

SKILLS AND POWERS

FOR THE FORGOTTEN REALMS

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Specialty Priest.....	2	Milil.....	24
Greater Powers.....	2	Red Knight.....	24
Chauntea.....	2	Shaundakul.....	25
Cyril.....	2	Talona.....	26
Kelemvor.....	3	Torm.....	26
Lathander.....	4	Valkur.....	27
Mystra.....	5	Demipowers.....	28
Oghma.....	5	Bombadil.....	28
Shar.....	6	Gargauth the Outcast.....	28
Silvanus.....	6	Gwaeron Windstrom.....	28
Sune.....	6	Orcus.....	29
Talos.....	7	Savras the All Seeing.....	29
Tempus.....	7	Sharess.....	29
Tyr.....	8	Shiallia.....	30
Intermediate Powers.....	9	Siamorphe.....	31
Beshaba.....	9	Tchazzar.....	32
Gond.....	9	Psionics.....	33
Helm.....	10	Psionicist.....	33
Ilmater.....	11	Monk.....	34
Iyachtu Xvim.....	11		
Mielikki.....	12		
Selûne.....	13		
Tymora.....	13		
Umberlee.....	14		
Lesser Powers.....	14		
Akadia.....	14		
Auril.....	15		
Azuth.....	15		
Deneir.....	16		
Eilistraee.....	17		
Eldath.....	18		
Grumbar.....	18		
Hoar.....	19		
Istishia.....	20		
Kossuth.....	21		
Lliira.....	22		
Loviatar.....	23		
Malar.....	23		
Mask.....	23		

Specialty Priest

Clerics of various deities in the Realms have long received special favors, abilities, and powers from their devotion to a particular divinity. These “Specialty Priest” are more in tune with the needs and aims of their gods and to reflect more of their gods’ basic temperament than the standard cleric. The cleric is better known and his spells and abilities are common knowledge among the followers of the various gods. However, the specialty priest reflects more of the god’s philosophy and the areas the god watches over or represents.

GREATER POWERS

Chauntea

Portfolio: Agriculture

Ability Requirements: Wisdom 12 Constitution 12

Prime Requisite: Wisdom, Constitution

Alignment: Neutral Good

Chauntea is known as the Great Mother, and is on excellent terms with the other nature deities (Silvanus, Mielikki, and Eldath) and is a devoted foe of Auril and Talos. She is served by the demi-power Bombadil. She is of neutral good alignment, and attracts followers who are of neutral or good in moral alignments. She makes her home in the plane of Elysium. Chauntea has two symbols -- the budding flower encircled by a sunburst, and a sheaf of golden wheat on a green field. The former symbol is more frequently used than the latter. Chauntea's faith is one of nurture and growth. Agricultural sayings and farming parables dot her teachings. Growing and reaping, the eternal cycle, is a common thread in Chauntea's faith. Destruction for its own sake, or leveling without rebuilding, is anathema to the church. She is not usually an adventurer's god, but is instead widely worshipped by farmers and gardeners, and her hand is on every place where men seek to grow.

Chauntea's church has three types of priest: Clerics, which are fully detailed in the *Skills and Powers* book on page 56 and 57, Druids, which are fully detailed in the *Skills and Powers* book on page 58 and 59, and her Specialty priest. Specialty Priest of Chauntea work closely with both clerics and the druids of the faith and often serve as intercessors between the two wings. All of Chauntea's priest dress simply, usually plain brown robes or brown cloaks over tunic, blouses, and trousers.

Chauntea's priest may use all bludgeoning weapons plus the scythe, and sickle. They may use only non metal armor and shields. the standard selection of spheres for priest of Chauntea is major access to All, Creation, Divination, Elemental, Healing, Plant, Summoning, Sun, and Weather. Minor access is given to Animal, Charm, Necromantic, Protection, and Wards.

Priest of Chauntea receive 145 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Chauntea spends his character points to acquire the

abilities of bless crops, brew potions, followers, identify crops, identify poisons, proficiencies, and access to spheres.

Access to spheres: The standard spell selection cost 105 character points or he can purchase spheres individually just as clerics do (see page 57 of the *Skills and Powers* book).

Bless Crops (5): This special bless spell can be used once per day. This blessing will make the land produce at 150% its normal yield. A collective field of crops can only be so blessed once a year.

Brew potions (10): The priest can brew any potion, elixir, or salve that deals with healing or plants, once he reaches 9th level. The basic cost of creation is halved, and for every level the priest has above 9th level, the base chance of success goes up two percent.

Followers (5): By purchasing this skill, a priest can gain followers as described in the *Players Handbook* if he establishes a stronghold and is at least 8th level. Refer to the priest section of the *Players Handbook* for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Identify Crops (5): The priest can identify any domesticated grain or garden plant. The priest can look at a field and tell what's being grown, how far along it is in the harvest year, what the state of the crop is (healthy, diseased, drought problems, ect.), and even what species is growing it.

Identify poison/disease (5): The priest has a 10% chance per level of diagnosing a disease or identifying a poison. The priest can brew an antidote to any poison that is properly identified. This antidote requires proficiency check using the herbalism nonweapon proficiency, and takes 11 rounds minus the priest level. The priest must have access to plants and herbs used for the antidote's ingredients.

Power boost (10): Spells from the plant sphere are doubled in terms of duration, range, area of effect, and damage when cast by a priest of Chauntea.

Proficiencies/Traits (10): The priest receives the proficiencies of Agriculture, Animal Handling, Herbalism, and Weather Knowledge, as well as the trait of Climate Sense, at no additional cost.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Cyric

Portfolio: Murder, Deception, Intrigue, Illusion, Treachery, Disasters

Ability Requirements: Strength 12, Intelligence 12,

Prime Requisite: Wisdom

Alignment: Neutral Evil

Cyric was the god of death, murder, the dead, strife, tyranny, hatred, lies, deception and illusion, having wrested these portfolios from the dead gods Bane, Bhaal, Leira, and Myrkul.

Cyric was directly responsible for the deaths of Bhaal and Leira. Cyric is a new god, born of the Time of Troubles. He is a mortal raised to the level of godhood. He gained many of the followers of the gods whom he replaced, but fights for their continued loyalty and worship. In an attempt to both consolidate his faithful and get vengeance upon his most hated foe, Mystra the new goddess of magic, he worked on creating a magical tome called the Cyrinishad.

The Cyrinishad would compel anyone who read, or had the tome read to them, to be a faithful and loyal follower of Cyric. This of course outraged the other gods who learned of this. The gods Mystra, Oghma, Mask, and to a lesser degree Torm and Gond, conspired together to put an end to Cyric's plans.

In the resulting chaos Cyric's main center of worship, Zhentil Keep, was destroyed by an army of monsters that Cyric set upon the city to make them turn to him for protection, and a revolt in the City of Strife on the plane of Hades caused him to loose the portfolio of The Dead and Bone Castle to Kelemvor. The destruction of Zhentil Keep released the imprisoned Iyachtu Xvim, who managed to take the portfolios of Strife, Tyranny, and Hatred from Cyric while he was trying to recover from the loss of so many of his followers. Cyric did manage to take the portfolio of intrigue from the god Mask, who was weakened by protecting Fzoul Chembryl from the effects of reading the Cyrinishad so that he could betray Cyric. The Cyrinishad fiasco also caused Cyric to gain the portfolios of Treachery and Disasters. Cyric now makes his home on the plane of Pandemonium.

The Cyrinishad is currently guarded by the scribe who wrote the tome, hidden from those who seek the evil artifact by the power of Oghma, and protected by a Knight of Torm. The story of the Cyrinishad can be found in the novel "Prince of Lies".

Cyric's priest favor robes of black or dark purple, trimmed with silver. They wear silver bracelets to symbolize their enslavement to Cyric (in a symbolic reprise of Cyric's one time captivity).

Kelemvor

Portfolio: The Dead, Cemeteries

Ability Requirements: Wisdom 9, Charisma 12

Prime Requisite: Wisdom, Charisma

Alignment: Lawful Neutral

Kelemvor is the god of the dead. He is a new god to the Realms, born from a revolt against the god Cyric in the City of Strife on a plane of Hades during the cyrinshad fiasco.

Kelemvor was friends with Cyric and was Mystra's lover when they adventured together while they were mortals. Cyric murdered Kelemvor shortly before he and Mystra attained godhood in the Time of Troubles.

As the new Lord of The Dead, Cyric sought out the soul of Kelemvor to gain revenge against Mystra. Cyric's quest to find the soul of Kelemvor lead the faithless and the damned to believe he was a powerful enemy of Cyric. Thus when a dead knight faithful to Torm called out for them to follow Kelemvor during a revolt in the City of Strife (started by Mystra, Mask, and Torm), they put their faith in him and became his followers. Having just been freed of his imprisonment from Mask (who had been hiding his soul) Kelemvor battled with Cyric, wresting

control of the Realm of the Dead from him. Cyric fled to the plane of Pandemonium where he now makes his home.

Kelemvor is the Judge of the Dead and is granting new trials to all of the damned who were mistreated during the reign of Cyric and Myrkul before him. He is the protector of the dead and guardian of cemeteries.

Death is but a part of life, and priest of Kelemvor try to teach this to the living. Death is not to be feared, although it is not to be prematurely embraced either. Death is simply the end of the normal mortal cycle. The undead are an abomination against that proper cycle of life and death. Undead walking around Faerun are offensive to Kelemvor, and his priest are fueled by that same anger burning within them. Despite this anger against undead, Kelemvor and his priest also have compassion for restless souls. While the mindless undead are dispatched casually, there is pity for the spirits of even the most evil undead. The exception to this are liches. Lichdom is a premeditated act, and the cycle of life demands that mortals die, not prolong their lives unnaturally through necromancy.

Priest of Kelemvor can wear any armor and use all bludgeoning weapons. The standard spell selection consist of the following spheres: Major access to All, Astral, Combat, Divination, Elemental-earth, Elemental-fire, Guardian, Protection, and Wards. Minor access is given to Charm, Elemental, Necromantic, and Sun. Though healing spells are not forbidden, priest of Kelemvor tend not to get them since people are uncomfortable with the idea of priest of the god of the dead casting spells on them.

Priest of Kelemvor receive 125 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Kelemvor spends her character points to acquire the abilities of bless grave, detect undead, followers, resist energy drain, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 79 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Bless Grave (10): This special bless spell can be used three times per day. When cast on a grave, the grave itself can turn away undead at the same level as the casting priest. The body buried in that grave also cannot become undead. The bless last for one year per level of the priest at the time the spell was cast.

Detect undead (10): A priest with this ability can detect undead creatures within 60 feet radius. It takes one round to scan an area, and the priest cannot be attempting other actions. Priest cannot detect undead through stone or other thick materials.

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty. They are also immune to the paralyzing touch of ghouls and ghaist.

Turn undead (10): Priest of Kelemvor turn undead at one level higher than their listed level, and can affect twice the normal number of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Lathander

Portfolio: Spring, Dawn, Birth, Renewal

Ability Requirements: Wisdom 14, Charisma 12

Prime Requisite: Wisdom, Charisma

Alignment: Neutral Good

Lathander, also called the Morninglord, is the god of the spring, dawn, birth, and renewal, a god of beginning and hidden potential, a deity of conception, vitality, youth, renewal, and self-perfection. He is the commander of creativity. He is a native of the plane of Elysium, and he is on good terms with Chauntea. Lathander's symbol is a simple disk of rosy pink hue. These disk are often cut of rose quartz or similar minerals.

Lathander is a god of beginnings, and even individuals who worship other gods still offer a prayer to him at the start of a journey of endeavor. Lathander's name is invoked to seal alliances and start new ventures or companies. As a result, Lathander is very popular among the merchant classes, and has benefited accordingly.

Priest of Lathander use only non-edged bludgeoning weapons and can wear any armor, but prefer plate mail and shield tinted to shades of red and yellow.

Lathander normally grants his priest major access to the spheres of All, Astral, Charm, Creation, Elemental, Healing, Plant, Sun, Time, and Weather. Minor access is granted to the spheres of Combat, Divination, Guardian, Protection, and Wards.

Lathander's Priests receive 145 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Lathander spends his character points to acquire the abilities of followers, proficiency bonus, resist energy drain, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 108 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect evil (10): A priest with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Detect undead (10): A priest with this ability can detect undead creatures within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be

attempting other actions. Priest cannot detect undead through stone or other thick materials.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Proficiency bonus (10): Priests of Lathander receive a +2 bonus to their proficiency scores in the following Proficiencies: Juggling, Musical instrument, Painting, Pottery, Sculpting, Tailoring, and Weaving. The priest does not gain these proficiencies automatically, but can purchase them for 1 character point less than the cost detailed in the proficiency section of the "Skills Powers" book, the point cost bonus is not cumulative with any benefits awarded by selecting a character kit.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty.

Turn undead (10): Priest of Lathander turn undead at four levels higher than their listed level, if that undead is affected by direct sunlight. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Mystra

Portfolio: Magic

Ability Requirements: Intelligence 14, Wisdom 12

Prime Requisite: Intelligence, Wisdom

Alignment: Neutral Good

Mystra is the goddess of magic, which makes her one of the most powerful deities in the Realms. Known also as the Lady of Mysteries, she is said to have taught the first spell caster of the Realms, and to have enabled many of the races to use magic.

During the Time of Troubles Mystra was destroyed and replaced by a mortal named Midnight who took the mantle of goddesshood and the goddess's portfolio. At this time Mystra's stated alignment shifted from lawful neutral, maintaining the balance in use of magic, to neutral good, reflecting the mortal's attitudes towards the uses and purpose of magic.

In the field, all priests of Mystra wear armor, and bear the symbol of Mystra on their shields as a display of their faith. They can use all bludgeoning weapons and the same magical items allowed by both clerics and wizards, except wizard scrolls.

The standard spell selection for priest of Mystra consist of the following spheres: major access to All, Astral, Charm,

Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Protection, Summoning, Travelers, and Wards. Minor access is granted to the spheres of Animal, Law, Plant, Sun, Thought, and Weather.

Priest of Mystra receive 190 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Mystra spends his character points to acquire the abilities of detect magic, followers, magic stability, saving throw bonus, spellcraft, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 151 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect magic (5): Once per day the priest can detect magic, as the spell of the same name.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Magic stability (5): Priest of Mystra functions normally in both magic-dead and wild magic areas.

Saving throw bonus (10): Priest of Mystra have a +2 bonus to their saving throws against any sort of magic.

Spellcraft proficiency (3): The priest has the spellcraft proficiency initially.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Wizardly priest (10): The priest gains access to one school of wizard spells and can cast them as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Oghma

Portfolio: Knowledge, Bards

Ability Requirements: Intelligence 12, Wisdom 14

Prime Requisite: Intelligence, Wisdom

Alignment: Neutral Good

Oghma is the god of knowledge and invention, the Binder of What is Known, and the Patron of Bards. He is the most

powerful god of knowledge in the Realms (Second if you consider magical ability as knowledge, with Mystra at its head). Deneir and Milil both act as intercessors for Oghma, carrying new information both to him and to those whom Oghma favors.

