

A PLAYER'S GUIDE TO THE REALMS OF LIGHT

The World of Khaldra

The world known to its people as Khaldra is a relatively youthful one. Its history stretches only a few ages. The mortals that people Khaldra look up, toward the great heavenly bodies of the sky, for guidance. These beings, called the Celestials, are the divine creatures that created the world and its peoples. The eldest of the Celestials, a benevolent being of Light known as Halo, created this world as a gift for his offspring, Erewhon and Naiwhon. Halo brought with him from the planar expanse a great wealth of knowledge called the Virtues. These Virtues and this world he passed on to his divine heirs, and bade them create life and nurture it, passing along knowledge of the Virtues to their mortal children as he had to them. It is by these Virtues that many of the mortal beings of Khaldra live their lives today, and it is through these Virtues that the most worthy of them transcend mortality and join the Celestials in the heavens themselves. This transcendence, it is widely believed, is the greatest aspiration of any mortal.

GENESIS

A sphere of pure Light energy and benevolence encircled by a radiant glow of the same divine force; this is the being known as Halo. In his life's pursuit, Halo had gathered knowledge of the most altruistic ideals known to gods and mortals, and collectively named them the "Virtues." His existence had been long and full, and his last wish was to create; something he had not yet done in all his long years. It was his will that he bequeath to his heirs a world of Virtue, a world of peace and plenty that they might nurture even after his passing. And so he sought a suitable place within the Great Planar Expanse to settle. To this end he found a void amidst the Planes and, with the aid of a few godly allies, he gave birth to a bare, virgin world. This world he would make a gift to his offspring, a blank canvas upon which they would paint life and history, and over which he would see until at last he was satisfied and could pass peacefully from the multiverse.

While the untouched world stood bare, yearning for life and use, Halo set about his next task: spawning heirs to whom he could pass his legacy. To this end, the Light God created two beings similar in likeness to himself, but each unique. His firstborn was a crimson orb. She was not all he intended, for she was but the first of his efforts to create divine life and, despite his vast wisdom, even Halo was fallible. Though he gave her unrivaled beauty and a tender, feeling heart, he also passed to her this fallibility, but loved her all the more for it, for he saw himself in her. He called her *Naiwhon*, a Celestial term that translates literally as "Beauty of the Blood," but is taken as "Beautiful Daughter." With his second effort, Halo begat a son of unmatched Virtue. This time Halo was unerring. This god-child, a silver sphere, was perfect in his every design, and embodied all that Halo cherished. And so Halo named him *Erewhon*, "Perfection of the Blood," or "Perfect Son."

That done, Halo presented the world to his children, and dubbed it *K'halo'dra*, which the Celestials knew to mean "Gift of Halo." Halo bade Naiwhon and Erewhon

create and nurture the life that would populate *K'halo'dra* and revere them as their gods. Both created many different beings of mortalkind, and both tended to the lands that their mortal progeny would inhabit. All the while, however, Naiwhon secretly harbored a fear that her brother's creations were superior to her own. While the mortal life he birthed flourished, she deemed some of her own creations unworthy monstrosities. She hid these creatures that she had spawned in the bowels of the earth, and commanded that they never reveal themselves.

The lands over which Erewhon claimed dominion came to be known by his mortal offspring as the Realms of Light. Throughout the Realms of Light dwarffolk, elfkind, fey, and men flourished. Erewhon's crowning achievement, though, was a race he dubbed "dragon." These powerful creatures represented the epitome of mortal Virtue, and became Erewhon's mortal stewards in the Realms of Light, revered by other creatures almost as highly as the Celestials themselves.

Naiwhon watched as her father lavished praise upon Erewhon for the success of his mortal children, and was never satisfied with the reassurances he gave her that he was proud of her work as well. In this and every other way Naiwhon compared herself to her brother, and in him saw greater beauty, keener intellect, and superior ability. She bore this pain within, neither making complaint nor conflict, as she had always been told and observed that all graceful, feminine creatures, both mortal and divine, should. She did her best to be the epitome of gentle and modest muliebral Virtue. However, Naiwhon's shame and anger festered within her, writhing and growing until at last her very heart threatened to burst forth from within her. This jealousy was so great that it overwhelmed her, and drove her to the brink of madness.

Her obsession to out-do the creations of her brother caused her great anguish, and she discarded creature after creature, never revealing them to her father or brother. The only time she felt she had any success in her creations was when she copied the offspring of her brother, and gave them similar likenesses and attributes. As such, many of the mortal races of her lands were much like the Men of the Realms of Light. Overcome with her work to create creatures she could call worthy, Naiwhon neglected her duty to the land. While Erewhon's lands yield great bounties and wondrous beauties, hers became harsh, and were less fruitful.

So frustrated was Naiwhon with her mortal progeny and their failing lands that she abandoned them altogether. These lands, just on the borders of the Realms of Light, came to be known as the Grey Lands for their strange and piteous creatures and unforgiving terrain and climate.

Moving further east, to Khaldra's final frontier, and furthest from her divine father and sibling, Naiwhon has established a new territory. These lands she has peopled and tended with only slightly more success than the Grey Lands. Due to their distance from Halo's divinity, they are a dusky land, and have taken the name of Khaldra's waning light: the Gloam Realms. Little is known of these far reaches of Khaldra, and to this day those of the Realms of Light are yet to commingle with the mortals of the Gloam Realms.

The Mortal Races of the Realms of Light

The mortal races of Khaldra are many, and because they were painstakingly conceived by the Celestials, every one is unique. As the Celestials breathed life into their progeny, they imbued them with powers, skills, and flair unequaled by others before sending them to find their fates in Halo's Gift.

Table: Region, Languages & Regional Feats

In this chapter the many mortal player races are described in detail. Information about their homelands, societies, customs, traditions, and game statistics are given. Racial information is read as follows.

RACIAL NAME (Racial type, subtype)

Brief information on the race is given here. This is very general, and any character is likely to know or believe what is noted here, even without ranks in the appropriate Knowledge skill.

Subtype of the Race: Nicknames, *Derogatory Nicknames* (Language(s))

Specific information about this sub-race is given here. For most characters to know this information, they must make a successful Knowledge skill check at DC 11 (see Knowledge skill descriptions, minimum of 1 rank in the appropriate Knowledge skill required). Characters of this specific sub-race will almost always know this information.

Regions(s): Geographical areas in which the sub-race is likely to be found will be noted here. Characters may select Regional Feats based on their region, but ONLY at 1st character level.

Common Virtues: Those of this sub-race beholden to lives of Virtue will most often espouse themselves to the Virtues listed here.

Racial Abilities: Game rule information on the sub-race is given here. A successful check in the appropriate Knowledge skill at DC 15 reveals this information.

Favored Class: The race's favored character class is listed here. In the case that more than one class is listed, the character must choose which one will apply to him.

Alignment: Alignment tendencies for the race are listed in this section. This is not a hard and fast rule, but the alignment(s) listed here is most common among those of the given race.

DWARVENFOLK (Humanoid, Dwarf)

Dwarfolk are thought to be legatees of the Silver Moon. Placed high atop the Arm of Tharda by their divine patron, they dug deep and discovered wonders unknown to other mortal folk. Dwarfolk are said to have discovered Erewhon's mortal vein – that is, the first and most abundant vein of silver that flowed through the very earth itself. Mining and metalcraft are their legacies, followed closely by their wondrous ability to work stone and earth.

Thardic Dwarves: Silverbeard, *Stoutling* (Thardictongue)

Those of Tharda are the most numerous of the dwarfolk. They have allied themselves under a common banner. Their kind have traversed into the Realms of Light, formed alliances with Men, treaded upon trade roads, and brought marvels of craft to far reaches of the Realms. Their history is torn by war. Their common enemies are the giant Rhunee, and, sadly, their cousins, the Thyrdens.

Thardics are short, stout, stocky, even fat folk. There is little difference in the stature of males and females. Likewise, other mortalfolk have trouble telling dwarven men and women apart because they are often equally thickly bearded. Thardics tend to have silvery hair and beards, which they claim are proof positive of their closeness to the Silver Moon. Their skin tends to be pale, and takes on the pallor of earth or stone.

Regions(s): Gald Ur, Irad Ur, Kord Ur, The Arm of Tharda, Virad Ur.

Common Virtues: Craft, Earth, Fortitude, Metal, Mining.

Racial Abilities: Thardic dwarves have the following racial traits.

- +2 Constitution, -2 Charisma: Thardic dwarves are tough and gruff. They seem abrasive to many other mortalfolk, but are as sturdy as any.
- Thardics are medium-sized creatures.
- **Battle-hardened:** The Thardics' war-ridden past has made them tough, martial adversaries. Against creatures of size categories larger than their own they enjoy a +1 bonus to melee attack rolls and a +1 bonus to AC.
- **Metal- and Stonecraft:** +2 on all checks having to do with stone and metal, including Appraise checks, Craft checks, Knowledge checks, and any others deemed appropriate by the DM.
- **Slow but steady:** While Thardics are medium-sized, they move at a rate of only 20 feet. However, their speed is not affected by the bulk of armor.
- **Stability:** +4 vs. trip attacks.
- **Strong-hearted:** +2 on all saves to resist the effects of poisons.

Favored Class: Fighter or Hero.

Alignment: Lawful neutral.

ELFKIND (Humanoid, Elf)

Elfkind descended from the Silver Moon. Their number are very few, and they are seldom seen outside of their hearthlands. All kinds of elves tend to be somewhat xenophobic. They are not widely understood, and have few friends among those of other races. Elves are awed and even slightly feared by other mortals. Superstitions abound about those of elfkind. They are thought to partake in mysterious rituals and rites, speak with spirits, and wield forces unknown to other mortalfolk.

Andraeli: Painted Elf, Wood Elf, *Wild Elf* (Andraelitongue)

The Andraeli inhabit dense forests just on the eastern border of the Realms of Light, and are known to work their environment to suit them. They tease grasses into lush beds and carpets, coax roots into forming stairwells, gather overhanging limbs into great pavilion-like ceilings, and summon springs from the earth to create fountains within their dwellings. They are faithful husbands to animal- and plantkind, and are skilled herbalists and hunters.

Andraeli are sometimes known as “painted elves” because they employ make ups and tattoos that accentuate their feral features and help them to blend their bodies with their surroundings. They tend to have dark grey, black, or deep brown hair and sun-darkened skin. They are well-muscled and graceful in their movements, seeming to stalk about with a predatory gait. They are shorter than their cousins, the Rulenost, and they often seem even shorter than they really are because they crouch and slump as they slink about.

Regions(s): Farlorn, Oleth Un, Run Ol.

Common Virtues: Animal, Earth, Plant, Water.

Racial Abilities: Andraeli elves have the following racial traits.

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma: Andraeli elves are strong and lithe, but are slight, and seem a bit savage to other mortalfolk.
- Andraeli are medium-sized creatures.
- **Beast Speaker (Sp):** Wood elves can attune themselves to the creatures around them. By concentrating upon a creature that he has calmed into a friendly state, an Andraeli can *speak with animals* (as the spell) up to a number of rounds per day equaling half his character level (minimum 1 round, round fractions down). This is a spell-like ability that only works with creatures of the animal type.
- **Keen Senses:** Because they constantly hunt, and must keep eyes on others of their own kind, Andraeli have developed very keen senses. They receive a +2 racial bonus on Spot and Listen checks.
- **Nature Friend:** Andraeli receive an inherent +1 bonus to Knowledge (nature) and Handle Animal checks, and on Survival checks made to hunt or to track animals.
- **One with the Trees:** Andraeli commonly use bits of natural foliage to accessorize their apparel, paint or tattoo their skin in deep shades, and move with such fluidity that they are exceedingly difficult to spot when in their natural environment. Andraeli receive a +2 racial bonus to Hide and Move Silently checks made in natural surroundings.

Favored Class: Ranger or Scout.

Alignment: Chaotic good, chaotic neutral.

Ruleni: Ruleni Elf, High Elf, Noble Elf, *Haughty Elf*, *Proud Elf* (“Hightongue,” Rulentongue)

The Ruleni are beautiful, graceful, stern, noble, and ancient folk. They are pensive, but can command a dominating presence when aroused. Some call them Noble Elves because they are believed to be the oldest of mortalkind, even older than other strains of Elfkind. They are masters of much lore and many crafts. Their architecture, art, music, and warcraft are whispered to be the most magnificent of those created by mortalkind. Most outsiders never pass beyond the Rulenis’ southernmost stronghold: Fal Kryn, the fortress on the foot of the Mithwenell Mountains. The Ruleni jealously guard their land and the secrets therein. The few who have ventured into their lands and returned tell of an almost magical integration of manufactured and natural elements: eldertrees growing in and through towers, waterfalls and streams flowing through churches and manor houses, crystals bending and directing Light to bathe halls and galleries in lavish hues, fire forges spewing forth magical energies into the blades crafted therein. It is also

believed that few could match swords with Ruleni warriors. Some say they weave magical incantations into their battle hymns, making them indomitable foes.

The Ruleni are a very tall, thin folk with beautiful but stern features. Their hair and eyes alike are often shades of silvery-blue, white, or grey. They are pale-skinned. Their angular eyes, nose, cheeks and chin cause other mortalfolk to liken them to falcons, eagles, or hawks.

Regions(s): Avrondyn, Fal Kryn, Sharmyryn.

Common Virtues: Craft, Knowledge, Magic.

Racial Abilities: High Elves have the following racial traits.

