, including fighting to the death. The duplicate lasts for ten rounds, plus one round per Charisma bonus, after which time the duplicate and all of his items vanish. Every time a person is pulled out of the Jewel, one of the facets cracks; when all facets have cracked, the Jewel becomes useless. Duplicate can only be pulled out once every forty-eight hours.

Caster Level: 15th

Prerequisites: Craft Wondrous Item, *clone*, *Limited wish*

Market Price: 140000 gp

Cost to Create: 80000 gp + 7100 XP

Weight: 0 lb.

Scarab of Life

Description: This jeweled (typically sapphire) scarab beetle is set on a gold ankh. It must touch the forehead of its target to function.

Powers: *cure critical wounds (9th level) (1x day), raise dead (1x week)*

Caster Level: 9th

Prerequisites: Craft Wondrous Item, cure serious wounds, raise dead.

Market Price: 26300 gp

Cost to Create: 14300 gp + 1052 XP

Weight: 0 lb.

Talisman of Anhur-Thoth

Description: Seeing the wealth of magic items available to boost the abilities of mages, the god Anhur approached the god Thoth and asked for the lore to create similar magicks for fighters. The resulting discoveries led to the invention of the Talisman of Anhur-Thoth, which is proving to be an interesting boon to fighters in the Old Empires.

These powerful magic items have begun to appear in Unther and parts of Chessenta. They are a small gold pyramid talisman, worn on a string around a fighter's neck. To gain the powers of a Talisman of Anhur-Thoth, one must: wear the talisman openly, be a member of the fighter class, have a lawful good or neutral good alignment, swear allegiance to one of the Mulhorandi pantheon (excluding Set), and sacrifice a part of one's ka into the talisman (losing 500 xp/character level). If these conditions are met, the fighter gains access to the skills of Mulhorandi weaponsmasters, which are stored within the talisman. To maintain the powers of the Talisman, the fighter must sacrifice one treasure per year to his god; that treasure should be worth at least 5000 gold. Alternatively, the fighter may also satisfy the treasure requirement by converting at least one faithful servant to the worship of one of the non-evil deities of the Mulhorand pantheon.

When the fighter dies, the talisman changes into the form of a small golden falcon, and seeks a fighter worthy of using it. If the fighter accepts the falcon's conditions, it transforms into a talisman and becomes part of the fighter's arsenal. If the falcon is not accepted by someone who will meet its terms within seven days, it will crumble into dust. This is the only known way to destroy this talisman. Talismans cannot be sold or transferred; only death will allow a talisman to change owners.

The talismans are wrought by Horeb-Inkarna, grandmaster weaponsmith of Sultim, with the assistance of the avatars of Anhur, Thoth, and Osiris. It's obvious to western observers that the Talisman is actually a "bribe" by the Mulhorandi pantheon to convert the best high level fighters in Unther to their cause; they're currently competing against the Faerun pantheon for worshippers in that fallen country. Three talismans of Anhur-Thoth are known to exist, and it is likely that more will be forged.

Powers: The fighter gains several feats with one of the following weapons: longsword, short sword, scimitar, or khopesh (his or her choice). The feats are: Cleave, expertise, Power Attack, Quick Draw, Weapon Focus, Weapon Specialization. The fighter must meet all minimum stat, level, and other requirements to qualify for the feat.

The fighter can select one of the following powers, one per round, in addition to any action he or she may otherwise take:

- ***pierce resistance*** (-5 to any opponent's Damage Reduction against his)
- ***bluntblade*** (Damage reduction 5/-- from all slashing weapon attacks that strike him in a round).
- ***woundfrenzy*** (if the fighter has been wounded by a slashing weapon during that round, he gets a +2 attack and damage bonus on all of his subsequent attacks in that round)
- ***secondshield*** (if a fighter is being attacked by anyone wielding two weapons, the secondary weapon receives a -4 "to hit" penalty, cumulative with any other penalties that the attack may incur).
- ***shield against misfortune*** (any attacks of opportunity against the fighter receive a -4 "to hit" penalty, cumulative with the bonuses from other feats such as Mobility).

The fighter may declare their chosen power at any point in a melee round, and using it does not take an action or give an opponent an Attack of Opportunity. The talisman will not permit the fighter to negate or otherwise affect attack or damage rolls once they've been rolled.

Prerequisites: Craft Wondrous Item, *shield*, *Transformation*. *Greater Magic Weapon*

Market Price: 160300 gp

Cost to Create: 80300 gp + 8080 XP

Weight: 1 lb.

MONSTER TEMPLATES

THE MUMMY TEMPLATE

The Mulhorandi mummified many objects and creatures, not just human beings; animals such as cats, dogs, and hawks are also described as having either undergone the mummification process. This process can also be applied to other creatures, or to characters to make tougher (or magic-using) mummies.

Hit Dice: Increase to d12, +3 hit points due to Toughness. NPC creatures less than Medium size below 3 Hit Dice are boosted to 3, medium sized creatures below 6 Hit Dice are boosted to 6, creatures larger than medium size below 9 Hit Dice are boosted to 9.

Movement: Mummies have 75% of the speed of the base creature, unless it is flying, in which case the speed drops to 50% and maneuverability drops to Poor.

AC: The mummy gains +8 natural armor, unless the base creature's natural armor is greater.

Attacks: The mummy retains all the attacks of the base creature.

Damage: The mummy's attacks retains the damage values of the base creature.

Special Attacks: A mummified creature retains all the special attacks of the base creature, as well as the following.

Despair (Su): Will save DC 15 or paralyzed with fear 1d4 rounds

Mummy Rot (Su): Any successful attack forces the victim to save against Fort save DC 20, incubation 1 day 1d6 Con damage per day.

Special Qualities: A mummy retains all the special qualities of the base creature and also gains the following:

- Damage Reduction (5/+1)
- Resistance to Blows (Ex): Physical attacks only apply half damage to Mummy creatures. Apply
- Immune to mind-influencing effects, poison, disease, death affects, paralysis, stunning, *sleep*, and similar effects.
- Undead: Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
- Darkvision 60 feet.
- Fire vulnerability: double damage from fire, save for normal, fail for double

Saves: Same as the base creature.

Abilities: Modify the base creature as follows: Str +8, Dex -4, Con [No score], Int -5 (minimum 1), Wis -2, Cha -2 (minimum 1).

Skills: +4 bonuses to Move Silently, Spot

Feats: Alertness, Toughness.

Climate/Terrain: Any desert and underground

Organization: Solitary, wardens (2-4), or guardians (6-10)

Challenge Rating: Up to 10 HD: as base creature +3; 11+ HD: as base creature +2

Treasure: None

Alignment: Always lawful evil (unless summoned by good-aligned gods)

Advancement: Same as the base creature

MUMMY CROW (minion of Horus-Re)

CR 7; Size S; HD 3d12+3; hp 24; Init +5 (+1 Dex, +4 Improved Initiative); Spd: 5 ft, Fly 20' (poor); AC 20 (+8 Natural Armor, +2 Size); Attack +8 Claw; Damage: Talon 1d2-1, SV Fort +2, Ref +3, Will +2; AL LG; Str 9, Dex 11, Con --, Int 1, Wis 12, Cha 4; SA: Mummy Rot, Fear; SQ: Damage Reduction (5/+1), Resistant to Blows (half damage), Undead Immunities, Double Damage From Fire; Skills and Feats: Listen +6, Spot +10; Alertness, Toughness, Weapon Finesse (claws)

THE HALF-SPHINX TEMPLATE

In times of dire need, when it seems like even the gods have failed them, Mulhorandi will venture into the desert and seek out the oracular aid of the androsphinxes. Most Mulhorandi who find them are devoured, but occasionally, through magical means, the androsphinx will spread its seed into the traveler and release them. Those who are born of woman and sphinx are monsters, with the creature's face on the body of a winged lion (equal in same size to the original creature). Half-sphinxes are usually cast into the desert (though with the expectation that sphinxes are their proper parents and will care for them).

Hit Dice: Increase to d10. NPC creatures less than Medium size below 4 Hit Dice are boosted to 4, medium sized creatures below 8 Hit Dice are boosted to 8, creatures larger than medium size below 12 Hit Dice are boosted to 12.

Movement: Half-sphinxes have normal human movement rate, and wings that allow them to fly at 40 ft. with Poor maneuverability.

AC: The half-sphinx gains +5 natural armor, unless base creature's natural armor is greater.

Attacks: The Half-Sphinx gains claw attacks in addition to the creature's base attacks, if they did not already possess them.

Damage: If the base creature did not have Claw attacks, consult the table below, otherwise use the creature's base claw damage.

Size	Damage
Fine	--
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

Special Attacks: A half-sphinx retains all the special attacks of the base creature, as well as the following.

Roar (Su): Once per day, the half-sphinx can roar, affecting all creatures in a 100-foot radius. Anyone caught in the area of effect must make a Will Save vs. DC 17 or be subject to a *fear* spell for one round/level or hit dice.

Saves: Same as the base creature.

Abilities: Modify the base creature as follows: Str +0, Dex -1, Con +0, Int +0 (minimum 1), Wis +3, Cha +1

Skills: +4 bonuses to Intimidate, Move Silently, Spot

Feats: Power Attack, Improved Bull Rush

Climate/Terrain: Any desert

Organization: Solitary

Challenge Rating: Up to 10 HD: as base creature +3; 11+ HD: as base creature +2

Treasure: None

Alignment: Same as the base creature

Advancement: Same as the base creature

HALF SPHINX STONE GIANT (minion of Horus-Re)

CR 10; Size L; HD 14d10+56; hp 126+; Init +2 (+2 Dex); Spd: 40 ft, Fly 40' (poor); AC 18 (+5 Natural Armor, +1 Dexterity, -1 Size, +3 Hide); Attack +17 Claw/+12 Claws; Damage: Talon 1d6+12, SV Fort +13, Ref +6, Will +4; AL N; Str 27, Dex 14, Con 19, Int 10, Wis 13, Cha 12. SA: Rock Throwing Rock Catching, Roar; Skills and Feats: Climb +10, Hide +0, Jump +10, Listen +4, Spot +7; Bull Rush, Combat Reflexes, Improved Bull Rush, Point Blank Shot, Precise Shot, Power Attack.

HALF SPHINX WARHORSE

These beasts with horse's heads and the body of a winged lion are sometimes used as steeds for Mulhorandi paladins.

CR 8; Size L; HD 8d10+24; hp 69+; Init +1 (+1 Dex); Spd: 50 ft, Fly 40' (poor); AC 15 (+5 Natural Armor, +1 Dexterity, -1 Size); Attack +10/1d6+4, SV Fort +7, Ref +5, Will +2; AL N; Str 18, Dex 12, Con 17, Int 2, Wis 16, Cha 7. Face/Reach 5x10 ft./5 ft.; SQ Scent; AL N; SV Fort +7, Ref +5, Will +2

Skills and Feats: Intimidate +4, Move Silently +4, Listen +7, Spot +11; Power Attack, Improved Bull Rush

DESERT WRAITH TEMPLATE

Those killed by the Skriaxit or the Imaskaraloth, or those who die of the heat in the most unholy areas of the Raurin are doomed to become desert wraiths, hideous undead that switches between a wraith and a jackal form, and haunts the waste lands looking for souls to drain.

Hit Dice: Increase to d12, NPC creatures less than Medium size below 3 Hit Dice are boosted to 3, medium sized creatures below 6 Hit Dice are boosted to 6, creatures larger than medium size below 9 Hit Dice are boosted to 9.

Movement: Desert wraiths have 75% of the speed of the base creature, except in Jackal form, where they have a base movement of 50 ft. In Jackal form, they may also burrow at a speed of 10 feet/round.

AC: The desert wraith gains +8 reflection bonus to their armor class, unless the base creature's natural armor is greater.

Attacks: The desert wraith has a touch attack in human form, and a bite attack in jackal form.

Damage: The desert wraith's attack does 1d4 hit points damage and 1d6 points of Constitution damage; whatever is brought to 0 Constitution is reborn as a desert wraith in twenty-four hours. In Jackal form the desert wraith inflicts 1d6 + Strength Modifier with its bite.

Special Qualities: A desert wraith retains all the special qualities of the base creature and also gains the following:

- Damage Reduction (10/+1)
- Spell Resistance 16.
- Intangibility. All attacks have a 50% chance of missing unless they're Ghost-Touched.
- Immune to mind-influencing effects, poison, disease, death affects, paralysis, stunning, *sleep*, and similar effects.
- Undead: Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
- Darkvision 60 feet.
- Switch between wraith and jackal form as a free action, once per round.
- Solar vulnerability: destroyed in sunlight.

Saves: Same as the base creature.

Abilities: Modify the base creature as follows: Str +0, Dex +4, Con [No score], Int -5 (minimum 1), Wis -2, Cha -2 (minimum 1); Skills: +4 bonuses to Move Silently, Spot, Hide; Feats: Alertness, Dodge, Mobility, Spring Attack (all in Jackal form only)

Climate/Terrain: Any desert and underground

Organization: Solitary, wardens (2-4), or guardians (6-10)

Challenge Rating: Up to 6 HD: as base creature +2; 7+ HD: as base creature +1

Treasure: None

Alignment: Always lawful evil (unless summoned by good-aligned gods)

Advancement: Same as the base creature

PEOPLE OF THE OLD EMPIRES

PHARAOH HORUSTEP III

Personal History

Horustep was born in the year 1346 D.R., and ascended the throne in 1357 DR. Despite his youth, he proved an energetic pharaoh, immediately dismissing corrupt advisors and replacing them with wiser ones. In 1358, he was shaken by the Time of Troubles, which effectively ended the days of the Incarnations and God-Kings, and brought the Mulhorand pantheon into the mainstream of Faerun divine law. Horustep has been the chief instrument by which the gods have reacted in Mulhorand, creating new orders, ordering new campaigns against Thay and the sahuagin, forging closer ties between Mulhorand and the West, and (upon the death of Gilgeam) finally launching a "rescue" (others call it an invasion) of shattered Unther.

In 1359, still 13, Horustep became engaged to Korethys, a daughter of House Thulhani, who traced its bloodline to the incarnations of Isis and were often used as their vessels. The love between Horustep and Korethys was genuine and deep, but Korethys was murdered by the vengeful Set priestess Nekaset, and Horustep has not taken a wife since her death. Only recently has Horustep become romantically involved again; he's become enamoured with the foreign mercenary Kendera, and the bureaucrats of Mulhorand are alarmed by their reckless pharaoh's closeness with an "outsider". Although Horustep is closer to the West than any Pharaoh has ever been, the West generally fears or mistrusts him, especially because of Mulhorand's invasion of Unther and its continuing practice of slavery.

Horustep has been given numerous nicknames and accolades: Scion of the Sun, the Rising Khopesh, Staff of the Gods, Paladinmaker, He Who Hunts Serpents, Nemesis of Thay, Last of the God-Kings, and the Warrior Prince. The latter is no mere boast; unlike other pharaohs in the last millenium, Horustep has gone directly into battle on numerous occasions. He has been credited with several victories against Thay, and he has also joined in the Unther campaign. Horustep stood at the head of Mulhorand's army when Unthalass fell (primarily to make certain that the capital, once the most magnificent city in the world, was treated with respect by the invading Mulhorandi).

Horustep's role in the rousing of Mulhorand has made him the most beloved pharaoh in centuries, but the most hated by the bureaucracy. Nonetheless, he's proven as skillful a politician as his mentor, the now deceased vizier Rezim, and no faction in Mulhorand would dare to openly challenge his authority (though many try to circumvent it). His stats are:

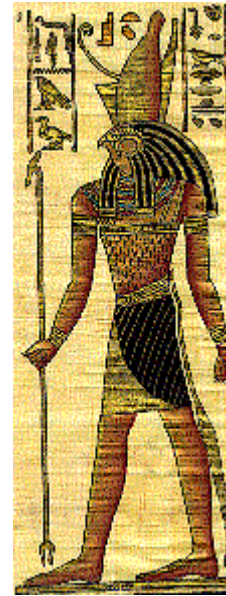
Horustep III, male aasimar Pal6/Clr4: CR 15; Size M (6 ft., 1 in. tall); HD 6d10+36 + 4d8+24; hp 115+; Init +1 (+1 Dex); Spd 30 ft.; AC 28 (+1 Dex, +9 Armor, +5 Shield, +3 Crown); Attack +13/+8 melee, or +10/+5 ranged; SV Fort +16, Ref +10, Will +16; AL LG; Str 19, Dex 12, Con 23, Int 13, Wis 18, Cha 19. Languages Spoken: Mulhorandi, Ancient Mulhorandi Skills: Concentration +8, Ride +12, Diplomacy +10, Handle animal +13, Scry +1, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +6, Move Silently +1, Spot +6, Spellcraft +7. Feats: Leadership, Power attack, God-King Blood (see below), Mounted Combat, Exotic Weapon Proficiency (Khopesh). Special Abilities: Royal Retinue (see Magic Items, below), Chosen of Horus-Re (see below). Acid, Cold, Electricity Resistance 7, *Light* (once per day), Darkvision.

Paladin Spells Per Day: 2.

Cleric Domains: Sun, Law

Cleric Spells Per Day: 5/4+1/3+1

Magic Items



The Crown of Re

This artifact is the imperial crown of Mulhorand and the most treasured item in the Pharaoh's retinue. It's a Helm of Brilliance whose gems regenerate a day after they've been used; the crown also grants a +3 bonus to armor class, and immunity to curses and level drains. Furthermore, if the crown is ever stolen, each day the thief must make a Will save of DC 15 + Wearer's Total levels, or lose 1d6 of a random stat. If any stat drops below 1, the afflicted character becomes a ghoul.

The Khopesh of Anhur-Re

This blade was forged over thirty-five hundred years ago, and was used as a weapon in the ancient war against the Imaskari; this is the most powerful weapon wielded by a mortal in the Old Empires. It's a +3 Dancing, Bane (vs. evil aligned-magic users), Spellstoring blade. The Khopesh has a 18 Wisdom, 17 Intelligence, and 15 Charisma. It is also one of the Pharaoh's closest advisors; ignored for centuries prior to the rising of Horustep, the sword is enjoying its newfound respect.

The Armor of Re-Solar

This ancient suit of glowing armor was made for one of the great Mulhorandi generals of the Orcgate War, and given to Horus as a gift upon his death. This is a suit of +1 full plate armor, heavy fortification, spell resistance (20).

The Shield of Heru

Horus has possessed this shield since the days of the Imaskari. This large +3 Iron shield has the Arrow Deflection and Reflection abilities.

Wondrous Bracers of Thoth

These bracers allow anyone who wears them to read any scroll, without failure. In addition, the wearer receives a saving throw against any curse that has no saving throw, and receives a +4 bonus to the saving throw against any curse (provided it has a saving throw).

Scarab of Victory

When this jewel is cracked, a scarab beetle will emerge and bite the wearer, inflicting 1d4 damage (at which point the beetle dies). However, the magic of the beetle will confer an enchantment on the wearer and his allies. All allied troops within 120' will be raised by two levels, and they will receive an additional +2 AC bonus and a +2 saving throw bonus. This effect lasts for three hours.

CHOSEN OF HORUS-RE TEMPLATE

There are two known Chosen of Horus-Re: Pharaoh Horustep III (Cl4/Pal6) and his cousin, Ramsetis, (Clr 3, Pal 5). The Chosen of Horus-Re have the following special abilities:

CR: +4

Bonus Spells (Sp): For each spell level possessed by the character, they get an additional spell from the Sun sphere.

Damage Resistance: The Chosen of Horus-Re has 15/+1 Damage Reduction.

Test of Maat (Su): The Chosen of Horus-Re can judge whether someone is considered wicked by the standards of the Mulhorandi pantheon, at will.

(This generally involves how far their alignment varies from Mulhorand's preferred alignment of lawful good).

Spell Immunity (Su): The Chosen of Horus-Re are immune to all spells from the Sun and Death domains.

Eye of Fire (Su): The Chosen of Horus-Re can cast an Eye of Fire at a single creature within 120 yards, as a full attack action, at will, doing 1d4 fire damage per level (1d6 vs. Undead), Combustible objects will be ignited. A Reflex save vs. DC 24 will save for half damage.