Oghma's followers believe that knowledge is most supreme, particularly in its raw form, the idea. An idea has no weight but can move mountains. It has no height but it can dominate a nation. It has no mass but it can push aside empires. Knowledge is the greatest tool of humankind, outweighing anything made by mortal hands. Before anything can exist, the idea must exist.

Priest of Oghma wear white shirts and trousers, with a vest of black and gold braid, topped by a small, box-like hat. The Church of Oghma in Sembia adds a harlequin's mask to the garb. All priest of Oghma are called loremasters.

Loremasters are allowed to wear up to banded armor, without the use of a shield, and may only use bludgeoning weapons in combat. Their spell selection consist of major access to the spheres of All, Astral, Combat, Charm, Divination, Elemental, Healing, Protection, Summoning, and Thought. Minor access is given to the spheres of Guardian, Necromantic, Sun, and Wards.

Loremasters receive 135 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard loremaster spends his character points to acquire the abilities of followers, identify, legend lore, turn undead, wrestling bonus, and access to spheres.

Access to spheres: The standard spell selection cost 96 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Identify (5): At 3rd level the priest can cast the identify spell (as the wizard spell) once per day. The priest must be in a temple, shrine, or other area sanctified to Oghma, or within the radius of a protection from evil spell.

Know Alignment (10): This ability allows the priest to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Legend lore (5): At 10th level the priest can cast the legend lore spell (as the 6th level wizard spell) once per week. The priest must be in a temple, shrine, or other area sanctified to Oghma.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Wrestling bonus (10): Priest of Oghma suffer no penalty for wearing armor when wrestling and gain a +2 bonus to hit when wrestling. Damage is described on page 97 of the Player's Handbook and on page 83 of the "Combat Tactics" book.

Shar

Portfolio: Darkness, Night, Loss, Forgetfulness

Ability Requirements: Strength 12, Wisdom 12

Prime Requisite: Wisdom

Alignment: Neutral Evil

Shar is the goddess of darkness, night, loss, and forgetfulness. She resides in the extradimensional plane of Hades. Shar is an unusual power, in that she seems to have multiple aspects that have different alignments, the most obvious example is Sharess who gained enough of a following to break away from Shar and become a separate entity. An aspect of Shar that deals with forgetfulness has priest that are either neutral or neutral good. The priest for this aspect, called Darkcloaks, are detailed in the book Warriors and Priest of the Realms.

Shar's main aspect is worshipped by those who deal in the night (such as thieves), who hate the light (such as goblin races and their allies), and who feel bitterness and loss. Her symbol is a black disk with a border of deep purple.

Loss is the nature of Shar, of pains hidden but not forgotten, of vengeance carefully nurtured away from the light, hidden from others. She is said to have the power to make her devout followers forget their pain, yet what occurs is that they become inured to the loss, treating it as a common and natural state of being. The basic inanity of life and foolishness of hope are the cornerstones of Shar's being. She and her followers revel in the concealed, in that which is hidden, never to be revealed.

Shar's mortal enemy is the goddess Selune and the two fight on a number of levels throughout their immortal lives. Shar's hatred of Selune extends to her clergy and their relationships with the church of Selune. There is a continual war between the two faiths, and jihads against Selune and her followers are common where Shar is strong.

Silvanus

Portfolio: Nature, Druids

Ability Requirements: Wisdom 12, Charisma 15

Prime Requisite: Wisdom, Charisma

Alignment: Neutral

Silvanus is the most powerful of the wild nature gods of the Realms, and is of equal power to Chauntea, who represents a more ordered nature. The two are on good terms, as are most of the good and neutral nature deities. He is served by Mielikki, and many of the followers of one deity venerate the other as well. Silvanus takes pride in his true neutrality, and can be found on the plane of Concordant Opposition, the plane of neutrality.

Nature and its perfect balance is the dogma of Silvanus, who measures out both flood and drought, fire and ice, life and death in the wilderness. His priests tend to see the total situation, their

view is not confined to one person or nation's idea of what is best. They are strongly on the side of wild nature, the natural state of matters, over any civilizing force. As a result Silvanus is venerated by travelers and adventurers, explorers and sages seeking knowledge in nature, and rural communities far from the protection of the local lord.

Silvanus has a strong base among both clerics in urban areas and druids in the wilder territories. He answers both, but Druids are the favored children of Silvanus, which are fully detailed in the Skills and Powers book on pages 58 and 59. Silvanus' clergy is best noted for their leather or metallic scale mail, which mimics the leaf pattern of their god.

Sune

Portfolio: Beauty, Love, Passion

Ability Requirements: Wisdom 12, Charisma 16

Prime Requisite: Wisdom, Charisma

Alignment: Chaotic Good

Sune Firehair is the goddess of beauty, love, and passion. She is said to be the fairest of the gods, and when represented, she is shown as the most beautiful woman in the Realms, with sweeping radiant red hair and incredible charms. Her symbol is her face, that of the flame-haired maiden. She dwells in the plane of Arvandor, home of the elven pantheon. She is said to share the waters of her sacred pool, the Evergold, with the elven goddess Hanali Celanil, and a friendly rivalry exists between the two over the innate superiority of elven versus human beauty.

The followers of Sune are believers in romance, true love winning over all, following one's heart to one's true destination, and that beauty is more than skin deep, it issues from the core of one's being and shows one's fair (or foul) face to the world. Fated matches, impossible loves, and ugly ducklings becoming swans are all part of the teachings of Sune.

Sune's followers are at worst viewed as being a little vain and superficial, and at best recognized as knowing how to throw a party. The most charismatic of their numbers are their leaders, and their deep crimson vestments are cut to flatter their forms. Sune's is the most disorganized of faiths, in that its leadership changes regularly with the whims of its clergy. Little is thought of a priest dropping everything and going bounding off into the wild, particularly if the goal is some beautiful object (or some beautiful individual).

Priest of Sune can wear any armor but prefer as much protection (magical and otherwise) as they can afford-not that they are cowards, but they desperately want to avoid scars. Priest may use any bludgeoning weapon and darts.

Should a priest of Sune drop below a 16 Charisma/Apperance, then they are cast out of the faith until they recover from the loss. This does not apply to clerics, though the prejudice within the church hierarchy against those who are married is very strong.

The standard spell selection for a priest of Sune is Major access to the spheres of All, Astral, Charm, Creation, Divination, Guardian, Healing, Protection, and Sun, with Minor access to Combat, Elemental, Necromantic, Summoning, and Wards.

Priest of Sune receive 135 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies

or saved for use during the game. The standard priest of Sune spends her character points to acquire the abilities of charm, followers, regeneration, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 100 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Charm (10): Priest of Sune may attempt to charm (as the wizard spell) individuals of the same race and opposite sex. The priest may attempt this charm once per day, but if it fails (the victim is allowed a save vs. Spells) he cannot use it again until he has made proper offerings and meditations at an established shrine or temple. The victim is penalized one point on his save for every point of Charisma the priest has above 16.

Detect evil (10): A priest with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Regeneration (10): Starting at 5th level, Priest of Sune can regenerate once per week. The priest regenerates 1 hit point for every 3 turns of full rest he gets during this regenerating effect that last for 1d10 hours +1 hour per level of the priest.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Talos

Portfolio: Storms, Destruction

Ability Requirements: Strength 13, Wisdom 14

Prime Requisite: Strength, Wisdom

Alignment: Chaotic Evil

Talos is the destructive force of nature. He is the god of storms, forest fires, earthquakes, tornadoes, and general destruction. He makes his home in the aptly named plane of Pandemonium. He attracts the destroyer, the raider, the looter, and the brigand among his followers. Talos' symbol is three lightning bolts, each a separate color, radiating from a central point.

Talos the Destroyer is the dark side of nature, the uncaring and destructive force that lies waiting to strike at any time. Talos is more feared than worshipped, which seems to account for his great popularity as much as anything. The church of Talos exults

in the wild destruction of nature at its fiercest, trusting to its own luck and the favor (or ill-favor) of the god to protect it. Church members tend to be fatalistic in nature as a result--almost self-destructive. However, priest of Talos wish to take as many others with them as possible.

Tempus

Portfolio: War

Ability Requirements: Strength 14, Wisdom 12

Prime Requisite: Strength, Wisdom

Alignment: Chaotic Neutral

Tempus is the Realms god of war, the Lord of Battle, the Foehammer. He is random in his favors, yet his chaotic nature favors all sides equally. He may be on an army's side on one day, and against them the next. Such is the nature of war as embodied by Tempus.

The dress of the priest of Tempus is armor, battleworn and battered. In more civilized regions this has been replaced by a steel skullcap, but the message is the same--these are warrior priest. Their place is in the trenches with the troops, urging them onwards. Priest of Tempus may be found on both sides of a conflict, as none can ever truly know who the war god will favor.

Priest of Tempus may use any melee weapon and wear any metal armor, they may not use missile weapons. Priest of Tempus may also use magical items only allowed to warriors. The spell selection usually consist of Major access to the spheres of Animal, Combat, Divination, Elemental, Necromantic, Protection, and War. Minor access is given to All, Guardian, Healing, Summoning, Sun, Wards, and Weather.

Priest of Tempus receive 135 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Tempus spends her character points to acquire the abilities of followers, identify, incite berserker rage, inspire, warrior priest, and access to spheres.

Access to spheres: The standard spell selection cost 97 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Identify (5): The priest has an excellent feel for weapons. he can discern the workmanship and potential magical ability of a weapon merely by handling it. The priest can determine the magical pluses of any weapon, though not any other special or magical abilities.

Incite berserker rage (10): Priest of Tempus can incite a berserker rage in themselves and others. The rage last for 10 rounds. During this time the recipients have a +2 bonus to attack, damage, and all saving throws. The priest may affect one

person per level of the priest, once per day. The berserker rage last a full 10 rounds. If the recipient runs out of enemies to fight, he must either attack the closest living target in the area (even a friend) or suffer 1d6 points of damage for each of the remaining rounds. This is a conscious choice of the berserk character.

Inspire (5): The priest can inspire their comrades to greater feats of battle. Companions in sight range (maximum 50 yards) get +1 bonuses to attack and damage rolls and to saving throws, and +2 bonuses to morale.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (10): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Tyr

Portfolio: Justice

Ability Requirements: Strength 14, Wisdom 16

Prime Requisite: Wisdom

Alignment: Lawful Good

Tyr Grimjaws, Tyr the Even-Handed, Wounded Tyr, the Maimed God, and Blind Tyr. All these names represent the Realms god of justice. Tyr appears as a noble warrior missing his right hand, lost in proving his resilience and strength of spirit. In recent years, he has been shown blinded as well, a fatality of the Time of Troubles and the Avatars. He is the only greater power to be of lawful good alignment, and is said to make his home in the lower slopes of the great mountain that is the Seven Heavens. Tyr's symbol is the scales resting upon a warhammer, and shows his nature: Justice through the strength to enforce that justice. Tyr is served by the lesser god Torm.

Tyr and his followers are devoted to the cause of justice, to the righting of wrongs and the deliverance of vengeance. This is not necessarily equality or fairness, as some make the maimed god out to represent, but rather the discovery of truth and the punishment of the guilty. Tyr's followers tend to be stiff-necked about theology, and see matters in black and white terms. He is most popular with bureaucrats, judges, and merchants who make the entire system move efficiently.

The vestments of Tyr are blue and purple robes with a white sash. A white glove or gauntlet is worn on the left hand, a black one on the right, to symbolize the loss of the god's hand. During high mass, thin strips of diaphanous damask are tied over the eyes to remind the worshippers of the god's blindness.

Priest of Tyr are allowed to use any bludgeoning weapon but prefer the warhammer, they may wear any armor. Spell selection for a priest of Tyr consist of the following spheres: Major access to All, Astral, Charm, Combat, Divination, Healing, Law, Necromantic, Protection, Sun, Thought, and Wards, with minor access to Creation, Elemental, Guardian, Summoning, and Weather.

Priest of Tyr receive 165 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies

or saved for use during the game. The standard priest of Tyr spends her character points to acquire the abilities of detect evil, detect lie, followers, hammer bonus, warrior priest, and access to spheres.

Access to spheres: The standard spell selection cost 120 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect evil (10): A priest with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Detect lie (5): The priest can detect lie three times a day. If the priest is wearing a ring of truth he can force someone to answer one question truthfully once per day.

Detect undead (10): A priest with this ability can detect undead creatures within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions. Priest cannot detect undead through stone or other thick materials.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hammer bonus (5): +1 to attack and damage rolls with the warhammer.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (10): The priest can specialize in the warhammer. The character point cost must be met in addition.

INTERMEDIATE POWERS

Beshaba

Portfolio: Bad Luck, Accidents, Mischief

Ability Requirements: Wisdom 10

Prime Requisite: Wisdom

Alignment: Chaotic Evil

The Maid of Misfortune is the goddess of bad luck and accident. She is the deity of random mischief, and Tyche's unpleasant daughter. She makes her home in the Abyss Her symbol is a set of black antlers on a red triangular field.

The ethos of Beshaba is the beliefs of Tymora stood on their head. Bad things happen to everyone, and only by following Beshaba may you (perhaps) be spared the worst of her effects.

Too much good luck is a bad thing, and to even it out, the wise should plan to undermine the fortunate. Whatever happens, it can only get worse. It is said that Beshaba has a secret society of assassins dedicated to her name, but that has yet to be proven or disproven.

Gond

Portfolio: Artifice, Craft, Construction

Ability Requirements: **Wisdom 14, Intelligence 14, Dexterity 14**

Prime Requisite: **Wisdom, Dexterity**

Alignment: **Neutral**

Gond Wonderbringer is the god of artifice, craft, and construction. He is the god of blacksmiths, woodworkers, and engineers. He is a native of the truly neutral plane of Concordant Opposition. His symbol is a toothed wheel, in ivory, bone, or metal.

The Gondsman's belief can be summed up as "Actions count." Intentions and thought are one thing, but in the end it is the result, what remains after the sword is forged, the battle is fought, that is the most important. To venerate Gond is to continually question and challenge the unknown with new devices and items. This crosses into Mystra's territory (with magical items) and Oghma's (with new knowledge), and Gond is on fairly good terms with both.

The faithful of Gond are responsible for such devices as the arquebus, the blunderbuss, the caviler, the musket, the ribald, and of course smoke powder. The nature of the new devices issuing from Gond's priest is troubling to some, in particular to those who worship Oghma, god of knowledge. It seems to them that some of the Gondsman's inventions are not as well thought out as they should be.

Gondsman can use any bludgeoning weapon and firearms. In dangerous situations Gondsman wear armor (plate maximum, no shield), but most generally prefer the protection of 10 to 12 big fighters. They wear saffron vestments, but are best known for wearing red sashes which contain gears, locks, hooks, and bits of steel, tin, and wood that might prove interesting or useful in a pinch.