- +2 Charisma: A Noble Elf's countenance inspires awe in other mortalfolk.
- Ruleni are medium-sized creatures.
- **Loremastery:** High Elves have gathered much lore, which is passed through formal education and a strong oral tradition. At 1st character level, the character chooses any single Craft or Knowledge skill and applies a +1 racial bonus to all checks with that skill.
- **Dominating Presence (Su):** The awe that Noble Elves inspire is representative of their closeness to Celestialkind. It affords them a +1 inherent bonus to Diplomacy, Intimidate, and Sense Motive checks.
- **Magical Attunement (Sp):** All Ruleni have some aptitude for harnessing and manipulating Virtue. At 1st character level, the character chooses a single Virtue, and may cast any associated 0-level spells at 1st caster level. This is a spell-like ability that is usable a number of times per day equal to the character's Wisdom modifier (minimum once per day), and it does not progress as the character advances in level. Ruleni use their Charisma scores as their primary ability for these spells.

Favored Class: Vain or Virtuous.

Alignment: Any lawful.

FEY (Humanoid, Fey)

Feykind believe that their kind sprang up from the earth itself during its genesis, and thus link themselves with the Celestials Halo, the Creator, and Lor, Natura Incarnate. The fey are animists, naturalists, and spiritualists. They are considered odd by other mortalfolk, as their ways are seen as mischievous, strange, and perplexing. They are believed to practice witchery, espouse Virtues unknown to other mortals, and commune with the very earth itself.

Fey Folk: Fey, Halfling, Mir Folk (Feytongue, Mirtongue)

Fey folk are small creatures that appear much like miniature Men, and can be nearly as diverse. Due to their child-like stature, the few Menfolk who have encountered them have dubbed them "Halflings." Fey usually dress in simple clothes that blend well with their surroundings, carry and use simple implements, and act quite whimsically. Despite their seemingly innocuous nature, a Fey can be as stern and cunning an adversary as any. They tend to vehemently oppose affronts against Nature or their hearthlands, and often husband themselves to certain natural entities or locales, taking great personal stake in that over which they claim stewardship. Because of their unique bond with the land and

their environment, Fey seem to be able to tap natural sources of power and energy and wield them with prodigious efficacy.

Regions(s): Fey Rie, Mirshyn.

Common Virtues: Magic, Nature.

Racial Abilities: Fey have the following racial traits.

- **Diverse:** While all fey tend to be weaker than other mortalfolk, some are very clever, some quite agile, and others are exceedingly magnetic. All fey suffer a -2 Strength modifier, but each fey character may choose either a +2 to Dexterity, Intelligence, or Charisma.
- Fey are small-sized creatures. As such, they enjoy a +1 size bonus to AC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they use smaller weapons than medium-sized creatures and have $\frac{3}{4}$ their lifting and carrying capacity.
- **Magical Attunement (Sp):** All Fey have some aptitude for harnessing and manipulating Virtue. At 1st character level, the character chooses either the Animal, Air, Earth, Fire, Plant, or Water Virtue, and may cast any associated 0-level spells at 1st caster level. This is a spell-like ability that is usable a number of times per day equal to the character's Wisdom modifier (minimum once per day), and it does not progress as the character advances in level. Fey use their Charisma scores as their primary ability for these spells.
- **Natural Attunement (Sp):** Fey tend to tie themselves spiritually to a natural source of power. As such, each Fey chooses a specific animal, element, or plant. He may talk to any animal, elemental, or plant of that type 1/day as if using the *speak with animals* spell at 1st caster level.

Favored Class: Savant, Ranger, Rogue, Scout, or Virtuous.

Alignment: Any good or neutral.

MEN (Humanoid, Men)

Men in Khaldra, as humans in many fantasy worlds, are nearly innumerable. They are the most common, most diverse, most versatile, and most short-lived of all mortalfolk. While other mortals admire them for their adaptability and the accomplishments they achieve in their short lives, they are equally disdained for their imprudence, short-sightedness, greed, and warmongering.

In each sub-race entry below, the sub-race name indicates nationality, nicknames indicate names of Men from various regions within the nation, and any derogatory names immediately follow the regional name to which they apply. For instance, the "Aeronni," below, are Men from the Nation of Aeron. "Thenfolk" are Aeronni from the Thenenreach, and one should never call a Thenlady "*Horsewife*."

Aeronni: Aeron, *Rivenman*; Aermor, *Rivenman*; Rienman, *Beastlover*; Thenfolk, *Horsewife*, *Saddlewhelp* (Omentongue)

The Aeronni are a loosely allied nation of Men. Recently, civil war tore the kingdom of Aeron apart, dividing it into Aeron and Aermor. History has seen many wars between Aeronni sects, especially over borders, natural resources, and the correct manner of

worship of Erewhon. While relations within Aeron are tenuous, the Aeronni nation is fairly stable and has good standing with other Omen-speaking nations.

The nation is a theocracy, and the Aeronni have established a number of sturdy, stone castles and keeps, and wooden forts, each of which house a church called The Viscery. Around most of these fortifications, modest but stable farming communities have sprung. The Aeronni rule through a system of fealty, and delegate power down from the Dounable (priest-king of the Viscery) to high-ranking Viscants (priests) to their chosen vassals.

Aerons (those of the Theocracy of Aeron, not to be confused with the larger group of all Aeronni of the Nation of Aeron) are fiercely religious and devoted to a traditional way of life. Their males tend to be rather tall and wiry, and they braid their straight, black hair and beards. Women are likewise wiry, but usually hide their features under concealing, black robes for modesty's sake. Aermors are as zealous as Aerons, but have a vision of a changed Aeronni nation. Their appearance and dress is similar, as they are cousins. The Men of the Rienlynn Plain have tamed great, indigenous plainsbeasts, and patrol their treacherous eastern border astride their fearsome mounts. They have the physique of lanky plainsrunners, and are not unlike Aerons except for the crimp and bushiness of their hair and beards. No Aeronni value the horse as greatly as the Men of the Thenenreach. Their lands are mainly hills and plains, and Thenfolk are unmatched horsemasters. They tend to be a bit shorter than other Aeronni, and their hair is a bit lighter: auburn to dark brown. It is considered distinguished for Thenfolk to brush and oil their hair and beards until they are tamed long and straight.

Regions(s): The Theocracy of Aeron, The Theocracy of Aermor, The Rienlynn Plain, The Thenenreach.

Common Virtues: Animal, Equine.

Racial Abilities: Aeronni have the following racial traits.

- Aeronni are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Aeronni tend to spend extra skill points on the Handle Animal or Ride skills, and take Skill Focus (Ride) or Mounted Combat as a Bonus Feat.

Favored Class: Fighter, Ranger, Scout, or Hero.

Alignment: Any good or neutral.

Algonni: Algon, Keeper of the Silvergate, *Keeper of the False Gate, Lost Seeker, Wanderer of the North* (Omentongue)

Algonni knights are local heroes of a divine order known as the Keepers of the Silvergate. These folk formed their own nation when they struck out to the North in an effort to claim the lands beneath the Silver Moon. They explored and settled the wild north of the Realms of Light, establishing colonies and strongholds as they pushed forth. They assert that they have gained Erewhon's favor by taming and inhabiting the areas of Khaldra that are bathed in His divine essence (that is to say, directly beneath His Celestial body). Some others claim that they are diluted in their belief that they have found hallowed ground, and chastise them as lost and misguided in their efforts to find lands favored by their divine patron.

Algons are as tall as Aerons, but tend to be a bit thicker, and are pallid in comparison. Their hair ranges from light to dark brown, but almost always takes on streaks of premature grey and silver.

Regions(s): Algon Hold, “Silvergate.”

Common Virtues: Defense, Protection.

Racial Abilities: Algonni have the following racial traits.

- Algonni are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Algonni tend to spend extra skill points on the Concentration or Knowledge (Religion) skills, and take Extra Acts of Faith or Truly Virtuous as a Bonus Feat.

Favored Class: Fighter, Virtuous, or Hero.

Alignment: Neutral good.

Anthans: Anthan, Lion Rider, *The Unmated* (Pelentongue)

Anthans are Men of jungle and plain. They are strong and fierce, and the strongest of them have been known to tame leonine steeds. These exceptional hunter-warriors belong to the Caste of Lion Riders and act as an elite mounted militia. Anthans are of average height for Men, but tend to be set heavily with muscles. They are always bald, their eyes are almost solely dark brown or black, and their skin is deeply bronzed by the sun. These Men often tattoo themselves and adorn themselves with jewelry of bone and ivory. There are no known Anthan females.

Regions(s): Antha, Syren Fae.

Common Virtues: Animal, Equine, War.

Racial Abilities: Aeronni have the following racial traits.

- Anthans are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Anthans tend to spend extra skill points on the Handle Animal or Ride skills, and take Skill Focus (Ride) or Mounted Combat as a Bonus Feat.

Favored Class: Fighter, Ranger, Scout, or Hero.

Alignment: Chaotic good or neutral good.

Barbarians: Barbarian, *Savage* (Koarsetongue)

Barbarians are tribal and nomadic and tend to have few established communities or fortifications. They war amongst themselves and with neighboring nations of Men with equal lust for battle and plunder. While many of their breeds have diminished due to commingling and rape, they retain some common traits. They are almost always very hairy, having wild and unkempt locks of black or dark grey. Their skin is an oily, yellowish-brown. They tend to be naturally strong, but not necessarily toned. More often, they are heavily set, and are obese more often than other Men.

Regions(s): Hast, Khad Ru, Nan Ru, Veruk Hord.

Common Virtues: Battle, Rage, Strength, War.

Racial Abilities: Barbarians have the following racial traits.

- Barbarians are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Barbarians tend to spend extra skill points on the Craft (Armor or Weapons), Intimidate, Ride, or Survival skills, and take Power Attack or Weapon Focus with a large weapon as a Bonus Feat.
Favored Class: Fighter or Hero.
Alignment: Chaotic neutral.

Blathes: Blathe, Greykin, Gloamkin (Blathetongue)

Blathes are a savage, untamed folk. They are strange in other mortalfolks' eyes because they are most active throughout *gloam* when others take their rest, and are subdued throughout *toil*. Their grey pallor has earned them the name "Greykin," their backwards ways have earned them the nickname "Gloamkin," and their wild temperaments, strange, primitive rituals, and their speech (which is made up of grunts, screeches, and incomprehensible hisses and wails) have earned them fear and suspicion from more civilized mortals.

Blathes tend to have stony, hard features. Their greyish skin is coarse and rough to the touch. Their hair is light grey to white, and wispy. Many blathes, male and female alike, are bald. Their eyes range from pale blue to grey. They tend to be lanky, but strong, and, while tall, have a hunch in their gait that causes them to stoop lower than many other Men. A blathe covered in inky ritual runes and bathed in sacrificial blood is a horrific sight to behold.

Regions(s): Blathelund, The Grey Lands.

Common Virtues: Blood, Earth, Sacrifice.

Racial Abilities: Blathes have the following racial traits.

- Blathes are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. As their environment tends to be harsh, Blathes usually spend extra skill points on the Survival skill, and take Endurance as a Bonus Feat. Some Blathe shamans focus on the Heal skill (for healing and ritual sacrifice alike) and take feats that can enhance their ability to capture or subdue subjects for sacrifice and perform sacrificial rituals.
Favored Class: Savant or Ranger.
Alignment: Chaotic neutral.

Dirves: Dirve, Dirvish, Pirate, Seafolk (Koarsetongue)

Dirves are among the few mortalfolk that have braved the treacherous seas with any degree of success. They are usually skilled sailors and shipwrights, but are as diverse as any other strain of Men.

Dirves can appear short and squat or tall and lithe, but are rarely muscular. Commonly they wear their straight, greasy hair in fashionable or practical knots and tails. Males and females alike find many unique ways to do up their hair, and adorn their heads with pins, clasps, and ties of all sorts. Facial hair tends to be well-kept, and can be

stylized just as intricately as their wigs. Other mortalfolk notice a unique slant to Dirves' eyes, and often remark at their angular, long features.

Regions(s): Dirv.

Common Virtues: Sea, Water.

Racial Abilities: Dirves have the following racial traits.

- Dirves are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Dirves tend to spend extra skill points on the Craft (shipwright), Profession (fisherman), Survival and Swim skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant or Rogue.

Alignment: Chaotic neutral.

Eldyrs: Eldyr, Ancient, *Old One* (Eldyrtongue)

Eldyrs are believed to be the first of all Menfolk. They are wardens of knowledge, lore, tradition, and Virtue.

It is not known how Eldyrs procreate, as it seems to all other mortalfolk that they are all venerable, and no youths of their kind have ever been seen. They always appear as elderly Men. Their males have long, perpetual beards, spidering wrinkles upon their skin, and bald heads. Their females have crinkled, leathery features, blotchy patches of skin, and sprawling, grey masses of hair. They are often thin and spindly, regardless of their height or stature.

Regions(s): Eldyrmohr.

Common Virtues: Knowledge.

Racial Abilities: Eldyrs have the following racial traits.

- Eldyrs are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Dirves tend to spend extra skill points on the Craft, Knowledge, or Profession skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant or Virtuous.

Alignment: Neutral.

Elysians: Elysian, Omenni, Omen Guardian (Omentongue)

Elysians take their name from the messiah that came down from the Ridge of Omens with the Word of Erewhon scored in silver flame upon his flesh. This messiah, Elysia, is thought to have been the only mortal ever to have transcended mortality to join the ranks of the Celestials. The name Elysia is now synonymous with “perfection” in the Omenni tongue. Elysia, having lived up to the tenets of the Virtues laid out by Erewhon, took his place in the heavens amidst the Celestials upon his death, and is embodied now in a faint star cluster that looms in the skies above the Realms of Light, faintly visible during *gloom*.