Reincarnation (Su): If the Chosen marries someone who's taken the Greater God-King blood feat, they may bequeath their Chosen status to a male heir upon death.

Summon Divine Minion (Su): Once per day, the Chosen of Horus-Re may summon a divine minion (either a Hawk or a Lion) to protect him.

Abilities: All Chosen have a +10 enhancement bonus to their Constitution score.

DIVINE MINION

CR 6; Size M or Animal Form; HD 6d10+18; hp 54+; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft or by animal form.; AC 22 (+9 Natural Armor, +3 Dexterity); Attack +11/+6 melee, or +9/+4 ranged or by animal form; Damage: 1d12+7 weapon or by animal form SV Fort +9, Ref +9, Will +5; AL LG; Str 21, Dex 16, Con 16, Int 13, Wis 16, Cha 17. Languages Spoken: Mulhorandi, Ancient Mulhorandi; SQ: Spell Resistance 13; Animal Form. Skills and Feats: Balance +3, Intimidate +6, Jump +5, Knowledge Arcana +5, Listen +6, Move Silently +6, Spot +6; Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack.

Lion: Armor Class 21 (+9 Natural Armor, +3 Dexterity, -1 Size); Attack: 2 Claws +11 melee, bite, +6 melee; Damage: Claw 1d4+5, Bite 1d10+5; Spd: SQ: Improved Grab, Pounce, Scent.

Hawk: Armor Class 23 (+9 Natural Armor, +3 Dexterity, +1 Size); Attack: 2 Claws +11 melee, 1 bite, +6 melee; Damage: Claw 1d3+5, Bite 1d4+5; Spd: 10 ft, Fly 80' (average) SQ: Fly-by attack.

THE FANGS OF SET

The Fangs of Set are a team of adventurers in the service of Set, Lord of Night, Plague of the Wastes, the Striking Serpent of Hate, He Who Has Eyes In The Shadows of Vultures, etc. Around 1330 DR, Set became dissatisfied with his outcast state, which led to the cultivation of four souls, powerful enough to do his bidding, and cunning enough to destroy the most powerful champions of the land of Eternity. The Fangs first struck in CY 1351, assassinating the Pharaoh's champion, Valest-re. Five years later, they murdered Pharaoh Akonhorus, which led to the ascension of the current Pharaoh Horustep. Since their plan to dethrone Horustep was foiled in CY 1366 by the Paladins of the Risen Scepter, they've remained quiet, but now that the Mulhorandi are spreading themselves into Unther, the Fangs are seeing new opportunities and are becoming active again.

The Fangs of Set have major bases in Skuld, Sampranasz, and in the tower of Set within Raurin, and minor bases scattered throughout the Old Empires and Southern Thay. The chief members of the Fangs are extremely powerful and dangerous men, augmented by Set's magicks with abilities that place them well beyond human ken.

HODKAMSET

Male human Nec18/Arcane Devotee2/Epic2 (+2 spell levels): CR 22; Size M (5 ft., 11 in. tall); HD 18d4+72 + 2d4+8; hp 129; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 Staff Bonus); Attack +12/+7 melee, or +12/+7 ranged; SV Fort +10, Ref +8, Will +15; AL LE; Str 15, Dex 14, Con 18, Int 21, Wis 12, Cha 16.

Languages Spoken: Chondathan, Draconic, Mulhorandi, Infernal, Undercommon, Untheric.

Skills: Alchemy +19, Balance +7, Concentration +20, Craft +18, Diplomacy +12, Disguise +11, Hide +2, Intimidate +6, Knowledge (religion) +13, Knowledge (arcana) +10, Listen +4, Move silently +2, Ride +5, Scry +9, Search +6, Sense motive +10, Spellcraft +18, Spot +10;

Feats: Brew potion, Craft magic arms and armor, Craft staff, Craft wondrous item, Forge ring, Heighten spell, Quicken spell, [Scribe scroll], Silent spell, Spellcasting Prodigy [FR], Spell focus (necromancy), Still spell.

Wizard Spells Known (4+1/ 6+1/ 5+1/ 5+1/ 5+1/ 4+1/ 4+1/ 4+1/ 4+1/ 1/1) [no illusionist spells allowed due to necromancer]:

0th -- Detect Magic, Detect Poison, Disrupt Undead, Mage Hand, Read Magic.

1st -- Burning Hands, Charm Person, Feather Fall, Identify, Magic Missile, Ray of Enfeeblement, Shield.

2nd -- Ghoul Touch, Levitate, Locate Object, Melf's Acid Arrow, Spectral Hand, Web.

3rd -- Analyze Portal (FR), Dispel Magic, Fireball, Halt Undead, Mirror of Pain, Slow.
 4th -- Bestow Curse, Contagion, Enervation, Improved Invisibility, Locate Creature, Minor Globe of Invulnerability.
 5th -- Animate Dead, Cloudkill, Cone of Cold, Greater Reverse Arrow, Hold Monster, Stone Shape, Teleport.
 6th -- Analyze Dweomer, Circle of Death, Disintegrate, Mass Haste, Mass Suggestion, Spear of Death.
 7th -- Control Undead, Dispel Magic (quickened) Finger of Death, Grimwald's Greymantle [FR], Mass Invisibility.
 8th -- Death Bolt, Protection from Spells, Storm of Retribution, Summon Monster VIII.
 9th -- Animate Dead (quickened), Dispel Magic (Heightened, Quickened, Still), Energy Drain, Gate, Soul Bind, Wail of the Banshee.
 10th -- Summon Monster VI (Fiendish viper, huge snake) (quickened)
 11th -- Summon Monster VII (Hamatula) (quickened).

STAFF OF THE NECROMANCER

This minor artifact is one of Hodkamset's most prized possessions. This staff may only be used by a Necromancer, and grants the following powers and spells.

- Negative Plane Protection, when held
- +4 to all Concentration rolls with Necromancy spells
- +4 Natural Armor bonus
- +4 bonus to all rolls to Turn, Rebuke, or Control Undead

The staff allows the caster to use *shroud of undeath* at will, and also contains the following reservoir of spells, cast as an 18th level Necromancer: *Animate Dead*, *Death Armor*, *Control Undead* (costs 2 charges), *Enervation*, *Grimwald's Greymantle*, *Halt Undead*, *Revenance*, *Skeletal Guard* (costs 2 charges), and *Undead Lieutenant*, *Vampiric Touch*.

The staff may be retouched to full charges even if it has been fully drained, if it is ever held by the Avatar of Set.

Resale Value: 235000 gp

Advancement: Hodkamset should be treated as an 18th level Necromancer in CY 1358, with full levels by CY 1372.

Background: Formerly a mage in the service of the death god Osiris, Seostris was lured to service of Set by promises of power, and he now calls himself Hodkamset. Although several plans to destroy the Pharaoh have gone awry, he wanders the world in various guises seeking ways to destroy the power of the gods of Mulhorand. He leads the Fangs of Set, the evil god's most deadly agents.

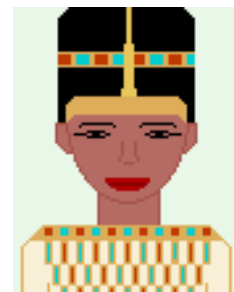
NEKISET

Female human Clr17, Hierophant 2: CR 19; Size M (5 ft., 7 in. tall); HD 19d8+80; hp 189; Init +1 (+1 Dex); Spd 30 ft.; AC 28 (+1 Dex, +13 Armor, +4 Shield); Attack +17/+12/+7 melee, or +15/+10/+5 ranged; SV Fort +15, Ref +9, Will +18; AL LE; Str 16, Dex 13, Con 18, Int 14, Wis 20, Cha17.

Languages Spoken: Mulhorandi, Draconic, Infernal, Common.

Skills and feats: Concentration +19, Craft +9, Diplomacy +7, Heal +13, Hide +1, Knowledge (religion) +20 Knowledge (arcana) +6, Listen +7, Move silently +1, Scry +21, Spellcraft +10, Spot +5; Combat casting, Enlarge spell, Forge ring, Improved Critical (heavy flail), Maximize spell, Quicken Spell, Silent spell, Weapon focus (heavy flail).

Domain Abilities: Evil spell cast as +1 caster level; Use scrolls, etc. as a 10th level wizard



Hierophant Abilities: Blast Infidel, Divine Reach

Cleric Domains: Evil, Magic

Cleric Spells Per Day: 6 /7+1/ 6+1/ 6+1/ 6+1/ 5+1/ 4+1/ 3+1/ 2+1/ 1+1

0th: Detect Magic, Detect Poison, Guidance, Mending, Read Magic, Resistance

1st: Deathwatch, Detect Undead, Divine Favor, Doom, Entropic Shield, Magic Weapon, Protection From Good, Sanctuary.

2nd: Animal Messenger, Death Knell, Desecrate, Identify, Hold Person, Resist Elements, Shatter.

3rd: Animate Dead, Bestow Curse, Blindness, Contagion, Dispel Magic, Prayer, Wind Wall

4th: Death Ward, Freedom of Movement, Imbue With Spell Ability, Inflict Critical Wounds *2, Poison, Spell Immunity.

5th: Commune, Ethereal Jaunt, Spell Resistance, Slay Living (*2), Unhallow,

6th: Anti-Magic Field, Create Undead, Harm, Plane Shift (silent), Sleeping Champion.

7th: Blasphemy, Dispel Magic (Quickened), Repulsion, Spell Turning.

8th: Ankhdoom, Cure Serious Wounds (Quickened), Protection From Spells.

9th: Energy Drain, Mordenkainen's Disjunction

Special Items:

Ring of Hell: This ring has 50 charges, with two spells: Plane Shift and Monster Summon (one charge to summon a hamatula, two charges for a Gelugon). The powers only work for LE Priests.

Resale value 114,000 gp.

Bowl of Serpents: When this item is set down on the ground and its command word spoken, a fiendish viper (huge) slithers out of it, one per round, for ten rounds. The bowl may be triggered once each day. All snakes vanish twelve rounds after the command word's spoken. The snakes have the following stats:

Snake, Huge Fiendish Viper, (Large Animal); CR 3; HD 4d8; hp 22; Init +4 (Dex); Spd 20, Climb 20, Swim 20ft; AC 15; (-2 Size, +4 Dex, +3 Natural) Att: Bite +4; Dmg 1d4 & Poison; Face 5 x 5; Reach 10; SA Poison (Fort DC 13, 1d6 Temp Con Damage); SQ Scent (Track prey by scent); Fort +5; Refl +8; Will +2; Str 10 Dex 19 Con 13 Int 3 Wis 12 Cha 2; Skills: Balance +12, Climb +12, Hide +3, Listen +9, Spot +9. Feats: Weapon finesse (Bite).

Special Abilities: Smite Good (add +4 damage to attacks vs. goods, usable 1x day), Darkvision (60'), Cold and fire resistance 10, Damage Reduction 5/+1, SR 8

Resale value: 67,000 gp

Flail of Venom: This +4 heavy flail has three snake heads, which bite when the weapon does a critical hit, forcing the victim to make a Fortitude save vs. DC 24 or take 1d6 Strength damage, followed by a secondary 1d6 Strength damage a minute later.

Armor: +3 Glamered, Fortification Full Plate, +2 Large Shield

Advancement: In CY 1358, Nekiset should be treated as a 15th level cleric; the stats reflect her current abilities.

Background: As a devious slave living in poverty in a poor Mulhorand village, Nekiset found the favor of the dark god Set through cruelty committed to other slaves. Set elevated her to the height of his priesthood. She engineered the murder of the current Pharaoh's father, and had hoped to win greater power by becoming Set's Chosen, but she has not been given that honor. She is subordinate to Hodkamset, whom (despite a partnership that has lasted for over fifteen years) she greatly despises. Kayris, a half-devil who's also in Set's service, is now her consort and enthusiastic partner in her schemes.

KAYRIS

Male half-fiend/human Ftr9/Sor5: CR 16; Size M (5 ft., 7 in. tall); HD 9d10+45 + 5d4+25; hp 151; Init +5 (+5 Dex); Spd 30 ft, Flight 30 ft (average); AC 24 (+1 natural armor, +5 Dex, +8 Studded Leather); Attack +15/+10/+5 melee, or +13/+8/+3 ranged; SV Fort +11, Ref +6, Will +8; AL LE; Str 22, Dex 20, Con 20, Int 17, Wis 10, Cha 21.

Languages Spoken: Infernal, Common, Untheric, Mulhorandi.

Skills and feats: Climb +16, Concentration +10, Craft +14, Escape artist +5, Handle animal +16, Hide +2, Jump +15, Knowledge +8, Knowledge (arcana) +10, Listen +1, Move silently +2, Pick pocket +2.5, Scry +8, Sense motive +3.5, Spellcraft +11, Spot +1, Swim +15;

Ambidexterity, Deflect Arrows, Dodge, Improved critical (battleaxe), Improved Initiative, Mobility, Power Attack, Scribe scroll, Toughness, Two-weapon fighting, Weapon focus (battle axe)

Sorcerer Spells Known (6/7/5):

0th -- Detect Poison, Flare, Ghost Sound, Light, Mage Hand, Open/Close.

1st -- Feather Fall, Magic Missile, Shield, Sleep.

2nd -- Knock, Mirror Image

Items: Keen Battle-axe +4, +3 Spiked Gauntlet of Wounding, +4 Studded Leather

Half-fiend powers: Poison 3x day, Darkvision, Immune to Poison, Acid, Cold, Fire, Electricity Resistance 20

Advancement: None. In CY 1358, Kayris was a youthful half-fiend in Set's Hell of Night and not an active adventurer.

Background: The son of a captured paladin of Horus-Re and an erinyes, Kayris was brought from Hell to Set's Raurin stronghold to be the consort of Nekiset and learn from her the cruel arts. This bat-winged half-fiend has become Nekiset's bodyguard and consort. He is also Nekiset's puppet, but he's starting to learn how to assert his independence - and enjoy it. He employs a two weapon fighting style with a spiked gauntlet as his secondary weapon, and loves to target paladins as the special object of his ire.

HAMSETIS

male human Ftr13, Champion Gladiator 5, Assassin 5: CR 22; Size M (5 ft., 5 in. tall); hp 198; Init +12 (+6 Dex, +4 Improved initiative, +2 Thug); Spd 30 ft.; AC 26 (+6 Dex, +5 Armor, +5 Ring of Protection); Attack +24/+19/+14/+9 melee, or 15/+10/+5 ranged; SV Fort +15, Ref +9, Will +7; AL LE; Str 16, Dex 22, Con 18, Int 17, Wis 12, Cha 12.

Languages Spoken: Chondathan, Common, Ignan, Mulhorandi, Orcish, Untheric, Undercommon.

Skills and feats: Balance +8, Climb +10, Disguise +4, Handle animal +13, Hide +8, Intimidate +18, Knowledge (religion) +9, Listen +9, Move silently +8, Profession (gladiator) +7, Perform +10, Sense Motive +3, Speak Language +4, Spot +8, Swim +14; Ambidexterity, Blind-fight, Dodge, Great Fortitude, Improved critical (longsword), Improved Two Weapon Fighting, Improved initiative, Improved unarmed strike, Iron Will, Power attack, Thug [FRCS], Toughness, Two-weapon fighting, Weapon focus (dagger), Weapon focus (longsword), Weapon specialization (longsword).

Assassin Abilities: Death strike (DC 19), +3d6 Sneak Attack, Uncanny Dodge (can't be flanked)

Spells:

1st: Obscuring Mist

2nd: Pass Without Trace

Champion Gladiator Abilities: Pit Fighting, Judge Opponent, Power vs. Power (-3 on Power Attacks), Bloodlust, Dispatch (DC 23)

Items:

Boots of Dimension Door. Allows a person to dimension door, as the 4th level wizard spell, as cast by a 12th level wizard. These boots are usable 3x per day, and the spell is done as a free action, without provoking an Attack of Opportunity. They may not be used twice in the same round. GP resale value: 48000 gp

Leather Armor +3, Arrow Reflecting, Spell Resistance 19; +5 Ring of Protection

Bracers of Protection From Arrows (15/+4, usable as a free action, does not provoke an Attack of Opportunity, 4x day) GP resale value: 60000 gp

Chain Longsword +4: Four times a day, the wielder can perform a chain strike, which allows him to take an attack action and make an attack roll against every opponent within a 5' radius (similar to a Whirlwind strike, but this need not be a full round action). GP Resale Value: 200000 gp

Speedy Dagger of Farbiting +3: In addition to the speed ability, this dagger can automatically perform a free strike against any target within 30', although not as attack of opportunity. Resale Value: 200000 gp

Nightmare Lion: This demonic jet-black lion, born on the savanna of Set's home plane, is Hamsetis's steed

CR 14; Outsider Beast ; HD 10d10+40; hp 108; Init +2 (Dex); Spd 50 ft; AC 22 (-1 size, +2 Dex, +11 natural); Atk +10 melee (Bite 2d8+6) +1d4 Strength, 2 claws +5 melee (1d8+3); Face (5 ft. x 10 ft.); SA (Pounce, Rake 1d6+2); SQ (Scent); AL (neutral); SV Fort +8, Ref +7, Will +3; Str 22, Dex 15, Con 18, Int 9, Wis 13, Cha 14. Skills (Jump +8, Listen +6, Spot +11* (+15 at night), Tracking, SQ- Darkvision (60') SD- SR 20.

SA-Strength Transfer- In addition to its normal abilities, the Nightmare lion's bite drains 1d3 points of Strength and transfers them to its rider. Transferred strength points are restored within 1 hour. SA- Displacement (Su): There is a 50% chance that any attack against the Nightmare Lion and its riders will miss, unless the attack can also hit ethereal creatures.

SA--Pounce (Ex): If a Nightmare lion dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

SA- Teleport (Su): Three times per day, the Nightmare Lion may teleport itself and its rider, as per the fifth level wizard spell.

SA- Rake (Ex): A nightmare lion that pounces on an opponent can make two rake attacks (+10 melee) with its hind legs for 1d8+3 slashing damage each.

Advancement: In CY 1358, Hamsetis should be treated as a 17th level fighter; the stats reflect his current abilities.

Background: Named even before the greatest Osirian paladins and Anhurite champions, Hamsetis the Lion-Devil is the greatest fighter in Mulhorand, rivaled in the other Old Empires only by King Hippartes of Akanax and Shurrupak of Unther. Hamsetis is an escaped Untheric gladiator slave who had been tortured by the Red Wizards during a long career in Thayan arenas, and who was fashioned by Set into his perfect champion of death. Despite being the most honorable and goodly of the Fangs, Hamsetis is Set's favorite, gifted with many unique magic items and a special steed. In a parley, Hamsetis is the most reasonable of the Fangs, and by far the most likely to keep his word, but in battle he's merciless, cunning, powerful, cruel, and resourceful.

Recently, Set has encouraged him to follow an assassin's path, and while he's proven extraordinarily capable at it, Hamsetis never uses his assassin abilities unless he's been ordered by Set, or he's fighting the Red Wizards; and even then, his assassin strike doesn't resemble a sneak attack as much it does an inspired quick-kill. For a time, it looked as though he had tired of the petty infighting within the Fangs and turned away from Set, but the recent war in Unther and the destruction of his Untheric homeland has hardened him against the lords of Mulhorand, and lately he has fought with a fury that even the Osirians fear.

SULIYAR

Rakshasa (4th level fighter, 10th level Shadow Dancer) CR 24; HD 7d8+28 + 4d10+16 +; 10d8+40; HP 203; Init +10 (+6 Dex, +4 Improved Initiative); Spd 40 ft; AC 32 (+6 Dex, +7 Chain Shirt, +9 natural); Atks 1 claw +19/+13 melee (1d4+4, see also below), 1 bite, +16/+11 melee (1d6+3); Reach 5 ft*5 ft. /5 ft; SA Detect Thoughts (usable as a free action, DC 15), spells (7th level sorcerer, 1st level cleric); SQ Alternate form, spell immunity (immune to spells of eighth level and lower, vulnerable to blessed crossbow bolts, damage reduction 20/+3, AL LE; SV Fort +13, Ref +15, Will +10; Str 16, Dex 22, Con 18, Int 16, Wis 16, Cha 19; Skills: Balance +10, Bluff +16, Diplomacy +10, Disguise +17, Escape Artist +10, Hide +10, Jump +10, Knowledge (religion) +10, Listen +11, Move Silently +11, Perform +12, Sense Motive +10, Spellcraft +10, Spot +12, Tumble +10; Feats Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Critical (Claw), Improved Unarmed Strike, Lightning Reflexes, Mobility, Spring Attack.