The standard spell selection for Gondsman includes major access to the spheres of All, Astral, Combat, Divination, Elemental, Healing, Protection, and Sun. With the minor spheres of Creation, Charm, and Guardian. Gondsman can use the same magic items as clerics, plus all magical rods, staves, and wands.

Priest of Gond receive 110 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Gond spends his character points to acquire the abilities of followers, open locks, proficiency bonus, and access to spheres.

Access to spheres: The standard spell selection cost 85 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-

point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Open locks (10): Gondsman have an aptitude for devices, which includes mechanical locks. They have a 5% chance per level to pick locks, given proper tools and a bit of luck.

Proficiency bonus (10): Gondsman receive a +2 bonus to their proficiency scores in the following Proficiencies: Armorer, Blacksmithing, Bowyer/Fletcher, Carpentry, Cobbling, Engineering, Leatherworking, Pottery, Sculpting, Stonemasonry, Tailoring, Weaving, and Weaponsmithing. The priest does not gain these proficiencies automatically, but can purchase them for 1 character point less than the cost detailed in the proficiency section of the "Skills & Powers" book, the point cost bonus is not cumulative with any benefits awarded by selecting a character kit.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Helm

Portfolio: Guardians, Protection

Ability Requirements: **Strength 14, Wisdom 13**

Prime Requisite: **Strength, Wisdom**

Alignment: **Lawful Neutral**

The god of guardians and protectors, Helm is the epitome of the guardian, the watcher, the guard, and has in years past been greatly venerated by those who need to remain watchful for evil at their doorsteps. Helm is ever-vigilant, and embodies the spirit of lawful neutrality. Helm makes his home on the clockwork plane of Nirvana, in a region separate from Mystra. Helm's Symbol is an open eye painted onto a gauntlet.

Helm was once a much more powerful god, but has fallen upon hard times. During the Time of Troubles, Helm was left with his powers when the other gods were stripped of theirs and confined to the Realms and ordered to hold the gates to the outer planes against them. He did so all to successfully, and much of the resulting destruction of the captive gods is laid at his feet. While still an intermediate power as he was before the coming of the Avatars, his star is fading at a time when Torm and Gond are attracting new followers.

Helm teaches that one must be ever vigilant, ever aware, ever prepared for one's enemies. He also serves who stands and waits and watches carefully. Careful planning will always defeat rushed actions in the end.

Helm's priest, like Tempus's, prefer full plate armor as their vestments. However, they prefer theirs new and unblemished, and in some regions filigree the armor with gold and set a great golden eye in the center. The helms worn by such priest are open-faced, so that they may be eternally vigilant.

Priest of Helm are limited to using blunt and bludgeoning weapons like clerics, and can use the same magical items, but

may also use crystal balls as wizards do. The standard spell selection for Helm's priest consist of major access to the spheres of All, Astral, Combat, Divination, Guardian, Law, Protection, Sun, and Wards. Minor access is granted to the spheres of Creation, Elemental, Healing, and War.

Priest of Helm receive 130 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Helm spends his character points to acquire the abilities of alertness, followers, glyph of warding, turn undead, warrior priest, and access to spheres.

Access to spheres: The standard spell selection cost 93 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Alertness (5): Priest of Helm gain an advantage against being surprised. If alone, the priest gets a +2 bonus on his surprise roll. If accompanied by others who are not priest of Helm, this is reduced to a +1.

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Due to Helms recent loss of reputation, only a minimal number of followers will arrive. Refer to the priest section of the Players Handbook for more details on followers.

Glyph of warding (10): Priest of Helm may create a short-term glyph of warding, as per the spell, but which last only one day per level. The priest may choose the glyph from those spells he is capable of casting, Glyphs or any other, regardless of the sphere of the spell involved (though the level requirements must be observed).

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Know Alignment (10): This ability allows the priest to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Ilmater

Portfolio: Endurance, Suffering

Ability Requirements: Constitution 14, Wisdom 12

Prime Requisite: Constitution, Wisdom

Alignment: Lawful Good

Ilmater is the Crying God, the god of endurance, suffering, martyrdom, and perseverance. It is he who offers succor and calming words to those who are in pain, oppressed, or in great need. He is the willing sufferer, the one who takes the place of another to heft the other's burden, to take the other's pain. He is the god of the oppressed and unjustly treated. In early days Ilmater's symbol was a blood stained rack, but of late a set of white hands bound by a blood red cord is used. The latter symbol has increased Ilmater's popularity in the world at large. Ilmater dwells in the Twin Paradises.

The followers of Ilmater are often perceived as being intentional sufferers, but in reality they offer a great deal along the "pure clerical" nature of healing and recovery to those who have been hurt. They put others ahead of themselves, are sharing, and emphasize the spiritual nature of life over the gross material body. Ilmater's priest are found where they are needed, which is usually in the worst possible conditions, ministering to the needs of the oppressed, and the poor. They dress simply in gray, with gray skullcaps (blood red for the higher ranks).

Armor is not worn by Priest of Ilmater, and his priest can use all bludgeoning weapons and the scourge. Magical items are the same as those of clerics.

Spell selection for Ilmater's priest consist of major access to the spheres of All, Charm, Creation, Guardian, Healing, Necromantic, and Protection. Minor access is given to the spheres of Combat, Elemental, Summoning, Sun, Weather.

Priest of Ilmater receive 140 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Ilmater spends his character points to acquire the abilities of endurance, followers, protection from pain, remove fear, saving throw bonus, survive without food or water, and access to spheres.

Access to spheres: The standard spell selection cost 86 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Endurance proficiency (5): The priest gains the endurance proficiency at no cost.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Protection from pain (10): At 12th level, a priest of Ilmater suffering under extreme punishment, torture, or suffering, may be possessed by a beneficial servant of Ilmater. This is at the request of the character. During the possession, the servant takes all the pain inflicted, but no physical damage. The servant cannot move the body and remains only until the suffering has passed. A dispel magic spell will drive out the servant.

Remove fear (10): The priest can remove fear from others and negate the effect of baneful emotion-based spells which cause pain, suffering, or hopelessness. The priest can perform this task on up to two other people per day.

Saving throw bonus (10): The priest gains a +4 bonus to saving throws that involve endurance or resisting pain and suffering. They gain a +2 bonus on all ability checks involving Constitution in such situations (such as swimming and drowning).

Survive without food or water (10): The priest can survive without food or water for a number of weeks equal to his level. He will be reduced in fighting ability by -1 to hit and damage for every three weeks without food or water, but will not perish. The priest will be wracked by hunger pangs, but that is to be expected in this faith.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Iyachtu Xvim

Portfolio: Fear, Hatred, Malice, Tyranny

Ability Requirements: Wisdom 10, Strength 12

Prime Requisite: Wisdom, Strength

Alignment: Lawful Evil

Also called the Godson and the Son of Bane, Xvim has served as Bane's instrument in the Realms, carrying out the will of his "father." He appears either as a gaunt, naked man with a great scimitar or a black cloud with glowing green eyes.

Iyachtu Xvim was imprisoned under Zhentil Keep during the Time of Troubles, where he was held for ten years. He managed to free himself when Zhentil Keep fell during the Cyrinshad fiasco, where he also managed to steal the portfolios of tyranny and hatred away from Cyric. He is now the god of Fear, Hatred, Malice, and Tyranny. He is working toward fully taking the place of his father, Bane, this of course has made him bitter enemies with Cyric. His following is strongest in the East, particularly in Thay, but his priest are rapidly spreading throughout the Realms.

His priest favor black robes trimmed with dark green. They also wear black iron gauntlets with glowing green eyes painted on the back of the hand. These gauntlets are actually the priests' holy symbols of Xvim. In combat situations priest can wear any armor and use all bludgeoning weapons and the scimitar. They can use the same magic items as clerics. Priest of Xvim have major access to the spheres of All, Combat, Divination, Guardian, Healing, Necromantic, and Summoning. Minor access is given in the spheres of Charm, Creation, Elemental, and Sun (reversible effects only).

Priest of Xvim receive 115 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Xvim spends his character points to acquire the abilities of aura of fear, command undead, followers, immunity to fear, and access to spheres.

Access to spheres: The standard spell selection cost 86 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Aura of fear (10): At 5th level the priest may generate an aura of fear, stretching 10 feet away for every level of the priest. Everything within the area which fails its saving throw will try to escape the area (70%) or attack the source of their fear (30%). Those who pass their saving throw vs. spells or are unable to escape are affected by ill-ease and a great desire to be somewhere else (no modification to hit or damage dice). This aura of fear can be created at will, once per day. It last one round per level of the priest. Priest of Iyachtu Xvim are immune to this effect.

Command undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and lichs. The priest can command these creatures. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Immune to fear (5): The priest is unaffected by the effects of fear spells, though they may still be effected by other emotion-affecting spells and spell like abilities.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Mielikki

Portfolio: Forest, Rangers, Dryads, Autumn

Ability Requirements: Dexterity 13, Constitution 13,

Prime Requisite: Dexterity, Wisdom

Alignment: Neutral Good

Mielikki is the Lady of the Forest, the goddess of the woods and those creatures who live within them. She is the patron of rangers in the same way that Oghma is the patron of bards. In the confusion following the Time of Troubles, she also gathered autumn into her portfolio, away from the dead god Myrkul. Mielikki is allied with and in the service of Silvanus, and with the growing power of that god, is diminished in her own right. She makes the Prime Material Plane her base of power. Her exact dwelling place is unknown.

Mielikki's followers are close to those of Silvanus in outlook and ethos, save that they stress the positive and outreaching nature of the wild. Intelligent beings can live in harmony with the wild without requiring the destruction of one in the name of the other. Mielikki's outlook matches that of rangers in general, which is why she is their patron. Mielikki's priest are fine

woodsmen, with males and females equally represented and regarded within loose hierarchies. They are skilled hunters and woodland spies, and work to protect woodlands against evil.

Priest of Mielikki are allowed to use only leather, studded leather, chain mail, or elven chain, and shields for armor. They may use the following weapons; dagger, knife, long bow (and arrows), long sword, short sword, scimitar, spear, and bludgeoning weapons.

The standard spell selection for Mielikki's priest consist of major access to the spheres of All, Animal, Charm, Healing, Plant, Sun, Wards, and Weather. Minor access is granted to the spheres of Combat, Creation, Elemental, Guardian, Necromantic, and Protection.

Priest of Mielikki receive 135 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Mielikki spends his character points to acquire the abilities of followers, hide in shadows, move silently, tracking, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 98 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect undead (10): A priest with this ability can detect undead creatures within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions. Priest cannot detect undead through stone or other thick materials.

Followers (10): At 10th level, the priest attracts 2d6 followers like a ranger. Use table 19 in the Player's Handbook to determine what kind of creatures the priest attracts.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Hide in shadows (5): The priest can hide in shadows, as the ranger ability.

Move silently (5): The priest can move silently, as the ranger ability.

Sneak attack (10): If the priest successfully moves silently and hides in shadows, he can backstab an opponent for double damage.

Tracking proficiency (5): the priest gains the tracking proficiency, and the character's tracking skill automatically improves by +1 for every four levels.

Turn undead (10): When the priest attains 4th level he can turn undead. This ability functions as if the priest were a cleric three levels lower. For example a 6th level priest would turn undead as a 3rd level cleric. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Selûne

Portfolio: Moon, Stars, Navigation

Ability Requirements: Constitution 12, Wisdom 14

Prime Requisite: Constitution, Wisdom

Alignment: Chaotic Good

Selûne, Our Lady of Silver, is the goddess of the moon, the stars, and those who use them to navigate. She is served by a group of female servitors known as the shards. Her eternal foe is the evil Shar, goddess of darkness, night, loss, and forgetfulness.

Selûne's ethos seems to be one of acceptance and tolerance over any other overriding principle. She is worshiped, or at least venerated, by a mixed bag of followers-navigators, and seamen, but also women, female spellcasters, good-aligned lycanthropes, those who work honestly at night, and those seeking protection from Shar. She places few demands on her followers, and her churches vary as do the phases of the moon, from opulent temples in Waterdeep to simple shrines in the Dalelands.

Priest of Selûne can use any armor and use all bludgeoning weapons, with the preferred weapon being a smooth-headed mace called the moon's hand. The moon's hand has identical stats to a standard mace, but if wielded by a priest of Selûne, strikes with a +1 to hit and damage. The standard spell selection for Selûne's priests consist of major access to the spheres of All, Animal, Astral, Combat, Divination, Guardian, Healing, Necromantic, Summoning, Sun, and Weather. With minor access to the spheres of Charm, Elemental, Plant, and Wards.

Priest of Selûne receive 130 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Selûne spends her character points to acquire the abilities of control lycanthropy, followers, infravision, navigation, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 110 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Control lycanthropy (5): If infected by a lycanthrope that is the same alignment as the priest (or if the priest changes alignment to match the lycanthrope, with all attendant penalties), then the priest can control the transformation at will, as a natural (rather than infected) lycanthrope.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Infravision (5): Priest of Selune are gifted with infravision (30-foot range).

Navigation proficiency (3): The priest gains the navigation proficiency at no extra cost.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and

experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Tymora

Portfolio: Good Fortune, Skill, Adventurers

Ability Requirements: Wisdom 15 Dexterity 14

Prime Requisite: Wisdom, Dexterity

Alignment: Chaotic Good

Also known as Lady Luck, less frequently as Tyche's fair-tressed daughter, and rarer still as Beshaba's sister. Tymora is the goddess of good fortune, skill, and victory. She is the patron of adventurers in general. She is fickle in her nature, and chaotic good in alignment. She dwells in Arvandor. Tymora's symbol is a featureless silver disk.

The battle cry of Tymora's followers is, put simply "fortune favors the bold." A brave heart and willingness to take risk will beat a carefully wrought plan nine times out of ten. Thus, while not foolish, Tymora's followers will often throw caution to the wind and trust in luck. One must place oneself in the hands of fate (meaning in the hands of Tymora) and trust to one's own luck.

Priest of Tymora can use all bludgeoning weapons and wear any armor. The standard spell selection consist of the following spheres: Major access to All, Charm, Chaos, Creation, Divination, Healing, Necromantic, Protection, Summoning, and Travelers. With minor access to Combat, Guardian, Sun, and Weather.

Priest of Tymora receive 130 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Tymora spends her character points to acquire the abilities of followers, probability manipulation, proficiencies, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 99 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect undead (10): A priest with this ability can detect undead creatures within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions. Priest cannot detect undead through stone or other thick materials.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he

establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Probability manipulation (10): Once a day, priest of Tymora can do one of the following things: turn an enemy's attack roll result into a 1, turn his own attack roll into a 20, make one person in his group gain a +1 on an attack roll, penalize the attack roll of one person on the enemy's side with a -1 penalty, automatically succeed at a proficiency or ability check, or cause an enemy to fail at such a check.