Only Elysians of the purest breed sport their tell-tale features. They have silvery hair, light blue to silver eyes, and pale, porcelain skin. Other Omenni may have white to

blonde hair, a darker blue hue in their orbs, and richer pigment in their flesh. Because of the vast differences in terrain from one reach of Omengard to another, Elysians' dress can vary greatly from the simple, linen smocks and sandals of the southern plainsmen, to the durable leather corselets and boots of the hunters of the valley, to the bulky ramsfur coats and cossacks of the mountain folk on the Ridge of Omens. The Omenni almost invariably venerate Erewhon and Elysia, and practice their worship in Visceries and Houses of Virtue throughout their lands.

Regions(s): Omengard.

Common Virtues: Any, especially Perfection.

Racial Abilities: Elysians have the following racial traits.

- Elysians are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Elysians tend to spend extra skill points on the Craft, Knowledge, or Profession skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant or Virtuous.

Alignment: Lawful good, neutral good, or lawful neutral.

Grads: Grad, *Stonekin* (Koarsetongue)

Grads live in one of the most Spartan environments in the Realms of Light. From this sparse environment they have created simple but strong stone edifices and fortresses, crafted crude but effective implements, and scraped out an existence. Some believe that there are miracle workers amongst the Grads that can speak to stones and draw water from them.

Grads have a likeness to the hard and stony terrain that dominates their hearthland. From their stout postures, to their broad brows and shoulders, to their stern countenances, Grads are very much akin to stone. Grads tend to carry stone implements and wear furs and other rough clothing.

Regions(s): Gradhelm.

Common Virtues: Earth, Strength.

Racial Abilities: Grads have the following racial traits.

- Grads are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Grads tend to spend extra skill points on the Craft (stonework), and Survival skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Barbarian or Ranger.

Alignment: Chaotic good or chaotic neutral.

Jiradi: Jirad, *Sandfolk* (Omentongue)

The Jiradi have dwelt in the burning deserts of the West for generations. Where other mortalfolk see only a vast sparseness of moving sand, the Jiradi see their hearthland. They have established a way of life that allows them to subsist for long spans on meager resources. With a number of outposts based in reliable oases, they have set up serviceable trade routes. They have even established and fortified the occasional semi-

permanent and permanent settlement. Their few desert strongholds and Visceries are marvels of mortal craft and ingenuity.

Jiradi have wide, flat feet that are well-suited to traversing hot sands. Their stature is average for menfolk, but they tend to be lighter, and are well-weathered by their harsh environment. They can have short hair and beards, but shave as often as possible for comfort. Their clothing is simple, often consisting of coif, cowl, cloak, robe, and sandals with little flair or color.

Regions(s): The Jiradi Desert.

Common Virtues: Earth, Water.

Racial Abilities: Jiradi have the following racial traits.

- Jiradi are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Jiradi tend to spend extra skill points on the Handle Animal, Knowledge (nature), and Survival skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant or Ranger.

Alignment: Neutral.

Kelts: Kelt, Giantkin, Greatblade (Keltantongue)

The Men of Keltan are massive folk of gargantuan bulk and great and fiery manes and beards. They often bedeck themselves in drably colored tartan skirts and vests and little else. However, what they are often most well-known for are the great blades they craft and wield with an ease impossible for other Men. Their legends and myths tell of how they are descended from giantfolk, and threw off their former masters with strength and skill-at-arms that rivaled the giants themselves. Kelts are only a bit less well-known for the knack they have for climbing, earned negotiating the treacherous cliffs, steppes, and plateaus of their highland hearthland.

Regions(s): Keltan.

Common Virtues: Craft, Metal, War.

Racial Abilities: Kelts have the following racial traits.

- Kelts are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Kelts tend to spend extra skill points on the Climb, Craft (weaponsmith), and Spot skills, and take Skill Foci in the same skills, and Weapon Focus (greatsword) as Bonus Feats.

Favored Class: Fighter or Hero.

Alignment: Chaotic good.

Lorrens: Durad; Ei Lorren, *Star crossed*; Ithine, The Peaceful, *Recluse*; Tarran, *Mirefolk* (Lorrentongue)

The lands of the Lorrens dominate the South and East of the Realms of Light. While they are loosely confederated, they have a less centralized power center than the Aerons, and are therefore less likely to work together than other nations of Men. Durads, of the Durad Realm, are a fractious folk. Many ever-warring lords constantly battle over

unsavory tracts of hilly, cracked, or swamped lands, while their peasantfolk cling to what little of value they can. These people lust for war and conquest. There are more pavilion cities and battlefield-side thorps than well established holds and towns in the Durad Realm. Durads are dark, short, strong folk that are likely to wear light armor and furs at all times. Ei Lorrens, of Ei Lorn, claim the only city in the Lorreness: Virceta Sorporhr. It is a sprawling city that is poorly regulated by those officials in the Viscery who do little more than collect tithes and taxes, act as paid arbiters, and host events on holy days. Only a common will for Virtue keeps the city running smoothly. Much like all other Lorrens, Ei Lorrens are short and bistered, but tend to be shaved and heavily tattooed. Their flair for fashion is eccentric, and there is no common garb amongst their kind. The people of the Ithine Valley are peaceful but xenophobic. It is said that the few they allow to penetrate their borders have found a wondrously beautiful, fertile, green land that is much unlike the rest of the Lorroness. For this, other Lorrens regard them with suspicion and jealousy, and the Durads have even made attempts to breach their borders and conquer their blissful Eden. Tales tell that the Ithine were able to turn their assailants and lay many of them low without ever unsheathing a blade. The Ithine are short and slight of stature, but are much lighter than other Lorrens. They wear little more than light robes, care little for fashion, and are known to go nude when the weather permits. Those of Tarra control the land farthest South and East in the Lorroness, and are beset by Barbarians, Durads, and others from the East. Their unwholesome, swampy, fractured land is a bridge from the Realms of Light to the gloamy lands of the East. They are short like other Lorrens, but stalky, and have a more bestial flair than their cousins. Their garb is simple and utilitarian. It is heavier than is comfortable for the murky, musty environments in which they live, but is mostly meant to cover their bodies from biting and stinging insects, and thorny undergrowth that dominates their land.

Regions(s): Ei Lorn, Ithiturn, Tarra, The Durad Realm, The Lorroness.

Common Virtues: Earth, Water.

Racial Abilities: Lorrens have the following racial traits.

- Lorrens are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Lorrens tend to spend extra skill points on the Bluff, Intimidate, Ride, and Survival skills, and take Skill Foci in the same skills or Weapon Foci (hafted weapons, riding weapons, or unarmed) as Bonus Feats depending upon their particular region.

Favored Class: Barbarian, Fighter, or Hero.

Alignment: Chaotic neutral, neutral, or lawful neutral (Ithine only).

Nomandi: Nomandi, *Nomad* (Pelentongue)

The Nomandi have few well-established settlements in their vast, dry, flat hearthland. Their feeble tent cities can seldom stand up to the harsh environment for more than a number of months, and even when they do, the scarce resources of the Nomandi Plain seldom sustain their people for as long. Besides the hardships the Nomandi face on the desert plain, they also face persistent persecution from their neighbors, the Sarriks. Further, they are turned from the lush lands to the west by the spears of the fierce Lion Riders who can ill-afford to share what bounty their lands provide.

The Nomandi are tall, lanky, wiry Men who appear gaunt in comparison to other mortalfolk. Their long strides propel them across the sands at remarkable speeds, their wide, flat feet disperse the heat of the desert sands well, and their ink-black, shining skin deflects heat in writhing curls that seem to dance off their bodies like the heat waves that caress the sand dunes on the horizon.

Regions(s): The Nomandi Plain.

Common Virtues: Fire, Sand, Water.

Racial Abilities: Nomandi have the following racial traits.

- Nomandi are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Nomandi tend to spend extra skill points on the Handle Animal, Spot, and Survival skills, and take Skill Foci in the same skills, Endurance, and Run as Bonus Feats.

Favored Class: Savant or Ranger.

Alignment: Chaotic good, chaotic neutral, or true neutral.

Rangers: Keprian; Kordenfolk; Suron; Windenfolk (Koarsetongue)

There are vast expanses of hill, forest, and mountain yet untamed by mortal folk. Few brave such frontiers as life is harsh enough where crops yield regular produce and borders are fortified. However, an ilk of hardy Men, cousins of the Aeronni, have put the horizon under their heel and pushed the borders of kingdoms of Men to the north and to the east. What they call hearthland, on the edge of the Realms of Light, is now known collectively as the Hold of the Ranger Lords.

Rangers of all strains are similar in that they tend to be light folk, thinly limbed and long of stride. They care little for fashion and flare, and prefer that which is practical and natural. Because so many Rangers have found that to live on the land is to become one with it, they often bear totems, idols, fetishes, and other effects that are representative of the forces of Nature that they espouse.

Keprians, Rangers of the Yorlingwood and Yorl Mount are known for their skill at herblore and machinecraft. Just as this is an unlikely pairing, Keprians are often thought to be the most unlikely of folk. Sometimes they wield bizarre inventions or use complex gadgets, and other times they employ herbs and spiritual incantations. Kordenfolk, the “bowmen of the South Hills,” are expert hunters, guerrilla tacticians, and scouts. Their bowcraft rivals that of the Andraeli elves, some say. Surons, of the South Hills, have great manes like the heather. Their most honorable warrior caste employ the horns of plainsbeasts in many fashions: as weapons, armor, jewelry, sounding horns, and trophies of adulthood. They have a knack for horse husbandry.

Regions(s): The Hold of the Ranger Lords, Kepri, Korden Hold, Suron Hold, Windormere, Yorl Mount, Yorlingwood.

Common Virtues: Air, Animal, Earth, Fire, Plant, Water.

Racial Abilities: Rangers have the following racial traits.

- Rangers are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Rangers tend to spend extra skill points on the Craft

(bowyer/fletcher), Handle Animal, Knowledge (nature), Listen, Spot, and Survival skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant or Ranger.

Alignment: Chaotic good or neutral good.

Relocs: Reloc, *Greyfolk*, *The Blighted* (Blathetongue)

Relocs are a strain of Men blighted with aberrant visages, crooked postures, and horrific maladies. Because of their disgusting nature, they are abhorred by other mortalfolk, mistrusted, feared, and often assailed on sight. Their small, mountain-valley hearthland is beset on one side by the treacherous Grey Lands, and the other by keen-eyed Rangers of the Hold (the Rangers carefully patrol their shared border, and many Relocs fall victim to their piercing arrows). Little is known of the Relocs' history or customs, for they seldom emerge from their shaded vale, and few would hear the first word that crossed their lips. A few reports suggest that they are as tall as most normal Men, but appear shrunken due to their beastly gait. They ripple with lean muscles, have manes that grace their heads' entire circumferences, wear crude furs and leathers, employ wooden and stone implements, and bristle with quill-like hairs on their chest, arms, legs, and shoulders.

Many mortals believe that Relocs are a cursed race of Men that offended the Celestials somehow, and serve perpetual penance by being afflicted with ghastly features and ailments of the most severe sorts. A few bands of Relocs have been known to raid neighboring settlements of Men, or roam through the wilderness covered in concealing fur cloaks. Most such groups have met violent ends at the hands of those upon whom they have encroached, but a few have sought refuge in Visceries or Houses of Virtue and committed themselves to Virtuous lives, suggesting that there might be hope yet for "The Blighted."

Regions(s): Reloc, The Grey Lands.

Common Virtues: Unknown.

Racial Abilities: Relocs have the following racial traits.

- Relocs are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Relocs tend to spend extra skill points on the Climb, Jump, Survival, and Swim skills, and take Athletic, Endurance, and Run as Bonus Feats.

Favored Class: Barbarian or Ranger.

Alignment: Chaotic neutral or true neutral.

Rhune: Andan, Frost Rhune; Geledan, Stone Rhune; Mohran, Fen Rhune; Nuyan, Flame Rhune (Rhuntongue)

All strains of Rhune are massive, hulking folk. They appear much like other Men, but stand head and shoulders above even the tallest Kelt. They are unmistakable amongst other mortals as they teem with muscles bound by thick and coarse skin, and have heft that rivals the giants of myth. Rhune tend to have broad, flat features, and a solid countenance. Their voices seem to rumble from their great bellies, and can echo with stony, fiery, or icy resonance.

And Rhunee are pale folk whose webs of blue veins bulge at the surface of their skin. Their straight, light hair is often styled into neat top-knots or complex bundles of pins and ties. Andans tend to wear thick leathers and furs to stave off the harsh winds, snows, and rains that grace their lands. Nuy Rhunee are dark-skinned monstrosities with thick, oily, black curls and equally dark eyes. They tend to wear little, and what they do wear is light and flowing. Mohr Rhunee also go lightly dressed, or even nude, and are seen as savages for this practice. They can have dark, but ashy skin and wispy hair that resembles dust or sand, or can bear flaky, scaly skin, and sport oily tufts of hair that sprout from their chins and brows. All Mohrans suffer a hunched gait that makes them a bit shorter in appearance than other Rhunee. Geled Rhunee appear much like their Mohran cousins, and would be indistinguishable if not for their starkly contrasting mannerisms and customs. The Geledans have developed elegant, even impractical fashions, utilizing rich fabrics, bold colors, and unlikely combinations of flowing robes, towering shoulder collars, embroidery, fichus, shawls, belts, skull caps, jewelry, and other flare.