Shadow Dancer Abilities: Hide in Plain Sight, Uncanny Dodge, Shadow Illusion, Summon Shadow (2 shadows, 6 HD) Shadow Jump (160 ft./ day), Slippery Mind, Improved Evasion

Sorcerer Spells Known (6/7/7/5):

0th -- Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Prestidigitation, Ray of Frost.

1st -- Color Spray, Identify, Magic Missile, Shield, Sleep.

2nd - Mirror Image, Blur, Levitate.

3rd -- Dispel Magic, Major Image.

Cleric Domains: Evil, Hatred

Cleric Spells Per Day: 3/2+1.

Items/Powers

Heart Claw: As compensation for his lost hand, Set enchanted Sulyar's remaining claw to have the following qualities: Keen, Bane (paladin), and Flaming Strike. In addition, if Sulyar's fighting a Small or Medium sized humanoid creature, on a natural critical [16-20], the victim must make a Reflex save vs. DC 22 or Sulyar will pull the heart from his/her chest, killing him instantly.

Chains of Ravanna: Sulyar wears a set of chain mail consecrated to the rakshasa god, Ravanna. This suit has a Trick Fate power (three times per day, Sulyar may reroll a failed Saving throw, or force someone who successfully made a saving throw against Sulyar to reroll.)

Blood Curse (Ex): Because he slew a pharaoh of Mulhorand, Sulyar is accursed. Sulyar's blood always burns, so he is in constant torment. He is perceived as accursed by all rakshasa save his own kin. If he is hurt by a Wounding slashing weapon, anyone within 5' of him must make a Fort Save vs. DC 22 or lose 1 point of Constitution from his burning, venomous blood.

[Note: Multiple Attacks: Both Sulyar and his son have multiple attacks with their natural weapons due to their fighter levels. I'm not sure how kosher this is, but it seems logical to me, so they have them.]

Background: Sulyar was the ruler of a yet-to-be-determined land beyond Raurin that is home to rakshasa, who was exiled for his crimes against his people. He was recruited into the Fangs by Nekiset during her travels in 1354 CY. Sulyar proved very useful, and in 1357 CY, he assassinated Pharaoh Akonhorus II. Although he escaped the immediate wrath of the Mulhorandi, he was cursed by Horus-Re, and now suffers eternally for his dark deed.

In 1367 CY, Sulyar again attempted to seize the throne of Mulhorand. All of his exiled rakshasa companions died in the attempt, (except for his son Bindjahal), and the paladin Halcaunt the Risen Judge cut off his left arm. Sulyar has slowly licked his wounds since, but his remaining claw has been enchanted by Set to become an even greater weapon than his two claws had been, and Sulyar is once again ready to walk the streets of Skuld, thirsting for revenge and the taste of human meat.

BINDJAHAL

Rakshasa/ 3rd level fighter, 5th level Blackguard) CR 18; HD 7d8+28 + 3d10+12 +; 5d10+40; HP 158; Init +4 (+4 Dex); Spd 40 ft; AC 23 (+4 Dex, +9 natural); Atks 2 claws +16/+11 melee, 1 bite, +11/+6 melee; Reach 5 ft*5 ft. /5 ft; SA Detect Thoughts (usable as a free action, DC 15), spells (7th level sorcerer, 1st level cleric); SQ Alternate form, spell immunity (immune to spells of eighth level and lower, vulnerable to blessed crossbow bolts, damage reduction 20/+3, AL LE; SV: Fort +17, Ref +13, Will +12; Str 14, Dex 18, Con 18, Int 14, Wis 15, Cha 18; Skills: Bluff +16, Diplomacy +5, Disguise +17, Hide +5, Intimidate +7, Knowledge (religion) +3, Listen +11, Move Silently +11, Perform +12, Ride +6, Sense Motive +10, Spot +12; Feats: Alertness, Cleave, Dodge, Expertise, Power Attack, Sunder, Weapon Focus (claw).

Blackguard Abilities: Detect Good, Poison Use, Dark Blessing (+4 to all Saves), Command Undead, Aura of Respect, Sneak Attack (+1d6), Fiendish Servant (monkey).

Sorcerer Spells Known (6/7/7/5):

0th -- Dancing Lights, Detect Magic, Ghost Sound, Light, Mage Hand, Ray of Frost, Read Magic.

1st -- Feather Fall, Identify, Magic Missile, Shocking Grasp, Sleep.

2nd -- Invisibility, Mirror Image, See Invisibility.

3rd -- Invisibility Sphere, Slow.

Cleric Domains: Evil, Hatred

Cleric Spells Per Day: 3/2+1.

Blackguard Spells Known (2/2)

0th - Cause Fear, Summon Monster I

1st - Darkness, Summon Monster II

Monkey (Fiendish Tiny Animal); CR 4; HD 5d8; hp 28; Init +3; (Dex); Spd 30 Climb 30; AC 17; (+2 size +2 DEX, +3 natural) Att +2 bite; Dmg bite 1d4; Face 5 x 5; Reach 5; SV: Fort +17, Ref +13, Will +12; Str 5 Dex 15 Con 10 Int 7 Wis 11 Cha 16; Skills: Balance +10, Climb +13, Hide +13, Listen +4, and Spot +4. Feats: Weapon Finesse (bite).

SQ: Improved Evasion, Share Spells, Empathic Link, Share Spells, Speak with Blackguard

Background: Bindjahal is the son of Suliyar and a rakshasi companion. Still young by rakshasa standards, Bindjahal has been nursed by his father and by Set into a fine instrument of evil. He is secretly the ally of Hodkamset, and has been ordered to kill his father should Suliyar ever become a thorn in the Setite's plans, however, young Bindjahal is beginning to wonder if he can't twist the machinations in ways Hodkamset doesn't suspect. Bindjahal is aided by Koort, a scheming fiendish monkey who loves petty acts of mischief (particularly fouling food or backpacks with urine and/or feces).

THE SUNKEN FANGS

There is much work for Set to do in Mulhorand and Unther, and while the Fangs of Set are capable lieutenants and enforcers, they can't be everywhere at once. The Sunken Fangs were gathered between 1367 and the present day to serve as Set's adventuring arm – when he hears about a valuable item in a lost tomb, the Sunken Fangs are the ones he sends to retrieve it. The Sunken Fangs are the closest thing to a traditional adventuring party in the Church of Set; they typically number six members, with four members being reasonably constant.

KHORAMUN

Genasi (Air) Rogue8 Assassin3 Cleric2 Divine Seeker 1; CR 15; hp 93; Init +5 (+5 Dex); Spd Walk 30'; AC 24 (Armor +5, Ring +4, Dex +5); SA: Sneak Attack +6d6, Evasion, Death Attack, Poison Use, +1 save vs. poison, Uncanny Dodge (Dex bonus to AC, can't be flanked, +1 against traps, Rebuke Undead 4/day,

Levitate 1/day as 5th level sorcerer, +2 to saves against air spells and effects, Breathless, Darkvision (60')
AL: LE; Sv: Fort +10, Ref +15, Will +9; Str 15, Dex 20, Con 17, Int 17, Wis 15, Cha 12

Skills and Feats: Appraise +12, Balance +11, Climb +6, Craft (Trapmaking) +7, Diplomacy +4, Disable Device +14, Disguise +5, Gather Information +12, Hide +13, Innuendo +13, Knowledge (Local) +8, Knowledge (Nobility and royalty) +8, Knowledge (Religion) +3, Listen +4, Move Silently +11, Open Lock +13, Spot +8, Use Rope +9; Alertness, Ambidexterity, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-Fight, Luck of Heroes, Militia (Sword (Long)).

Domains: Hatred (Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute.) Air (Turn or Destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. 3 + CHA modifier attempts per day.)

Possessions: Leather Armor +3, Ring of Protection +4, Shortsword of Wounding +3.

Spells: Cleric: (4 /3+1)

Background: One of the more recent additions to the Fangs, this Genasi served in the Mulhorand army in Unther, where he converted to the air deity Shaundackal. Because of his natural thieving tendencies, he could not stay faithful long: he attempted to steal some major magicks from that priesthood, and was forced to flee both the militia and the service. Hunted by his former priesthood, he lived the life of an independent thief in Sultim, where his competence drew him to the attention of Set. Khoramun serves as both a spy, and a leader of the "Sunken Fangs", a party of treasure hunters who raid Mulhorand's tombs to steal objects for Set.

Khoramun is a tall Genasi woman, well above six feet in height, with white hair and pale skin. She typically wears gowns of black silk and spun gold.

ALDROSOSSET

Human Cleric 1, Fighter 8, Divine Champion 5 CR:14; hp 109; Init +4 (+4 Dex); Spd Walk 30'; AC 28 (+1 De, +12 Plate Armor, +5 Shield); SA: Rebuke Undead 4/day; AL: LE; Sv: Fort +13, Ref +10, Will +9; Str 16, Dex 18, Con 12, Int 15, Wis 18, Cha 13 Melee +18 Range +19;

Skills and Feats: Animal Handling +2, Climb +6, Intimidate +14, Knowledge (Religion) +11, Knowledge (Undead) +6, Listen +10, Ride +6, Search +4, Spot +10; Blind-Fight, Cleave, Combat Reflexes, Dodge, Greater Cleave, Improved Unarmed Strike, Martial Weapon Proficiency, Mobility, Power Attack, Skill Focus (Intimidate), Spring Attack, Weapon Focus (Halfspear, Longspear), Weapon Specialization (Halfspear), Whirlwind Attack

Domains: Darkness (Free Blind-Fight) Magic (Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (stacks with wizard levels); Divine Champion powers: lay on hands, smite infidel, sacred defense +2, divine wrath.

Possessions: Full Plate +4, Large Shield +3, Unholy Longsword +5.

Spells: Cleric: (3 /2+1)

Background: Aldrososet is the "Paladin of Storms", a protégé of Hamsetis. He was originally a failed cleric of Osiris who was expelled from that priesthood for permitting corruption. A capable and agile fighter, he's acquired a gruesome reputation for torturing and disfiguring the paladins of Osiris, and burning down several libraries of Thoth. He's a tall, bald, good looking young Mulan male who is unswervingly polite even to his most hated foes, always keeps his word, and is genuinely respectful toward those who show courage and strength in the face of pain. Aldrososet has joined the Sunken Fang for practical reasons; he's obsessed with finding legendary lost relics of Osiris that will permit him to escape his judgment at the time of death.

HETHKEPERA

Wizard 7 Incantatrix 6 CR 13; Size: M hp 75; Init +3 (+3 Dex); Spd Walk 30'; AC 18 (Robes +5, Dex +3); SA: Summon Familiar, Specialized in Abjuration, Bonus Caster Level for Wizard (6), Send Away, See Ethereal, Strike Ethereal, Hardy Spirit; Vision: Darkvision (60') AL: LE; Sv: Fort +7, Ref +7, Will +15; Str 12, Dex 16, Con 16, Int 16, Wis 16, Cha 14

Skills and Feats: Concentration +19, Craft (Bookbinding) +4, Diplomacy +12, Gather Information +3, Knowledge (Arcana) +11, Knowledge (History) +5, Knowledge (The Planes) +9, Scry +5, Sense Motive +11, Spellcraft +11; Brew Potion, Energy Substitution (electricity), Heighten Spell, Iron Will, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Widen Spell.

Items: Boots of Speed, Robes of Protection +5, Keen Dagger +3, Staff of Fire, Boots of Levitation, Medallion of Thoughts,

Wizard Spells Known (4/5/5/5/3/2/1):

0th -- *Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance.*

1st -- *Animate Rope, Identify, Mage Armor, Magic Missile, Mount.*

2nd -- *Blur, Daylight, Invisibility, Knock, Mirror Image, Web.*

3rd -- *Dispel Magic (x2), Fireball, Fly, Hold Person, Lightning Bolt, .*

4th -- *Dispel Magic (Silenced), Enervation, Improved Invisibility, Minor Globe of Invulnerability*

5th -- *Dominate Person, Magic Missile (Quicken), Teleport.*

6th -- *Lightning Bolt (Widened), Mass Haste.*

7th -- *Lightning Bolt (Quicken)*

Background: Hethkepera was the daughter of a family of Set worshippers, cultivated at an early age by the Cult for her natural magical talents. After several years as a successful adventurer, Hethkepera gave herself the name "The Ambitious" and openly declared that she wants to replace Nekiset on the Fangs. After a few attempts to indirectly kill her failed, the two women reached a secret accommodation failed, and now Hethkepera is a confidante of Set's priestess, though the two women have kept the alliance a secret. Hethkepera's current goal is to augment her supply of magic items, and find a big, dumb warrior to become her husband so she can bear offspring for Set.

Hethkepera is a short, muscular Mulan woman, who's given to wearing black robes covered with hieroglyphs and snake sigils.

HADRO

male human Brd11/Clr2: CR 13; HD 11d6+22 + 2d8+4; hp 84; Init +1 (+1 Dex); Spd 30 ft.; AC 19 (+1 Dex, +8 Chain Shirt); Attack +10/+5 melee, or +10/+5 ranged; SV Fort +8, Ref +8, Will +14; AL LE; Str 12, Dex 12, Con 15, Int 12, Wis 19, Cha 20.

Languages Spoken: Mulhorandi, Common

Skills and feats: Alchemy +6, Bluff +8, Craft +8, Concentration +13, Diplomacy +7, Disguise +12, Heal +9, Hide +1, Knowledge (History) +9, Knowledge (religion) +8, Knowledge (local nobility) +8, Listen +4, Move silently +10, Perform +21, Spot +4, Use magic device +14; Blind-fight, Brew potion, Craft magic arms and armor, Quicken spell, Scribe scroll, Skill focus (perform).

Items: +5 longbow (Unholiness), +4 short sword, +4 chain shirt of fire resistance, Helm of teleportation, lantern of revealing, mantle of spell resistance, Pipes of Pain.

Bard Spells Known (3/5/4/4/2):

0th -- *Daze, Detect Magic, Light, Mage Hand, Open/Close, Prestidigitation.*

1st -- *Charm Person, Identify, Sleep, Ventriloquism.*

2nd -- *Cure Moderate Wounds, Invisibility, Misdirection, See Invisibility.*

3rd -- *Cure Serious Wounds, Dispel Magic, Displacement, Emotion.*

4th -- *Cure Critical Wounds, Dimension Door, Hold Monster.*

Cleric Domains: Air, Evil

Cleric Spells Per Day: 4/3+1.

Background: Hadro, Singer of Dark Praises, is the most accomplished bard in the service of the Lord of Night. An exile from Arrabar, Hadro joined several Chessentan cults before falling in with a serpent cult that worshipped Mulhorandi vipers, which led him to Set worship. Hadro turned to evil out of “artistic choice”; he believes that darker emotions produce richer forms of art. He and Aldrosoet have become good friends, and he often provides musical accompaniment for Aldrosoet’s torture sessions just so he can sit in on them and observe them (he believes they’re inspirational). Hadro also sees murder as an artform, though he’s not a casual killer. Hadro likes to collect obscure machines and musical instruments, and lately has developed an odd obsession about finding lost devices of the Imaskari.



LOST DUNGEONS OF MULHORAND



The Door of A Thousand Selves

Created: CY 1351

Background: Not so much a dungeon as a very unusual trading spot, anonymity in this underground bazaar in Outer Sultim is guaranteed by one very unusual protection – everyone sees everyone else who enters the bazaar as versions of themselves, so that if twenty people are in the bazaar with you, all twenty of them look and sound just like you. People with largely different physical characteristics may appear to be distorted versions of you: an obese man will appear to be a slightly pudgy version of yourself, a very feminine woman will appear to be a slightly feminine version of a male character, etc.

Non-human creatures appear to be close to normal size, but even they have one disorienting feature – their faces appear to be yours, so that if seven cats walk into the bazaar, all seven cats have their face and meow or catarwaul in your voice.

Goods found at the bazaar are usually excellent in quality and often highly illegal. It's also a favorite place for people to pass information in secrecy, though both the Thayans and the Church of Anhur station agents here.

Below the Door is a dungeon complex called the House of Ten Thousand Lies, where (in addition to the same magic as on the surface, illusory versions of people's selves appear and attempt to persuade people to confess their past misdeeds and question the direction of their lives (how they've lived, where they're going, etc.). The illusions also discourage people from seeking the house's treasure vault (which lie well underground) and try to lead people into traps if they travel too deep within the complex. The surroundings will also shift form so that everyone recognizes them as a place that's familiar to them at some time in their lifetime

True seeing will not function within the Door and the House, nor will *dispel magic* or *greater dispel*. A *limited wish* will clear up the illusions for one round. A *wish* or a *miracle* will allow people to see their true form for up to an hour.

The source of the magic of the Door of a Thousand Selves is a complete mystery, but many suspect an illulosich who's a member of the cult of Mask (which is quite prevalent in the area).

The Thiefkiller

Created: CY 345

Background: Twenty miles southeast of Maerlar, visible from the Road to the Dawn, is a great tower whose base is four connected giant limestone androsphinxes, The basalt tower is one of the tallest free standing structures in Mulhorand, an octagonal monolith that rises four hundred feet above the plain to a sharp point at its peak.

The tower has many names; Mulhorand's priests call it the Sword-Tower of Khopatunme, or the Severing Point, but most locals call it the Thiefkiller. In CY 340, there were several years of famine in the Mulhorand, and people suddenly took to thieving and graverobbing to survive. The officials of the Empire were not particularly understanding, and a clever Thothian mage named Khopatunme, decided to challenge the thieves by building a tower that was filled with traps, a place designed to trap and kill thieves like vermin. He commissioned a combination of Mulhorandi and dwarven engineers to build it (the only time they're known to have collaborated on a major engineering project). A force of slaves laid the foundation and built the upper levels of the dungeon, but the rest of its dungeons and the tower were constructed by summoned Earth elementals, with stone quarried from the Earth Plane. Even with magical help, the tower took three years to complete.

After the tower was completed, Khopatunme and four archmages of Thoth laid enchantments to secure its defenses, and high priestesses of Nephtys enchanted the glyphs. Khopatunme placed three great treasures within the tower: a sword made from silver (then a much rarer metal than gold in

Mulhorand), an enchanted golden chariot, and a giant ruby. Thieves have managed to retrieve the sword and the chariot, but the ruby has never been touched. Furthermore, Mulhorandi priests ritually “feed” treasure to the giant sphinxes at the base of the dungeon every decade; the treasure is magically placed, and traps are magically set around them.

The Thieftkiller is the one dungeon in Mulhorand that’s open to anyone to enter. Its door is open, and there are no traps at the entrance.

The dungeon has its guardians: dust devils and elementals that are summoned by traps. (The dungeon is sometimes called the Dungeon of Dust by those who’ve survived it, as there are more than a few choking traps). In 1256 CY, Set “fed” the dungeon several enchanted scrolls that “wrote” glyphs of summoning undead into the structure, so there are undead in the lower levels, including some unique mummies that are not to be found elsewhere in Mulhorand.

The dungeon contains the tower, a base level, and seven underground levels. The tower, the base, and the first three levels have been mapped, though the maps are not widely distributed.

DUST MUMMY

Mummy, (Medium-size Undead); CR 8;

HD 8d12+3; hp 57;

Init -1; (-1 Dex); Spd 20;

AC 18; (-1 Dex, +9 natural)

Att Slam +8; Dmg 1d6+4 & mummy rot; Face 5 x 5; Reach 5;

Special Attacks: *Despair* (Will save DC 15 or paralyzed with fear 1d4 rounds); *Dust breath* (every 1d3 rounds, breathes hot dust in a 5’ by 40’ line for 4d12, Reflex save DC 20 for half damage; *Dust form* (when struck by a bludgeoning weapon, the dust mummy releases a cloud of choking dust in a 10’ radius, Fortitude save DC 20 or be helpless for 1d3 rounds due to choking, coughing, spasms, etc.)