Proficiency / Traits bonus (5): Priest of Tymora gain the traits of Glibness and Lucky, and the proficiencies of Gaming and Orienteering at no cost.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Umberlee

Portfolio: Oceans, Waves, Sea Winds

Ability Requirements: Wisdom 13 Constitution 15

Prime Requisite: Wisdom, Constitution

Alignment: Chaotic Evil

Umberlee the Bitch Queen rules from her watery lair in a flooded level of the Abyss, and controls the ocean, the waves, and the sea. She is worshipped out of fear as opposed to adoration, and ship crews offer her gems, and gold to calm the storm tossed waters.

Umberlee continually contest with Selûne, in whom navigators trust to guide their ships safely home. Of late, she has also felt the heavy presence of her own patron, Talos, who is picking up violent nature in all its forms as his personal portfolio. Umberlee's fate, whether she rebels or acquiesces and becomes a servant of Talos, has yet to be resolved. Umberlee's symbol is a forked bluegreen wave.

LESSER POWERS

Akadia

Portfolio: Elemental Air, Movement, Speed, Flying creatures

Ability Requirements: Wisdom 9, Dexterity 12

Prime Requisite: Wisdom, Dexterity
Alignment: Neutral

Akadia is also known as the Queen of the air, and the Lady of the Winds. She is an Elemental Lord from the Elemental Plane of Air. She is generally an uncaring to her faithful, but continues to grant her priest their powers since their worship increases her power on her home plane. To insure continued worship she does take a limited interest in her followers mortal problems, and occasionally makes her presence known with a manifestation, but never an avatar.

Akadia's church is varied and chaotic since she takes no interest in its structure. As a result it is a collection of cults with each faction coming up with its own ethics, codes, morals, and teachings. Akadia's symbol varies greatly from faction to faction, but is generally a cloud or bird. It is believed that if Akadia's following (or any of the other Elemental Lords) were to somehow become unified she would become a very powerful force in the Realms. Something the other gods don't really wish to see happen.

Priest of Akadia can be of any alignment, and dress in whatever their faction deems appropriate. The only thing that seems to be common to all of the factions is that they only use missile weapons. A list of these weapons can be found on page 131 in the *Skills and Powers* rulebook. Most factions also avoid heavy armor.

Sphere selection is limited to Major access to All, Elemental-Air, Protection, and Weather. Minor access is given to Combat, Divination, Guardian, and Healing.

Priest of Akadia receive 70 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The most common abilities are aerial servant, followers, shapechange, summon elemental, and access to spheres.

Access to spheres: The standard spell selection cost 40 character points or he can purchase spheres individually just as clerics do (see page 57 of the *Skills and Powers* book).

Aerial Servant (10): At 8th level the priest can cast one aerial servant spell per day in addition to the number he can normally cast.

Casting reduction (5): The priest's spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Detect evil/good (10): A priest with this ability can see emanations of evil or good (depending on the priests alignment) from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the *Players Handbook* if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the *Players Handbook* for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Know Alignment (10): This ability allows the priest to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty.

Shapechange (5): At 3rd level the priest can shapechange into any normal bird twice per day.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Summon Elemental (10): At 5th level the priest may summon an Air Elemental once per day. The elemental is under the priest control for one hour, and then fades away.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon allowance (5): The priest can choose a favored edged weapon. The priest must still purchase proficiency in the chosen weapon.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Wizardly priest (15): The priest gains access to one school of wizard spells and can cast them as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Auril

Portfolio: Cold, Winter

Ability Requirements: Wisdom 12 Constitution 13

Prime Requisite: Wisdom, Constitution

Alignment: Neutral Evil

Auril, the Frostmaiden, is the goddess of cold and winter, and is most powerful in those region that are affected by deep winters or crouch at the edges of the Great Glacier. She is a native of Pandemonium. Her symbol is a white snowflake on a grey diamond.

Auril is similar to Umberlee in many ways. She is worshipped out of fear, she serves Talos, and much of her ethos is similar to that of the god of nature's destruction. Like Umberlee, she has seen much of her personal power eroded by Talos himself, and as a result, the winters have grown colder to remind the people who still controls the power of cold.

Auril's priest wear ice white robes with blue trim, and are easily identified by the dire warnings they proclaim of the wrath of Auril come the winter. They have also been known to cast many of the cold based wizard spells.

Azuth

Portfolio: Mages, Energy

Ability Requirements: Wisdom 14 Intelligence 13

Prime Requisite: Wisdom, Intelligence

Alignment: Lawful Neutral

Azuth is known as the High One, the Patron of Wizards. He is lawful and neutral in alignment, and makes his home in Arcadia.

Azuth is the god of wizards and mages (and to a much lesser degree, all who cast spells), as opposed to Mystra, who is the goddess of all magic. Azuth is Mystra's servant, friend, and advisor.

Followers of Azuth feel that reason is the best way to approach magic, and that it may be examined and reduced to its component parts through study and meditation. Calm and caution are the watchwords of the Azuthian priest, to avoid mistakes that even magic cannot undo.

The vestments of the priesthood are shimmering grey robes. Priests of Azuth cannot wear armor or use shields and are limited to using blunt, bludgeoning weapons. They can use magic items allowed to both clerics and wizards, including scrolls. Priests of Azuth sphere selection is the same as those of a cleric.

Priest of Azuth receive 125 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies of saved for use during the game. The standard priest of Azuth spends his character points to acquire the abilities of wizard spells, followers and access to spheres.

Access to spheres: The standard spell selection cost 110 character points or he can purchase spheres individually just as clerics do (see page 57 of the skills and powers book).

Casting reduction (5): The priests' spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The level requirement and character point cost is the same as that for wizards, an must be met in addition.

Wizardly priest (10): The priest gains access to one school of wizard spells and can cast them as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Deneir

Portfolio: Literature, Art

Ability Requirements: Wisdom 15, Intelligence 15

Prime Requisite: Wisdom, Intelligence

Alignment: Neutral Good

Deneir, the Lord of All Glyphs and Images, is the god of literature and literacy, the patron of the artist and the scribe. His is the power to render accurately and describe, to write and to read, and to pass on information. His homeplane is the Beastlands, where it is said he has a library containing all that is known and true. Deneir is in service to Oghma, and is also known as Oghma's scribe. His symbol is a single candle set above an eye. Deneir, with Mystra, has influence on the mysterious group known as the Harpers, and one of his largest churches, The Inner Chamber, in Berdusk, is the front for an extensive Harper organization known as Twilight Hall.

Followers of Deneir believe that information that is not recorded and saved to be used later is information that is lost. Literacy is an important gift of the gods, and should be spread and taught. Followers of Deneir have taken an oath of charity as well, such that they cannot turn down the request of another to write letters and transcribe information. Information that does not harm should be made free to all.

Priest of Deneir wear tan-white tunics and golden circlets bearing Deneir's symbol on their brow, and medium length cloaks of bright crimson. Deneir's priests also wear a holy writing kit, a triangular leather belt pouch filled with parchment, ink, and quills. They can use only one handed bludgeoning weapons and can wear up to banded armor, but is not allowed to use a shield.

Deneir's priest standard spell selection consists of major access to the spheres of All, Astral, Combat, Creation, Divination, Elemental, Guardian, Healing, Protection, and Summoning, and minor access to Animal, Plant, Sun, and Weather. They can use magical items allowed to clerics.

Priest of Deneir receive 135 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies of saved for use during the game. The standard priest of Deneir spends his character points to acquire the abilities of followers, identify symbols, saving throw bonus, speak/read/write languages, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 105 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Casting reduction (5): The priest' spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Detect evil (10): A priest with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Identify symbols (5): When confronted with a ward or runic symbol, the priest can try to identify the symbol. Make two Intelligence/Knowledge checks. If the first one succeeds, the priest determines the type of person (Harper, merchant, ranger, orc, etc.) Who left the rune. A second Intelligence/Knowledge check allows the priest to determine the general meaning of the

rune (warning, good food, ambush, ancient magic, etc.) though not the exact details of the message.

Saving throw bonus (5): The priest gains a +4 bonus on all saving throws vs. damage and malicious effects caused from books, scrolls, runes, and other magical writing, including the effects of curses and magical tomes handled by the wrong class. In situations where the reader gets no saving throw (such as reading explosive runes), then a normal saving throw is allowed without modification.

Speak / read / write languages (10): Starting at 9th level the priest can speak, read, and write any language without needing to take them as nonweapon proficiencies.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Eilistraee

Portfolio: Song, Dance, Swordwork, Hunting

Ability Requirements: Wisdom 9, Dexterity 16

Prime Requisite: Wisdom, Dexterity

Alignment: Chaotic Good

Eilistraee, the "Dark Maiden," is the goddess of the good drow. Those rare dark elves who yearn for a return to life in the surface Realms, an existence akin to that enjoyed by elves of the woodlands, left behind by the drow long ago.

Eilistraee (pronounced "eel-ISS-tray-ee") is a goddess of song and beauty, worshiped through song and dance-preferably in the surface world, under the stars of a moonlit night. Eilistraee has worshipers of human, elven, and in particular half-elven stock (particularly around Silvermoon), and looks kindly upon the Harpers.

All clergy of Eilistraee are females of any intelligent race. They must nurture beauty, music, the craft of making musical instruments, and song wherever they find it. Assist hunters and hunting, and help others in acts of kindness whenever they see ways to do so.

Priestesses must be skilled on the playing of at least one of the Dark Maidens favored instruments - horn, flute, or harp. They must be adequate singers and fit, graceful dancers. They must gather songs and musical knowledge constantly, and acquire training in the use of the sword when they can. Priestesses of Eilistraee can only use magical armor or armor of drow make. Priestesses are allowed to use any weapon, but

whenever possible, a priestess of the Dark Maiden must use swords in battle. If no swords are to hand but other bladed weapons are available, they must be used in preference to other weapons.

Priestesses of Eilistraee must use their character points to purchase the nonweapon proficiencies of: Singing, Dancing, Musical instrument, Hunting, and Cooking before they may choose anything else.

Whenever and wherever possible, the faithful of Eilistraee must encourage drow to return to the surface world, and work to promote harmony between drow and surface-dwelling races, to establish drow as rightful, non-evil inhabitants of Faerun. For more information on priestesses of Eilistraee see pages 20 through 26 of "The Drow of the Underdark."

The standard spell selection for priestesses of Eilistraee consists of major access to the spheres of All, Combat, Creation, Elemental, Guardian, Healing, Necromantic, Protection, Sun, and Weather. Minor access is given to the spheres of Animal, Charm, Divination, Plant, Summoning, and Travelers.

Priestesses of Eilistraee receive 150 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priestess of Eilistraee spends her character points to acquire the abilities of enchant weapon, magic missiles, spell turning, turn undead, weapon specialization, and access to spheres.

Access to spheres: The standard spell selection cost 115 character points or she can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect evil (10): A priestess with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priestess cannot be attempting other actions.

Enchant weapons (5): At 6th level, the priestess can enchant bladed weapons by touch, three times per day. Weapons enchanted in this way glow with a silvery radiance and have a +2 bonus to hit and damage for 7 rounds, regardless of how many attacks they land or how many dispel magic spells are launched against them.

Hit point bonus (10): Priestesses with this ability use 1d10 to determine their hit points rather than 1d8.

Magic missiles (5): At 4th level, a priestess with this ability can cast Magic Missile twice per day (four missiles per spell) in addition to the number of spells the priestess can normally cast.

Spell turning (5): At 9th level, a priestess with this ability can cast spell turning as per the 7th level wizard spell.

Turn undead (10): The priestess is granted power over undead, such as zombies, skeletons, vampires, and liches. The priestess can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priestess (10): Priestesses who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priestess could have an 18/30 Strength, and she could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (10): The priestess can specialize in a particular weapon. The character point cost must be met in addition.

Eldath

Portfolio: Peace, Pools, Springs, Druid Groves

Ability Requirements: **Wisdom 14, Charisma 13**

Prime Requisite: **Wisdom, Charisma**

Alignment: **Neutral**

Eldath is the goddess of waterfalls, springs, pools, stillness, peace, and quiet places. She is the guardian of druid groves.

Eldath is completely neutral to the point of extreme pacifism and nonaction, even when threatened. This is one of the reasons that Eldath is almost a forgotten power, in that most worshipers think of Mielikki or Silvanus first. Like Mielikki, Eldath serves Silvanus.

Eldath has three types of priest that venerate her, clerics, druids, and specialty priest, called "Peacemen" and "Peacewomen" in the faith. The clerics and druids serve Eldath without the limitations against harming others (see below), but are encouraged to conduct themselves in a fitting fashion as put forth by their god.

Priest of Eldath cannot fight, except to defend themselves and those with them. They may not initiate attacks, charges, or ambushes. They are pacifists. Those priest of Eldath who seek to bend the will of the goddess to their own ends will soon find themselves without clerical abilities.

Specialty priest are not allowed to wear any armor and can only use staves, clubs, stones, slings, staff slings, lasso, and net for weapons, and then only with great restrictions. The standard spell selection consist of major access to the spheres of All, Astral, Charm, Divination, Elemental (water aspected spell only), Healing, Protection, and Sun. Priest have minor access to the spheres of Animal, Guardian and Plant.

Priest of Eldath receive 130 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Eldath spends his character points to acquire the abilities of bonus spells, breath water, parry attacks, remove fear, sanctuary, silence 15' radius, sleep, and access to spheres.

Access to spheres: The standard spell selection cost 70 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Bonus spells (5): The priest may make use of enchantment/charm priest spells, regardless of sphere.

Breathe water (10): At 10th level, the priest can breathe water automatically.

Casting reduction (5): The priest' spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Cold resistance (5): +2 saving throw bonus vs. cold or ice based attacks.

Detect evil (10): A priest with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Parry attacks (10): In combat the priest may parry attacks, subtracting his Strength bonus plus 1d6 points directly from the attacker's roll to hit. At 10th level, this becomes the Strength bonus plus 1d10 points. If the priest attacks, he loses this ability for the remainder of the battle.

Remove fear (5): The priest may cast a remove fear spell once per day in addition to the number of spells he can normally cast. This remove fear will effect other magical fears, including the fear auras of monsters, dragons, and priest of Iyachtu Xvim.

Sanctuary (10): At 15th level, the priest has a sanctuary spell in effect on himself at all times. Any direct attackers must make a saving throw vs. spells or totally ignore the priest.

Silence 15' radius (5): At 5th level, the priest may cast a silence 15' radius spell in addition to the number of spells he can cast. The priest gains an additional silence 15' radius spell for every additional three levels of experience.