Regions(s): And Rhun, Geled Rhun, Mohr Rhun, Nuy Rhun.

Common Virtues: Air, Cold, Earth, Fire, Mist, Strength, War.

Racial Abilities: Rhunee have the following racial traits.

- Rhunee are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Rhunee tend to spend extra skill points on the Climb, Craft (weaponsmith), and Survival skills, and take Skill Foci in the same skills, and Weapon Focus (any large weapon) as Bonus Feats.

Favored Class: Barbarian, Fighter or Hero.

Alignment: Any neutral or evil; Mohrans and Nuyans are more often chaotic, Andans and Geleds tend to be lawful.

Rieli: Rieli, Judge, Lawfolk (Rielitongue)

The Rieli are fair-skinned, dusky-haired, and slight. However, their kind has a commanding presence that is nearly tangible to the senses of other mortalfolk. Even the youngest and most innocent Rieli can seem to have a brow burdened with heavy thoughts as it is typical of these folk to appear always reflective or contemplative. Their garb and persons tend to be meticulously well-kempt, though they seldom flaunt style.

Commoners wear simple tunics and trousers, but protect their clothing from the dust and grime of labor with smocks, cloaks, and aprons, so as to remain presentable when at leisure. Those of the elevated castes wear similarly simple attire, but also adorn themselves with robes and gowns that set them apart. Jewelry, make-ups, and other such flare are seen as superfluous by most Rieli.

The Rieli are most well-known throughout the Realms of Light for their worship of the Celestial Law. They believe the Virtue of Law to be the most sacred of all, and the foundation of a Virtuous life. Their strict adherence to the tenets of the Celestial Law – being the orderly and peaceful promotion of a life of service and civic duty – has led to the commonly accepted mortal notion of “law.” The Rieli are even responsible for the acceptance of the Celestial Law’s name as the commonly used term for the idea. Rieli history is laden with philosophical debate, public dialogue, and other such cogitation that,

they claim, has led to profound revelations in areas such as the structure and execution of national politics and government, and, most notably, arbitration. As such, they have established numerous Houses of Virtue throughout the Riel lands and neighboring nations known as Courts of Law. Through these institutions, the Riel share their knowledge and expertise with other mortalfolk, acting as wards of local communities that seek their protection, advisors to local rulers that seek their wisdom, representatives of absentee rulers who seek their stewardship, and arbiters to quarreling parties that seek their impartiality.

Regions(s): Coried, Dihn Riel, The Majieri Plain.

Common Virtues: Knowledge, Law.

Racial Abilities: Riel have the following racial traits.

- Riel are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. The Riel tend to spend extra skill points on the Diplomacy, Knowledge (law, nobility), Profession (judge), Sense Motive, and Language skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant or Virtuous.

Alignment: Any lawful.

Sarrics: Sarric, *Slaver* (Shaethtongue)

Sarrics are a gaunt, pale breed who tend to sport dark manes that starkly contrast their pallor. Sarrics' features are often exaggerated in some slightly boggling manner: impossibly prominent bone structures, gnarled and crooked joints, deeply-sunken eyes, protruding brows or chins, curiously elongated necks, and the like. Commoners' dress is diverse, but simple, but Sarric aristocrats can be quite eccentric. They are known for all manner of styles from gaudy to grand.

The Sarrics, while comprising a small nation themselves, have penetrated neighboring lands, imposing their will upon other mortalfolk unlucky enough to come under their sway. Sarric proselytes and slavers have probed far into the hearthlands of other mortals, and are thus known throughout the Realms of Light.

Regions(s): Rama Sarn, The Slaver's Chain.

Common Virtues: Conquest, Proselytization.

Racial Abilities: Sarrics have the following racial traits.

- Sarrics are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Sarrics tend to spend extra skill points on the Bluff, Diplomacy, Intimidate, Knowledge (any), and Sense Motive skills, and take Skill Foci in the same skills as Bonus Feats.

Favored Class: Savant, Rogue, or Virtuous.

Alignment: Lawful neutral, true neutral, lawful evil, or neutral evil.

Syrens: Syren, *Daman* (Pelentongue)

Syrens are a breed of females that inhabit dense jungle terrain. They are exceptionally tall and strong, unlike women of other strains. They are bronze-skinned, have eyes of

deep almond or coal, and have slick, dark tassels of hair that are often braided and beaded. They are fast, cunning, and almost feline in their grace and prowess. Little is known of their customs, for few who visit Syren Fae return to tell of it. There are no known Syren males.

Regions(s): Syren Fae.

Common Virtues: Celerity, Strength, War.

Racial Abilities: Syrens have the following racial traits.

- Syrens are medium-sized creatures.
- **Adaptability:** Men are a versatile, diverse race. They receive an additional 1 skill point per level (4 additional skill points at 1st level). They also receive a racial Bonus Feat at 1st level. Syrens tend to spend extra skill points on the Climb, Craft (weaponsmith), Jump, Survival, and Swim skills, and take Skill Foci in the same skills, and Weapon Focus (usually hurled weapons) as Bonus Feats.

Favored Class: Barbarian, Fighter or Hero.

Alignment: Chaotic neutral or true neutral.

Khaldric Character Classes

Wizards wielding the power to decimate flocks of opponents with a single gesture, priests who rain down fire from the sky, hordes of monsters roving the lands, and magically-altered landscapes and cityscapes are all concepts common in high fantasy. This is not Khaldra. Khaldric folk are concerned with their day-to-day survival in their relatively fledgling world. They are not mobbed regularly by vicious humanoids. Few, if any, have ever seen heroes work miracles before their eyes like suddenly vanishing into thin air only to reappear miles away or conjuring destructive balls of fire. And no one ever thinks to go to the local church and make a hefty tithe so the high priest will bring their fallen companion back from the dead!

Because such notions are rare if not totally alien to the people of Khaldra, Khaldric characters tend more often to represent real-world people of our early medieval and dark-age history than the wizards and warriors of common fantasy games. NPCs almost never take character class levels, and will almost always be very low level. And the selection of base classes available to PCs better represents the professions and occupations that would occur in a low-magic, gritty setting. While most of the standard core classes are allowed in Khaldra, some are altered to work in a low-magic setting, some are excluded, and one new class is added (the only “magic-user” type class in the setting).

THE CLASSES

The following are classes allowed in Khaldra to Player Characters:

Barbarian: Standard barbarians are allowed unaltered.

Fighter: Standard fighters are allowed unaltered.

Hero: The Hero is a new class described below.

Knight: Knights (PHB II) are allowed unaltered.

Monk: Standard monks are allowed unaltered.

Paladin: Paladins are allowed, but their abilities are altered (see EoM).

Ranger: Rangers are allowed, but their abilities are altered (see EoM).

Rogue: Standard rogues are allowed unaltered.

Samurai: Samurai (CW) are allowed unaltered.

Savant: The Savant is a new class described below.

Scout: Scouts (CAdv) are allowed unaltered.

Swashbuckler: Swashbucklers (CW) are allowed unaltered.

Virtuous/Vain: The Virtuous and the Vain is a new class described below.

CLASS SKILLS AND SKILL POINTS

All Khaldric characters receive a special bonus set of skill points. At each character level, add two additional skill points to be used in either the Craft (any), Knowledge (any), Literacy, Profession (any), or Speak Language (any) skills. These skill points are not multiplied at first character level, and do not automatically allow any of the above skills to be considered class skills. For more information on this, see the section on Skills below.

THE HERO

TABLE 2-1: The Hero				
Hero Level	Base Attack Bonus	1 Good Save	2 Poor Saves	Special
1 st	+1	+2	+0	Ability or Bonus Feat
2 nd	+2	+3	+0	
3 rd	+3	+3	+1	Ability or Bonus Feat
4 th	+4	+4	+1	
5 th	+5	+4	+1	Ability or Bonus Feat
6 th	+6	+5	+2	
7 th	+7	+5	+2	Ability or Bonus Feat
8 th	+8	+6	+2	
9 th	+9	+6	+3	Ability or Bonus Feat
10 th	+10	+7	+3	
11 th	+11	+7	+3	Ability or Bonus Feat
12 th	+12	+8	+4	
13 th	+13	+8	+4	Ability or Bonus Feat
14 th	+14	+9	+4	
15 th	+15	+9	+5	Ability or Bonus Feat
16 th	+16	+10	+5	
17 th	+17	+10	+5	Ability or Bonus Feat
18 th	+18	+11	+6	
19 th	+19	+11	+6	Ability or Bonus Feat
20 th	+20	+12	+6	

The Hero is a warrior who makes a name for himself across the lands with his legendary feats of martial prowess. The Hero draws on many forms and styles, making him versatile, but he does not master any of them. The thing that best characterizes all Heroes is that they always have the right weapon for the job.

The Hero is a customizable class, and players creating a Hero character will choose their abilities and class features from the tables and lists below.

GAME RULE INFORMATION

Because the Hero is a highly customizable character class, players will have several options in creating a Hero character.

Abilities: Typically Strength and Constitution are the Hero's strengths as they aid in his martial prowess.

Alignment: Though there is no limitation to Heroes' alignments, most tend to be good, and have a strong sense of duty and chivalry.

Hit Die: d10.

Class Skills

Heroes may choose any six class skills plus Craft.

Skill Points

2 + Int modifier (or four times this amount at 1st character level).

Class Features

The following are class features of the Hero.

Weapon and Armor Proficiency: All simple and martial weapons; light and medium armor and all shields (except tower shields).

Ability: At every odd class level, the Hero may either choose a Bonus Feat or a class ability from another character class. When choosing a Bonus Feat, the Hero may select any feat for which he meets the prerequisites. When opting for a class ability, the Hero may choose from the following list, so long as he meets the prerequisites:

Animal Companion (Ex): As the druid ability. Use class level -1 to determine effective level for companion's abilities. *Prerequisite:* Handle Animal, 5 ranks.

Aura of Courage (Su): As the paladin ability. *Prerequisite:* Will save +1.

Combat Style (Ex): As the ranger ability. *Prerequisite:* BAB +3.

Damage Reduction (Ex): As the barbarian ability, DR 1/-. May be selected more than once. Each selection increases the DR. *Prerequisite:* (DR 1/-) Fort save +6; (DR 2/-) Fort save +8 and DR 1/-; (DR 3/-) Fort save +10 and DR 2/-.

Fast Movement (Ex): As the barbarian ability. *Prerequisite:* Constitution 13.

Favored Enemy (Ex): As the ranger ability. May be selected more than once. Each selection increases bonuses for each favored enemy by +2. *Prerequisite:* 1st Favored Enemy BAB +1; 2nd BAB +5; 3rd BAB +10, 4th BAB +15; 5th BAB +20.

Flurry of Blows (Ex): As the Monk ability. *Prerequisite:* Unarmed strike ability.

Improved Combat Style (Ex): As the ranger ability. *Prerequisite:* BAB +7 and Combat Style ability.

Smite Evil (Su): As the paladin ability, once per day. May be selected more than once, and therefore used multiple times per day, so long as prerequisites are met. *Prerequisites:* (1/day) good alignment, +1 BAB; (2/day) +7 BAB and Smite Evil 1/day; (3/day) +13 BAB and Smite Evil 2/day.

Special Mount (Sp): As the paladin ability. Treat paladin level as 2 levels lower (minimum 5th) than Hero class level for purposes of determining mount abilities and types of mounts available. *Prerequisites:* Class level 5th, Handle Animal, 2 ranks, Ride, 2 ranks, Charisma 13.

Unarmed Strike (Ex): As the monk ability, but Heroes do not automatically gain the Improved Unarmed Strike feat when taking this class feature. Unarmed damage progression improves as if the Hero were a Monk of 2 levels lower than his Hero class level (minimum 1st level). *Prerequisite:* Improved Unarmed Strike feat, BAB +1.

Wild Empathy (Ex): As the druid ability. *Prerequisite:* Handle Animal, 5 ranks.

THE PALADIN

The Paladin is much like a Virtuous character with care taken to choose certain abilities. And though a player could potentially create a Virtuous character that is much like a Paladin, because of their particular abilities and the rate at which they are gained, the class remains unique. As such, Paladin abilities are unchanged, except for their spellcasting ability. Because of the varied magic system, Paladins cast spells as if they were Virtuous characters with a special caster level progression rate. See the table below for the spellcasting progression of Paladins and Rangers. They only gain Virtue Points and access to a number of spell lists through this progression, not other class abilities of

the Virtuous. A Paladin's Virtue Points are affected by his Wisdom score, and his spell DCs are Charisma-based. The spell lists a Paladin may choose are:

- Abjure (Death, Life, Outsider)
- Banish (Outsider)
- Compel (Death, Life)
- Create Life Object
- Disease*
- Enervate & Restore (Restore only)
- Evoke (Light)
- Fast Healing
- Infuse Creature with Life, Infuse Object with Life
- Life & Death
- Mass Compulsion (Death, Life)*
- Regeneration*

*These spell lists have prerequisites.