Special Qualities

Undead: immune to mind influence.

Resistance to blows: all physical damage reduced by 1/2 before damage reduction.

Damage reduction 15/+3.

Water vulnerability: double damage from water, save for normal, fail for double.);

Fort +2; Refl +1; Will +7;

Str17 Dex 8 Con --- Int 6 Wis14 Cha15;

Alignment: Neutral

Skills: Hide +8, Listen +9, Move silently +8, Spot +9

Feats: Alertness, Toughness

The dust mummy is a spirit formed from tomb dust that takes on the form of a mummy. This guardian spirit is unique to the Thieftkiller. Its dusty form does not burn, but it is vulnerable to water attacks. Holy water does 6d6 damage to them and forces them to make a Fort Save vs. DC 13 or be unable to move or attack for a round.

The Shrine of Nekhtet

Created: CY –1067 DR

Background: This is not a dungeon at all, but a place of pilgrimage. Located on the side of one of the Sunrise Mountains, just north of the Ganathwood, it is a holy place where Mulhorandi warriors go to endure trials.

Nekhtet was the troubled queen of Mulhorand who lost her husband and sons in the Orcgate Wars. After seeing their defiled bodies, she chose to commit suicide by locking herself inside a shrine, away from the tombs of the Great Vale. She also decided that she could not bear the sight of her family, even after they were healed in the afterlife, because of the memory of those wounds would renew her grief, so she bargained with Osiris not to take her *ka*. Though he knew this was madness, Osiris decided that her

service to the gods had entitled her to a boon, and thus he granted her prayer. Thus Nekhtet damned herself to long torment in this world.

To ease her suffering, the gods granted Nekhtet great powers within in her domain. Nekhtet tests and tries Mulhorandi warriors who enter the tomb, using the magicks of the gods. Nekhtet hopes to create warriors worthy of defending the realm. Those who fail die, though the sight of Nekhtet's beauty has tormented some of them, and they too have forsaken death to serve them in her tomb, living mummies.

The guardianship of the Shrine is the traditional duty of the Priests of Anhur, but it was stripped from them twenty years ago by the Vizier Rezim and given to the Priests of Horus-Re, who neglected it. In 1370, a force of gnolls and Red Wizards attempted to sack the tomb, but all of them were destroyed. The priests of Anhur have been lobbying for greater protection for the shrine, but the war in Unther has proven a distraction.

Rumors of the shrine:

The shrine has six levels, each of which were devoted to a theme: Childhood, Innocence, Passion, Experience, Hardship, and Death. The theme is mostly expressed in art on the sides of the shrine, but one Magick Tests related to each theme is present on each level of the shrine.

There are twelve eternal cats of Isis who prowl throughout the shrine. The cats will harm no one, but if one speaks with them, they will gift you with a word of wisdom or madness. Those who put together the cat's speech in the correct order will grow wiser

Whoever makes it to the bottom of the shrine will receive a treasure. It will not be a great treasure, but it will save the person's life.

Osiris did not intend for Nekhtet's torment to be eternal; one day, a warrior will come to the Queen and give her three seeds: the seed of life, love, and joy. When the Queen has eaten from flowers grown from these three seeds, her life will be restored and she will be taken back to her palace in Skuld.

CELESTIAL CATS

Cat, Grand Celestial Tiny Outsider, CR 4; HD 4d8; HP 20; Init +6 (Dex, Improved Init); Spd 30 ft; AC 18 (+2 Dex, +2 size, +4 natural); Atks 2 claws, +8 melee (1d2-1); 1 bite (1d3-1) AL NG; SV Fort +4, Ref +7, Will +3; Str 7, Dex 15, Con 12, Int 16, Wis 12, Cha 15; Skills: Balance +10 Climb +5, Hide +17, Move Silently +9, Spot +4, Alertness, Improved Initiative, Weapon Finesse (bite, claw), Smite Evil (1x day, +4 damage on one attack) Darkvision (60'), SR 8, Damage Reduction 5 vs. Acid, Cold, Electricity, Dimension Door (3x day).

These moon-silver Siamese cats are the gift of Bast to Isis. They are lesser guardians of Isis's holy places. Despite their form, they speak Mulhorandi fluently, and are almost as fond of riddles and doublespeak as sphinxes. Despite their alignment, they have a cruel sense of humor and enjoy tormenting strangers with sudden visitations and yowls.

Halls of The Imprisoned Faithful

Created: CY 1303

Background: Along the shore of the Lonely Lake east of Mulhorand, the wizard Khoresvent secretly gathered engines and other artifacts of Mulhorand's days of technological supremacy. Khoresvent built a tunnel into a large underwater cavern, drained the cavern, and built an immense complex, full of clocks, pumps, and other mechanical marvels.

Unfortunately, his efforts attracted the notice of the priesthood of Thoth, who had forbade the use of the old lore. Even more unfortunate, Khoresvent was experimenting in stealing people's life forces and trapping their *ka* in mechanical beetles, which would burrow into his constructs and bring them to life. The greatest heroes of their day were sent to defeat Khoresvent to punish him for his blasphemies. The final battle brought down the cavern on them all. But to their horror, the Mulhorandi learned that Khoresvent had constructed magical wards to keep souls from flying to the afterlife, so the heroes did not receive their proper judgment. They were trapped in death. Furthermore, the entrance to the Halls is protected by *maze* spells and other wards, and no one has found them since the Holocaust (Ceveraunt son

of Halcaunt spent three years in vain trying to locate them); but they've been thoroughly proofed against divine protection. (Khoresvent had no love of the Mulhorandi priests or their gods).

The Halls of the Imprisoned Faithful are a large underwater complex with about six areas of dungeons and workshops, containing trapped objects that appear benign (such as mechanical scarabs), or wooden dolls that come to life with the abilities of assassins.

SMOKEPOWDER GOLEM

Golem, Smokepowder, (Large Construct); CR 10; HD 14d10; hp 112; Init -1; (-1 Dex); Spd 20 can't run; AC 22; (-1 Size, -1 Dex, +14 natural) Att 2 melee (Bashing) +14 Dmg 2d10+7 or 2 ranged +14; Dmg 2d8+6; Face 5 x 5; Reach 10; SQ Construct, Magic Immunity, Damage reduction 20/+1, Immune to piercing & slashing, Haste. (See pg 109 MM, Magic immunity see pg 110 MM), Fires magical smokepowder as a weapon, range 60', whenever struck by smokepowder, make a Fort check vs. DC 18 or lose one point from a random ability score for an hour); Fort +3; Refl +2; Will +3; S-25 D-9 C--- I--- W-11 Ch-1;

The Smokepowder Golem resembles a clay golem with metal plates overlaid on its "skin". Its arms look like miniature Thayan bombards, and it can fire magical smokepowder with devastating effect through them.

Oasis of the Sphinxlets

Created: Unknown

Background: Ages ago, Sphinxlets, tiny faerie-like androsphinxes, began to gather at a strange oasis in the Raurin desert near the Eastern Border of Mulhorand. Alas, in 428 DR, the Oasis was attacked by a most dreaded creature, the Imaskaraloth, who (like the less powerful skriaxit) were a plague from Lost Imaskar on those who had caused its destruction. A great sphinx defended the oasis and was slain, but he cast a spell with his dying breath that took the oasis out of time so it would not be destroyed. Only those who can find a way to open the timegate and defeat the Imaskaraloth will be able to free the sphinxlets, return the oasis back to Mulhorand (and gain its not inconsequential treasures).

The Timegate requires a special key (possessed by a descendent of the great sphinx who doesn't want to give it to you) that has to be placed at the right spot at the right time to open the gate. Once the gate is opened, the Imaskaraloth comes...

(Treat the Imaskaraloth as a 10th level sorcerer/10th level incantrix/5th level archmage with the mummy template applied, as well as SR 30, Damage Reduction 25/--, and the special ability that any spell cast within 400' of the Imaskaraloth will produce a Summon monster effect equal to the level of the spell (an eighth level spell will produce a Summon Monster VIII) that obeys the Imaskaraloth. It's *nasty*.)

When the oasis is restored, Mulhorandi wizards will be able to call upon sphinxlets as special familiars. They look like housecat-sized androsphinxes.

SPHINXLET

(Tiny Magical Beast); CR 4; HD 3d10+12; hp 24 ;Init -1; (+3 Dex); Spd 20, Fly 30 (poor); AC 18; (+2 Size, +6 Natural) Att 1 bite +2 melee; Dmg 1d4-1; Face 2 1/2 x 2 1/2 x10; Reach 5; SA Roar (Roar can target a single target within 20'. They must make a Fort Save vs. DC 18 or take 2d4 Sonic damage and be deafened for 1d3 rounds. Sphinxlet can roar 1d3 rounds); SQ Immunities (Immune to Acid, Cold, and Poison; Lightning attacks divides it into two identical creatures.); Fort 5; Refl 5; Will 4; S-6 D-16 C-14 I-16 W-17 Ch-17;

Climate/Terrain Desert; Organization Solitary; Treasure ; Alignment Chaotic Good;

Skills: Intimidate +4, Spot +3, Listen +4, Knowledge +5

Feats: Hover, Flyby Attack

The Dragon Mortuary of Mot-nefer-mose

Created: 627 DR

Mulhorand, Empire of Eternity, is a land of remarkable sights and ancient magicks, most of which are still only unconfirmed rumors or unspoken mysteries in the West, and there are tombs to hundreds of men and creatures who buried themselves deep in stone vaults to await the judgment of the gods. One of the most unusual (and spectacular) is the dragon mortuary known as the Jaws of the Dead. It is located near the town of Pe-rethor, which is located about thirty miles east of Klondor and connected by the brown road that follows the course of the River of Spears.

This avenue, known as the Mourning Road, leads into the Sword Mountains. The road is ten miles in length its flagstones, quarried from nearby mountains, are limestone paved with bitumen mined from desert mires. Life-sized brown dragon sculptures, also carved from the mountain stone, line the road at quarter mile intervals. The flagstones' magicks are such that the following three enchantments are always in effect:

- Every mile, a dragon announces the name of any creature who walks on them.
- Every quarter-mile, every lamp or lantern held by someone in the party will flare for three rounds, even if they don't possess fuel.
- At night, the eyes of anyone traveling this road radiate light like small beacons, and any undead that touches them takes 1d4 damage.

At the end of the road, a gigantic brown dragon statue, the size of an elder wyrm, juts out of the mountain side. Its jaws are the entrance into a large underground complex. The jaws open of their own accord only twice every year, about a month before and after midsummer, when the sun, setting low between two hills on the western horizon, shines directly on a spot between the dragon's eyes.

The Tale of Mot

The brown dragon is a creature to be feared, but is also curiously revered by the nomads and villages of eastern Mulhorand. Of all brown dragons, the most legendary is Mot (some say it is short for "Mot-nefer-mose", though the names of a great brown wyrm grow over time, and it's unlikely that's its full name). He had long preyed upon all travelers who ventured in the Wastes of the Northwest Sword, and had amassed a vast treasury, which he kept in a great cavern beneath Mount Midalheh, a tall peak which is often reflected in the waters of the Lonely Lake. One day, Mot was visited by three men, a wizard, a warrior, and a scholar. The wizard tried to magically ensnare him and was eaten; the warrior tried to slay him with a gleaming khopesh and was consumed, and finally the scholar approached him. Mot expected the scholar to try to steal something from his hoard, but as he had a belly full of warrior and wizard, the dragon did not feel a need to eat him right away, so he tried to ensnare him in conversation and determine his purpose. The scholar said that he came to the dragon with a riddle, and then he asked:

"What dreams false, but remains true to itself; what darts like a sparrow in a fickle wind, yet is steady as earth; what bends like dragon wings, though neither hand nor claw touches it."

The dragon could not answer the riddle. He finally ate the scholar, but the riddle gnawed at him as though he were the one who had been devoured. So he traveled west into Mulhorand, and he came to the gates of Skuld in the time of the god-king Akerhorus the Falcon, and he bowed before him, and begged him for an answer to the riddle.

"I shall not answer this," Akerhorus proclaimed. "That is your punishment for the death of the scholar." Then the dragon offered him his hoard and the hoard of three other dragons, but the Pharaoh would not relent. The tearful dragon begged the Pharaoh to name any deed he might accomplish to gain the answer to the riddle, and the pharaoh finally smiled. "Surrender your life to Mulhorand, and when you die, I shall build you a great tomb. The legend of your riddle will spread throughout the lands of the Mulan, and one day a scholar shall come to your tomb and answer it, and then you will know peace." And the dragon, seeing no other way to achieve his goal, agreed.

Mot became the most feared weapon of Mulhorand, for he was a wyrm of great antiquity and cunning. Twice he fought back the servants of the Tanray to the south (half-demon descendents of the Imaskari who were a continual peril in those days) and twice he drove demons and sorcerers from the northern border. Eventually, he was transformed into a creature of matchless honor, and even the noblest heroes of Mulhorand were proud to call him "their brother". But even the midsummer sun must set, and so in the end, in the Year of the Eagle and the Falcon, time finally took its toll on the aged Mot,

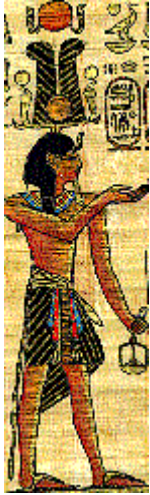
and when he closed his eyes to rest and did not open them again. A host of slaves bore his body to the mortuaries of Klondor, where the embalmers and a half-dragon sem-priest labored for thirteen months to ready his body for the test of Ma'at, while the Pharaoh Atumhotep completed the tomb. Finally, he and his hoard were placed in the tomb, and the doors were closed but not permanently sealed, for as Akerhorus promised nearly two centuries earlier, one day a scholar would come to his tomb, a sarcophagus of unmatched size and splendor, and proclaim the answer. So far, none have answered the riddle correctly, and anyone who has entered the tomb has either been disappointed, or devoured.

The Tomb

The tomb of Mot is six levels in depth, each composed of grand chambers (which were needed to bear a dragon's body), exquisitely painted, and lit with magical lamps. Treasure is plentiful. The tomb is patrolled by the undead guardians of Mot (half-dragon mummies!) who know when any object has been disturbed and will attack them - if people enter the tomb but do not touch the treasures, they're left unmolested.

An old map of the first four levels has passed between various adventuring companies over the centuries - it's currently a forgotten item in the records of a retired adventurer in the Vast. Several false maps exist as well. The scholar's riddle is well known, and no one answer is universally agreed upon; two adventurers are known to have descended into the tomb itself, offered the answers "hope" and "wind" and were subsequently devoured by the mummified dragon.

It is known that the third level of the tomb requires a singer of exceptional skill to befriend some angry spirits, the fourth level of the tomb requires someone to win a game of skill and chance, and the fifth level of the tomb is called the Teeth of Ma'at, which includes a door that can only be opened by a person of exceptional purity who is willing to make a terrible sacrifice. But if someone were to descend to the dragon's tomb and answer it correctly, huge wealth would be his, for the location of the dragon's hoard has remained a mystery for centuries.



CULTURE OF THE OLD EMPIRES

A MULHORANDI MARRIAGE CEREMONY

Written by Belaeos Turanin, A Traveler of Saerloon, DR 1243



During my travels in Skuld, it was my pleasure to be invited by the Mulhoarandi (sic) to a marriage ceremony. I had been told by some that this was a barbarous ritual, full of ritual bloodletting, but little of this turned out to be true. The groom was one Pareb of the House of Ehrekau, was a tall fellow, darker skinned than many of the Mulani (sic), while the bride was the Lady Ash, daughter of a merchant Prince, a lady of sallow complexion and thin black lips, (though she was still quite beautiful).

The husband asked the bride's father for permission to marry, and the bride-father agreed to hear his claim at a feast of troth. There, the petitioning husband paraded men who spoke well of him, displayed his wealth, treasures taken from the evil Mulani of Thay in battle, and finally he displayed his physical prowess and the firmness of his body. When he was convinced the husband would make a good match (and in this case, when the bride was agreeable - a woman of strong will often resists such unions), the bride-father then offered a bride-price, and when this was accepted, the wedding proceeded.

One ten-day after the bride-price was paid, came the marriage. This was not a church service or a public exchange of vows, as is the habit of the civilized West. After days of ritual purification involving bathing and anointing in sweet oils and flower blossoms, the bride spent a night of solemnity (sic) in a high place. As they were in Skuld, this was a marriage tower provided by the woman's temple, though in the wilds, I am told this is a pavilion tent placed on a hill, there the bride was forced to sit alone and contemplate her life to come.

Then the husband came, sounding a great horn, and calling for any challenger to keep him from his prize. In days long past, this was often (or so I am told) a moment of great rivalry and violence, though now such enmity is rare. When no one answered the challenge, the priests released scorpions and small vipers at the foot of the tower - the husband must move through these (minor) dangers, take his bride, and then lead them both safely away to a place of his choosing. There three bondsmen shed their blood in ritual (this is the bloodletting of which I was told, though it was not at all gruesome, being a simple cutting of the hand by a holy dagger, and a few drops of blood upon the sand) and pledged to protect the wife from all harm, even from the husband in case of madness or foul magick. The husband and wife then entered the marriage-bed, guarded by their bondsmen, and consummated their union.

After their passion, the bondsmen escorted them to a nearby temple, where a wedding feast was prepared. The family and friends of the couple came in holy procession, dressed in wedding black, and the holy aurke (sic) of the god - this was a vessel like a small ship, emblazoned with the gods emblems, and containing his blood and breath, the church considered it their holiest object - was brought forth from its sacred chamber and placed behind the couple to offer the blessing of the god, and each laid hands on it three times during the feast. The couple were blessed by clergy, many horns were sounded and marriage songs were sung.

I am told that the wedding of a poorer or less important family in the Mulhoarandi (sic) lands is not dissimilar, though the temple will not bring out its aurke (sic), but parades a statue of the god instead.

I was later told that Pareb was not a good and fit husband, and (compelled by spell), the bondsmen spoke ill of the husband's treatment of his wife before his god. The priest accepted their words as truth, and the marriage was made no more. The bride was given a fortune equal to three times the bride-price, and allowed to remarry anyone without shame, except for Pareb, the bondsmen, and those of the house of Ehrekau.

JOURNEY OF A DEAD MULHORANDI

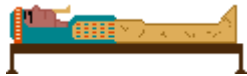
Written by Belaeos Turanin, A Traveler of Saerloon, DR 1244

In the late spring of the Year of the Defiant Keep, my host's uncle, an old but very pleasant fellow named Rehep, inadvertently fell out of a tower window in Skuld and died. Now I had a chance to observe the grieving habits of the Mulhoarandi (sic). I was asked by my host to accompany him and his family as they embarked on a funeral procession and made the long journey of tears from Skuld to the southern town of Mishtan. When I asked him why the Mulhoarandi (sic) found it so necessary to make such a long and difficult voyage when there were good burial sites so much closer to the City of Shadows, I was told that the *sem-priests* (the funeral artisans) of Mishtan performed their rituals with such skill that it made the dead far more attractive to the strange nethergod of the Mulani (sic), and thus they had a much higher chance to receive a happy afterlife.

Such a voyage was, of course, reserved for only the wealthiest people in the kingdom, but I held my tongue, though my host had become accustomed to my habit of making remarks that they called "half-insults".

The Bier

Uncle Rehep's body was wrapped in a great shroud of black cloth. Spices, ashes from papyri on which prayers had been written, and semi-precious stones were mixed with the covering; these tokens were meant to comfort his spirit during its long wait for burial, and the wrappings were enchanted so they would preserve the corpse during its journey. Most impressive was a man-sized copper body-sheathe that, like half-armor, was laid over the shroud when it was mounted on the bier. This sheathe covered the man from crown to foot in a human shaped cocoon, and its face was shaped and painted so it would be a perfect likeness of the dead man. Then Rehep was placed on a bier of cedarwood, which my host called the *aurke* (sic) of the dead.