Sleep (5): At 3rd level, the priest may cast a sleep spell in addition to the number of spells he can cast. The priest gains an additional sleep spell for every additional three levels of experience.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and lichs. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Grumbar

Portfolio: Elemental Earth, Solidarity, Changelessness, Oaths

Ability Requirements: **Wisdom 9,**

Prime Requisite: **Wisdom,**

Alignment: **Neutral**

Grumbar, Boss of Earth, King of the Land Below the Roots, the Gnarly One, is an Elemental Lord from the Elemental Plane of Earth. He is generally uncaring to his faithful, but continues to grant his priest their powers since their worship increases his power on his home plane. To maintain continued worship he does take a limited interest in his followers mortal problems, and occasionally makes his presence known with a manifestation, but never an avatar.

Grumbar's church is varied and chaotic since he takes no interest in its structure. As a result it is a collection of cults with each faction coming up with its own ethics, codes, morals, and teachings. Grumbar's symbol varies greatly from faction to faction, but is generally a depiction of mountains. It is believed that if Grumbar's following (or any of the other Elemental Lords) were to somehow become unified he would become a very

powerful force in the Realms. Something the other gods don't really wish to see happen.

Priest of Grumbar can be of any alignment, but are usually neutral. They dress in whatever their faction deems appropriate for the representation of their god. This is usually large bulky vestments with heavy padding to bulk up their mortal frames. They normally choose earth tones, blacks, and greys. They use any armor and shields, and use bludgeoning weapons and picks.

Sphere selection is limited to Major access to All, Creation, Elemental-Earth, Necromantic, and Plant. Minor access is given to Combat, Divination, Guardian, Healing, and Protection.

Priest of Grumbar receive 85 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The most common abilities are followers, mining detection, summon elemental, and access to spheres.

Access to spheres: The standard spell selection cost 60 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Casting reduction (5): The priest's spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Detect evil/good (10): A priest with this ability can see emanations of evil or good (depending on the priest's alignment) from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Know Alignment (10): This ability allows the priest to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Mining detection abilities (10): A priest with this ability is familiar with mining, tunneling, and stone-work. By concentrating for one round the priest can:

Determine the approximate depth underground, 1-4 on 1d6.

Determine approximate direction underground, 1-3 on 1d6.

Detect unsafe walls, ceilings, or floors, 1-7 on 1d10.

Detect any grade or slope in the passage they are passing through, 1-5 on 1d6.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Summon Elemental (10): At 5th level the priest may summon an Earth Elemental once per day. The elemental is under the priest control for one hour, and then fades away.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon allowance (5): The priest can choose a favored edged weapon. The priest must still purchase proficiency in the chosen weapon.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Wizardly priest (15): The priest gains access to one school of wizard spells and can cast them as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Hoar

Portfolio: Revenge, Retribution

Ability Requirements: Strength 9, Wisdom 9

Prime Requisite: Strength, Wisdom

Alignment: Lawful Neutral

Hoar the Doombringer is the lesser power of revenge and retribution, known in the Inner Sea lands as Assuran. He was not worshiped before the Time of Troubles, only having his name invoked by those seeking revenge. However, with the restructuring of the way the Powers of the Realms determine their personal power by how many worshipers they have, Hoar has been concentrating on developing a following of faithful supporters before he fades away.

With Hoar making appearances to those who invoke his name to try and convert them to worshiping him, he is more dependant on those who he has converted to bring about vengeance to those deserving of his attention.

Hoar's priest must seek out wrongs to right, wicked to punish, and avenge those who cannot avenge themselves. Since these priest often punish those whom ordinary laws can't touch (for instance, to punish a rich man who bribes his way out of any charge or punishment), they frequently have to perform their missions secretly, so that the local authorities cannot learn of them. These vigilante priests are not appreciated by local governments.

Priest of Hoar use the same weapons allowed to thieves and clerics. They can use any armor and shield, but avoid wearing anything heavier than chain mail. Recommended character Kits include, Assassin, Outlaw, Peasant Hero, Pirate, Scout, and Spy.

The standard spell selection for priest of Hoar consist of major access to the spheres of All, Combat, Divination, Guardian, Healing, Protection, and Summoning. Minor access is granted in the spheres of Chaos, Charm, Necromantic, Sun, and Travelers. Magic items are the same as those of clerics and thieves.

Priest of Hoar receive 120 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Hoar spends his character points to acquire the abilities of detect lie, hide in shadows, inspire fear, move silently, sneak attack, and access to spheres.

Access to spheres: The standard spell selection cost 79 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Detect Lie (10): The priest can cast the detect lies spell three times a day in addition to other spells.

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Because Hoar is still a relatively unknown power, only the minimum number of followers will arrive. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Hide in shadows (5): The priest can hide in shadows, as the ranger ability.

Inspire fear (10): At 3rd level the priest may cause fear, as the fourth level mage spell, but the area of effect is only a 30 foot cone.

Move silently (5): The priest can move silently, as the ranger ability.

Sneak attack (10): If the priest successfully moves silently and hides in shadows, he can backstab an opponent for double damage.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Istishia

Portfolio: Elemental Water, Wetness

Purification through Cleansing

Ability Requirements: Wisdom 9,

Prime Requisite: Wisdom,

Alignment: Neutral

The Water Lord, God-King of Undines, Istishia is an Elemental Lord from the Elemental Plane of Water. He is generally uncaring to his faithful, but continues to grant his priest their powers since their worship increases his power on his home plane. To insure continued worship he does take a limited interest in his followers mortal problems, and occasionally makes his presence known with a manifestation, but never an avatar.

Istishia's church is varied and chaotic since he takes no interest in its structure. As a result it is a collection of cults with each faction coming up with its own ethics, codes, morals, and teachings. Istishia's symbol varies greatly from faction to faction, but is generally a wave of water. It is believed that if Istishia's following (or any of the other Elemental Lords) were to somehow become unified he would become a very powerful force in the Realms. Something the other gods don't really wish to see happen.

Priest of Istishia can be of any alignment. They dress in whatever their faction deems appropriate for the representation of their god. This is usually flowing robes and capes in deep blues,

greens, and purples. They tend to use light armor and shields, and use tridents, spears, javelins, nets, and bludgeoning weapons.

Sphere selection is limited to Major access to All, Animal (water creatures only), Divination, Elemental-Water, and Weather. Minor access is given to Combat, Healing, Plant, and Protection.

Priest of Istishia receive 75 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The most common abilities are followers, water breathing, summon elemental, and access to spheres.

Access to spheres: The standard spell selection cost 50 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Casting reduction (5): The priest' spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Detect evil/good (10): A priest with this ability can see emanations of evil or good (depending on the priests alignment) from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Know Alignment (10): This ability allows the priest to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Summon Elemental (10): At 5th level the priest may summon a Water Elemental once per day. The elemental is under the priest control for one hour, and then fades away.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Water Breathing (10): The priest can cast the water breathing spell on himself once per day, in addition to all other spells. At 8th level, the duration of the spell when cast on himself becomes 24 hours and cannot be dispelled. He then able to cast an additional water breathing spell on others, as per the normal rules for the spell. If the priest is still underwater and asleep, unconscious, ect., at the end of the 24 hour period, the spell effect is renewed automatically.

Weapon allowance (5): The priest can choose a favored edged weapon. The priest must still purchase proficiency in the chosen weapon.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Wizardly priest (15): The priest gains access to one school of wizard spells and can cast them as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Kossuth

Portfolio: Elemental Fire, Purification through Fire, Burning

Ability Requirements: Wisdom 9, Intelligence 10

Prime Requisite: Wisdom, Intelligence

Alignment: Neutral

Kossuth, the Tyrant among Fire, the Firelord is an Elemental Lord from the Elemental Plane of Fire. He is generally uncaring to his faithful, but continues to grant his priest their powers since their worship increases his power on his home plane. To maintain continued worship he does take a limited interest in his followers mortal problems, and occasionally makes his presence known with a manifestation, but never an avatar.

Kossuth's church is varied and chaotic since he takes no interest in its structure. As a result it is a collection of cults with each faction coming up with its own ethics, codes, morals, and teachings. Kossuth's symbol varies greatly from faction to faction, but is generally a depiction of fire. It is believed that if Kossuth's following (or any of the other Elemental Lords) were to somehow become unified he would become a very powerful force in the Realms. Something the other gods don't really wish to see happen. Of the four Elemental Lords, the best known and most feared are the cults of Kossuth, who are very powerful in Thay and the lands of the East.

Priest of Kossuth can be of any alignment, but most are evil, reveling in the destructive power of fire. They dress in whatever their faction deems appropriate for the representation of their god. This is usually robes and long capes in reds, yellows, and oranges. They tend to use metal armor and shields, and use bills, swords, daggers, knives, and bludgeoning weapons.

Sphere selection is limited to Major access to All, Combat, Elemental-Fire, and Sun. Minor access is given to Charm, Divination, Healing, Necromantic, and Protection.

Priest of Kossuth receive 80 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The most common abilities are followers, immunities, saving throw bonus, summon elemental, and access to spheres.

Access to spheres: The standard spell selection cost 50 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Casting reduction (5): The priest's spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Detect evil/good (10): A priest with this ability can see emanations of evil or good (depending on the priest's alignment)

from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Immunities (5): The priest is immune to the effects of wall of fire and fire trap spells, and is unharmed by normal flame (the priest's possessions however are not immune to fire, and still require saving throws to keep from being destroyed).

Know Alignment (10): This ability allows the priest to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

Resist energy drain (10): Priest with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level draining attacks of undead. If the attack does not normally allow a saving throw, a saving throw is allowed with a -4 penalty.

Saving throw bonus (10): The priest has a +2 bonus to his saving throws against any sort of fire related magic.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Summon Elemental (10): At 5th level the priest may summon a Fire Elemental once per day. The elemental is under the priest's control for one hour, and then fades away.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon allowance (5): The priest can choose a favored edged weapon. The priest must still purchase proficiency in the chosen weapon.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Wizardly priest (15): The priest gains access to one school of wizard spells and can cast them as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Lliira

Portfolios: Joy, Happiness, Dance, Festivals, Trade, Money, Wealth

Ability Requirements: Wisdom 13, Charisma 13

Prime Requisite: Wisdom, Charisma

Alignment: Chaotic Good

Lliira, Our Lady of Joy, is the goddess of contentment, release, joy, happiness, dance, and freedom, and is the patroness of festivals. Lliira has recently taken on the portfolio of the dead goddess Waukeen, the goddess of trade, money, and wealth. Therefore she has two types of specialty priest, one of Joy, happiness and dance and one of Trade, wealth and money. Lliira

makes her home on the outer plane of Arvandor. Her symbol is three stars: one orange, one yellow, and one red.

Lliira's followers are believers in the ability, potential, and talent of the individual, and the celebration of life and its diversity. Often this is hedonism that would make a Sunite blush (briefly). With the absorption of the church of Waukeen, Lliira's church has become wealthier, but taken on a more responsible air, as it attracts more of the merchant class.

Lliira's priest are known as joybringers, and dress in a mixture of orange and yellow. Since the Time of Troubles, the church has attracted many of the former followers and clergy of Waukeen, and many of that faith's old temples have now been reconsecrated to Lliira. With the infusion of new blood, the church has become mildly more responsible and mildly more mercantile. It has also developed a stronger feeling towards personal freedoms. With Lliira's rapid growth it is quite possible she will soon become an intermediate power, as was Waukeen.

Both types of Lliira's priest are allowed to wear any type of armor and use bludgeoning weapons, plus the lasso and net. If a priest of Joy uses a weapon which inflicts damage on another, all the priest powers are revoked. This does not apply to undead or non humanoid monsters. The penalty exist until the Lliiran priest spends a full day engaged in meditation and absolution, followed by a big party all night. Priest of Trade do not have this restriction, but are expected to act appropriately.

The standard spell selection for both types of Lliiran priest consist of major access to the spheres of All, Animal, Charm, Creation, Healing, Guardian, Necromantic, Protection, Sun, Travelers, Wards, and Weather. Minor access is given to Divination, Elemental, Plant, and Summoning.

Priest of Lliira receive 135 character points to spend on skills and abilities from the following list. Skills cost 2 to 10 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Lliira spends her character points to acquire the abilities of combat bonus, dancing, followers, soothing word, turn undead, and access to spheres. Priest worshipping Lliira as Waukeen's godly regent spends their character points on appraising, gem cutting, discern true metal, followers, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 100 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Appraising proficiency (2): The priest automatically has the appraising proficiency.

Combat bonus (5): The priest gains a +2 to hit when engaged in wrestling or other nonlethal forms of combat.

Dancing proficiency (2): Priest of Lliira automatically have the dancing proficiency.

Detect evil (10): A priest with this ability can see emanations of evil from creatures and objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions.

Detect undead (10): A priest with this ability can detect undead creatures within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the priest cannot be attempting other actions. Priest cannot detect undead through stone or other thick materials.

Discern true metal (10): The priest has the ability to discern true metal from false. They cannot identify metal per se, but can determine if a supposedly gold coin is truly gold of a gold-plated lead fake, or even if it was created magically (say, by a djinn).

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Gem cutting proficiency (3): The priest automatically has the gem cutting proficiency.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Soothing word (10): Priest may utter a soothing word once per day. The soothing word may remove fear or other harmful emotion-affecting magic from all within 20 feet of the priest. The priest has a 50% chance per individual affected to remove the magic, plus 2% per level. The soothing word may also be used to add a +2 to initial reactions with others.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Loviatar

Portfolio: Pain, Hurt, Torture

Ability Requirements: Wisdom 14 Constitution 15

Prime Requisite: Wisdom, Constitution

Alignment: Lawful Evil

Loviatar, the Maiden of Pain, is the goddess of hurt and agony, and the patroness of torturers. She makes her home in the lower planes of Gehenna. Her symbol is a nine-stranded whip, with barbs at the tip of each strand.

Loviatar teaches that the world is full of pain and torment, and the best that one can do is to suffer those blows that cannot be avoided, and to deal as much pain back to those who offend. Opponents tend to avoid the priest of Loviatar, since murder is the least that they will do in revenge against insults to their goddess.

Loviatar and her priest particularly hate the church of Ilmater, and his priest are actively hunted and killed when possible. The root of this hatred is simply that priest of Ilmater are so stupidly cheerful when they are hurt, and pain seems to make them more fervent about their deity.

Malar

Portfolio: Hunters, Beast, Bloodlust

Ability Requirements: Strength 13, Wisdom 12

Prime Requisite: Strength, Wisdom

Alignment: Chaotic Evil

Malar, the Stalker, the Beastlord, is a chaotic evil god who makes his home in the plane of Tarterus but often roams the Prime Material Plane, possessing the bodies of his devout in a berserker frenzy. He is the god of marauding beast, of the savage wild, of bloodlust, and the hunt. With Umberlee and Auril, he is one of the Gods of Fury who serve Talos. Weakened with the growing strength of Talos, he has found new worshippers among the non human tribes. His symbol is a taloned, bestial claw.

Priest of Malar will seek out and attempt to destroy druids, regardless of the faith that the druid professes. Because druids fight to maintain a balance, they are the antithesis of the single-minded Malarites. Druid organizations, including the Harpers and followers of Mielikki, also try to seek out and destroy Malar strongholds.