THE RANGER

Rangers remain a unique character class with only their spellcasting ability altered. Because of the varied magic system, Rangers cast spells as if they were Virtuous characters with a special caster level progression rate. See the table below for the spellcasting progression of Paladins and Rangers. They only gain Virtue Points and access to a number of spell lists through this progression, not other class abilities of the Virtuous. A Ranger's Virtue Points are affected by his Wisdom score, and his spell DCs are Wisdom-based. The spell lists a Ranger may choose are:

- Abjure (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)
- Banish (Biomatter)
- Charm (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)
- Command (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)*
- Companion (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)*
- Compel (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)
- Create Biomatter Object
- Disease*
- Evoke (Biomatter)
- Fast Healing
- Infuse Creature with Biomatter, Infuse Object with Biomatter
- Instill Emotion in (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)
- Polymorph (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)
- Poison*

- Preserve & Decay*
- Regeneration*
- Summon (Biomatter)
- Telepathy (Animal, Biomatter, Fey, Humanoid, Magical Beast, Plant, Vermin)

*These spell lists have prerequisites.

TABLE 2-2: Paladin and Ranger Spellcasting Progression				
Class Level	Effective Spellcaster Level*	Virtue Pool*	Spell Lists Known*	Maximum Spell Level*
1 st	0	-	0	-
2 nd	0	-	0	-
3 rd	1	1	1	1
4 th	2	1	2	1
5 th	2	2	2	1
6 th	3	2	3	1
7 th	3	3	3	1
8 th	4	3	5	2
9 th	4	5	5	2
10 th	5	5	7	2
11 th	5	7	7	2
12 th	6	7	9	3
13 th	6	10	9	3
14 th	7	10	11	3
15 th	7	14	11	3
16 th	8	14	13	4
17 th	8	19	13	4
18 th	9	19	15	4
19 th	9	25	15	4
20 th	10	25	17	5
*See the description of the Virtuous class for a full explanation of these references.				

THE SAVANT

The Savant is a character who has a knack for all skills. His knowledge and abilities are broad, but shallow. The thing that best characterizes all Savants is their ability to come through in the most unlikely of situations.

The Savant is a customizable class, and players creating a Savant character will choose their abilities and class features from the tables and lists below.

GAME RULE INFORMATION

Because the Savant is a highly customizable character class, players will have several options in creating a Savant character.

Abilities: Typically Dexterity and Intelligence are the bread and butter of Savant characters as they must be equally quick of wit and body.

Alignment: Though there is no limitation to Savants' alignments, most tend to be chaotic, and have a strong sense of individualism and self-reliance.

Hit Die: d6.

Class Skills

Savants may choose any twelve class skills plus Craft and Profession.

Skill Points

6 + Int modifier (or four times this amount at 1st character level).

Class Features

The following are class features of the Savant.

Weapon and Armor Proficiency: All simple weapons, one martial weapon; light armor.

TABLE 2-3: The Savant				
Savant Level	Base Attack Bonus	2 Good Saves	1 Poor Save	Special
1 st	+0	+2	+0	Ability or Bonus Feat
2 nd	+1	+3	+0	
3 rd	+2	+3	+1	Ability or Bonus Feat
4 th	+3	+4	+1	
5 th	+3	+4	+1	Ability or Bonus Feat
6 th	+4	+5	+2	
7 th	+5	+5	+2	Ability or Bonus Feat
8 th	+6	+6	+2	
9 th	+6	+6	+3	Ability or Bonus Feat
10 th	+7	+7	+3	
11 th	+8	+7	+3	Ability or Bonus Feat
12 th	+9	+8	+4	
13 th	+9	+8	+4	Ability or Bonus Feat
14 th	+10	+9	+4	
15 th	+11	+9	+5	Ability or Bonus Feat
16 th	+12	+10	+5	
17 th	+12	+10	+5	Ability or Bonus Feat
18 th	+13	+11	+6	
19 th	+14	+11	+6	Ability or Bonus Feat
20 th	+15	+12	+6	

armor.

Ability: At first level, and every odd class level thereafter, the Savant may either choose a Bonus Feat or a class ability from another character class. When choosing a bonus feat, the Savant may select any feat for which he meets the prerequisites. When opting for a class ability, the Savant may choose from the following list, so long as he meets the prerequisites:

Animal Companion (Ex): As the druid ability. Use class level -1 to determine effective level for companion's abilities. *Prerequisite:* Handle Animal, 5 ranks.

Bardic Knowledge (Ex): As the bard ability. *Prerequisite:* Any Knowledge skill, 5 ranks.

Evasion (Ex): As the monk ability. *Prerequisite:* Reflex save +3.

Fast Movement (Ex): As the barbarian ability. *Prerequisite:* Constitution 13.

Greater Sneak Attack (Ex): As the rogue ability, +3d6 damage on sneak attack rolls. *Prerequisite:* Hide, 12 ranks, Move Silently, 12 ranks.

Improved Evasion (Ex): As the monk ability. *Prerequisite:* Reflex save +7.

Improved Sneak Attack (Ex): As the rogue ability, +2d6 damage on sneak attack rolls. *Prerequisite:* Hide, 8 ranks, Move Silently, 8 ranks.

Sneak Attack (Ex): As the rogue ability, +1d6 damage on sneak attack rolls. *Prerequisite:* Hide, 4 ranks, Move Silently, 4 ranks.

Trapsense (Ex): As the barbarian ability. Each time this ability is taken, it improves by a cumulative +1. *Prerequisite:* Search, 5 ranks.

Uncanny Dodge (Ex): As the barbarian abilities Uncanny Dodge and Improved Uncanny Dodge. All class levels stack to determine flanking requirement. *Prerequisite:* None.

Wild Empathy (Ex): As the druid ability. *Prerequisite:* Handle Animal, 5 ranks.

THE VIRTUOUS AND THE VAIN

Throughout many fantasy worlds there are a number of sources of magical energy that characters can tap into and wield, often with awesome and devastating effect. Unlike these worlds, magic in the world of Khaldra is scarce, and the ability to harness it is fleeting. Only a few who are truly attuned to sources of power can access magic, and even then, few among those virtuosos have ever had the strength of mind, soul, and will to shape magical energy into the awe-inspiring *fireball*, *resurrection*, or other such spells that are so commonplace in other worlds. Such things in Khaldra are the legendary deeds of miracle workers.

However rare magic and spell-casters are, though, they do still exist. And while wells of magical energy may be few and difficult to tap, some have most certainly done it, even if only to limited effect. The sources of their power are the fundamental building blocks of Khaldra's reality: the Virtues and the Vanities.

The Virtues and the Vanities are nigh innumerable. They are the things that make up the tangible fabric of the world and the intangible forces that mingle with and flow through all mortal beings. They are the things we consider forces of nature, elements, philosophies, values, emotions, ideas, and ideals. Nearly every mortal concept is the manifestation of a Virtue or a Vanity, and is a well-spring of power to be harnessed for those who truly and fully espouse themselves to it. As such, the most powerful miracle workers of legend have been considered in some fashion or another to be amongst the most virtuous (or most vile) mortals ever to have graced the world of Khaldra, and have been linked as patron saints to particular Virtues (or Vanities).

A character that chooses Virtues as his aspects is considered to be of the "Virtuous" class. One who chooses Vanities is of the "Vain" class. In the descriptions that follow, any reference to Virtue can also apply to Vanity, and any reference to the Virtuous class can also apply to the Vain class.

Adventures: Outwardly, there is no single characteristic that likens any one of the Virtuous to any other. As such, their roles in adventuring parties will vary depending

upon which of the Virtues or Vanities they have chosen as their personal aspects. And their aims as adventurers will vary just as greatly. One of the Virtuous who is espoused to Healing and War might be a mighty warrior with a knack for keeping his companions from the brink of death on the battlefield. One of the Vain with the aspects of Fire and Madness might be a crazed pyromaniac wreaking havoc and leaving a trail of ash and cinders in his wake.

Characteristics: The Virtuous are not unlike other mortal beings. They are hard to identify because many of them are unaware of their talents. Few of the Virtuous ever cultivate their ability to channel the forces they have tapped. Others are hard to identify because they realize that their powers might draw the unwanted attentions (be they suspicions or awe) of the superstitious and widely ignorant masses. There are still others who channel their power in such a manner that there is no blatant display or detectable effect, and so they are simply seen as particularly powerful or skilled individuals. The very few who can wield the power of the Virtues with such ability as to be identified as more than common mortal beings have historically become heroes, legends, saints, or tyrants of local or world renown.

Alignment: Because the Virtues and the Vanities are manifest in all aspects of life and reality, one of this class can be of any alignment. However, to harness the powers of any particular Virtue or Vanity, one must have an outlook that is in accordance with it. It is not possible for a character, even of neutral alignment, to wield the powers of Healing and of Murder simultaneously. Such forces are at odds, and no character could reasonably devote himself to aspects that are so extremely discordant.

Religion: A character of this class will be just as likely as any other to be religious, worship one of the Celestials, follow a personal ethos, or have no religious affiliation at all. It is a severe misconception to assume that the Virtuous and the Vain are anything like clerics, and that they are always priests. That is a limit that makes the cleric class unrealistic and unappealing to many players who seek verisimilitude in a semi-historical or semi-realistic campaign. Many of those who have historically been deemed saints, or who were known for their exceptional grace in our real world, were not members of the clergy, nor were they necessarily even particularly devout. They simply demonstrated through their actions in life the epitome of human virtue in some fashion or another, and were recognized for that. Not all of them were emblazoned with holy symbols. Many were otherwise simple commoners.

Background: The Virtuous can command any station in life, and take on any role. Simply put, they are as diverse as members of any class, if not more so. Some characters of this class will multiclass as their ability to channel Virtue supplements other abilities so well. Few will ever be seen simply as a member of this character class. Instead, they will be viewed as otherwise ordinary folk with a particular knack, focus, or skill that exceeds those of their peers.

Races: All mortal beings co-exist with the Virtues and the Vanities. All are equally likely to discover and tap their energies.

Other Classes and Party Role: Virtuous or Vain characters have a wide range of options available to them. This ability to customize their powers makes them the perfect compliment to any party. They can fill just about any vacant role in an adventuring group given the proper choice of Virtues or Vanities.

GAME RULE INFORMATION

Individual characters with levels in the Virtuous and the Vain class may vary from one another greatly. Some devote the majority of their energies to enhancing their connection with their chosen aspects, while others only supplement their other abilities with a dabbling in the Virtues. Still others strike a balance between extremes. As such, players may choose from a number of different options in developing their Virtuous or Vain characters.

Abilities: Depending upon the particular Virtues that the character chooses to espouse, different abilities may be important to him. However, many of his powers will draw upon his Wisdom and Charisma, as those abilities are strongly linked with an affinity for Virtue. These scores should be above average.

Alignment: The only limitation to alignment for a member of this class is that it must coincide with the Virtues or Vanities he chooses to espouse. The Virtuous are often good, and the Vain are often evil.

Hit Die: Varies.

Virtuous and Vain Class Feature Generation Rule

Because those who make up the ranks of the Virtuous and the Vain are as diverse as any, not all will necessarily have exactly the same class features. For example, just because one is strong enough of spirit to be espoused to a Virtue, it is not necessarily true that he will have a strong Will save modifier. He may, in fact, be very hardy and quick, but gullible, suggesting that his Fortitude and Reflex saves would be better. Any such combination is just as likely as any other. A player may customize his Virtuous or Vain character using the following rules.

The character starts with 20 points to spend on class features. She chooses the desired selection from each class feature and pays its cost. She may not spend more than her allotment of 20 points, and **must** choose one of the options from each list (no substitutions at higher or lower point values are allowed). Thereafter, the character cannot change any of these features. Each class feature will progress normally from that point onward.

Class Skills

The Virtuous and the Vain choose a certain number of class skills, and may have few or many skill points dependent upon their focus. A character might access additional skills as class skills depending upon his choice of Virtues or Vanities.

TABLE 2-4a: Generating Class Features of the Virtuous and the Vain

Weapon Proficiencies	Armor Proficiencies	Caster Level Progression	Base Attack Progression	Saves Progression	Skill Points per Level	Class Skills*	Hit Die	Cost
Any 4 simple weapons	None						d4	0 pts.
All simple weapons	Light armor	Poor	Poor	1 Good, 2 Poor	2 + Int mod	Any 6	d6	1 pt.
All simple, any 2 martial weapons	Light armor and light shields				4 + Int mod	Any 9		2 pts.
All simple and martial weapons	Light and medium armor and light shields	Average	Average	2 Good, 1 Poor	6 + Int mod	Any 12	d8	3 pts.
	All armor and shields (except tower shields)	Good	Good	Perfect	8 + Int mod		d10	5 pts.

*Knowledge skills are selected individually, or a character can have access to all Knowledge skills as class skills at the cost of 3 skill choices. Speak Language may not be chosen as a class skill.

TABLE 2-4b: Typical Virtuous Class Features (NPC Virtuous)

Weapon Proficiencies	Armor Proficiencies	Caster Level Progression	Base Attack Progression	Saves Progression	Skill Points per Level	Class Skills*	Hit Die
All simple, any 2 martial weapons	Light armor and light shields	Good	Average	1 Good, 2 Poor	4 + Int mod	Any 9	d8

Class Features

The following are class features of the Virtuous and the Vain.

Weapon and Armor Proficiency: A character's choice of Virtues or Vanities affect his base armor and weapon proficiencies.

Caster Level Progression: The rate of effective caster level improves just as base attack bonus does. If a character's progression begins at +0 (i.e. caster level "0"), it is considered +1 (i.e. caster level "1st"), but does not increase until it reaches +2. For an explanation of progression rates, see PHB chapter 3.