The body was taken on a procession, along with seven other corpses, and paraded through the streets of the city of Skuld. This began with the sounding of horns at the Catacombs, where their bodies were first brought and prepared for their journey. Each bier was carried by four porter-slaves of the Falcon-god¹, extremely strong men who resembled half-ogri more than men (though they were not uncomely), with huge sloping shoulders and a thick chest and arms. They were clad in the meagerest of garments (as is the habit of the land during this season). They were well acquainted with their burden, and rarely stumbled (even in noon-heat) and although they bore an oppressive load, they happily informed me that theirs was a pleasant task. Imagine, this uneasy mix of brutish slavery and death seeming pleasant to any man!

The biers were carried from the Catacombs up the Avenue of Osiris, a wide street where falcon figures liberally adorned the towers (it is said that the falcons of the city use them in mating rituals, until we crossed into the northwest ward and came to the Dead Man's Inn, the tavern in Skuld most favored by travelers. There we turned south until we came to the sea gate. The mourners wept, but their grief was drowned out by the funeral song of the porter-slaves, whose low voices possessed a harmony that was surprisingly pleasant.

The biers were loaded into two funeral barges, long ships with many oars. This was the moment when most of those friends who had known Reshep during his life said their good-bye to him, and many brought offerings and laid them on the ship. Reshep's *aurke*, its bronze sheathe harshly reflecting the early afternoon sun, was now placed below deck with much ceremony. When all eight bodies were aboard and all of their friends bade them farewell, we then rowed for three days down the River of Shadow - a rough ride in places - to the city of Jalhoriand².

Jalhoran

Jalhoriand is a large, sprawling, dream-like city; its buildings are not tall towers as in Skuld, but still of impressive architecture, but it is greener than the capital (especially near the river banks, which is crowded by small green pyramids, cluttered with green vines and oasis-ivy). The city is known to the

¹ Horus-Re

² Actually Jhalhoran, Belaeos seemed to have a lot of trouble with Mulhorandi names.

locals as the City of Ten Thousand Roads, for here all trade in Mulhoarand (sic) eventually comes. The center of the city is the great step pyramid of the Judge of the Dead, nearly three hundred feet from foot to summit. This pyramid is a magnificent if somewhat ominous sight, covered in black capstones speckled in jade, and at its crown is a golden pyramid stone, nearly as tall as a man, and inlaid with turquoise. Hundreds of falcons roost on the upper steps of the pyramid, falcons roost, so it is a veritable city of hawks. By all accounts, the birds are quite intelligent, and the falcon-keepers of Horus-Re band their talons in silver and use them as an airborne army in time of war or dragon.

The corpses are rowed down a canal and into the heart of the city, where the bodies are unloaded and placed in funerary quarters within the pyramid, where they (and we) await the next step in their journey. We have come to the city during the feast of Nephthys, in which I am invited to partake. First we hold a parade along the streets, which are lined with tall wooden poles on which ostrich and gryphon plumage is placed. All that is unclean has been removed from the avenues; even beggars have been brought into the bathing houses (which adjoin the river) and been bathed and dressed in clean wrappings and cloaks, for the priests will tolerate nothing in the city that offends the goddess (though the goddess, it seems, takes no offense at nudity, so long as the people are clean). The procession is a colorful affair; hundreds of people march in a solemn line down the avenues, the wealthiest adorned in gold necklaces and wearing robes lined with ostrich feathers. At the head of the procession are teams of dancing priestesses who shake great racks of bells as they whirl, a rite of purification. At the end of the procession, eight heavily burdened slaves hoisted an exquisitely carved and painted wooden statue of the goddess, which was as tall as four men. At times the procession stopped, and the poor provided offerings of copper coins, in the hopes that the goddess would eventually reward them at some future time with gold.¹

When the parade came to its end, I was invited to dine with officials and the families of the grieving in the House of Life that adjoined the temple of the Green Man², for the city has a tradition of charity in such times. The meal was punctuated by more ceremony than I can describe – even something as simple as the opening of a window to allow the rays of the setting sun to shine on us was an event of great religious significance. Most curious, however, was the ceremony of the plate. We dined from ceremonial platters of blue dragon bone china, and at the meal's end, one of the platters was passed around the table and each of us was asked to inscribe upon it the name of some person who had done us a great wrong. I etched the name of the man who defaulted on his wages to me many years ago and gave the ritual little thought. However, once all who had intended to inscribe a name had done so, the priest broke the plate and proclaimed a curse on every man whose name had been written there.

They can be a vicious people, a tribal folk, despite all the declarations of their divine lineage.

After the meal, we toasted the memory of the dead with a chalice of date-wine, and then the family descended into the resting place in the lower levels of the pyramid (there was a large catacomb complex below) and swore an oath that Reshep's earthly remains would always be taken care of. Now my host departed – only Reshep's son and daughter would proceed from this place to Mishtan, but I was quite curious about the rest of the ritual, and so I asked permission to see this journey to its end, which was granted to me.

We remained in the city for three days, until the temple was ready to proceed, then we and a small army of mourners and porter-slaves bore nearly twenty bodies on foot from Jalhoriand to the Vale of Death. The porters, provided to us by the temple of the Falcon-god, again seemed in far better spirits than one would expect – one later informed me that one had been taken captive from the brutal slave-farms of Thay, which might have explained why they were happier with their fate than I expected. Their step never faltered, not once during all that time, and I marveled at their strength as much as I marveled at any wonder I encountered in my journey. We took the Great South Road, traveling through more desert than I had ever seen in my life. On the sixth day of our journey, an hour after we crossed the great stone bridge over the River of Spears at Ulzuhl³, one of the porter-slaves felt a rumbling in the earth, and we

¹ One of the magic items possessed by most Mulhorandi are Transfixation jars. Copper coins are placed in the jar, and when one has earned the blessings of Nephthys, they are miraculously changed into gold. Such transformations are both rare and unexpected; the offerings during the Procession of Nephthys are meant to prod the goddess into giving her blessing.

² Osiris

³Ulzel.

were instructed to fall on our bellies and remain still, for in Mulhoarand (sic), the dragons below are deadlier than the dragons in the sky. We remained prone and unmoving for over an hour before we were allowed to proceed again, and the desert sun plagued us as we lay still. But there is a saying in these lands (though the priests of the falcon-god hate it) "it's better to endure the dragon of the sun than the belly of the dragon".

The Vale

It took nine days for the procession to move between Jalhoriand and Mishtan, but on the eighth day there were sandstorms, so we were forced to take shelter in the village of Perei, and our trek was extended by an extra day. On the ninth day, we came to a hilly sheltered land, nourished by the springs that fed the River of Spears, and by (or so its said) great magicks that maintain the climate of a gentler time. At last we had come to Mishtan.

The procession came to an end at the great temple of Osiris, an upward spike like a pyramid that had been pulled upward and stretched by the gods; this small pearl-colored mountain was nearly eight hundred feet in height. Indeed, the slaves told me that no man had touched this tower during its construction, but it had been wrought and shaped by the gods. Here, the sem-priests joined the procession, and led the corpses into the houses of ritual.

I was not privy to the mysteries of the sem-priests, though I heard strange rumors that his corpse was drawn and quartered after death and its remains placed in four jars, that his brain was drawn out by a hook through the nostrils and eaten, and that his heart was ritually devoured by a fiendish hippopotamus.¹ The body was reassembled, drowning in natron salt, and dried for four ten-days. I thought it curious that they didn't use magic to shorten the process, but when I mentioned this aloud, I was chastised by the sem-priest, for indeed (or so I was told) they did use magic in the process - the sun itself is magic of the highest order, and it shines most fiercely upon Mulhoarand (sic) as the blessing of Horus-Re to his people.

For those forty days, the children of Reshep served part of their compulsory annual service to the temple of Osiris, performing minor duties in the temple. As I needed to earn my keep, I assisted the slaves in the fields. I worried about being confused with the slaves and being treated like one, but I was assured this would not happen. They rank among the hardest days of my life; unfortunately, the greatest difference that I noticed between my treatment and that of the slaves was that (because they were the property of the gods) the slaves were fed first, and were given the greater share of water. Quarters were tight and uncomfortable, and I slept on the floor with ten slaves, all of who made me the butt of their jokes in the gibbering local tongue. But they were friendly, except during times of worship, when they became annoyed that someone who did not revere or serve the Falcon-god was intruding on their rites.

After five ten-days, Reshep's body was finally ready for entombment. The rest of the family made another journey from Skuld, and when we gathered, the final ceremony would take place. The body was placed in a great stone sarcophagus that was as heavy as five men, and required eight strong slaves to bear it. They took it out of the city gates and up a long stair that led into a long tunnel that had been carved into the hillside, and Death's Door, the great seal that covered the tomb of the dead in the cliff of Mishtan, was opened. Reshep was placed in a chamber that was 12' x18' by 12' in dimensions. The wall had already been painted by artisans with scenes of the bureaucrat's life in the flat style favored by the artists of the Mulhoarandi (sic), and the treasures that had been gathered prior to the journey were now placed here in piles. Alongside the sarcophagus, the family placed a small coffin that housed a mummified dog (a beloved pet); several warrior dolls were also placed here (which were enchanted so they would come to life if the seal of the burial chamber was broken) and a table was set with a magical plate and cup that would produce food and wine upon command, to feed him in the afterlife.² They conducted a ritual called the Opening



¹ As in Egyptian funerary rituals, Mulhorandi also preserve the corpse, but place the vital organs in four Canopic jars (representing sons of Horus-Re), which are placed in the tomb with the mummy. The other references (particularly feeding the heart to the fiendish hippopotamus) are erroneous.

² Such items are common in Mulhorandi tombs; on at least one occasion, a tomb robber who was trapped in a crypt was able to survive imprisonment for years by using these items (though when he was found, he was quite insane).

of the Mouth ceremony (an insult to the corpse, though I dared not voice my opinion, for these Mulhoarandi thought it the most necessary of rites, necessary for the soul to escape the body and travel to the afterlife). After all treasures were placed and all songs were sung, the chamber which contained the remains of Reshep were sealed. The door was marked with Reshep's name, and a curse was placed on anyone who broke the seal. Then we said our final good-byes to the old Mul, and I returned with the family to Skuld, where more adventures awaited me.

THE RITUAL OF THE GATE AND THE ROCK

Written by Belaeos Turanin, A Traveler of Saerlooon, DR 1244

My travels in the antique lands had yielded many wonders and unexplained habits of these strange Mulani people, but as the Rotting Month approached, I was given an opportunity to witness one unexpectedly barbaric ritual. I joined a pilgrimage of hundreds of followers of the falcon-god to a great stone monolith, located a day's walk north of Skuld. This was not an easy journey, for though the lands had cooled and the climate was nigh temperate, those who took the journey were stripped of all raiment, and bound with iron fetters, and masked acolytes lashed each man at least once: they lashed me on the buttocks, which are still quite sore even a day after the event. The others fared better, for many came from the families of the god-kings, and divine blood (or what passes for gods in the south) coursed through their veins, and they were more suited to the journey.

By the end of the day we craved water as though it were wine at a banquet, but it was denied us, and we were driven to walk up a path of many steps that had been cloven in the side of a great hill. It took us nearly an hour to traverse these steps to come to the top of a great table mountain, which stood eight hundred feet above the plain (or so I am told). Skuld lay beneath us, casting many shadows in the fading sun, for the sun's fall hastened in this time of year, and moreso in these lands, where it desired a quick departure.

At the summit of the hill was a great grey and red stone, weathered through the ages. This monolith stood well over the height of ten men, and was vaguely shaped like a human face, at least as a human face might look if it had been flattened by the years rather than wrinkled. On its surface was many deep carvings, strange runes that roughly resembled the language of the Mulhoarandi (sic). I was told this was an evil tongue, and that this boulder, found in ruins in the Great Desert, was one of the last artifacts of a cruel and horrendous people.¹

At this time, we were asked if we wished to be released from our chains, and (somewhat to my surprise, for we were most uncomfortable), those chained broke out in curses. Then a dwarf (not a member of the stout folk, but a diminished human) came to us, bearing water for us all, but when we went to take a drink, he placed the water on our chains instead, and they broke. Then we rose up against our oppressors, who were tied the rock and each lashed ten times; each of us was allowed one stroke, but I refused.

Then the dwarf opened up a magical gate, and sunlight came from it and blessed anyone who bathed in it.² And the dwarf was then borne by long, laborious wing-strokes by falcons to the top of the stone, where he spoke of the stone's cursed history, and how brave souls surrendered their bodies to the Sun God and the Jackal God and the Watcher of High Heaven (the ancient god of Unther, now lost) and

¹ This was, of course, a stone from the ruins of one of the cities of the Imaskari, written in Roushoum. The translation is an accounting of the laws of the Imaskar regarding the rules their slaves must follow. The stone was discovered in the Raurin desert sometime approximately DR -1400, and carried to Skuld with great labor, at the command of the Pharaoh Sethuses II.

² This was actually a *blessed light*, a natural magical phenomena that comes through if a gate is opened on the spot. Anyone who basks in this light receives a +2 bonus to all Attack rolls, skills, and saving throws for one day. This gate may only be opened during the Jubilation of Freedom.

Long ago, the god Re came to this spot and performed a series of magical tests here before the other gods to prove his supremacy and his right to lead them. On the 30th year of their reign, each Pharaoh of Mulhorand also travels here, spends an hour undergoing physical torture, and then is forced to prove himself by displaying tests of physical prowess and endurance. At the end of the test, the Pharaoh must take a great hammer and strike the stone three times; if none of these blows has put a crack in the stone, by law the Pharaoh must abdicate his throne.

the Knowing Ibis so they could fight them, and these were the first god-kings, whose blood flowed in all Mulani. Then the pilgrims gave a great shout, and we danced around the stone with a fanatical revelry, shouting words in the tongue of the desert, until the sun fell from the sky. Then porter-slaves came up the stairs bearing boats laden with fine robes and gold, and we dressed ourselves in raiment that honored their gods, and when they finished the ritual, we were borne down from the rock to a great pavilion, where we feasted and slept under the stars before returning to Skuld on the next day.

THE DREAM CIRCLE of KHONSU

Written by Belaeos Turanin, A Traveler of Saerlooon, DR 1244

On a sojourn from Skuld, I had heard strange rumors of the pillar of Khonsu, a great winding tower that had been set in the foothills of the Sunrise Mountains next to Kannaqed, the Sleeping Village. When the noisome disciples of the Dark Omen (one of their many names for Thayans) broke free from the domination of the gods, the Lady Aset¹ decided to take action to protect one of the Mulhoarandi's most northernmost (and exposed) village. This place had been enchanted by the lore of the Asetian priestesses, so that the entire place was covered in what they called a Dream Circle. I confess these southern magicks confuse me, but they explained to me that it was not a Mythal, as the elves of old wrought, but rather a magic already present in the place, an oddity caused by some ancient divine manifestation².

In Kannaqed, there are many ghosts, ghosts of those murdered by Thayans when they first crossed the bridge and murdered the townsfolk³. Upon their enemies (at least those impertinent enough to declare themselves openly), they can instead of using the fear ability of a ghost, cast them into a deep slumber instead⁴, and even those who come to Kannaqed without meeting these ghosts become supernaturally fatigued⁵, for that is the power of the place.

However, many travel to Kannaqed for precisely that reason, seeing the magical sleep as a blessing rather than a curse. I find it difficult to comprehend myself; for me sleep is the great robber in the night. But I have met others who better understand the need. The elderly in particular find it a refreshing place; there are natural hot spring baths here which are said to have wonderful restorative properties. I myself experienced it; first they covered my body (shamed by the immodesty that is necessitated by the place) with a sweet-smelling substance called honey-salt, which were produced in quantity by ancient hot springs found in caverns below the roots of the mountains, and they placed also the burnt ashes of the trees of Ganathwood are mixed with the hot salt springs. The honey-salt refreshes the body and relieves the spirit. The ashes keep those bathers afloat as they sleep in the water and safeguard them from drowning. "It is," my host (a tall, dark-skinned man named Mehmed who has eyes that pierce like a javelin strike) told me. "One of the most perfect partnerships that is to be found in our lands." Those who hobbled to the baths with a cane rarely need to use the cane to walk away, for those pains that rack the body are dispelled like a master wizard casting aside an apprentice's spell.

More unusual, however, is the practice of the Dream Circle. Now we come to the perilous, yet interesting matter. A half-mile east of the town is a great, thin, tower, reaching seven hundred feet in height and twelve feet across; I am told ancient magic holds it steady. This is the tower of Khonsu, the Southern name for Selûne⁶. The tower glows eternally with moonlight, even when she has been swallowed⁷. The tower is a hollow needle, but on its outside, a narrow sloped ledge winds from bottom

¹ Another name for Isis. In fact she is commonly referred to as "Iset-Aset".

² In this place, on the night before the manifestation Re died in the Orcgate War, the manifestation of Thoth dreamed of Re's death and its ramifications. This was known as the Night Beyond Night, or the Curse of Three Howls.

³ 1098 DR, the Year of the Rose

⁴ Ghosts in Kannaqed have *sleep* instead of *panicked* as the effect of their frightful moan.

⁵ If someone remains within 2 miles of the town center for more than 4 hours, they're automatically *fatigued*; furthermore, if they remain more than 8 hours, they're automatically *exhausted* and must make a Fort Save DC 18 or fall into a deep sleep for 8-12 hours. Furthermore, any sleep magic cast within this radius has a -4 bonus to saving throws.

⁶ The moon, not the goddess.

⁷ That is, when there's a new moon.

to peak. Those who climb the tower¹ and come to its pinnacle under the light of a full moon receive a great and glorious boon from these strange southern gods, which many folk attempt despite the risk.

Those who come down from the tower must then go within the tower and sleep, and when they do they share a dream. It is apparently part of the ancient dream responsible for this place, and is shared by all who place themselves within the circle of the tower.

In this dream, the participants find themselves cast in the role of the chief gods: Horus, Thoth, Osiris, Nephthys, Hathor, Anhur, Isis, Geb, and Sobek² as they protect the sleeping Re aboard his celestial barge of the Sun as it passes through the underworld at night. There they must protect the helpless Re from the monsters of that dreadful place who attempt to swallow them³. Those who look inside the tower as they dream may watch it unfold as if it were an ancient drama, though no force from outside the dream may affect the dream as it plays. I saw an illusionist attempt to harm one who had wronged him who was dreaming inside, thinking the illusion would mix with the dream and harm him. They noticed it not, but the illusionist was himself struck down by a lightning bolt that came out of the tower of its own accord.

The dream is quite real to the participants; I was told that more than a few have died from it, and when I watched it unfold I found this report most credible. However, to live the dream of the gods of the South also offers a great reward, the answer to one question (though answers to questions about magic, knowledge that predates the death of their old god, or knowledge that goes beyond the lands of the Mulani may be limited). Also those who take in one object into a dream can allow the dream to shape it into another form; I saw one man take in a sack filled with copper coins and return with a sack of gold, another took in a rusty knife and came out with a gleaming, enchanted, and beautifully worked knife, a third took in a blank sheet of papyrus and came out with one writ in arcane scrolling, and another took in a bottle of water and came out with a potion, and one who went in lame came back healed (though given that it is a perilous clime up to the summit of the tower, all thought he was a fool for attempting it). It appears that those who try to go beyond the limits of what the gods would allow were doomed for disappointment.

I did not climb the tower, having no desire to play at godhood, but others with whom I travel did so eagerly. I have little memory of what I saw, being transfixed by the slumber induced by the place, I felt like I was in a dream myself, a dream watching a dream. It was not a pleasant dream, full of nightmarish evils that no longer walk on Toril, and gods bickering like men. In this case, all survived, and were quite jubilant upon their exit, save the man who brought a dozen water jugs and was only rewarded with one jug of fine wine – greed is its own curse, the locals say (some sages call this country "the land of ten thousand proverbs"). Almost at once my host set forth from Kannaqed, for as he said, the town was the best place in the world to sleep, but good for little else, and the appropriate celebration required a place better suited to waking life. Groggy but in good spirits, we set out for Sultim.