Mask

Portfolio: Thieves, Shadows

Ability Requirements: Dexterity 14, Wisdom 14

Prime Requisite: Dexterity, Wisdom

Alignment: Neutral Evil

Mask is the god of rogues, thieves, and is the lord of shadows. He appears as a lithe man garbed in dark clothing and a cloak of shadows. He always wears a black velvet mask, tinged with red; this has also become his symbol. A former Intermediate power, Mask suffered a major loss of power, and the portfolio of intrigue, during the Cyrinishad fiasco. Mask makes his home in the Plane of Hades. His domain there is known as Shadow Keep.

All that occurs within shadow is in the purview of Mask. Stealth and wariness, it is believed, are virtues, and the writings of a true follower of Mask can be read in many ways. In addition to thieves and more shadowy individuals, courtiers and diplomats have been known to evoke the god's name in hopes of guaranteeing a smooth negotiation.

Priest of Mask are allowed to wear up to studded leather armor and can use any weapon that thieves are allowed to use. They dress in blacks and greys and usually wear domino mask across the eyes or a black mask similar to that of their god to protect their anonymity.

Mask grants his priest access to the following spheres of influence: Major access to All, Astral, Charm, Combat, Divination, Guardian, Healing, Protection, Sun, and Wards. Minor access is given to Elemental, Necromantic, Summoning, Travelers, and Weather.

Priest of Mask receive 175 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Mask spends his character points to acquire the abilities of climb walls, detect noise, find/remove traps, followers, hide in shadows, move silently, open locks, pick pockets, read languages, thieves' cant, and access to spheres.

Access to spheres: The standard spell selection cost 109 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Backstab (10): If the priest successfully moves silently and hides in shadows, he can backstab an opponent. The priest gains a +4 bonus on his attack roll and the blow does double damage.

Bribe* (5): The priest can bribe an official with gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

Climb Walls* (5): The priest can climb smooth or vertical surfaces.

Defence Bonus (10): +2 bonus to Armor Class when unarmored and unencumbered.

Detect Illusion* (10): Priest can detect illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist.

Detect Magic* (10): Priest can detect magic within their line of sight, up to 60 feet away. They can determine the intensity of the magic as dim, faint, moderate, strong, and overwhelming.

Detect Noise* (5): Priest can hear sounds others usually can't.

Find/Remove Traps* (10): This is the ability to locate and disarm mechanical traps or alarms.

Hide in Shadows* (5): The priest can attempt to disappear in shadows, bushes, and crannies. A successful priest will be effectively invisible as long as he remains all but motionless. Slow deliberate movements are allowed.

Move Silently* (5): This is the ability to move without making noise. The priests' movement rate is reduced to 1/3 his normal rate while attempting this.

Open Locks* (10): The priest can try to pick all types of locks using skill, tools, finesse, and luck. If he fails to open a lock, he cannot attempt to open that lock again until advancing a level.

Pick Pockets* (10): The priest uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, ect. of others. If the priest fails use the same rules for thieves found in the Players Handbook or the Skills & Powers book.

Read Languages* (5): Priest can attempt to read languages.

Thieves' Cant (5): Priest of Mask can speak and understand thieves' cant, the secret language of thieves.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Skill Points: Priest of Mask have the abilities of thieves. They start with the base ability scores, modified for dexterity and race, but get no initial discretionary points to allocate. For each level he attains, the priest receives 20 points to allocate to his thieving abilities.

Milil

Portfolio: Poetry, Song

Ability Requirements: Wisdom 14, Intelligence 13, Charisma 14

Prime Requisite: Wisdom, Charisma

Alignment: Neutral Good

Milil is the god of poetry, eloquence, and song. He is venerated by bards but is considered secondary of Oghma, in a similar manner to Deneir. Milil is on excellent terms with a number of powerful gods, including Mystra and Sune. Milil is said to be welcome in the elven pantheon as well, because of the beauty of his song. Milil makes his home in the plane of the Beastlands. His symbol is the silver harp, but he is not directly connected with the Harpers, who use the crescent moon and harp. Milil is a god of creativity and inspiration, of the whole song more than just the lyrics or the music. He represents the finished thought, the process that takes an idea from conception to competition. As a result, the ethos of Milil teaches to consider the world in terms of a continuing process, a song that begins at birth and is only silenced with the final chord. Clerical vestments of Milil are made of rich, lustrous fabric, usually crimson with golden dragons arching and spiraling across their length.

Milil's priest can wear any armor and use all bludgeoning weapons. The standard spell selection consist of major access to the spheres of All, Astral, Charm, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, and Travelers. Minor access is given to the spheres of Elemental, Sun, Thought, and Weather.

Priest of Milil receive 145 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Milil spends his character points to acquire the abilities of bonus proficiencies, enthrall, followers, music/singing, song of suggestion, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 111 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Bonus proficiencies (4): Priests of Milil receive the singing and musical instrument proficiencies.

Enthrall (5): The priest may enthrall an audience (as the spell of the same name) with song. This ability may be used once per day, with the same limitations as the spell, but with the following exception: the priest may not affect creatures of a higher Wisdom than himself or creatures with more hit dice than his own experience level.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Music/Singing (5): The priest has the music/singing trait bestowed upon him by Milil.

Song of suggestion (5): At 10th level, the priest can create a song of suggestion that functions as the wizard spell of the same name, once per day.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The

chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Red Knight

Portfolio: Planning, Strategy

Ability Requirements: Intelligence 13, Wisdom 12

Prime Requisite: Intelligence, Wisdom

Alignment: Lawful Neutral

The Red Knight is a lesser power in the service of Tempus, the Lord of War. She is the goddess of planning and strategy, and though there have been occasional fighting orders in her name, she has no established temples and few shrines. She is portrayed as a dark-haired woman in blood red armor, with a map of the Realms tightly clasped in her hands.

The Red Knight is venerated within the church of Tempus, but always in a secondary position to the Lord of Battles. Shortly after the Crusade against the Tuigan hoard the Red Knight gained her own individual following of supporters. The first shrine dedicated to her was built by her first priest, Araca Darkson of Tantras. A young charismatic woman, Araca left the shrine to the care of those she recruited to the faith, and travels the Realms with an adventuring party, preaching the faith and converting those she can into worshiping the Red Knight, and seeking to gather enough treasure to build a temple to her goddess.

The Red Knight's priest may wield any bludgeoning weapon and any one weapon of the priest choosing (see below). They may wear any armor, preferably dyed red, and use shields. The spell selection for her priest consist of the following spheres; major access to All, Combat, Divination, Guardian, Law, Thought, and Wards. Minor access is given to Charm, Healing, Protection, Sun, and Time.

Priest of the Red Knight receive 115 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of the Red Knight spends his character points to acquire the abilities of immunity to confusion, detect weakness, followers, weapon allowance, and access to spheres.

Access to spheres: The standard spell selection cost 80 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Immunity to confusion (10): The priest is immune to the effects of confusion and feeblemind spells and spell like affects.

Detect weakness (10): The priest can detect the weaknesses and vulnerabilities of others. This ability requires two rounds of studying to determine the weakness. The priest can be involved in combat while doing this but suffers a +1 penalty to armor class until the weakness is determined. The priest then gains a +2 to

hit and +2 damage on that opponent. If any vulnerabilities exist that the priest would normally not know of they too are determined (such as a ghouls vulnerability to protection from evil spells, brown molds vulnerability to cold, etc.)

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Because the Red Knight is still a relatively unknown power, only 10 to 60 followers will arrive. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon allowance (5): The priest can choose a favored edged weapon. The priest must still purchase proficiency in the chosen weapon.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Shaundakul

Portfolio: Travel, Exploration, Mining, Wind

Ability Requirements: Wisdom 12, Charisma 14

Prime Requisite: Wisdom, Charisma

Alignment: Chaotic Good (Neutral)

Shaundakul, the Rider of the Winds, was the god of travel and exploration in old Myth Drannor. His worshippers were humans and half-elves, mostly rangers and miners exploring the Moonsea area. He was a god for brave adventurers and travelers (including, notably, caravan merchants). His major temple in the Realms was Shaundakul's Throne in Myth Drannor, though he had many shrines in the North (if you find a stone dais atop a high place, crowned with a stone seat or throne and accompanied by one or more stone pillars pierced with holes that the wind whistles through, you have found one of them).

When Myth Drannor fell and its people were slain or scattered, Shaundakul's worship dwindled, leaving only a few scattered priest throughout the North. Since the withdrawal of the elves from the woods surrounding Myth Drannor, the ruined city has lain open for exploration, and Shaundakul has started to gain followers again. Shaundakul dwells on the Prime Material Plane, in the ruins of Myth Drannor. His symbol is a pointing hand surrounded by swirling winds.

Shaundakul's priest are mostly found within the forest of Cormanthor, especially around the area of Myth Drannor. Unlike the Windriders (a special variety of Shaundakul's clerics detailed in the "Warriors and Priest of the Realms" accessory book) Specialty Priest of Shaundakul are not limited to the borders of Cormanthor. They are free to travel and explore the Realms (it is the Windriders job to protect and guard the ancient elven lands, although many Specialty Priest also choose to perform this task).

Priest of Shaundakul usually wear leather armor and forest green cloaks and wield long swords and short bows, but are

allowed to wear chain or lighter armor and use any weapon. Their spell selection consist of major access to the spheres of All, Animal, Elemental, Guardian, Healing, Plant, Protection, and Weather, and minor access to Combat, Divination, Travelers, and Wards.

Priest of Shaundakul receive 110 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Priest of Shaundakul spend their character points to acquire any of the abilities listed below. At this time there is no standard to follow.

Access to spheres: The standard spell selection cost 83 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Bonus spells (5): Priest of Shaundakul can cast the mage spells Whispering Wind, Gust of Wind, Wind Wall and Wraithform as if they were priest spells of the same level from the sphere of Elemental Air. These spells count against the spells per level for the priest.

Cold resistance (5): +2 saving throw bonus vs. cold or ice based attacks.

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Hide in shadows (5): The priest can hide in shadows, as the ranger ability.

Identify (5): At 3rd level, the priest can accurately identify plants, animals, and clean water within the confines of Cormanthor.

Mining detection abilities (10): A priest with this ability is familiar with mining, tunneling, and stone-work. By concentrating for one round the priest can:

Determine the approximate depth underground, 1-4 on 1d6.

Determine approximate direction underground, 1-3 on 1d6.

Detect unsafe walls, ceilings, or floors, 1-7 on 1d10.

Detect any grade or slope in the passage they are passing through, 1-5 on 1d6.

Move silently (5): The priest can move silently, as the ranger ability.

Pass without a trace (5): At 3rd level the priest with this ability can pass without trace, as per the spell, at his normal movement rate.

Sneak attack (10): If the priest successfully moves silently and hides in shadows, he can backstab an opponent for double damage.

Tracking proficiency (5): the priest gains the tracking proficiency, and the character's tracking skill automatically improves by +1 for every four levels.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and lichs. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Talona

Portfolio: Disease, Poison

Ability Requirements: Constitution 14, Wisdom 14

Prime Requisite: Wisdom, Constitution

Alignment: Chaotic Evil

Talona is the Lady of Poison, the Mistress of Disease, and these are her portfolios in the godhead. The symbol of Talona is a trio of teardrops in a triangular pattern. She makes her home in the plane of Tarterus.

Life and death are in balance, say Talona's priest, but death is the more powerful, and should be paid proper homage and respect. Death is a lesson to be learned by all, and if it falls to the followers of Talona to drive home the point, so be it.

Torm

Portfolio: Duty, Loyalty, Obedience

Ability Requirements: Constitution 12, Wisdom 15

Prime Requisite: Constitution, Wisdom

Alignment: Lawful Good

Torm the True and the Brave is the god of duty loyalty, and obedience, and the patron of paladins and those who face danger for a greater good. Torm makes his home in the Prime Material Plane, much like Eldath and Mielikki. Torm is the good right hand of Tyr, and works in the service of the greater power of justice. Torm's symbol is a metal gauntlet.

Torm's is one of the most ethically pure of all faiths, in that it is devoted to loyalty and obedience. This is not a blind obedience, and a servant working for an evil master is responsible to a higher authority in his loyalty. Salvation may be found through service. Torm's popularity is increasing, particularly in the wake of the Time of Troubles. He benefits from an enthusiastic following, and number of fighting orders and paladins have devoted themselves to this god.

Priest of Torm wear a full suit of battle armor in much the same manner as Tempus, but it is clean, well polished, and battle ready. Torm's priest are allowed to use any weapon, but tend to favor two-handed swords or bastard swords.

The standard spell selection consist of the following spheres: major access to All, Astral, Combat, Divination, Guardian, Healing, Law, Protection, Summoning, Sun, and Wards, with minor access to Charm, Elemental, Necromantic, and Weather.

Priest of Torm receive 155 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Torm spends his character points to acquire the abilities of command,

followers, loyalty bonus, spell duration increase, turn undead, warrior priest, and access to spheres.

Access to spheres: The standard spell selection cost 108 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Command (5): Priest of Torm may use the command spell once per day, at will.

Detect Lie (10): The priest can cast the detect lies spell three times a day in addition to other spells.

Followers (5/10): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the priest can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Loyalty bonus (5): Henchmen following a priest of Torm treat the priest as if his Charisma was 18 for purposes of determining loyalty, provided they worship (or at least recognize the power of) Torm. If the priest's Charisma is already 18, his henchmen treat him as if his Charisma were 19.

Spell duration increase (10): The duration of all divination and protection spells cast by the priest is doubled.

Turn undead (10): The priest is granted power over undead, such as zombies, skeletons, vampires, and liches. The priest can drive away these creatures, and as they advance in faith and experience levels, they can destroy some forms of undead. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Valkur

Portfolio: Sailing, Seas, Dolphins

Ability Requirements: Wisdom 9, Constitution 14

Prime Requisite: Wisdom, Constitution

Alignment: Chaotic Good

Valkur the Mighty is a sailor's god, a lesser power who intercedes to protect ships against the cruel whimsy of Umberlee and the destruction of Talos. He is a chaotic good deity, and not always responsive to his followers' prayers. As a result, worship among the sailors is more in line with trying to placate the Gods of Fury rather than seek protection from them--protection that may never come.

Valkur appears as a giant sailor, wading through the ocean, which only comes up to his knees. He carries a great shield, with which he turns back the worst of the forces of nature arrayed against him. Valkur sometimes uses dolphins as his sign that his presence is near.

Valkur's priest are diligently trying to build up the popularity and strength of his church by showing that Valkur can indeed be counted on to protect the helpless from the gods of Fury. Since the clergy is a reflection of the god, they strive to appear tranquil, slow to anger, and not prone to sudden changes of plans, opinions, or mindsets. Their reliability is impeccable, since they want others to see that the faith is solid and trustworthy. Their patience is hard earned, because Valkur isn't as trustworthy as a devotee might wish, and the priests need to live with their god's chaotic behavior. All priest of Valkur must endure a 10% chance that their spells will fail.