Aura: A Virtuous or Vain character has a particularly powerful aura corresponding to his chosen Primary Aspect. He is considered to be a creature with the type or subtype corresponding to his Primary Aspect, whether that be an alignment, creature type, or element. For instance, a Virtuous whose Primary Aspect is Animal changes his type to Animal, rather than Humanoid. A Vain who espouses Air as his Primary Aspect gains the Air subtype, and is therefore considered a Humanoid (Air) creature. A virtuous who chooses Good as his Primary Aspect becomes a Humanoid (Good) creature. While this type or subtype change neither grants the character new traits or features nor affects existing ones, it does change what types of attacks, weapons and magic will affect him. For example, the spell *Compel Humanoid 3* would not affect the Virtuous with the Animal Virtue mentioned above, because his type is changed to Animal. However, an *Abjure Good 1* spell would affect the aforementioned Virtuous with the Good Primary Aspect. Also, if the new subtype gained is elemental, the Virtuous gains immunity to harmful damage from that elemental source, takes only half (-50%) damage from related elements, and gains Vulnerability to opposed elements

TABLE 2-5: The Virtuous and the Vain					
Effective Caster Level	Virtues	Virtue Pool*	Spell Lists Known	Max. Spell Level (Primary/Lesser)	Special
1 st	Primary, Lesser	2	3	1/0	Act of Faith, Bonus Feat, Channel Virtue
2 nd		3	5	1/1	
3 rd		5	7	2/1	
4 th	Lesser	7	9	2/1	Act of Faith
5 th		10	11	3/1	
6 th		14	13	3/2	Bonus Feat
7 th		19	15	4/2	
8 th	Realign	25	17	4/2	Act of Faith
9 th		34	19	5/2	
10 th	Lesser	42	21	5/3	
11 th		56	22	6/3	
12 th		72	24	6/3	Act of Faith, Bonus Feat
13 th		90	25	7/3	
14 th		110	27	7/4	
15 th	Realign	132	28	8/4	
16 th	Lesser	156	30	8/4	Act of Faith
17 th		182	31	9/4	
18 th		210	33	9/5	Bonus Feat
19 th		240	34	9/5	
20 th		272	36	9/5	Act of Faith
*In addition to the stated amount of Virtue points, a member of this class gains a bonus for having a high Wisdom ability. See the section on ability scores for more information.					

(taking half again (+50%) as much damage from those sources). So the Virtuous with the Air Primary Aspect referred to above would suffer additional damage from an *Evoke Area Crystal 4* spell, but would take less damage from an *Evoke Lightning 2* spell, and would be unaffected by a *Wall of Air 7* spell. See the descriptions in the section on Virtues and Vanities for information about the type or subtype associated with each individual Virtue and Vanity. Lesser Aspects do not affect the character's type or subtype.

Virtues: At 1st effective caster level, the Virtuous chooses two Virtues to which he will be espoused. The first is his Primary Aspect, and the second his first Lesser Aspect. Upon choosing a particular Virtue or Vanity, a character gains access to associated spell lists, and may add them to those he knows at each new effective caster level. At 4th, 10th, and 16th effective caster level the Virtuous may choose an additional Virtue as a Lesser Aspect. For spell lists taken from his Primary Aspect, the Virtuous' caster level equals his effective caster level. For spell lists taken from his Lesser Aspects, the Virtuous' caster level is half his effective caster level (round fractions down). The Virtuous may not choose a Virtue or Vanity that is in opposition with any other aspect to which he is already espoused.

Twice in his career, the Virtuous may realign his focus, reassigning any one of his current Lesser Aspects as his Primary Aspect. This changes caster levels for the

aspects traded immediately. Also, access to higher level spells is granted instantly for the Virtue that is promoted to Primary Aspect, while casting ability is diminished for the Virtue demoted to Lesser Aspect.

Virtue Pool: As a Virtuous character attunes herself to her chosen aspects and learns to epitomize its tenets, she gains the capacity to wield them with more efficacy. Her ability to wield the powers of her chosen Virtues is measured by her Virtue Pool. As she increases in power (i.e. gains class levels and increases in effective caster level), she gains additional points to add to her Virtue Pool. She may expend points from her Virtue Pool to cast spells associated with her chosen Virtues. This expenditure represents the act of her tapping into her personal well of energy to draw upon her Virtue and shape it into a particular effect. The more powerful the effect she wishes to create, the more taxing upon her, and the stronger her bond with the Virtue must be. In terms of game mechanics, spending points from one's Virtue Pool to cast a spell is similar to a psion's ability to expend power points to manifest a power.

A character may restore her personal reserve of Virtuous energy daily by meditating upon her Virtue, committing acts associated with her Virtue, or simply resting. For example, one devoted to the Virtue of Beauty might replenish points in her Virtue Pool by grooming herself during gloam.

TABLE 2-6: Acts of Faith	
Faith Check	Effective Level
0 or lower	Act fails
1-2	Class level -4
3-4	Class level -3
5-6	Class level -2
7-9	Class level -1
10-12	Class level
13-15	Class level +1
16-18	Class level +2
19-21	Class level +3
22+	Class level +4
Faith Check: Many Acts of Faith require a Faith Check to determine how strong their effects are. Make a Faith check by rolling (1d20 + your Charisma modifier). Some Skill synergies, feats, or abilities may augment this roll further. The total of this roll determines at what level the Act of Faith takes effect. If the Faith Check result is 0 or lower, the Act fails and any daily uses of Channel Virtue spent are wasted. Likewise, if the effective level of the Act of Faith is 0 or lower, the Act fails and any daily uses of Channel Virtue spent are wasted. This makes Acts of Faith exceedingly difficult to perform for those not yet wholly espoused to their chosen Virtue.	

Spell Lists Known: A Virtuous may access any 0 level spell associated with her Virtues. She may cast 0 level spells up to (3 + Wisdom modifier) times per day for free. Thereafter, each 0 level spell costs 1 point from her Virtue Pool. In addition, she starts knowing any 3 spell lists of her choice that are associated with her Virtues. The character must always know more spell lists from her Primary Aspect than from any Lesser Aspect. (She may not have an equal number of Primary Aspect spell lists and Lesser Aspect spell lists. She **must** have at least one more Primary Aspect spell list than any other Lesser Aspect.) If she chooses to realign her Virtues, she must take spell lists exclusively from her new Primary Aspect until she has more spell lists from that Virtue than from her previous Primary Aspect. The only time the Virtuous may have more spell lists in a Lesser Aspect than a Primary Aspect is if she has learned all lists associated with her Primary Aspect already, and a Lesser Aspect happens to grant access to more spell lists than the Primary Aspect.

At each new effective caster level the Virtuous may choose to learn new spell lists that are associated with any of her aspects, so long as she continues to have

more spell lists from her Primary Aspect than any other.

To cast a spell of a given level, the Virtuous must have a Wisdom score of at least 10 + the level of the spell. For example, to cast 2nd level spells, the Virtuous must have a Wisdom score of 12 or higher.

Acts of Faith (Su): The character gains the ability to tap into a Virtue or a Vanity and manifest its power in extraordinary and magnificent ways. These are called Acts of Faith. Once an Act of Faith is learned, the Virtuous can perform that act at will by using his ability to Channel Virtue. Certain Acts of Faith are more powerful, and thus require more of the Virtuous' Channel Virtue ability to perform. Some can be made more powerful by purposefully expending additional uses of the Channel Virtue ability.

Many Acts of Faith require a Faith Check to determine their effective power level. When this is the case, use Table 2-6: Acts of Faith to determine the outcome of such a check.

Maximum Spell Level: The number before the slash indicates the highest level of spell the Virtuous can cast from spell lists from his Primary Aspect. The number after

the slash indicates the highest level of spell he can cast from spell lists from any of his Lesser Aspects. Whenever the maximum spell level increases for Primary or Lesser Aspects, the Virtuous can immediately cast spells of that level from all of the Primary or Lesser Aspect spell lists he knows (respectively).

Bonus Feats: Whenever a member of this class gains a bonus feat, he may take any feat designated as a Metamagic feat, a Virtue feat (if he channels Virtue), or a Vanity feat (if he channels Vanity). Further, particular Virtues or Vanities may have associated bonus feats that the character may take in place of a Metamagic, Virtue, or Vanity feat.

Channel Virtue (Su): The Virtuous may Channel the raw energy of the Virtues she espouses through herself to power miraculous Acts of Faith. She may do this a number of times per day equal to $(3 + \text{Cha modifier})$. Some Acts of Faith are empowered by additional uses of her Channel Virtue ability, and some are more powerful and cost more than a single daily use to perform.

Falling from Grace

A character that grossly violates the tenets of the Virtues or Vanities she espouses may lose her connection with those aspects. In some cases, a character may purposely commit such an act in an attempt to shift her focus from one Virtue or Vanity to another, or from a Virtue to a Vanity, or vice versa. Some prestige classes may even require such acts. However, once a character severs her connection with a particular Virtue or Vanity, she can no longer access its spell lists or Acts of Faith until she atones. She may instead change her focus to a different Virtue or Vanity, depending upon the circumstances. However, she may not gain further class levels until she has either atoned or undertaken the laborious task of shifting her focus to another aspect. This is true regardless of whether she violates her Primary or Lesser Aspects. (That is to say, a character that loses access to either her Primary or Lesser Aspects can gain experience points, but cannot gain levels in this class until she reinstates the lost aspect or takes up a new one.) The DM will lay out the specific duties or tasks that must be performed by a character in order to atone or change Virtues. The tasks will necessarily be in accordance with the Virtue or Vanity in question.

Ability Scores, Skills, and Feats

A number of special rules apply to Khaldric characters that stray from the standard PHB rules. All such exceptions to ability scores, skills, and feats are noted in this section.

ABILITIES

A Virtuous character's Wisdom score affects his ability to manipulate the Virtues. The higher his Wisdom score, the more Virtue Points he has in his Virtue Pool. Reference the following table to determine how many Virtue Points your character adds to his Virtue Pool. Note that as a character increases in effective caster level and gains access to higher level spells, he gains more Virtue Points. For example, if a character with a 16 Wisdom has an effective caster level of 4th level (and has access to 2nd level spells) he adds 4 points to his Virtue Pool. If he then gains a level and now has an effective caster level of 5th level (and now has access to 3rd level spells), he instead adds 9 points to his Virtue Pool. In effect, he gains an additional 5 points to add to his Virtue Pool.

Table 3-1: Bonus Virtue Points for High Wisdom Scores

Wis. Score	Highest Spell Level Available								
	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
11 or lower	0	0	0	0	0	0	0	0	0
12-13	1	0	0	0	0	0	0	0	0
14-15	1	2	0	0	0	0	0	0	0
16-17	1	3	4	0	0	0	0	0	0
18-19	1	4	5	9	0	0	0	0	0
20-21	2	4	5	10	17	0	0	0	0
22-23	2	4	8	13	20	29	0	0	0
24-25	2	5	8	18	25	34	45	0	0
26-27	3	5	8	18	32	41	52	65	0
28-29	3	5	9	19	33	51	62	75	90
30-31	3	9	19	33	51	62	75	90	107

SKILLS

An exception to the standard rule for gaining skill points is that all Khaldric character receive two bonus skill points at each character level (these are not multiplied at 1st character level as regular skill points are). These skill points *must* be used, however, on the following skills: Craft (any), Literacy, Knowledge (any), Profession (any), or Speak Language (any). These additional skill points reflect the developing personality and background of a character, and are usually used to enhance skills that are a part of the

character's background. For example, while a fighter character might advance in levels to become a mighty warlord, his humble beginnings as a squire still shape who he is. As such, he still practices making routine adjustments and repairs to armor, keeps up on the doings of the local aristocracy, and tends to his mounts and livestock just as he did as a squire. So, he continues to use these skill points to increase his ranks in Craft (Armor), Knowledge (Nobility) and Profession (Stable hand) throughout his career.

New skills, new uses for skills, and variations on standard skills specific to Khaldra are explained here. Also see the *Elements of Magic* supplement for more information on skills used by spellcasters.

KNOWLEDGE (INT; TRAINED ONLY)

Knowledge (Arcana): This skill is exactly as described in the core rulebooks, except that it also now represents knowledge of the **elements**, which are, in part, the building blocks of all things, including magical effects made by those who can harness Virtue. This skill is used to identify elements associated with creatures, objects, spells, or spell effects, and may give a character useful information about the thing being observed (such as what it is made of, what it is susceptible to, or how one might interact with it). The following is a list of typical DCs for identifying elements:

- Creature: Identify a creature by its subtype (if the subtype is an element). DC equals 10 + the creature's Hit Dice.
- Object: Identify an object by its make-up or subtype (if the subtype is an element). DC is 5 for most common items, 10 for less mundane items, 15 for rare items, and 20 or more (DM's discretion) for magical, obscure or unique items.
- Spell or Spell Effect: Identify any elements associated with a spell being cast or a spell effect that is in place. DC is 10 + level of the spell. Note that this is not like making a Spellcraft check and learning the exact spell, its level, etc. This only identifies what elements are in place in the spell.

For more on elements, see the *Elements of Magic* supplement.

Knowledge (Geography): Each of the following geographic areas may be selected separately as its own Knowledge (Geography) skill set.

- Knowledge (Geography of the Realms of Light): Encompasses the lands, terrain, climate, and some knowledge of the creatures and people of the Realms of Light.
- Knowledge (Geography of the Grey Lands): Encompasses the lands, terrain, climate, and some knowledge of the creatures and people of the Grey Lands. This skill may only be taken if the character has actually had some measure of exposure to the Grey Lands.
- Knowledge (Geography of the Gloam Realm): Encompasses the lands, terrain, climate, and some knowledge of the creatures and people of the Gloam Realm. This skill may only be taken if the character has actually had some measure of exposure to the Gloam Realm.