¹ Climb Check DC 10 to avoid falling. If they fail, roll d100 and multiply by 7.5 to determine where the character fell.

² Alternate spelling of Sebek.

³ In this dream, every participant chooses a god which they represent (during this time, both Set and Sebek were loyal to the pantheon). One person must drive the barge (or barque, as it's properly known), it requires a Ride (chariot) skill to deal with the appropriate hazards; the others will protect it. The celestial barge of the sun can be treated as a large ship for the purposes of the dream, but with only one deck.

During the dream, each "god" has the powers of the PC, plus the following special powers, all functioning at their total class levels: Anhur *holy smite* at will; Geb *wall of stone*, at will; Hathor *cure moderate wounds*, at will; Horus *eye of fire* (see New Spells) at will; Isis *dispel magic*, at will; Nephthys *greater command*, at will; Sebek *poison*, at will; Set *enervation*, at will; Thoth *augury* or *divination* at will.

SAYINGS OF MULHORAND

On The Desert

"He who travels in the domain of scorpions cannot look to the horizon."

"All sandstorms are gifts. But only Set knows the meaning of the present."

"The Desert is a thirsty land, and it shares its thirst with all who travel in it."

On Dwarves

"Dwarves are like cousins whom we're embarrassed to admit belong to our family."

"Never invite a dwarf and an Untheri to the same meal."

On Elves

"No other creature on Toril tries harder to act like a Mulhorandi, and yet is unlike one."

"Not even the elves trust the word of an elf. Why should you?"

"There is no greater riddle in the world than the contemplation of how an elf can so badly waste its immortal years."

On Family

"A bride should always be a gift, never a bribe."

"If you marry a rich baboon, you will die with a poor one in your bed."

"Never embrace your concubine ahead of your wife."

"Teach your children to smile, or they will never be beautiful."

"When a son grows to be a man, let him become your brother."

On The Gods

"He who prays to gods must be clean, or the wind will choke him."

"Horus shall redeem Set, and Set shall redeem Horus. Though much pain shall happen along the way."

"Never shut one's door on the gods, or their priests, or their slaves."

"To revere the gods is to elevate one's self."

On History

"History is a brew of glory and ruin, made tolerable only by the unspoken acts of kindness."

"Netheril was a braggart, Narfell was a bully, Raumathar was a sneak in the night, the Tanray were the children of Hell. Sometimes it is good for empires to fall."

"No greater victory has ever been than the day when the Imaskari died in their towers."

"No nation has ever existed, not even Mulhorand, that was not born from humble stock."

"We knew Netheril, though it never knew us."

On Magic

"Magic is everywhere. Everything we do is magic. To live is to practice magic."

"To master the *hekau* is to catch a hawk with your bare hands."

On Mulhorand

"Eternal is Mulhorand, on which sun and magic shines most brightly in all the world."

"In Mulhorand, one does not whistle on the wind, because the wind whistles for the Mulhorandi."

"Though even the Gods deny it, all empires eventually become Imaskar. The highest duty of both soldier and Pharaoh is to stave off that terrible eventuality."

On Philosophy

"A beetle in flight is beautiful. Do not scorn its ugliness."

"A fool is a man who craves the milk of bulls."

"All lies are cripples, for they can neither walk nor stand."

"A ship with two captains shall be embraced by the rocks."

"A three legged horse cannot stand. A one-legged man, however, can. Never underestimate what a determined man can accomplish."

"A word on paper is powerful. A word in the mind makes the powerful seem weak."

"Every joy has its price. And most are worth it."

"He who does not understand *ma'at* in his blood is not a man. But he who can describe *ma'at* with mere words is beyond man."

"He who knows his innermost self is the friend of gods."

"It is more effective to hum in another man's ear than to shout curses in it."

"It is more important to ask a wise question than to seek a profound answer, for all questions are instruments of truth, and great questions yield unsought rewards."

"Love is for women, not for swords."

"Not even the gods can give wisdom to man through speech, wisdom is a callous which only grows on one's skin through life's hardship."

"Only a fool harvests another man's land and leaves his own unattended."

"The eye will never be higher than its brow."

"Truth is not a feast that's served only on one table. To find the full truth, one must become a scavenger."

On Slavery

"Blessed is the slave, for his service is the purest of all."

"He who takes his anger out upon a slave places a millstone about his neck on the day of Judgment."

"Nothing reflects a man's heart more accurately than the face of his slave."

"Whoever touches a slave in lust for one unguarded moment must purify himself for the remainder of days."

On Thay

"A Thayan is not a man. He is blasphemy that walks, mocking the guise of Men."

"Poisoners, deceivers, concubines of demons, they who suckle on the breasts of gnolls, that is a Thayan."

"The desert sand, even when polluted by mud and dragon-filth, is too clean for a Thayan's grave."

On Unther

"The lands of the Mulan are a sacred birthright. Only the Mulan should rule in Unther, and if Unther cannot rule itself, better Mulhorand than the traitors to the north."

"Only Gilgeam could overthrow Gilgeam"

"Poor Unther. And an Unther without the guidance of the Mulan, poorer still."

"These Untheri seem to think a hard fight is a virtue. It is simply life."

On The West

"The people of the West are insane, at least more so than most men. But because their madness makes them prone to violence, it is best not to inform them of that fact to their face."

"Trusting a Chondathan is like catching water in a sieve."

WHAT MIGHT HAVE BEEN...

Very Non-canon musings on the Old Empires and surrounding lands

Well before any of the updates to *Old Empires* came out in books like *Powers and Pantheons*, I developed a timeline that continued the timeline of the setting for the next few years. I planned to send it to Dragon, but the interest wasn't there at the time. This version of the Old Empires is far different than what came afterward in the published form (which is neither good nor bad, given the excellent job that Eric and Julia did with this, just different).

Anyway, here's what I wrote, sometime around 1994, when Unther had not yet been shattered, Tchazzar hadn't been subsumed by Tiamat, and incarnations and manifestations of this weathered pantheon still walked the surface of Faerûn.

#####

My dear Elminster:

It has been much too long since your last visit, though given the state of Unther, I cannot blame you for wishing to avoid our realm. It is not a pleasant place at present; to be frank, it is highly unpleasant. If I were in better health, I would probably leave Unther and go to Cimbar to spend my few remaining years -- that is the one city left that really reflects the way the Ancient Lands used to be.

Since we have not met since that unfortunate time of Troubles, I felt I should give you information on our little lands. As I mentioned in our last conversation, the South is not as docile as it may appear. Mulhorand continues to rouse from slumber. There are few forces of "good" left in Unther. And Chessenta, if reunited under this "Tchazzar", could field an army that might match the Tuigan -- with much better magic. I have shared much of this with the Harpers, and now I share it with you, in the hope that after I have passed to the judgment of the gods, you will keep an eye on my apprentices and colleagues in the Enclave and provide counsel when it is needed. Not stories, Elminster, counsel. I do not think my apprentices have the patience to endure some of your tales, though I always welcomed them. But the young never have enough patience.

I have compiled information on the last ten years of the Old Empires, and am dictating it to my scribe, Caspar, a wonderful boy. Forgive me if this seems brief and coarse; I have always tried to be succinct, and it's a virtue that I've turned into a fault in these last years.

One final word of advice from me. Talking owls are wonderful companions, but if you have one, do not get a cat. The owls do not like competition for local mice. Ibuth had a horrible fight with one of my apprentice's pet mousers the other night...

May Mystra preserve your wisdom.

***One of your innumerable Old Friends,
ISIMUD, Magus Emeritus of the Unther Enclave***

SECTION ONE: OVERVIEW

The Forgotten Realms boxed set covers the heartlands of the Realms in great detail for a period of nine years following the Time of Troubles (also known as the Avatar Crisis), but as even Elminster would admit, the Realms is larger than that. Some interesting things have been happening in that corner of the Realms that is thought of as one of the most stable -- the Old Empires.

For the newcomer: the Old Empires was detailed in the supplement FR10 *Old Empires*. Most of the people and places in this article were covered in that supplement. There are three Old Empires, Mulhorand, Unther, and Chessenta.

Mulhorand, the oldest empire, is ruled by the god-kings of the Egyptian pantheon and their subjects. The physical manifestations of the gods remain in their towers in the city of Skuld, and are represented

by incarnations (almost identical to avatars) that are born in the noble families of Mulhorand. The ruling family is a fusion of the gods Horus and Re, known as Horus-Re. The pharaoh is rarely directly involved in the affairs of Mulhorand; the priests of Horus-Re are the true rulers of Mulhorand, and the high priest of Horus-Re is the true power of the realm. Other prominent deities include Osiris, god of justice, Nephthys, goddess of wealth, Anhur, god of war, and Thoth, god of knowledge and magic.

There are three major conflicts in Mulhorand at this time. First, the old enemies of Mulhorand, the Red Wizards of Thay, are actively planning to steal the secrets of the mages of Thoth and to destroy Mulhorand. Second, the cult of Set, god of evil, has been conducting a campaign of assassination and is gathering high powered evil individuals into an organization called the Fangs of Set, led by the Necromancer Hodkamset. Third, enmity between the conservative priesthood of Horus-Re and the fiery priests of Anhur has escalated into sporadic violence.

Unther, the second oldest empire, is ruled by the god-king Gilgeam, an extremely powerful tyrant. Gilgeam has ruled Unther for over two thousand years, and most would argue that he has not ruled it very well. Rebellion is rife in Unther, manipulated by the cult of Tiamat, the enemy of the old gods of Unther. Tiamat herself is present in Unther, in the form of the Dark Lady, a powerful sorceress.

Chessenta, the third Old Empire, is really a collection of warring city-states. Cimbar, the largest and greatest of the city-states, is one of the finest cities in the Realms. Akanax, which has the best army in Chessenta, is still rebuilding after its war with Soorenar. The most disturbed city in Chessenta is Luthcheq, whose insane rulers, the Karanoks, hunt down and kill mages throughout the Realms, and worship the "god" Entropy, a giant sphere of annihilation that seeks the destruction of all magic. Recent events involve the shifting alliances among the city-states -- and rumors of the return of the first king of Chessenta, the god Tchazzar.

SECTION TWO: CHRONOLOGY

"A curse upon you, upon the land you would rule, upon the people you would govern, upon the slaves that you would own. May this day be recorded as the end of eternity, and the beginning of your mortality."

-- Set's curse upon Prince Rehotep

MULHORAND

Mulhorand boasts of being the eternal kingdom, and other peoples of the Realms (with the noteworthy exceptions of the Red Wizards of Thay and the cult of Set) accept that boast. While most of the Realms believe that the decade following the Time of Troubles was a quiet one for the giant of the south, this was not the case. Recent events point to major changes in the near future, changes which will test the ability of the oldest remaining empire of man to survive.

1358 DR

The Time of Troubles. The incarnations of the gods become dormant; the manifestation of Horus-Re is forced to directly intervene in the affairs of Mulhorand for the first time in two millenia. Horus-Re quickly uncovers evidence of Rezim's corruption and dismisses him. Mardikan becomes high priest of Horus-Re and the new vizier. There is a movement to remove some of the more corrupt practices of the church of Horus-Re, but it doesn't get very far before the time of troubles ends. Horustep III resumes his rule of Mulhorand. There are large areas of wild magic in Sultim and the eastern provinces.

A fleet constructed by the followers of the Mulhorand war deity Anhur sails against Thay; they are attacked and decimated by the sahuagin, and never reach Thay. The Anhurites vow revenge, and fortify their coastal holdings, while the followers of Horus-Re attempt to confiscate their ships.

A sleeping skriaxit (a monstrous elemental sandstorm; see *Tempest in the Monstrous Manual*) is awakened by Wild Magic and devastates eastern Mulhorand.

The renegade Halruaan mage Random (see *FR16 The Shining South*) uncovers the secret of Southern magic; this is uncovered by the priesthood of Thoth, who send assassins to kill him; their efforts are unsuccessful. A large bounty is placed on Random's head by the incarnation of Thoth.

1359 DR

The Fangs of Set attempt to replace pharaoh Horustep with a shapechanger. They fail. In retaliation, the cult assassinates Brathes, the pharaoh's bodyguard, and most powerful supporter of the god Anhur. Hodkamset frames the priesthood of Horus-Re for the deed. There is bloodshed between the priests of Anhur and Horus-Re in Skuld, and the temple of Anhur in Sultim, that priesthood's largest, is completely destroyed.

1360 DR

Halcaunt, the greatest paladin of Osiris, uncovers the involvement of the fangs of Set in the assassination of Brathes. The bloodshed between the priesthoods diminishes, but the hatred between the priests of Horus-Re and Anhur is too deep to be easily subdued.

Angered by their dealings with Thay, a company of Mulhorandi soldiers is sent by Anhur, Osiris, and Nephthys to aid in the crusade against the Tuigan; Halcaunt and his sons perform noteworthy deeds, which are mostly ignored in the west. Halcaunt is no longer shunned by the priesthood of Osiris, and is viewed by Mulhorand as the nation's greatest protector (much to the chagrin of the jealous priests of Horus-Re); Halcaunt gains the pharaoh's favor.

1361 DR

Plague in Skuld. Thousands die. Some of the Osirians claim that it was caused by the cult of Set, and is an omen of things to come.

Prompted by Halcaunt and the priests of Osiris, Pharaoh Horustep makes his first public pronouncement, the first by a Mulhorand pharaoh in over two hundred years. He proclaims that the cult of Set is a legitimate threat to Mulhorand, and must be hunted down. The priesthood of Horus-Re is alarmed at the increased power of the Osirians, but the Anhurites are delighted.

Priests of Anhur attempt to reconcile with Mardikan and the priests of Horus-Re, saying that they should unite against Set. The priests of Horus-Re are not receptive to the offer.

1362 DR

Anhurites defeat a large Sahuagin raiding party that was attempting to destroy the Mulhorand citadel of Rauthgor.

Plague in Outer Sultim.

Spies in the service of the priests of Anhur report that the nation of Thay is becoming increasingly united under Szass Tam. Alarmed, the Anhurites (in collaboration with the priesthoods of Nephthys and Osiris) begin training an elite army, the Bronze Legion, stationed in Neldorild. Housant (F16) of the house of Osiris, is made its captain.

1363 DR

Dernaunt, an archmage in the service of Thoth, is assassinated by an agent of the Karanoks of Luthcheq.

Beratheth becomes high priest of Thoth. He commands that a new cycle of Mulhorand magical research begins, to counter the theft of previous magicks by Random, and to compete against the magical researches of Thay. The pharaoh is asked to rescind the ban on technology. He agrees to allow a few technological experiments, provided that they are approved by the incarnation of Thoth himself. Mulhorandi mages begin work to duplicate Thay's magical powder.

1364 DR

Pharaoh Horustep, age 18, weds Nethra, a daughter of the incarnation of Nephthys.

A party of treasure hunters attempts to loot the tomb of the pharaohs in the Vale of the gods. They are stopped by the priests of Osiris (assisted secretly by members of the Harpers who were worried about Mulhorand magic falling into the hands of the Zhentarim) and executed.

1365 DR

Rezim dies. Some say he was poisoned by Mardikan, many others sarcastically attribute his death to frustration stemming from a lack of involvement in any political corruption. His old rival Mardikan forbids any funeral or public mourning, and confiscates his holdings. All statues of Rezim are destroyed. The pharaoh, Rezim's nephew, is said to be displeased by this, but does nothing.

The Simbul is said to have been seen in Sultim.

1366 DR

Some of the secret priesthood of Set is discovered in Skuld. They are tried and executed before the gate of the gods.

Birth of Rehotep, son of Horustep, precisely 3,500 years after the founding of Mulhorand -- a date which even the Mulhorandi believe to be an omen. At the proclamation of his birth, the manifestation of Set appears before the gate of the gods in Skuld, and publicly curses the infant prince. Halcaunt is the only one who dares attack Set and is slain, but the manifestation of Osiris resurrects him.

Halcaunt's well-regarded youngest son, Hardaunt (paladin, 10th level), is appointed as the prince's bodyguard (to the dismay of the priests of Horus-Re). This sudden burst of divine activity in Mulhorand is the talk of wizards throughout Faerûn, at least for a few weeks.

Onmont Tesirth, a powerful wizard in the service of Thoth, returns to Mulhorand after many years of secretly wandering the Realms. Onmont brings many new spells and items to the attention of the Thothians.

A second, and much larger invasion of the sahuagin takes place in Rauthgor. It is said that Thothian magical powder is used in the defense. The sahuagin kingdom is dealt a major defeat. The battle readiness of the Anhurites does not go unnoticed by the sahuagin, nor by the priests of Horus-Re, nor by Set, nor by the Red Wizards of Thay.

1367 DR

The incarnation of Anhur, incensed by the murder of an Anhurite priest in Unther, travels to Unthalass and confronts the god-king Gilgeam. It is said that they did not come to blows, but that they argued for many hours. Afterwards, Gilgeam boasted that he did not apologize, while Anhur stated that this was the first time in centuries that Gilgeam was confronted by the extent of his own personal corruption, and that the god-king did not like it.

The priests of Osiris, in a private audience with the pharaoh, reveals the existence of the Bronze Legion, and offer it to him as a fighting force directly under his command.

Chernaunt, Halcaunt's eldest son and one of the finest warriors in Mulhorand, is murdered by the Fangs of Set and replaced with the rakshasa rajah Suliyar. The disguised Chernaunt ambushes and almost kills Halcaunt, but he is saved by old Cormyrean comrades from the Tuigan War; the enraged paladin cuts off the rakshasa's left arm and forces it to flee for its life. Suliyar vows to kill Halcaunt. The incarnation of Osiris is present for Chernaunt's funeral, and his body is placed in the antechamber of the tomb that is being built for the pharaoh Horustep III, an extremely rare honor for one not of divine blood.

Foreign adventurers are suddenly more welcome in Mulhorand, as long as they are vouched for by the priests of Osiris or their champions.

UNTHER

"Alas, poor Unther. Alas. Thank the gods that I am an old man, and that I am likely to die before the bloodletting that is to come."

-- Isimud, archmage of Unther

Unther has been weathering some extremely difficult times; rebellions against Gilgeam have been frequent, and they've been put down with extreme brutality. As a result, the nation has been suffering even more than usual in the ten years since the Time of Troubles. There is some evidence that Unther is starting to stabilize, but this may be the calm before the storm.

1358 DR

The destruction of Messemprrar. The rebellion in the city is brutally crushed. Most of the Northern Wizards are murdered, a few flee to Chessenta, and take refuge in Mordulkin and Mourktar.

The Time of Troubles. Gilgeam is seemingly unaffected. The cult of Tiamat and the bandit Furifax attack Unthalass, but are driven back from the walls after heavy losses, due to the intervention of Chessentan mercenaries. Both the Dark Lady and Furifax escape capture. Rumors of the death of Ramman are proven untrue shortly after the Troubles end.

There are areas of wild magic in the wilderness; these are ignored by Gilgeam, but the cult of Tiamat begins a careful examination of these area for future use.

1359 DR

The rebuilding of Messemprrar begins, using large numbers of slaves that were taken in the razing of Messemprrar and the siege of Unthalass.

1362 DR

Chessentan mercenaries recapture the Green Fields, which were held by forces loyal to Furifax. Many villages are looted and burned.

1363 DR

The Great Tax. Untheri are forced to pay the bill for the Chessentan mercenaries that devastated Messemprrar and Green Fields. There are numerous imprisonments for failure to pay; many are sold as slaves to Thay.

1364 DR

A colony of escaped slaves from the ruins of Messemprrar found the town of Isemprar on the edge of the Methmere.

1365 DR

The Dark Lady begins summoning abishai to guard wild magic areas. The Unther Enclave of mages learns of this and are alarmed; they decide not to inform Gilgeam, but make a tentative alliance with the priestesses of Ishtar.

1366 DR

The Enclave uncovers evidence that the Red Wizards were involved in the actions that led to the destruction of Messemprrar. Agents of the Enclave are said to have been seen meeting with the Harpers.