Priest of Valkur use clubs, staves, daggers, tridents, and cutlasses in battle. Due to the impediments of armor to a swimmer, priest of Valkur do not wear any. The spell selection consist of major access to the spheres of All, Divination, Elemental (air, water), Healing, Protection, Summoning (aquatic creatures only), and Weather, with minor access to Animal, Chaos, Charm, Combat, and Plant.

Priest of Valkur receive 110 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Valkur spends his character points to acquire the abilities of airy water, followers, proficiencies, shapechange, speak with dolphins, summon dolphins, and access to spheres.

Access to spheres: The standard spell selection cost 70 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Airy water (5): At 8th level the priest can cast the 4th level mage spell airy water once per day at will.

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Proficiencies (10): Priest of Valkur start with the proficiencies of Boat Piloting, Deep Diving, Navigation, Seamanship, Swimming, and Weather Sense.

Shapechange (10): At 7th level, the priest can shapechange into a dolphin twice a day. Shapechanging from human to dolphin form heals 1d6 points of damage.

Speak with dolphins (5): The priest can speak with dolphins at will.

Summon dolphins (5): Three times a day priest of Valkur have a 60% chance plus 1% per level of summoning 1d4 dolphins. The dolphins arrive in 3d10 minutes, but only if they are native to the body of water the priest is in. The dolphins will talk to the priest and answer his questions, but will not take possible fatal risk for the priest.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

DEMIPOWERS

Bombadil

Portfolio: Wine, Brewing, Vinyards

Ability Requirements: Dexterity 13 Charisma 13, Wisdom 10

Prime Requisite:

Wisdom, Charisma

Alignment:

Chaotic Good

Bombadil is a new god in the Realms. Formerly a powerful bard who traveled across all of the Realms in search of adventure. At the end of the Time of Troubles, Bombadil followed the goddess Chauntea up a celestial stairway and was granted godhood by her as her servant. He is the god of brewing, winemaking, and vineyard. For his symbol he has chosen the hop.

Bombadil's following is very small at the moment and has only one famous priest, Marcus of Bloodstone. His greatest (and only) temple is the Hall of the Vine in the town of Goliad in Damara. Built more as a fortress than a temple, to provide protection for the towns folk in the event of trouble in such a troubled land, it does however boast the best tavern in all the Bloodstone Lands.

Priest of Bombadil wear a simple green shirt and trousers, and a dark green cloak. Male priest tend to be hirsute. In honor of their god priest of Bombadil must be slightly intoxicated to pray for spells.

Priest of Bombadil can wear chain or lighter armor and can use any one handed weapon and the quarterstaff. Spell selection consist of the following spheres: major access to All, Charm, Creation, Divination, Healing, Plant, and Summoning, with minor access to Chaos, Elemental, Guardian, Travelers, and Weather.

Priest of Bombadil receive 100 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies of saved for use during the game. The standard priest of Bombadil spends his character points to acquire the abilities of followers, proficiencies, turn undead, and access to spheres.

Access to spheres: The standard spell selection cost 80 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Bombadil is still a relatively unknown power, so only the minimum number of followers will arrive. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Proficiencies (5): Priest of Bombadil start with the proficiencies of Agriculture, Brewing, and the trait of Climate Sense.

Turn undead (10): When the priest attains 4th level he can turn undead. This ability functions as if the priest were a cleric three levels lower. For example a 6th level priest would turn undead as a 3rd level cleric. The chart for turning undead can be found in the Players Handbook on page 103, and in the Skills and Powers book on page 58.

Warrior-priest (10): Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Gargauth the Outcast

Portfolio: Outcast

Ability Requirements: Wisdom 9, Constitution 14

Prime Requisite: Wisdom, Constitution

Alignment: Chaotic Evil

An evil god whose foul nature was too much for others of his ilk, Gargauth was cast out of his palace in the lower planes and condemned to wander the Prime Material Plane. He is said to appear as a charismatic, reasonable sage, but as he spends more time in one place, his true nature becomes apparent, as his flesh and clothing rots and twist, horns and jagged shards erupt from his face and back, and his claws and fangs grow. By this time, those under his influence are enspelled so as to be unaware of his deadly nature.

Gargauth plots to recover all his lost lands and followers, seeking for the method by which Toril was sealed from the other planes. Few individuals worship Gargauth, for fear that he will drop in for a visit.

Gwaeron Windstrom

Portfolio: Tracking, Woodland Signs

Ability Requirements: Strength 13, Dexterity 13

Prime Requisite: Strength, Dexterity, Wisdom

Alignment: Neutral Good

Known as the Tracker, Gwaeron represents that ranger ability that allows tracking and understanding woodland signs. Gwaeron serves as Mielikki's intercessor with mortals in the North and is a friend of Shaundakul. He is portrayed as a tall, physically impressive man with a long, white beard and hair that whips in the breeze.

Gwaeron has a few shrines scattered through the High Forest and Cormanthor, but no temples to speak of. He is sometimes venerated in temples of Mielikki. His specialty priest are Rangers, as described on pages 49 through 51 in the "Skills & Powers" Book. However, rangers faithful to Gwaeron have access to the sphere of Travelers, in addition to the spheres of Plant and Animals.

Orcus

Portfolio: The Undead

Ability Requirements: Wisdom 9

Prime Requisite: Wisdom

Alignment: Chaotic Evil

Orcus is the Lord of the Undead and a powerful Tanar'ri Lord. He commands legions of undead on the Abyss. With his Wand, he can summon and control any undead he wishes. Orcus appears as a grossly fat demon lord about 15 feet tall. His gray body is covered with goatish hair and he has the head of a goat with ram's horns. His legs are like those of a satyr, and his arms are like a human's, but extremely muscled ones. Vast bat wings sprout from his back and he has a snake-like tail with a poison tip. Orcus' symbol is a goat skull.

His clergy is but a small cult worshipped by a community of Duergar dwarves deep under the Galena Mountains, and a cult of humans and goblinoids in the former kingdoms of Vassa and Damara. The clergy believes that the mortal shell is a mere fraction of the power undeath has. That in order to have the most amount of power in the Realms, one must become one of the undead.

Orcus was well on his way to establishing himself as a power in the Realms, but suffered a major setback when a group of heroes disrupted a ceremony that would open a gateway for him to enter the Prime Material Plane, where he would have created a massive army and conquered the surrounding lands. Failing in that he attempted to enact his plan through the Witch King of Vassa, a powerful lich. The Knights of Bloodstone, being unable to stop the witch king's army, entered Orcus' palace in the Abyss and stole the Wand of Orcus. With the help of Bahamut, the King of Good Dragons, and Ilmater, God of endurance and suffering, they destroyed the wand by seeping it in the foul black blood from the heart of Tiamat (no easy task!). A special tree was planted that keeps all demonic forces out of the Bloodstone Lands, also prevents Orcus from granting spells to his priest in that area. Orcus' priest are traveling the Realms, spreading their god's message. So far they have not been well received, especially by the priest of Kelemvor.

Savras the All Seeing

Constitution

Portfolio: Divination, Oracles, Prophecy, Truth

Ability Requirements: Intelligence 12, Wisdom 13

Prime Requisite: Intelligence, Wisdom

Alignment: Lawful Neutral

Savras was a god of the South who was once as powerful as Azuth and shared much of the same portfolio: mages in the service of Mystra, goddess of magic. The two contended, according to legend, and Savras fell, Azuth became the one god of wizards.

Today, Savras is worshiped quietly in both North and South as a god of diviners and truth-speakers. He is portrayed as a man with a crystalline face, clear to all who see him. His statements are clear, concise, and rarely what the listener wishes to hear. Savras' symbol is a crystal ball with many monstrous eyes.

Savras's only famous servant was Alaundo of Candlekeep, the one true prophet of the Realms. There is a small shrine to Savras there, the only known shrine in the North to this nearly forgotten god.

Priest of Savras cannot wear armor and are very limited in the number of weapons they can wield in combat. Permissible weapons are: knife, dagger, staff, staff sling, darts, and slings. They can use the same magic items usable by clerics plus any item that allows divining, scrying, detection, or true seeing.

The standard spell selection for priest of Savras consist of the following spheres: major access to All, Astral, Divination, Guardian, Numbers, Protection, and Thought. With minor access to Combat, Creation, Healing, and Wards.

Priest of Savras receive 100 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Savras spends his character points to acquire the abilities of divination, wizard spells, and access to spheres.

Access to spheres: The standard spell selection cost 75 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Casting reduction (5): The priests' spell casting time is reduced by 1. All spells retain a minimum casting time of 1.

Divination (10): The priest may cast the Divination spell once per day starting at 3rd level.

Spell duration increase (10): The duration of all non instantaneous spells cast by the priest increases by 1 round for every two experience levels of the priest. For example, a 6th level priest has his spells' durations increased by 3 rounds.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The level requirement and character point cost is the same as that for wizards, and must be met in addition to the initial cost to gain this ability.

Wizards priest (10): The priest gains access to the wizard school of Divination and can cast the spells as if they were clerical spells. The priest must continue to observe the number of various level spells they can cast each day.

Sharess

Portfolio: Hedonism, Lust, Sensual Fulfillment, Excess

Ability Requirements: Intelligence 14, Wisdom 12, Charisma 15

Prime Requisite: Wisdom, Charisma

Alignment: Chaotic Good (Neutral)

This strange and radiant demipower is believed to have once been a part of Shar, the goddess of night and loss. She is a chaotic good deity worshipped in large urban areas such as Waterdeep, Calimport, and other cities along the Sword Coast. She is the goddess of hedonism, lust, and sensual fulfillment, the Patroness of Festhalls. Her symbol is the image of feminine lips carved from dark amber or ruby and worn on a golden chain on the wrist or ankle.

Sharess's faith has long worship services that resemble nothing so much as extended feast and orgies, heavy on the pleasures of the flesh and light on the teachings of the spirit.

Sharess puts even Sune and Lliira to shame with her excesses. A goodly number of former followers of Waukeen who have rejected Lliira's teachings have become interested in Sharess.

Sharess' priest do not wear armor and can only use small quiet weapons such as daggers, garrotes, or darts. They also have few compunctions against using debilitating, non lethal poisons. Sharess' priest are sexy, smug, dangerous, and completely ready to break all the boundaries and limits of social conventions, no matter what country or city they are in. Like their goddess, they favor excess in all things, be it pleasure, duty, or danger. If they can get some sort of satisfaction and fulfillment from it, so much the better.

The standard spell selection for priest of Sharess consist of the following spheres: Major access to All, Charm, Creation, Healing, Protection, and Travelers. Minor access is given to Chaos, Elemental, Thought, Wards, and Weather.

Priest of Sharess receive 106 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Sharess spends his character points to acquire the abilities of charm person, followers, pry secrets, traits, and access to spheres.

Access to spheres: The standard spell selection cost 76 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Charm person (5): The priest can place a person under a charm person effect that last for 12 hours. This is done in the same way as the pry secrets ability, but can only be used once per day.

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Pry secrets (10): When dealing with NPC's, a friendly result on the interaction table pries one secret from the "victim." In order to do this the priest must spend at least 30 minutes alone with the target in a comfortable environment. The priest may make as many attempts per night as he has levels. This ability can be used against PC's as well. The PC, however, gets a saving throw vs. petrification to resist the effect (count only bonuses from high Wisdom scores only).

Traits (10): Priest of Sharess gain the traits of Allure, Empathy, and Glibness at no additional cost.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Shiallia

Portfolio: Glades and Woodland Fertility

Ability Requirements: Wisdom 9, Charisma 12

Prime Requisite: Wisdom, Charisma
Alignment: Neutral Good

Dwelling in the Plane of the Twin Paradises, Shiallia is a local nature deity of the High Forest who acts in the service of Silvanus and Mielikki. She appears as a beautiful and voluptuous female korred whose long blond hair is festooned with garlands of oak leaves and golden acorns. She is the midwife to pregnant forest creatures, the planter of seeds, and the nurturer of seedlings. She rejoices in life and shields against death. Her symbol is a golden acorn.

Shiallia claims to be the sister of the Tree Ghost (the collective spirit of the High Forest) and limits her influence to that region. Within the High Forest she is considered a lesser power. She is unknown beyond its boundaries save for a small temple in Silverymoon. Shiallia has been known to bestow *acorns of desire* on favored worshippers, which grant them the powers of a limited of full wish.

Shiallia's priest can wear any non-metal armor and use wooden shields. They may use only bludgeoning weapons and daggers. A priest of Shiallia's standard selection of spells includes major access to the spheres of All, Animal, Charm, Divination, Healing, Plant, Protection, and Weather, with minor access to Combat, Creation, Guardian, Necromantic, and Sun.

Priest of Shiallia receive 120 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard priest of Shiallia spends his character points to acquire the abilities of communicate with creatures, identify, pass without trace, shapechange, and access to spheres.

Access to spheres: The standard spell selection cost 90 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Bonus Spell (5): Once per day the priest can cast an *animal friendship* spell. This is a bonus spell and does not count against the priest's spell total for the day.

Cold resistance (5): +2 saving throw bonus vs. cold or ice based attacks.

Communicate with creatures (10): The priest can acquire the languages of woodland creatures, at the rate of one language per level.

Identify (5): At 3rd level, the priest can accurately identify plants, animals, and clean water.

Immunity to charm (5/10): At 7th level the priest becomes immune to charm spells cast by woodland creatures. By purchasing this ability for 10 points, the priest gains this immunity immediately.

Immunity to disease (10): A priest with this ability is immune to natural diseases.

Pass without trace (5): At 3rd level, a priest with this ability can *pass without trace*, as per the spell, at his normal movement rate.

Purify water (5): This ability allows the priest to cast one *purify food and drink* spell a day in addition to the number of spells he can normally cast.

Fire/Electrical resistance (5): A +2 bonus to all saving throws vs. fire and electrical attacks.

Hide in Shadows (5): The priest can hide in shadows, as the ranger ability, in natural surroundings.

Move Silently (5): The priest can move silently, as the ranger ability, in natural surroundings.

Shapechange (10): At 7th level the priest gains the ability to shapechange into a reptile, bird, or mammal up to three times per day. The size and shape assumed by the priest can vary from that of a bullfrog or small bird to that of a black bear. The priest can assume the forms of normal creatures only. When assuming a new form, the priest is healed of 10-60% of any damage he has suffered (round down). The priest also assumes the creature's physical characteristics (armor class, movement mode and rate, ect.). The priest's clothing and one item held in each hand also become part of his new shape (these reappear when the priest resumes his bipedal form).