When any Knowledge (Geography) skill is taken, choose a specific region within the geographic area. This is the area that the character knows best, and receives a +2 competence bonus to all checks in that area. Any regions congruent with or adjacent to

that region are treated regularly, but incongruent and other distant regions in the area are less familiar, and the character receives a -1 competence penalty to checks in those areas.

Knowledge (History): Knowledge (History) works just as Knowledge (Geography) does, and bonuses and penalties are granted by the region with which the character is familiar in the same manner.

Knowledge (Local): Being that this area of study is less broad, Knowledge (Local) may only apply to any region as large as a nation (i.e. Aeron, the Fey Rie, Rama Sarn, etc.). See the racial entries for listings of such regions. Any checks for that particular region are made normally. However, if there are other regions on the same list, you may make a special untrained Knowledge (Local) check for those regions as well (essentially, this is an Intelligence check).

In addition to the information regularly learned by such checks, a character can also learn general racial type information on people from this area. Such information is included in the descriptive text of each race in the Races section. A DC 11 check must be made to learn any useful piece of such information. Alternatively, a character could know game rule/statistical information about people from the region by successfully making a DC 15 check (the DC may be higher for truly obscure information, as ruled by the DM).

Knowledge (Religion): This skill is exactly as described in the core rulebooks, except that it also now represents knowledge of the **Virtues**, which are all of the concepts, forces, philosophies, ideals, and elements that make up the world of Khaldra. This skill is used to identify Virtues and Vanities and understand the concepts, forces, philosophies, ideals, or elements they represent. Typical DCs for use with this skill are listed below:

- Identify a Virtue or Vanity by its symbol: DC 5.
- Learn important or useful information about a Virtue or a Vanity (such as its statistical information, listed in the Virtues section): DC 10 for basic information (such as that in its descriptive text), DC 15 for less commonly known information (such as requisites, granted powers or bonus feats associated with the Virtue), or DC 20 or more (DM's discretion) for truly obscure information (such as spell lists associated with the Virtue, information about people or items associated with a particular Virtue, or historical events related to a Virtue or those who espouse that Virtue).
- Spell or Spell Effect: Identify any Virtues associated with a spell being cast or a spell effect that is in place. DC is 15 + level of the spell. Note that this is not like making a Spellcraft check and learning the exact spell, its level, etc. This only identifies what Virtue(s) is associated with the spell.
- Creature: Identify a Virtues or Vanities a creature espouses. This does not reveal any information about the Virtue or Vanity itself, however. Separate Knowledge checks must be made as a separate action once any Virtues or Vanities a creature espouses are identified.

This can be done in a number of ways. If the character witnesses the creature casting a spell, he can attempt to identify the Virtue(s) related to the spell (see above). He can also attempt to identify a creature's Virtue(s) by symbols it

carries (if any, see above). Otherwise, he can attempt to identify Virtues or Vanities individually (1 per skill check attempted) in the following ways:

- Study an accurate, detailed written or oral description of the creature: DC 20 + creature's Hit Dice to learn its Primary Aspect, 25 + Hit Dice for any Lesser Aspects.
- Observe the creature without interaction: DC 15 + creature's Hit Dice to learn its Primary Aspect, 20 + Hit Dice for any Lesser Aspects.
- Interact with the creature (such as talking to or engaging in combat with the creature): DC 5 + creature's Hit Dice to learn its Primary Aspect, 10 + Hit Dice for any Lesser Aspects.

A character may choose to take a specialty in his Knowledge (Virtues) skill. In such a case, he may devote further study to a narrow set of Virtues. For each Virtue or Vanity that he chooses to specialize in he gains a +2 competence bonus to all checks made in regards to that particular Virtue. However, each such specialty imposes a cumulative -1 competence penalty to checks involving all other Virtues. Choosing to specialize in a particular Virtue negates any competence penalties that may have previously accumulated with regards to the specialized Virtue. A character may choose one new specialized Virtue any time he adds ranks to the Knowledge (Virtues) skill, but may never specialize in more than 3 Virtues.

For more on Virtues, see the section on Virtues.

LITERACY (No associated ability; TRAINED ONLY)

Khaldric characters are never automatically literate. Literacy is something enjoyed by few in Khaldra as it is seldom a necessity in daily life. Those most commonly literate are members of the Viscery or others who are likely to be in charge of educating the masses, nobility (or their scribes and clerks) who must make treaties, contracts, and the like, and the few who can afford the luxury of not having to work long enough to learn to read and write.

Like with Speak Language skills, one does not add ranks to the Literacy skill. Simply by expending 2 skill points in Literacy, a character can learn and understand the concepts of written language, and can apply that learning to any language he knows. Without the Literacy skill, a character can only ever speak a language.

SPEAK LANGUAGE (No associated ability; TRAINED ONLY)

There is no "Common" tongue in Khaldra. While throughout congruent regions certain languages might in fact be in common use, there is no world-wide language. Every race in every region has its own language or dialect of a more widely-used language. See the descriptions of the races in the Races section for a list of languages spoken by race and region. By spending 2 skill points in any Speak Language skill, a character can learn and effectively speak and understand a spoken language. If he has the Literacy skill, he can also read and write that language. The list of Khaldric languages is given below.

Table 3-2: Khaldric Languages	
Language	Spoken by / used in...
Ancient Celestial	Celestial beings, ancient scriptures
Ancient Draconic	Dragons, ancient texts, magical texts

Andraelitongue	Andraeli Elves
Argenni (Draconic)	Dragons of Light, magical texts
Blathetongue	Blathes, Relocks
Chordic (Celestial)	Celestial beings
Feytongue	Fey Folk
Hightongue	High Elves
Koarsetongue	Barbarians, Dirves, Grads, Rangers
Lorrentongue	Lorrens
Omentongue	Aeronni, Algonni, Eldyrs, Jiradi, Omenni
Pelentongue	Anthans, Nomandi, Syrens
Rhuntongue	Rhunee
Rielitongue	Rieli
Shaethtongue	Sarrics
Thardictongue	Thardic Dwarves
Visceral (Celestial)	Mortal servants of the Celestials, those of the Viscery, scriptures

SKILL SYNERGIES

The following skills grant synergy bonuses when a character has 5 or more ranks in them (in addition to or in place of those synergies listed in the PH):

- Heal: +2 to Faith checks for the Lay on Hands Act of Faith.
- Knowledge (Arcana): +2 to Dispel Magic checks.
- Knowledge (Elements), with a specialty in any given element: +2 to any Faith check made to affect targets of the specialized element. For example, a character with 5 ranks in Knowledge (Elements) and specialty in the Death element would gain a +2 synergy bonus on Faith checks made in conjunction with the Turn Creature (Death) Act of Faith.

FEATS

Most standard feats are unchanged in this system. A few exceptions apply, and are noted below. New feats are also listed below by feat type.

ITEM CREATION FEATS

When creating an item with an Item Creation feat, consult the DM for *Elements of Magic* spells that would take the place of standard spells listed in the item's description.

METAMAGIC FEATS

Rather than preparing spells of higher level ahead of time, a spellcaster must expend a number of Channel Virtue attempts equal to the level adjustment of the metamagic feat to use it. For example, to empower an *evoke area fire 3* spell using the Empower Spell feat, a Virtuous spellcaster would have to expend 2 Channel Virtue attempts upon casting the spell.

VIRTUE FEATS

Any feats considered "Divine Feats" in other texts are now referred to as "Virtue Feats." Such feats that are powered by uses of the "turn/rebuke undead" ability are instead

powered by “Channel Virtue” attempts (see the Virtuous and the Vain class description). Feats that require “divine caster levels” instead require “Effective caster levels” as detailed in the Virtuous and the Vain class. Feats that target or affect undead instead affect “Death creatures.” References to *cure* spells instead should be read as *evoke Life*, and *inflict* spells should be read as *evoke Death*.

Sample variations to the text of Divine Feats are given for the feats Divine Armor, Divine Fortune, Divine Justice, and Divine Ward below.

ARMOR OF VIRTUE

“Divine Armor” (PHB II)

Prerequisites: Effective caster level 5th, ability to Channel Virtue.

Benefit: As a swift action, you can expend a Channel Virtue attempt to gain DR 5/- until the end of your next turn.

VIRTUOUS FORTUNE

“Divine Fortune” (PHB II)

Prerequisites: Effective caster level 5th, ability to Channel Virtue.

Benefit: As an immediate action, you can expend a Channel Virtue attempt to gain a +4 bonus on your next saving throw before the end of your next turn.

VIRTUOUS JUSTICE

“Divine Justice” (PHB II)

Prerequisites: Ability to Channel Virtue.

Benefit: As a swift action, you can expend a Channel Virtue attempt to mark an opponent as the target of this feat. The next time this opponent strikes you with an armed melee attack or a natural weapon, record the damage he deals. The next time you strike him in melee, you deal that damage or your weapon’s normal damage, whichever is greater. Your weapon’s qualities still determine if damage reduction applies to the damage you deal.

You can mark only one opponent at a time with this feat. You must take damage from your foe within 1 minute of using this feat, or your Channel Virtue attempt is wasted. After taking damage, you must strike your foe within 1 minute, or you lose the feat’s benefit. Until you strike your foe and trigger the feat’s benefit, you cannot use this feat again to mark the same or a different opponent.

VIRTUOUS WARD

“Divine Ward” (PHB II)

Prerequisites: Ability to Channel Virtue.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range if you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a Channel Virtue attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and Channel Virtue attempts. You must expend a Channel Virtue attempt to create each ward beyond the first.

Other Divine Feats (and their sources) allowed are: Disciple of the Sun (CD), Divine Spell Power (CD), Glorious Weapons (CD), Elemental Smiting (CD), Elemental Healing (CD), Profane Boost (CD), Sacred Boost (CD), Sacred Healing (CD), Sacred Healing (PHB II), Sacred Purification (PHB II), True Believer (CD).

New Virtue feats are listed and described hereafter.

EXTRA CHANNELING

Prerequisites: Ability to Channel Virtue.

Benefit: You may Channel Virtue an additional 4 times per day. This feat may be taken multiple times. Its effects stack.

EXTRA SPELL LIST

Prerequisites: Ability to cast spells.

Benefit: You may add one spell list to which you have access to your repertoire. This feat may be taken multiple times. Each time it is taken, a new spell list is chosen.

EXTRA VIRTUE POINTS

Prerequisites: Ability to cast spells.

Benefit: Add your current effective caster level to the number of Virtue Points in your Virtue Pool. This feat may be taken multiple times. Its effects stack.

ELEMENTAL ADEPT

Prerequisites: Ability to cast spells, Knowledge (Elements) 5 or more ranks and a specialty in the element to be associated with this feat.

Benefit: Choose an element to which you have access in your spellcasting. When casting any spell with the chosen element, your caster level is treated as 2 levels higher. For associated elements, your caster level is treated as one level higher, so long as you also have a specialty in those elements in your Knowledge (Elements) skill. This feat may be taken multiple times. Its effects do not stack. Each time you take this feat, its effects apply to a different element. If associated elements overlap, bonuses do not stack.

ELEMENTAL PRODIGY

Prerequisites: Ability to cast spells, Knowledge (Elements) 5 or more ranks and a specialty in the element to be associated with this feat.

Benefit: Whenever you are in an area in which your chosen element is prevalent, you gain bonus Virtue Points in your Virtue Pool equal to the highest level spell you can cast multiplied by 2. If your element is Ice, for example, then you would gain this bonus in any snowy or icy terrain. If your element is Light, then you would gain this bonus in any area lit by sunlight. Bonus Virtue Points are always used first, and cannot be replenished in any way until 24 hours have passed and the character rests.

TRULY VIRTUOUS

Prerequisites: Virtuous or Vain class levels, 2 or more lesser aspects.

Benefit: You may give up one of your lesser aspects and all associated granted powers and access to spell lists to promote any other lesser aspect to a primary aspect.

The Virtues and The Vanities

To understand the Virtues and the Vanities, one must know that they are the forces and ideals that make up the elements of life and reality, and they can be harnessed by a character. The terms Virtue, Vanity, and aspect are fairly interchangeable, though not perfectly synonymous. A *Virtue* is a force that is typically seen as benevolent, while a *Vanity* is widely thought to be vile. The particular Virtues or Vanities espoused by a character are his *aspects*. A character who meddles in the Virtues or Vanities takes levels in either the Virtuous character class, or the Vain character class respectively. Most Virtuous or Vain characters take on two aspects: a primary aspect and a lesser aspect. For simplicity's sake, references to Virtues and Vanities hereafter may use just the term "Virtue," but can also apply to Vanity, and references to the Virtuous class can also apply to the Vain class.

In game terms, the Virtues and the Vanities are much like cleric domains. Each has an associated granted power that a character gains simply by embracing that Virtue as his chosen aspect. Also, each has a number of related spells that can be accessed as the character increases in level. A character can spend Virtue points to cast these spells at will, and need not prepare spells ahead of time. Some Virtues also offer associated bonus feats. When a Virtuous character gains a bonus feat by advancing in level, he may choose a Virtue feat, or a bonus feat allowed by his chosen aspects (which may not necessarily be Virtue feats).

VIRTUE AND VANITY DESCRIPTIONS

Below, each Vanity and Virtue is described as follows:

Name (Virtue or Vanity; Associated Subtype or Type) If this aspect is a Virtue, Vanity, or could be both, it is noted in parenthesis. The subtype or type listed is the subtype or type taken on by any Virtuous or Vain character who espouses this Virtue as a Primary Aspect.