A Mulhorandi priest of Anhur is imprisoned and murdered by the priests of Gilgeam.

The priesthood of Ishtar makes a secret alliance with the priests of Ramman; they begin to train small bands of warriors to prepare for a confrontation against the Cult of Tiamat and -- if necessary -- Gilgeam.

1367 DR

Anhur confronts Gilgeam over the murder of his priest. Gilgeam boasts that he did not bend; some observers note that the god-king was shaken by the confrontation.

Gilgeam discovers the presence of Isemprar. To most people's astonishment, he agrees to recognize the freedom of the former slaves in exchange for an oath of fealty. To ensure their loyalty, a reasonable (by Untheri standards) level of taxation is set for the founding families, and a former rebel slave of Messemprrar is made the town's Lord. Some believe that the confrontation with Anhur softened the tyrant's heart; most believe that this arrangement was really engineered by the pragmatic Lord Guldea.

CHESENTA

"People of Cimbar, I proclaim the Golden Age. We are living at the height of our times and culture. No man, no city, no kingdom, shall bring down our greatness, as long as I live."

-- The Sceptanar of Cimbar

The Time of Troubles greatly shifted the expected balance of power in Chessenta. There had been expected to be a war between two factions, with Luthcheq, Soorenar, and Airspur on one side, and Cimbar, Mordulkin, and Akanax on the other side. The alliance between Cimbar and Akanax never occurred, but Soorenar also lost its alliances. The power of the mad Karanok family in Luthcheq continues to grow, as manifestations of the strange deity Entropy have become much more pronounced in recent years, helping the mad Karanoks remain in power.

The other major event is increased sightings of the founder of Chessenta, the god Tchazzar. The temple of Tchazzar has gained a lot of power in Chessenta since the Time of Troubles, particular in Cimbar, where the priests hold sway over the city mob. It is likely that a battle for power in the city between the Tchazzarites and the Sceptanar is inevitable.

1358 DR

Airspur pulls out of its alliance with Soorenar, and sues for peace with Cimbar.

The Time of Troubles. Hundreds of spheres of annihilation manifest themselves in Luthcheq, spreading terror and death. All exits from the city are blocked, and there are daily sacrifices to Entropy, in order to placate "Entropy's Children". Tchazzar is seen in Akanax, Mordulkin, and Cimbar, and is said to have urged the people to unite and restore the glory of Chessenta.

With Airspur and Luthcheq unable to aid Soorenar, Akanax declares war on its old enemy. A large army marches on Soorenar and besieges the city. Soorenar hires a mercenary army to break the siege. The resulting battle liberates Soorenar, but losses are heavy on all sides. Soorenar burns.

End of the Time of Troubles. Tchazzar vanishes. Entropy and his "children" vanish, but the Karanoks press for increased vigilance against wizards. Coincidentally, one of the largest anti-magic zones in the Realms appears around the temple of Entropy in the city.

1359 DR

The army of Cimbar storms Soorenar. The city is captured and new rulers are installed by the Sceptanar. Akanax is furious that they were not the ones to take Soorenar, and demand an unreasonable compensation from the new city government for damages done to Akanax in a previous war. The new government refuses their request.

Mordulkin attacks Luthcheq. Spheres of annihilation appear in the middle of the attacking Mordulkin army, routing it.

1360 DR

Akanax demands compensation for war damages from Cimbar. Cimbar refuses to acknowledge any responsibility for Soorenar's actions, but offers improved access to the coastal trade markets and supplies to assist in the rebuilding of Akanax.

Beromis, archmage of Mordulkin, is assassinated by an agent of the Karanoks.

1361 DR

An alliance of pirates (hired, it is said, by Thay) attempt to destroy Cimbar's shipping. The pirates encounter a fleet of Cimbarian warships, which destroy them. It is said that Tchazzar briefly appeared during the battle on the prow of the Cimbarian flagship, then turned into a giant red dragon that burned the pirate fleet.

Death of the Sceptanar of Cimbar. Kartomis, the Sceptanar's eldest son, becomes the new Sceptanar. At his installation, he proclaims the arrival of the golden age of Cimbar.

The priests of Tchazzar demand that the new Sceptanar use city funds to build a great temple for their deity. The City Mob marches on the palace, forcing the new Sceptanar to comply with their wishes.

1362 DR

Mercenaries employed by Mordulkin attack Luthcheq and are decimated by spheres of annihilation. The surviving mercenaries return to Mordulkin and riot for a week, before order is restored. The rioting mercenaries flee to Soorenar, where they cause a great deal of unpleasantness.

1364 DR

An army of mercenaries is sent against Mordulkin by Luthcheq. They receive no assistance from Entropy, and are easily defeated. Sages in Cimbar note that "Entropy's children" (ie. the spheres of annihilation that defended the city) only appear in Anti-Magic zones.

A trade dispute between Akanax and Cimbar results in a small skirmish between the armies of the two cities. Nothing is settled.

1365 DR

The Great Bone Wyrms of Dragonback Mountain, a most fearsome dracolich, stirs. This alarms Tchazzar, as the Bone Wyrms were its most powerful enemy of old; he encourages his priesthood to contact the Harpers in order to stop the Cult of the Dragon in Chessenta. The Red Morning, a Cimbar based adventuring company with an extremely formidable reputation, hunts the Wyrms, and is destroyed; only Faromi, a priestess of Lathander, escapes the slaughter.

1366 DR

Cimbar's harbor is attacked by pirates, who learn that Cimbar has duplicated the secret of Thay magic-powder, and have mounted huge magical guns to protect the city. Cimbarian warships are seen to have "dragons of Tchazzar" mounted on their prows, smaller versions of these magical cannons.

The Sceptenar's agents in Thay report that Szass Tam is on the verge of consolidating his hold on that nation, which would threaten the region. Alarmed, the Sceptenar comes to believe that a united Chessenta may be the only defense against a reinvigorated Thay.

Others notice the ascent of Thay. The Dragon Guard, an order of adventurers from Cimbar, Akanax, Mordulkin is formed to counter Thayan activity in Chessenta. The Guard is led by Thurmatis of Akanax (R17, hm, NG, estranged nephew of King Hippartes); other members include: Faromi of Mordulkin (P14, Lathander, hf, NG, formerly of the Red Morning); Hyatos Choron of Cimbar (W(I)16, LG, hm, of Mystra); Chaon of Reth (F14, LG, half-orc male, of Tyr); Lorn the Wrestler, of Mourktar (F15, LG, hm, of Lathander); and Kossala Armathaunt of Skuld (B14, NG, hf, of Osiris).

1367 DR

A Cimbarian patrol is ambushed by unknown forces. Akanax is blamed, but denies involvement. Some sages point the finger of blame at Thay.

The government of Soorenar is overthrown. Lady Yashur, one of the lords who was ousted when Cimbar defeated Soorenar, returns to the city and proclaims herself Queen. She offers assistance and gold to Akanax if they will join her in an alliance against Cimbar. Akanax, which despises Soorenar but is increasingly annoyed by Cimbar's arrogance, does not answer her -- yet.

The Sceptenar, in an attempt to forestall the priests of Tchazzar, holds a secret conference of the kings of Chessenta, to discuss mutual security concerns (and Thay, which is much the same thing), a new taxation system and commerce, and the possibility of an OverKing taking control over the entire nation. Of all the major cities, only Luthcheq is not represented. In spite of the Sceptenar's generous promise that he will not insist on being named OverKing, the other Kings either do not trust Cimbar, or have their own ambitions, and the conference breaks down. Thay, the Karanoks, the Tchazzarites, and the Harpers each have a hand in these events.

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UTTER EAST MUSINGS

Some years ago, I did some sketchy developmental work on the lands southeast of Mulhorand. None of it ever saw print, and reading this, you'll probably understand why (why I thought the Realms needed a Brigadoon rip-off is beyond me). Even so, it was fun to write and might even yield an idea or two. Just don't consider any of this even remotely canon.

I: ADDERCURSE, City of Horror

Ruins of the Utter East

When the Imaskari Empire fell in -2488 DR, it sent ripples through the surrounding nations. Raurin and its northern neighbor, the Plains of Purple Dust, became uninhabitable. The Horde describes how refugees from the Imaskari settled in the east, north, and west; some also came south. One of these refugees were the twin archmages, Akkabast the Necromancer and his sister, Zybara Ghostweaver (an illusionist). This brother and sister combination were known for their ruthlessness and their great power (each of them was considered as powerful as Khelben Blackstaff or the Simbul today). They initially settled in what is today known as Ulgarth, but the influx of refugees from Raurin destroyed the stability of that kingdom, and within ten years of Raurin's fall, it descended into barbarism. The twins attempted to manipulate the situation, but it soon passed beyond even their ability to control. Disgusted by this turn of events, Akkabast and Zybara gathered an army of slaves and drove them southward, into the lands now known as the Utter East.

They built several towers on the northern banks of the River Mountainflow, near its source at the Pillarmount. They constructed a large temple complex to the (now-forgotten) snake god Avnatar, who helped deliver them from Raurin, and their slaves built a city around their towers. The area was infested by Avnatar's blood adders, which left blood-colored slime trails as they slithered; the city came to be known as Addercurse by the slaves who built it.

Addercurse built a prospering economy on the backs of its slaves. Although it was greatly hated for its cruelty, Addercurse provided a shield for southern lands who might have been overwhelmed by northern barbarian tribes, and within fifty years Addercurse became the most powerful city of the Utter East.

It's difficult for two archmages as powerful as Akkabast and Zybara to die if they don't wish it. Akkabast eventually became a lich, and began building a huge dungeon complex beneath his tower. Allegedly, it was to be Akkabast's tomb, but Akkabast soon found it more useful to fill with traps and treasures; he would send prisoners into its depths and watch how they would attempt to survive. Akkabast allied himself with gnolls and wererats, who became princes in his service, and he paid homage to Avnatar, who rewarded him well.

Zybara became a lich as well, a shadow lich, supreme manipulator of shadow and illusion. She took drow into her service, and she built a large dungeon complex as well, which had some connections with her brother's. Soon she became an ally of Lloth, Queen of Spiders, and was deeply involved in her foul intrigues.

Addercurse's influence grew, and subsumed the surrounding cities. The cruel vassals of the twin abominations subjugated the surrounding lands, and held sway over the entire Utter East, and even began to beat back the barbarian tribes of the north. It appeared that a new empire was about to be born, one which would control all of the lands between the ruins of Raurin and the far south. The combined power of Akkabast and Zybara had few rivals in those days, especially when given time to build a seat of power.

But then, the unthinkable occurred. From birth, the twins had acted in unison and harmony in all things. Perhaps it was the act of lichdom that sundered them, but the divine patrons of Akkabast and Zybara managed to turn the twins against each other. The civil war that followed was frightening, even by Imaskari standards; not until the Orcgate Wars would the Realms again see such widespread devastation. The conflict destroyed the cities and the network of fortifications that held the barbarians back. Akkabast's form was shattered into dust, and Zymora's soul was trapped in a crystal of black quartz, and thus fell Addercurse. It is said that the drow attempted to loot Zybara's realm, but Zybara's illusionary prisons were so devious and deadly that the drow army was lured to its destruction. Akkabast remained alive as a dust lich, his touch deadlier even than the feared *crimson death*, but much of his magic was stripped from him and he was unable to move beyond the prison of his tomb.

For over three millenia, the ruins passed back and forth between barbarian humans and gnolls, neither of who willingly entered them, and those who entered unwillingly never returned again. The drow, whose memories of Addercurse were tainted by bitterness, fear, and lust for its riches, prevented others

from accessing the place via the Underdark; and on those occasions that the drow succumbed to temptation, their sole reward was death. Records of Addercurse were recorded in the libraries of Mulhorand and Shou Lung, but those two nations were not anxious to disturb ruins that were built by two devious Imaskari lords.

Recently, a book of records was stolen from the library of Thoth at Gheldeneth, and passed into the hands of adventurers on the Sword Coast. This book told of an untouched set of ruins of nearly infinite depth and richness at Addercurse, ruins which (the rumor quickly said) rivalled those of Undermountain. Although the journey was long and difficult, many adventurers have made the trek to Addercurse, and are beginning to explore the labyrinths beneath the City of Horrors. Whether the Realms will regret this development remains to be seen; this activity has attracted the attention of many of the powers of Faerûn, from the Red Wizards, to the Cult of Set to Elminster himself.

GODS OF ADDERCURSE

Addercurse was an ancient culture that uses a pantheon that predates the worshipped gods of the Realms (with the exception of the gods of Netheril, such as Moander). Shrines to the following gods can be found in the ruins of Addercurse. This pantheon was active over three thousand years ago. There are a few connections between this pantheon and that of distant Mulhorand, which also originated in Raurin; however, the gods of Addercurse were only minor deities (if that) in the pantheon of the Imaskari.

Avnatar, the Great Enemy. Greater Power. Known to the Mulhorandi as the great serpent Apep, he was an enemy of the Mulhorand pantheon in the days when Re ruled it. Avnatar had the form of a being who was a man and a flaming snake at the same time. His symbol was the serpent, and his servants were the blood adders and the fire adders; the blood adders spat a blinding substance that looked like blood, while the fire adders were as hot as salamanders and spat fire. Avnatar was slain by Re several centuries after the fall of Addercurse, and only salamanders, who still venerate him as one of their forefathers, remember his name. Avnatar was thoroughly chaotic evil.

Chayla, the Weeper. Lesser Power. The estranged wife of Suleo is the friend of humanity; she is a gentle, frail woman with long dark hair and olive skin; her lament creates a soft rain that causes flowers to bloom and grasses to grow; she is one of the few sympathetic deities in the Ancient East pantheon. Her symbol was a clay waterbowl. Her fate is unknown; no one worships Chayla today, although a millenia ago, Chauntea worshippers honored a now-forgotten demi-power named Shayala as Chauntea's handmaiden. Chayla was chaotic good.

Daxurge, Deathtouch. Greater Power. This death god preceded Jergal in the role, and (like Jergal and Myrkul after him) may have been the Master of Bone Castle in Hades. Daxurge was called the Inevitable, and seen as both an emotionless skull and a beckoning skeletal hand; he was chiefly neutral with some evil tendencies. Akkabast the Necromancer was particularly fond of Daxurge, and decorated his dungeons to honor the Inevitable One. Daxurge's fate is unknown, but he may have gone insane and destroyed himself, just as other death deities have done since then.

Jomian, the Great Rat. Demi-Power. Jomian, a giant hideous rat who was the size of a elephant, claimed to be king of the rivers, a claim no other god would recognize. This cowardly and faithless deity was continuously making alliances, breaking his word, and trying to destroy his enemy, Nalgast. Avnatar particularly delighted in using Jomian as his lackey. Rats served Jomian as his servants. Jomian's altars, which are few in number, have the rat as their emblem. According to legend, Jomian was trapped by Bast, the Mulhorandi goddess of cats, who played with him for three centuries and finally ate him.

Lloth, Queen of Spiders. Lesser Power. The deity, now known as Lolth or Lloth, is as ancient as she is evil, and the drow servants of Zybara built many altars to her in her evil abode, and it is said that she rewarded them with items of great power. Her chaotic evil nature has not changed over the centuries, but the elven gods are notoriously long-lived even by divine standards.

Nalgast, the Carrion Guard. Demi-Power. Nalgast was the servant of Daxurge, a giant ghoul who resembles a more rotting version of the ogre god Vaprak. Nalgast was the avenger of the dead, and the enemy of tomb-robbers; he had no symbols or altar, but his influence could be felt by an overwhelming carrion stench and the presence of the undead. In areas consecrated to Nalgast, all attempts to turn

undead are at a -2 penalty. Nalgast was chaotic evil. He may have been an ancestor of Vaprak; no one worships Nalgast today.

Staltan, the Sailor. Demi-power. This incredibly mighty hero, the son of Suleo and Chayla, fell in love with a sea nymph and forsake his divine heritage to sail around Toril. He had ninety-nine epic adventures before he was slain in battle by the god-king of the sahuagin (according to the legend, he defeated the god-king, accepted his surrender, and then was slain when his back was turned). Staltan was renowned as a foe of the barbarian tribes that often raided the lands around Addercurse, and was often invoked by those slaves who were forced to defend Addercurse against the northern hordes. Staltan's symbols were the thunderoar, a paddle whose end was a thunderbolt, and the gull, those birds who were his closest friends. Staltan was lawful good. His worship has long been forgotten, although many of the ninety-nine adventures have been assimilated by other mythologies long ago.

Suleo, Mountainfist. Greater Power. The king of mountain, storm, avalanche, and earthquake (he has a large portfolio) was seen as an aloof uncaring god. Suleo is said to have been so offended by the evil of humanity that he built the Pillarmount so he could rise above their concerns. Suleo's shrines are built deep in the earth, and are said to be filled with riches to placate his wrath. His symbol is a thundercrowned mountainpeak. Suleo was Lawful Neutral. Suleo has long been forgotten.

MAGIC AND MONSTERS OF ADDERCURSE

Within the dungeons of Addercurse are a number of unique monsters and magic items. Here are but a few of them:

Magicks

Amulet of Staltan. This magical stone was worn by fighters in the service of Staltan. No armor could be worn while this amulet was used, but this stone would double the number of attacks per round of the fighter.

Skullstones. These white stones resemble miniature human skulls, and a skeleton will rise if the stone is smashed on the ground.

Shadow Scythe. This blade was used by the warriors of Daxurge; when they touch an opponent, he or she must save vs. wands or lose an attack because of fear.

Talisman of Lloth. This talisman serves as a *ring of free action*, and doubles movement in webs.

Talisman of the Mountain. This talisman would give the person who wore it +1 Strength (+10% if over 18) and a -2 armor class bonus.

Talisman of Terror. This talisman would reflect any attempt to cast a *fear* spell back on the spellcaster, at a -4 penalty.

Monsters

Fire Adders. These snakes spit fire like a spitting snake (see *Monstrous Manual*, p. 321), but instead of blindness, the flame spit does 2d4 hit points of fire damage.

Beholder, Adder. This beholder has a single eye, and eight serpents on its head; each serpent's head bites for 1d4 damage on a successful hit.

Lich, Dust. This weaker form of a demi-lich has some of a lich's magical powers, and can generate the dust of death which will choke and kill those caught in its area of effect.

Lich, Shadow. This illusionist lich has powers equal to a lich, but there is a 70% chance that any weapon targeted at them will pass through them and miss. Their touch drains a point of strength, constitution, and dexterity, and they are unaffected by illusions.

Scorpion, Giant Shadow. This scorpion can only be hit by magic weapons, and drains a point of strength per successful tail sting. These creatures were favored pets of Zybara.

II: THE TANRAY

Ancient Barbarians of the Utter East

If you were to mention the name of “Tanray” to anyone in the Utter East, it is possible that they will blanch in horror. Over three millennia have passed since the last of the tanray was sealed in his mountain tomb, but in the utter east, memories sleep lightly.

The Tanray came out of the Imaskari Empire. They were originally known as “Tanar’ri-Men”, for although they had a human form, their malevolence and fighting frenzy were like something that came from the Blood Wars of the lower planes; their name came to be corrupted into the form “Tanray”. The Tanray were the supreme soldiers of certain Imaskari wizards. They had the strength of giants, the toughness of golems, the recuperative abilities of trolls, were highly resistant to magical enchantments, and could work themselves into a fighting frenzy that made them nearly unstoppable in battle. When the Imaskari fell in -2488 DR, nearly one hundred Tanray who were guarding Raurin’s southern mountain passes escaped into the kingdom of what is now Ulgarth.

The Ulgarth army surrounded the vanguard of the Tanray, but although outnumbered nearly one hundred to one, the Tanray easily routed the Ulgarthians. Instead of following up their victory, Borozan, leader of the Tanray, went to the king of Ulgarth and offered his people’s services to him. He warned the king that others were coming from Raurin, and this would include mighty Imaskari wizards. He was willing to ally with the Ulgarthians “for mutual protection”. The king accepted the offer.