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Siamorphe

Portfolio: Rulership, Kingship, Nobles

Ability Requirements: Wisdom 10, Charisma 11

Prime Requisite: Wisdom, Charisma

Alignment: Lawful Neutral

Siamorphe the Noble is worshipped primarily among the noble class of Waterdeep, and was unheard of outside that area until recently. Priest of Siamorphe have spread her message to Amn, Calimshan, Cormyr, Sembia, and Tethyr. Only Amn, Calimshan, and Sembia were receptive to the teachings of this new goddess, and her following has been growing strong within the noble classes of these countries. Siamorphe's symbol is a circlet with a golden sun on the brow.

Siamorphe's ethos is that the noble class has the right to rule and the responsibility to rule in the best manner possible for the people who serve under it. This is a very appealing ethos to some, particularly to the nobles looking for some reason why they are in charge. However most nobles who follow Siamorphe prefer to follow only the first part of the ethos (that they have the right to rule). As of yet Siamorphe has yet to do much about the fact that most of her worshippers only follow half of her ethos. Many speculate that she is greatly enjoying the major rise in power she is experiencing from her new followers in these countries and does not wish to risk losing them.

Priest of Siamorphe are allowed to wear any metal armor and shields, and use only bludgeoning weapons, and must be from the upper social class. The standard spell selection consist of major access to the spheres of All, Charm, Elemental, Guardian, and Law, with minor access to Divination, Healing, and Protection.

Priest of Siamorphe receive 90 character points to spend on skills and abilities from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard

priest of Siamorphe spends his character points to acquire the abilities of followers, inspire fear, proficiencies, soothing word, and access to spheres.

Access to spheres: The standard spell selection cost 60 character points or he can purchase spheres individually just as clerics do (see page 57 of the Skills and Powers book).

Followers (5): By purchasing this skill, a priest can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 8th level. Refer to the priest section of the Players Handbook for more details on followers.

Hit point bonus (10): Priests with this ability use 1d10 to determine their hit points rather than 1d8.

Inspire fear (10): At 4th level the priest may cause fear, as the fourth level mage spell, but the area of effect is only a 30 foot cone.

Proficiencies (5): Priest of Siamorphe start with the proficiencies of Etiquette, Heraldry, and Local History.

Soothing word (10): Priest may utter a soothing word once per day. The soothing word may remove fear or other harmful emotion-affecting magic from all within 20 feet of the priest. The priest has a 50% chance per individual affected to remove the magic, plus 2% per level. The soothing word may also be used to add a +2 to initial reactions with others.

Warrior Hit Point Bonus (5): The priest with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. for example, if the priest has a Constitution score of 18, he would gain 4 bonus hit points per level, rather than 2.

Weapon specialization (15): The priest can specialize in a particular weapon. The character point cost must be met in addition.

Tchazzar

Portfolio: Father of Chessenta, the Invincible Warrior

Ability Requirements: Wisdom 9, Constitution 14

Prime Requisite: Wisdom, Constitution

Alignment: Chaotic Evil

A hero promoted to the level of a deity, Tchazzar united the states of Chessenta under his rule. Tchazzar ruled well and long, then, when his days were done, the warrior king rode north, never to be seen again. His followers believe Tchazzar to be still alive, and hold that he has attained demigod status for his work on this plane. Tchazzar's symbol is a red dragon against a black mountain.

In reality Tchazzar is a Red Dragon who tried an interesting experiment. Tchazzar believed that if he were to take on human form, unite and rule Chessenta for a time, and then disappear mysteriously, a cult would be created to worship him, giving him god-like powers. It did.

Tchazzar is still alive, living in his lair in the Akanapeaks. He is a Great Wyrms Red Dragon with the abilities of a Demipower. Priest of Tchazzar may only cast 5th level or lower spells. His worship is strong in Chessenta, concentrated in the cities of Cimbar and Soorenar, and unknown elsewhere.

Psionics

This chapter expands on the new rules presented in the Skills and Powers book allowing for the customizing of the Psionist class and the introduction of Monks as a subclass of the Psionist. More complete information on Psionist can be found in the Skills & Powers rulebook, on pages 151 - 155.

The table below list the nonweapon proficiencies available to psionist and monks.

~~~~ General Group ~~~~			
Proficiency	Cost	Rating	Relevant Ability
Contact	2	N/A	Wisdom/Willpower
Mental Armor	2	N/A	Wisdom/Willpower
Psionic Defence	2	N/A	Wisdom/Willpower
~~~~ Psionist Group ~~~~			
Proficiency	Cost	Rating	Relevant Ability
Cryptography	3	6	Int./Reason, Wis./Intuition
Gem Cutting	3	6	Dexterity/Aim
Harness Subconscious	3	6	Wisdom/Willpower
Meditative Focus	2	7	Wisdom/Willpower
Reading/Writing	2	8	Int./Knowledge
Rejuvenation	2	8	Wisdom/Willpower
Religion	2	6	Wisdom/Intuition

PSIONICIST PSIONIC POWER PROGRESSION

Exp. Level	Total Disciplines	Total Sciences	Total Devotions	Psionic Att/Def
1	1	1	3	1/1
2	2	1	5	1/1
3	2	2	7	2/2
4	2	2	9	2/2
5	2	3	10/3	3
6	3	3	11/3	3
7	3	4	12	4/4
8	3	4	13	4/4
9	3	5	14	5/5
10	4	5	15	5/5
11	4	6	16	5/5
12	4	6	17	5/5
13	4	7	18	5/5
14	5	7	19	5/5
15	5	8	20	5/5
16	5	8	21	5/5
17	5	9	22	5/5
18	5	9	23	5/5
19	5	10	24	5/5
20	5	10	25	5/5

Psionist

Ability Requirements: Constitution 11, Intelligence 12, Wisdom 15

Prime Requisites: Constitution, Wisdom

Races Allowed: Any

The Psionist character works to mold mind, body, and spirit into a unified powerful whole. The hero's internal energy, or psionic strength, comes from deep within himself-from a place psionist call the nexus. This energy is given form and purpose by the individual's strength of will. Through extraordinary discipline, long contemplation, and deepening awareness of self, the Psionist taps the vast potential of his mind.

Psionist can be of any alignment, save chaotic. The discipline integral to psionics can't be maintained by chaotic characters. If a psionist's alignment shifts to chaotic for any reason, he quickly begins to lose psionic powers.

Psionist don't have the time to properly train in the use of weapons therefor they may only use the following: hand crossbow, light crossbow, short bow, club, dagger, dirk, knife, hand axe, scourge, sickle, short sword, scimitar, spear, and warhammer. Psionist may use only non metal armor. They may also carry small shields.

Psionist receive 15 character points to spend on skills and abilities from the following list. Skills cost 5 to 10 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. The standard psionist spends his character points to acquire the abilities of followers, saving throw bonus, and contact.

PSIONICIST EXPERIENCE LEVELS

Level	Psionist	Monk	Hit Dice Roll (d6)
1	0	0	1
2	2,200	1,850	2
3	4,400	3,700	3
4	8,800	7,400	4
5	16,500	18,500	5
6	30,000	37,000	6
7	55,000	74,000	7
8	100,000	138,750	8
9	200,000	259,000	9
10	400,000	277,500	9+2
11	600,000	522,000	9+4
12	800,000	799,500	9+6
13	1,000,000	1,077,000	9+8
14	1,200,000	1,354,500	9+10
15	1,500,000	1,632,000	9+12
16	1,800,000	1,909,500	9+14
17	2,100,000	2,187,000	9+16
18	2,400,000	2,464,500	9+18
19	2,700,000	2,742,000	9+20
20	3,000,000	3,019,500	9+22

Contact (5): Psionicist receive the bonus proficiencies of contact and psionic defense upon creation. This allows them to participate in psionic combat.

Followers (5): At 9th level a Psionicist becomes a contemplative master. Such a master can build a sanctuary to use as his headquarters and can attract followers. A 1st level psionicist arrives monthly to study with the master, regardless of whether he builds a sanctuary. The maximum number of followers is equal the master's Charisma score if he builds a sanctuary, or half that number rounded down if he doesn't.

Hit Point bonus (10): Psionicist with this ability use a d8 to determine their hit points rather than a d6.

Poison resistance (5): The character receives a +1 bonus to all saving throws versus poison.

Saving throw bonus (5): Psionicist gain a +2 bonus on all saving throws vs. Enchantment/Charm spells. This is in addition to any magical defense adjustments for high wisdom scores.

Warrior hit point bonus (5): A Psionicist with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the Psionicist has a Constitution of 18, he would gain 4 bonus hit points a level, rather than 2.

Weapon specialization (15): The psionicist can specialize in a particular weapon using the rules for wizards. The character point cost must be met in addition.

MONK

Ability Requirements: Strength: 12, Dexterity: 14
Constitution: 12, Intelligence: 10
Wisdom: 14

Prime Requisites: Dexterity, Constitution, Wisdom

Races Allowed: Human

Monks are ascetics who learn their skills in monastic enclaves. Their spiritual training emphasizes the simultaneous development of mind and body as a path to understanding and enlightenment. To this end they become masters of combat forms, both armed and unarmed, not to become great fighters, but to learn their physical powers and limitations. At the same time they undergo a rigorous mental discipline, honing their minds to perceive and understand the mysteries of the cosmos. Because of the discipline required in their training Monks must always be lawful in alignment, but they can combine Good, Neutral, or Evil with the law.

These monks do not confine their training to the monasteries, however. They travel the wide world in order to learn the secrets of life, the world, magic and the gods. They do periodically return to their monasteries, to pass on the learning they have acquired on the road, and to brush up on their fighting-skills.

At 10th level the monk has the right to permanently reside on the monastery grounds or establish a new monastery, he is allowed to amass sufficient funds to finance the construction of the buildings and maintain the grounds. However, such savings cannot be assembled until the character attains 10th level. The buildings and grounds of any newly constructed monastery are considered the property of the order, not the player character. In either case, the character is required to perform various

administrative functions appropriate to his level. These increase in complexity and scope as the character rises in level.

Although Monks are a subclass of the Psionicist they fight as priest and can only use bludgeoning weapons plus the special Martial Arts weapons taught at the monastery. The Monk is not allowed to wear any armor or use shields.

A monk may not own more than ten magical items at one time. The monk also cannot keep more treasure than he can carry. All excess must be donated to the monastery or other worthy institution.

Monks receive 85 character points to spend on skills and abilities from the following list. Skills cost 5 to 10 points any unspent points can be used to acquire non weapon proficiencies or saved for use during the game. The standard Monk spends his points to acquire the abilities of: Additional Martial Arts Damage, Climb Walls, Contact, Detect Noise, Escape Bonds, Find/Remove Traps, Followers, Hide in Shadows, Martial Arts, Move Silently, Specialization, Psionic Abilities, Saving Throw Bonus, and Tumbling.

Additional Martial Arts Damage (5): Starting at 2nd level a monk can do one additional point of damage while using his Martial Arts. Furthermore the monk does an additional point of damage for every two levels the monk has earned (2nd to 3rd level +1, 4th to 5th level +2, 6th to 7th level +3, etc.)

Climb Walls* (5): This skill lets the Monk climb smooth or vertical surfaces.

Contact (5): The Monk receives the bonus proficiencies of Contact and Psionic Defense that allow him to participate in psionic combat.

Detect Illusion* (10): The Monk can detect illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist.

Detect Magic* (10): The Monk can sot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magic as dim, faint, moderate, strong, and overwhelming.

Detect Noise* (5): This is the ability to hear sounds others usually can't.

Escape Bonds* (10): The ability to escape bonds such as ropes, leather thongs, manacles, chains and even strait jackets is a feat of contortion and determination. The monk must roll to break every device binding him. If he is bound at the wrist and at the ankles, then he must make two successful rolls to free himself. The skill takes 5 rounds to use. A monk might hurry his efforts, but he suffers a -5% penalty for each round he tries to shave.

Exceptional Strength (5): Monks with this ability are allowed to have exceptional strength scores if they posses a strength of 18.

Find/Remove Traps* (10): This skill allows the monk to locate and disarm traps.

Followers (5): At 10th level a Monk becomes a contemplative master. Such a master can build a monastery to use as his headquarters and can attract followers. A 1st level Monk arrives monthly to study with the master, regardless of whether he builds a monastery or not. The maximum number of followers is equal to the master's Charisma\Leadership score if

he builds a monastery, or half that number rounded down if he does not.

Hide in Shadows* (5): The monk can attempt to disappear in shadows, bushes, crannies, etc. A successful monk will effectively be invisible as long as he remains all but motionless. Slow deliberate movements are allowed.

Martial Arts Proficiency (10): The monk begins with proficiency in all four martial arts styles. (see page 95 of the Combat & Tactics book for information on Martial Arts).

Move Silently* (5): This is the ability to move without making noise. The monks movement rate is reduced to 1/3 his normal rate.

Multiple Specialization (10): This ability can be taken in the place of the 5 point ability to specialize in a single martial art style. A monk with this ability can specialize in as many martial arts styles as he wishes. The character point cost must be met in addition to this cost. (see page 95 of the Combat & Tactics book for information on Martial Arts).

Psionic Abilities (10): Monks develop Psionic Abilities beginning at 2nd level. The power progression chart for monks appears below.

Saving Throw Bonus (5): Due to the Monks meditations and focus of his mind he receives a +1 bonus to his saving throws vs. spells that affect the mind.

Specialization (5): The monk has the ability to specialize in a particular style of martial arts (see page 95 of the Combat & Tactics book for information on Martial Arts). The character point cost must be met in addition to this cost.

Tumbling (0): The Monk receives the Tumbling proficiency as a bonus non weapon proficiency.

Warrior Hit Point Bonus (5): A monk with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if the monk has a Constitution of 18 he would gain 4 bonus hit points per level, rather than 2.

Skill Points: The Monks physical training gives him special skills similar to those of a thief. The base percentage for each skill is listed below. This percentage is adjusted for Dexterity of the monk as given in the thief description on page 39 of the Player's Handbook (Monks do not receive the ability bonuses for not wearing armor). After the adjustments are made, the player must distribute (however he chooses) 30 additional percentage points to the various special abilities. Thereafter, each time the character advances a level , he receives an additional 20 points to distribute.

MONK PSIONIC PROGRESSION				
Exp. Level	Total Disciplines	Total Sciences	Total Devotions	Psionic Att/Def
1	1	0	1	0/1
2	1	0	2	1/1
3	1	1	2	1/1
4	1	1	3	1/2
5	2	1	4	2/2
6	2	2	4	2/2
7	2	2	5	2/3
8	2	2	6	3/3
9	3	2	7	3/3
10	3	3	7	3 /4
11	3	3	8	4/4
12	3	3	9	4/4
13	4	4	9	4/5
14	4	4	10	5/5
15	4	4	11	5/5
16	4	5	11	5/5
17	5	5	12	5/5
18	5	5	13	5/5
19	5	5	14	5/5
20	5	5	15	5/5

MONK SKILL BASE SCORES	
Find/Rem.Traps	5%
Move Silently.....	10%
Hide in Shadows	5%
Detect Noise.....	15%
Climb Walls	60%
Detect Magic.....	5%
Detect Illusion.....	10%
Escape Bonds.....	10%