Within six years, Borozan had become the king’s closest advisor. He had persuaded the king to give large tracts of land to the Tanray, displaced half of the noble families of the realm, and forced the king’s son and heir into exile on bogus charges of treason. But Borozan got bored with his puppet, murdered him, and assumed the throne. He felt that any rebellion by the “inferiors” would be easily crushed.

But Borozan’s dealings with the weak king had made him overly contemptuous of his rivals, and his rivals had been given plenty of time to make preparations. The exiled prince had been putting together an alliance of local kingdoms against the Tanray, the spawn of sinful Imaskar, who had been justly punished by the gods. The prince had also made an alliance with the dwarves, who had long been mistreated by the Imaskari and were anxious to avenge old insults. Ironically, the Imaskari wizards Akkabast and Zybara, who later spawned the evil city of Addercurse, also aided them. The rebel army came upon the capital without warning, and forced the once overconfident Tanray to flee. Civil war had begun. Borozan and several of his lieutenants, who were said to be drunk to the point of incapacitation and indulging in decadent pleasures, were cornered by the dwarves and fell beneath their pitiless axes.

Leadership of the Tanray passed to Parazan the Wild. Whereas Borozan had been a cunning leader, Parazan had no patience and no willingness to work with lessers. He struck one alliance, with a tribe of horsemen in the southeast, and began a counterattack. Instead of attempting to retake the capital and defeat his enemies, Parazan was merely interested in burning the land and punishing the people for having the nerve to oppose the Tanray. Carnage and carrion followed his train.

Within a decade, Ulgarth was completely in ruins. But the destruction of Ulgarth brought no comfort to the Tanray; without cities to plunder, their barbarian allies soon turned against them. Before Parazan could resolve the issue, his son Danazan resolved it by killing him and taking his place.

Danazan was not a true blood Tanar’ri-man. Tanar’ri-men could not breed among themselves, only with non-Tanray; and while their offspring were mightier than mortal men, the strengths of the bloodline was diluted as mortal blood entered the line. But Danazan had much of his father’s strength, and was far more cunning. The trueblood Tanray were slowly dying out, either through age or death in battle, so that

by the time Danazan attained the leadership only twenty truebloods survived. But it was enough for Danazan. He sought peace with his former allies, the eastern barbarians, until he completed building a stronghold near Highplain, south of Ulgarth, and then he made an alliance with the local gnoll tribes and betrayed the barbarians. Many of their former allies were either enslaved or killed in the ensuing war.

The Tanray/gnoll alliance held wide sway over Ulgarth, Durpar, and the northern lands of the Utter East. Perhaps it would have gone even further south, to trouble the newly founded city of Addercurse, but at this time, a troublesome mage, Kezenta the Conjurer, emerged and attempted to impose his own will on the remnants of Ulgarth and Durpar. Many monsters were summoned to deal with the Tanray. The Tanray held, until Kezenta made a deal with the gnolls, and the Tanray found themselves betrayed. But Danazan had long prepared for the day of betrayal, and in the siege of Highplain, the gnolls found themselves attacked by a great army of barbarian slaves that they had not expected. The gnolls were defeated, and Kezenta was finally captured and slain.

But by this time Danazan was feeling the effects of age. He moved his capital from Highplain to a stronghold built in the mountains. Here, he began an ambitious building program. He built large tombs for himself and the remaining purebloods, shafts that drove deep into the earth, and capped by tall towers. He consecrated the tombs to Suleo, who tolerated no disrespect in his mountains, and to Daxurge, the favorite deity of the Tanray after the fall of Raurin. The crypts were said to be filled with the stolen treasures of Ulgarth and Durpar, but also many undead guardians placed by Nalgast. (The Tanray worshipped roughly the same pantheon as Addercurse, although the names were different). The tombs were constructed as a great labor and with much loss of life, for they were built in high mountain peaks, nearly inaccessible to tomb robbers. The towers were bolstered by magic, so they might last through the centuries. Only dragons have disturbed the tombs, and many are intact, undisturbed since the days when those who saw the fall of the Imaskari still lived.

Following Danazan's death, the leadership of the Tanray passed to his grandson, Perazin the Strong. The Tanray remained a force to be reckoned with for four generations, until the bloodline finally weakened, and those of tanar'ri-man descent lost their influence, and the power of Addercurse was at its height and could not be opposed. However every few generations it seemed as though a leader of exceptional strength and charisma would emerge among the barbarian tribes of the Utter East, and the barbarians would grow in strength and savagery, and it seemed like the ferocity of the Tanray was reawoken. So it has been even until recent centuries.

III: THE PETRIFIED GARDEN

An Archmage's Obsession leads to ruin(s)

Long after the fall of Addercurse and the death of the last pure-blooded Tanar'ri-Man, but before the Orcgate opened over the plains of Thay, a young human wizard chose a familiar, and in making that choice, changed his life forever. The familiar that came to him was the great silver ringnecked pelican, a large ungainly seabird. At first Honzobor was delighted in the choice, for he loved the sea greatly, but soon he learned that there was a terrible price to be paid for having such an exotic familiar.

Pelicans migrate. Over *very* long distances.

For a few years, Honzobor was able to control the instincts of his familiar, but soon he found that the wanderlust of his bird was irresistible. Honzobor finally moved, thousand of miles from his northern home, to the Bay of Pelicans in the southern reaches of the Utter East. The area was mostly desert, sparsely inhabited by wandering nomadic tribes who were highly suspicious of strangers. Honzobor built a stronghold by the sea, imported a few golem servants, and settled in the area, using magic to follow his bird during its migratory season. It was a bothersome but necessary ritual.

Eventually Honzobor came to convince himself that he liked the quiet of Pelican Bay. There were no corsairs in those days, so there was little in the area to disturb him except mermen, and they kept to themselves. He built a great castle on the sand, but knowing that it might sink into the sea, he constructed enchanted servants to hold it above the water and serve as its foundation. These were the sand golems. They were the hands that formed and sustained Pelican Keep.

Loneliness was Honzobar's constant companion. From his earliest years he had been a moody young man who preferred to be alone, and whose companions did their best to encourage that attitude. He began to make himself many golem companions, of every conceivable variety: handsome bronze golems, cloth golems like moving tapestries, clay golem dogs and cats, in whose company he hoped to assuage his loneliness. He kept many stone and sand golems in his Great Hall, and looking upon them, Honzobar felt like a king. But his petrified garden was merely a mockery of life, and deep in his heart, Honzobar knew it.

Then Honzobar's familiar was killed, in a fishing accident, by the local merfolk. Honzobar acutely felt the pain of its death, for their life forces were tied together, and when the pain subsided, he was furious. He divined the identity of those responsible for killing his familiar, equipped himself to deal with an underwater battle, and then traveled to the mercity.

After initial confusion (and battle), Honzobar made his claim before the throne of the merking. The king, knowing that Honzobar had been an inoffensive neighbor (and also that he had the power to lay waste his realm) chose to placate him, and offered him anything he possessed that would compensate for his loss. He offered his son, a peerless warrior of great might, to serve as his bodyguard. He offered his daughter, who was the most beautiful mermaid alive, to take as his wife. But Honzobar had different purposes, and chose carefully. He chose the young Iaela, the king's niece, a child who served as her aunt's coronet-bearer. Honzobar had paternal instincts, but he was a man of great ugliness whose appearance repulsed women, and whose pride caused him to avoid masks (magical or otherwise); he knew that he would never have a willing wife. He wanted a child to raise as his apprentice, and, more importantly, to raise as his daughter.

For ten years, Iaela was confined to the castle and the pools that the golems constructed for her. She was desperately lonely, for although Honzobar was kind to her, his work came before all else, and he seldom allowed himself to put his work aside for her. Also, Iaela's company reminded Honzobar how shallow his life truly was, and he felt unworthy of her companionship. Indeed, he came to love her dearly, but although his mind was keen enough to devise spells unimagined by the greatest wizards in history, he lacked the ability to express the simplest thoughts of his heart.

As Honzobar descended into melancholy silence, Iaela took refuge in the affairs of the castle. The labyrinth of pools and water chambers were expanded, and many chambers were decorated with treasures of the deep. She befriended many of the golems, but their hearts were cold. Her closet friends were seabirds, who would fly to the castle pools, and with whom she could magically converse, although they didn't talk about much except fish and the upcoming mating season.

Then one day, when Iaela had grown into a young mermaid of exceeding loveliness, there was a shipwreck not far from Pelican Keep. The birds told Iaela of several men who had been found washed along the shore. Iaela persuaded the golems to bring her the survivors. By the time the golems returned to the shore, only one man was still alive. He was a sailor, but he was as handsome as a prince; his hair was shining black and long; his eyes were dark and suggested inner fires, his chest and arms were as large and as powerful as the strongest swimmers of the merfolk, and his legs were thick and full of strength. Instantly, Iaela fell in love.

Iaela nursed the sailor back to health. At the time Honzobar was conducting a long and particularly arduous experiment, and never knew about his uninvited guest. Iaela relayed her tale to her new friend, repeatedly. At last the man persuaded Iaela that she had been kidnapped and mistreated by Honzobar, and told her that they should run away together. Iaela agreed. One day, when the man was strong enough to travel, Iaela took a few possessions and left with her love.

When Honzobar realized his loss, he became more furious than he had ever been -- even the loss of his familiar had not affected him so strongly. He attempted to divine Iaela's location, but by now, Iaela was a sorceress of great puissance, and she had cast a spell to shield her from divination. Honzobar's already black mood darkened. Honzobar was not given to evil, but his temper, which was slow to kindle, was quite terrifying. He questioned the golems who served Iaela, and learned about her visitor. He communed with the powers, and discovered that the sailor had been born in a small barbarian village in the north, and that his ship that had been wrecked had originated from a barbarian port. Honzobar girded himself for a war of retribution. He gathered a small army of sand golem soldiers: golems shaped

like great wyrms, golems with great hammers like giant dwarves, beautiful flying golems composed of multi-colored sand and wings like deva. They came down on the northern barbarians in a sudden and terrible battle.

The northern villages burned, but there was no sign of Iaela. Honzobar continued his retribution, but the barbarian tribes were powerful and not willing to stand idle while their homes were in danger; they quickly united against this threat. A great battle was fought on the plains of southern Ulgarth. Though the losses on all sides were heavy, the barbarians had the victory. Honzobar was mortally wounded.

Before the barbarians could destroy the body, a flight of thousands of pelicans suddenly descended on the battlefield, forcing the carrion birds to take flight. With a great ghostly bird leading the host, the pelicans took Honzobar's body, rose into the air like a cloud and returned Honzobar to his castle by the sea.

Meanwhile Iaela's love soon tired of her, for although his looks were those of a prince, his heart was not. Iaela soon came to realize that he was a cruel and loveless man. The sailor imprisoned Iaela and attempted to ransom her back to her own people, the merfolk, but the angry mermen captured the sailor and slew him for his impertinence. Now free, Iaela was offered a chance to return to her kind, but she now perceived that she had done Honzobar a great wrong. Now that she was no longer influenced by the sailor, she remembered Honzobar's gentle words and his kindnesses, and his gentle awkwardness and she decided to return to his castle and repent her departure. There she found his dead body and she mourned. By Honzobar's wishes, Iaela was now the rightful queen of Pelican Keep and its surrounding lands, and she commanded the golems to build him a great tomb, and to place him in it, and to guard his body for the rest of time. Some say that Iaela perished soon after in some romantic moment of grief, but the wise know better; Iaela returned to her people, bringing them magical secrets learned during her days with Honzobar. Great wisdom had been forged by her sorrows, and her wisdom was come to be revered by merfolk, elves, and triton (for she would spare her counsel to no being of good will) for generations, until she finally passed beyond death to Oceanus Elysium, in whose perfect waters she received great honors.

Millenia have passed, and Honzobar's castle no longer stands proudly against the shore, for the land has swallowed much of the sea. Time has worn down the castle walls, and many of its proud stones are rubble. The golems that hold the castle are mishapen from the centuries and their heavy labor, and are barely recognizable. But within the deeps of the castle, the guardians remain, and they do not forget their duty, and the treasures and knowledge of Honzobar are protected by stone, cruel sand, and whatever traps the golems who made the halls could gleam from a wizard's cunning. And although the great ring-necked pelican has been extinct for many centuries, since the days before the Standing Stone was erected, it is said that a trained eye can see great sea birds circling the ruins, birds that vanish on a closer view -- grey winged ghosts of an earlier age.

IV: ASSUNESTA

The City Lost in the Void of Time

The Kolgath were a nomadic people who had fled their homeland in Tabot because of religious persecution; they worshipped a pantheon of thousands of unique deities, although only the priests knew all of their names, and only a handful received any real worship. One of the many unworshipped gods was Matnor Taga. Matnor, son of the gods Barva Sul and Ikato Shu, was a young deity of a quiet, if rebellious nature. His portfolio was rather narrow, even by the standards of the Kolgath; he was the god of moody, misunderstood teenagers, and also (not surprisingly) the god of sulking. Matnor's lack of worshippers perfectly befitted him; even mortals didn't understand or respect him, he moaned constantly.

His parents did not improve his lot in life. Barva Sul was the god of strict adherence to rules, and Ikato Shu was the goddess of making others feel guilty. Like Matnor, they fit their portfolios well. So well, in fact, that one day Matnor Taga decided that he had had enough of them, and he ran away from home. He decided to visit the mortal world, and in the guise of a shepherd, he came to the plains of the Kolgath.

The mortal lands were wild and beautiful. His house in Arcadia was magnificent, but too

excessively ordered for Matnor's tastes, like an overly manicured mansion where nothing could ever be out of place or disturbed. Matnor resolved himself never to return to his home. At first Matnor feared that his father would find him and punish him, but his father, who had strongly forbidden him to leave Arcadia, could not fathom that his son would break his sternest rule, and did not search for his son on the Prime. Matnor found contentment as a shepherd, and soon he found love.

That love was Enev Gan, a seamstress's daughter. One morning, Enev was wandering near the pasture lands, and he heard Matnor talking about his problems to some sheep. They gazed upon each other and were instantly smitten. This was Matnor's first love, and given that Matnor was a hopeless romantic, his love for Enev became (for him) the most powerful force for the universe, more powerful than the mightiest of the gods. He courted her, composing bad poetry and songs that were sung in the voice of a god. Although he wore a shepherd's guise, Matnor was handsome beyond the dreams of mortal men and women. Enev could not help but fall under his spell.

Unfortunately, Enev's mother, who was half-blind (except when examining her stitching) and a little hard of hearing, was not swayed by such simple divine attributes. In fact, she was quite unimpressed by Matnor. He was only a shepherd, and from the sound of him, an insolent, ill-mannered shepherd, who obviously had no breeding. She told her daughter that she didn't want Matnor to ever see her again.

Enev's heart was broken, torn in two between her responsibilities to her ailing mother, and her love for the shepherd. But, for good or for evil, the power of the divine is greater than the power of mortals, and Enev left her mother and ran away with Matnor. Emboldened by her love, Matnor revealed his true nature to her, and promised her that she would be an empress. He made a bargain with the dwarves, and they built a palace in a high mountain dell. This palace was called Assunesta, the "Place of High Love" in the Kolgath tongue, and was said to be the most marvelous place south of Unthalass, which in those days was the grandest city in the Realms. Many of the Kolgath and other tribes were drawn to this new place, and soon, a city was born. Matnor called upon his aunt, Shuwin Sul, the goddess of protecting trysts, and she married Matnor and Enev before the gates of their palace.

Their marriage was not without its problems; Matnor never seemed to be able to react maturely to any situation, and Enev found herself increasingly drawn away from her husband. Matnor sulked more frequently; he was now certain that the reason that his father hadn't found him was that he didn't care about him -- he was probably glad that he was no longer around, and they probably had a new son by now, and had more than likely given away all of his possessions...

More disturbingly, Enev found herself feeling guilty about abandoning her mother. This guilt brought her concerns into the realm of Ikato Shu, her mother-in-law; who did not yet realize that the woes she felt in this mortal were caused by her son, but who became more closely attuned to events of Assunesta.

Nonetheless, love still remained between Matnor and Enev, and in time, Matnor's seed blossomed in his wife, and she bore a daughter, Annor Rass, whose blue eyes sparkled like diamonds in the sun. The happiness in Assunesta increased, for she had the power even in her infancy to fill those who looked upon her with a pure, innocent, joy. That was her power in the pantheon of the Kolgath.

However, the birth of a new goddess did not go unnoticed among the Kolgath pantheon. At the same time, Enev's mother died, and passed before Ikato Shu, whose task it was to reveal all of the Kolgath's petitioner's worldly misdeeds. Ikato Shu suddenly realized where her son had gone, and she passed like a cloud over Assunesta, and all of the citizens fell to their knees and wept, for her coming was accompanied by her canaries, Shame and Remorse, whose song struck all of the people.

Ikato Shu confronted Matnor and demanded that her son return to Arcadia. Matnor agreed, but before he could be taken away, Enev came before Ikato Shu, and presented her granddaughter. Ikato looked upon Annor Rass and suddenly beheld someone in whom she could find no guilt or shame. Then her power withered, and her canaries died, and the people who had been weeping became filled with a cleansing joy. Ikato promised her son that she would not oppose him if he chose to remain on the mortal plane for twenty years, but after that time had passed, she would insist that he return home, and if he failed to obey her wishes, she would tell his father where he had gone.

Matnor was filled a foreboding that even holding his daughter in his arms could not dispel. But soon after Ikato's visit, Matnor found himself forced to set rules to govern his daughter's conduct: the times she was allowed to eat, the hours that they wished to put her to bed. At that moment he passed into his

father's domain, and his father finally realized where he had been hiding. A great hand descended on Assunesta, and plucked Matnor from his palace, and drew him back to his home.

Matnor was forbidden from ever leaving his plane or making an avatar until he had reached the age of adulthood. As for Enev and Annor Rass, they were not of (full) divine heritage, and he was forbidden from ever seeing them again, and they would never be permitted in Arcadia. Matnor pleaded and begged with his father, arguing that he would die without his wife and daughter, but his father had no desire to be flexible in his judgment.

At this time, Hestor Par, head of the pantheon, and god of time, visited Matnor. Hestor had realized that Annor Rass was a deity of great power, power that the pantheon could use to inspire their worshippers and increase their longevity. For pantheons last only as long as their worshippers, and a pantheon whose worshippers are not strong enough to survive will not last long; many pantheons had flourished and then been forgotten in the Utter East.

Divine law forbade Hestor from overruling Barva Sul's ruling regarding his son and granddaughter, even though Barva was but a minor deity in the pantheon. But Hestor was cunning. He told Matnor that by his father's own rules, in twenty centuries, he would be able to declare his independence and go any place the pantheon allowed him to go, or to bring mortals to Arcadia. Matnor sulked; his wife and daughter would die before the twenty centuries ended, and by his father's edict, even their spirits could not enter Arcadia.

Hestor offered to take Assunesta out of time, until such time as Matnor could be permitted his independence. Then his wife and daughter would not die. However, Hestor told Matnor, he could not keep the city in the timeless void forever; for at least one year in every century, the city would have to be returned to the Prime, and there people would live their lives, including his wife and daughter.

Seeing that he had no choice, Matnor agreed to give permission to Hestor to take control of his city. He did not realize that Hestor lied to him; the sole reason that the city needed to reappear was so the power of their worship would sustain the pantheon. Matnor's actions had inadvertently ensured their immortality.

The people of Assunesta didn't have much contact with the outside world; it wasn't for two years that they realized that they had been displaced in time. Annor Rass, whose insight was far greater than mortals, soon came to realize some of what happened, and persuaded her mother, Queen Enev, to ban the residents from leaving the valley, and to discourage strangers from entering.

Nevertheless, there are rumors of a great city in the mountains that appears on rare occasions, a city of strange magicks, and great treasures. Within the valley, the people of Assunesta live their lives in the bliss of their queen, and princess, and wait for the prophecized return of their king. Annor Rass is a young woman of great beauty and greater wisdom, but there is some sorrow in her eyes now, for she has heard her mother speak of love, and the great bond between herself and her father, and yet Annor has never experienced this emotion.