If a character gains an elemental subtype because of his choice of Primary Aspects, he gains certain elemental immunities and vulnerabilities. However, he gains no other powers or abilities associated with the subtype.

ELEMENT	Chosen Element	Related Elements	Opposed Element	Lesser Opposition Elements
EFFECT	Immunity (No damage)	Normal (100% damage)	Vulnerability (150% damage)	Normal (100% damage)

If a character gains an alignment subtype, then he is affected by magic and effects that target that alignment specifically.

If a character's type changes, then he is affected by magic and effects that target that type specifically. However, he does not gain any other benefits or drawbacks (such as qualities or traits) of the new type, nor are his existing qualities or traits altered. For example, a Thardic dwarf who chose the Animal Virtue would have his type changed from "Humanoid (dwarf)" to "Magical Beast." However, he would not gain Darkvision (a Magical Beast trait), and he would not lose his existing "Battle-hardened" racial trait.

A description of the tenets of the Virtue is given. There may be moral guidelines associated with accessing the Virtue. If these are grossly violated (DM's discretion), a character may be expected to atone before she can access her powers and spells, and gain

levels in the Virtuous class again. Any notes about the general tendencies of those with this aspect are noted. Otherwise, a player may regard these as role playing notes for his character.

Requisites: Any requirements that must be fulfilled by those espousing the Virtue are listed here. A character who does not meet these guidelines cannot take this Virtue as one of his aspects.

Granted Power: By taking this Virtue as an aspect, the character gains the ability described here. Where appropriate, use effective caster level for Primary Aspect powers, and half that (rounded down) for Lesser Aspect powers (just as with effective caster level for spell-casting ability).

Bonus Feats: Listed in this section are any bonus feats allowed in association with this Virtue. Whenever a character gains a bonus feat from levels in the Virtuous class, he may choose from this list.

Virtue Spell Lists

Spell lists associated with this Virtue are noted here. Remember, caster level for spells from a character's Primary Aspect is equal to his Virtuous class level, and half that for any Lesser Aspects. For spell lists that have prerequisites, the character must meet those prerequisites before he can access them. Even if a character has the prerequisites for a spell list that is not on the list of those associated with his Virtue, he may not access it. Only a few Virtues grant access to spell lists that have prerequisites, so check the entry for your character's spell lists carefully.

Players are encouraged to customize their spell lists. With the DM's approval, a character may learn a spell list not given here, so long as it has a clear connection to the Virtue. Any spells cast by the character should have a personal flair. Players should feel free to name their spells as they customize them, describe their casting, and flesh out descriptions of their spells to make them unique.

Air (Virtue, Vanity; Air elemental subtype)

Those who espouse Air tend to be graceful, and often beautiful. Characters with the Air aspect must rest or meditate above ground to replenish their Virtue Pools effectively. Below ground, a character must rest twice as long to replenish his Virtue Pool. If he rests under an open sky (such as in an open field or on a treeless expanse of plain), he is restored in half the regular time.

Requisites: None.

Granted Power: Turn earth/rebuke air creatures. This is a supernatural ability.

Bonus Feats: None.

Air Spell Lists

Abjure Air, Abjure Earth (damage protection only), Animate Object (dancing weapon only), Banish Earth, Bind Air, Create Air Object, Evoke Air, Evoke Area Air, Infuse Creature with Air, Infuse Object with Air, Summon Air, Wall of Air.

Animal (Virtue, Vanity; Animal type if Intelligence 2 or lower, Magical Beast type if Intelligence 3 or higher)

Characters with the Animal aspect might be seen as gruff, wild, or even feral. They might even have distinctive, animalistic features. They tend to shun mortal societies and are more at ease in the wild or sparsely populated areas. A character with this aspect is

expected to treat animals with reverence and benevolence. If he slays an animal, even in self defense, before trying to calm it or avoid it, he loses access to this Virtue until he atones properly. Hunting normally does not violate the tenets of the Animal Virtue, however.

Requisites: Handle Animal, 1 rank.

Granted Power: *Speak with Animals* as the spell 1/day as a caster of your effective caster level. This is a spell-like ability.

Bonus Feats: Animal Affinity, Mounted Combat (and subsequent feats), Natural Spell (usable while polymorphed in animal or magical beast form), Self-Sufficient.

Animal Spell Lists

Abjure Animal, Abjure Magical Beast*, Charm Animal, Charm Magical Beast*, Command Animal, Command Magical Beast*, Companion Animal, Companion Magical Beast*, Compel Animal, Compel Magical Beast*, Dominate Animal, Dominate Magical Beast*, Enthrall Animal, Enthrall Magical Beast*, Instill Emotion in Animal, Instill Emotion in Magical Beast*, Mass Compulsion Animal, Mass Compulsion Magical Beast*, Poison (can only delay, neutralize, or reverse animal and beast poisons; only venom types allowed for attacks are bite (touch, no bite damage) and spit), Polymorph Animal, Polymorph Magical Beast*, Telepathy Animal, Telepathy Magical Beast.*

*A character must know the “*X Animal*” spell list as a prerequisite to accessing the “*X Magical Beast*” list.

Celerity (Virtue, Vanity; Chosen elemental subtype)

Quick, dexterous folk are those attuned to Celerity.

Requisites: Dexterity 12+.

Granted Power: By expending a daily use of your Channel Virtue ability, you can act as if affected by the *freedom of movement* spell for one round.

Bonus Feats: Dodge (and all subsequent feats).

Celerity Spell Lists

Those espoused to the Celerity Virtue can access any spell list with the Biomatter, Fire, Force, Lava, Light, Lightning, or Shadow descriptors. The character also must choose which one of these elements will be his elemental subtype.

Chaos (Virtue, Vanity; Chaotic alignment subtype)

Fortune and chance wheel about characters with the Chaos aspect, and change the very fabric of their reality. These characters are often seen as whimsical, if not outright eccentric. There is no generalizing such characters except to say that they are unpredictable. Worshipers of Mel’Kayor often praise this Virtue as His own manifestation.

Requisites: Any chaotic alignment.

Granted Power: Rage 1/day as a barbarian of your effective caster level (but you are not granted Greater Rage, Mighty Rage, etc., even at higher levels). This is an extraordinary ability.

Bonus Feats: You may use one of your Virtuous class bonus feats to purchase any feat for which you qualify. This may only be done once, ever.

Chaos Spell Lists

Abjure Magic, Abjure Chaotic Alignment or Outsider, Abjure Lawful Alignment or Outsider (damage protection only), Alter Reality, Banish Lawful Outsider, Bind Chaotic Alignment or Outsider, Disjunction, Instill Emotion in [Creature], Summon Chaotic Alignment or Outsider.

Death (Vanity; Death elemental subtype)

While they may often be seen as morbid or obsessively gloomy, characters with the Death aspect are not necessarily murderous or evil (but of course, some are thoroughly vile folk). These characters seek to understand this very natural part of mortal existence, and some come to wield power over it. However, no amount of faith, even in the Vanity of Death itself, has ever been known to awaken those in Death's unending slumber.

Requisites: May not have any Virtue as an aspect.

Granted Power: Death touch (as the cleric domain power) at your effective caster level. This is a supernatural ability.

Bonus Feats: You may choose a feat possessed by any one creature you slay as one of your bonus feats. You need not meet its prerequisites. You must single-handedly slay the creature in question. This may be done once, ever.

Death Spell Lists

Abjure Death, Abjure Life (damage protection only), Banish Life, Bind Death, Death (as a Lesser Aspect only), Enervate, Evoke Death, Evoke Area Death, Infuse Creature with Death, Infuse Object with Death, Poison (no antivenom), Summon Death, Wall of Death.

Destruction (Vanity; Chosen elemental subtype)

Those with the Destruction aspect are usually slightly mad, if not insane. Their obsession with disjunction and the disruption of peace is usually enough to make them outright enemies of most mortal folk.

Requisites: No Virtue as an aspect.

Granted Power: Smite 1/day. Add your effective caster level to the damage of a successful melee attack 1/day. If your attack misses, the Smite is wasted for the day. This is a supernatural ability.

Bonus Feats: Power Attack (and subsequent feats).

Destruction Spell Lists

The character may choose from the following spell lists, and may apply either the Death, Force, or Void elements to them (where applicable). The character also must choose which one of these elements will be his elemental subtype. Any spell lists whose prerequisites he meets as a result of choosing from these spell lists also become available to him.

Abjure Element, Disjunction, Evoke Element, Evoke Area Element, Infuse Creature with Element, Infuse Object with Element, Summon Element, Wall of Element.

Earth (Virtue, Vanity; Earth elemental subtype)

Earth folk are usually, stout, strong, and tough. They may seem a bit coarse, uncultured, or even brutish, but can just as easily be soft and kind. They are typically dirty and unkempt.

Requisites: Stonecraft racial ability, Climb, 1 rank, or Knowledge (Geology), 1 rank.

Granted Power: Turn air/rebuke earth creatures. This is a supernatural ability.

Bonus Feats: Power Attack (and subsequent feats), Skill Focus (any Strength-related skill).

Earth Spell Lists

Abjure Air (damage protection only), Abjure Earth, Banish Air, Bind Earth, Create Earth Object, Evoke Earth, Evoke Area Earth, Infuse Creature with Earth, Infuse Object with Earth, Summon Earth, Wall of Earth.

Evil (Vanity; Evil alignment subtype)

It is one thing to be of evil alignment. To take on the Evil aspect is to tread into irredeemable, moral oblivion. Mortals who take up the mantle of the Evil aspect are sinful, unforgivable folk. This is the path of the truly vile and corrupt.

Requisites: Any evil alignment, no Virtue as an aspect.

Granted Power: Halo of Vanity Act of Faith for free.

Bonus Feats: Deceitful, Power Attack (and subsequent feats), Stealthy, Weapon Finesse.

Evil Spell Lists

The character may choose from the following spell lists, and may apply either the Evil Alignment or Outsider, Good Alignment or Outsider, Shadow, or Void descriptors to them (where applicable). Any spell lists whose prerequisites he meets as a result of choosing from these spell lists also become available to him.

Abjure (only damage protection for all but Evil Alignment or Outsider), Banish (only Good Outsider), Bind (any but Good Alignment or Outsider), Evoke, Evoke Area, Infuse Creature or Object with Element, Summon Element or Evil Alignment or Outsider, Wall of Element.

Fire (Virtue, Vanity; Fire elemental subtype)

Those who are drawn to the flame tend to be lithe, animated creatures. They seem to have a wellspring of energy. While many are noted for their devotion to keeping flames of tribute and prayer candles burning (such as certain devout servants of the Viscery), others are known for their pyromania.

Requisites: None.

Granted Power: Turn water/rebuke fire creatures. This is a supernatural ability.

Bonus Feats: None.

Fire Spell Lists

Abjure Fire, Abjure Water (damage protection only), Banish Water, Bind Fire, Create Fire Object, Evoke Fire, Evoke Area Fire, Infuse Creature with Fire, Infuse Object with Fire, Summon Fire, Wall of Fire.

Good (Virtue; Good alignment subtype)

Those of good alignment are generally helpful, benevolent people. Those that take on the righteous duty of devotion to Good, however, are the truly altruistic and even the saintly.

Requisites: Any good alignment, no Vanity as an aspect.

Granted Power: Halo of Virtue Act of Faith for free.

Bonus Feats: You may choose any one feat as a Bonus Feat. You must meet the feat's prerequisites. This may be done once, ever.

Good Spell Lists

The character may choose from the following spell lists, and may apply either the Crystal, Evil Alignment or Outsider, Good Alignment or Outsider, or Light descriptors to them (where applicable). Any spell lists whose prerequisites she meets as a result of choosing from these spell lists also become available to her.

Abjure (only damage protection, not Good Outsider), Banish (only Evil Outsider), Bind (not Evil Outsider), Evoke Element, Evoke Area Element, Infuse Creature or Object with Element, Summon Element or Good Outsider, Wall of Element.

Halo (Virtue; Life, Light, and Fire elemental subtypes)

Adherents to the Virtue of Halo are usually worshipers of the Celestial Halo, but always revere Light and Good as the highest aspects of mortal life. Often, they will take these other Virtues as their aspects as well.

Requisites: Any good alignment.

Granted Power: Turn Death Act of Faith for free.

Bonus Feats: Any feat that affects your Channel Virtue or Act of Faith abilities.

Halo Spell Lists

Haloites can cast spells from lists that have Evil or Good Alignment or Outsider in the descriptor, and can access spell lists with the Fire, Life (as a Lesser Aspect only), and Light elements.

Healing (Virtue; Life elemental subtype)

Mortals with the Healing aspect tend to be well versed in the lore of herbs, the study of the body, and the intricacies of the humors and their roles in balancing the living body's functions. While the feats performed by those with the Healing aspect are truly marvelous, no amount of faith, even in the Virtue of Healing itself, has ever proven to restore those that have passed.

Requisites: Charisma 13+, and you may have no Vanity as an aspect.

Granted Power: You gain the Heal skill as a class skill and the Lay Hands Act of Faith for free.

Bonus Feats: Profession (herbalist), Skill Focus (heal).

Healing Spell Lists

Disease (Remove Disease only), Evoke Life, Evoke Area Life, Fast Healing, Infuse Creature with Life, Infuse Object with Life, Life (as a Lesser Aspect only), Poison (Antivenom only), Regeneration, Restore, Summon Life, Wall of Life.

Knowledge (Virtue, Vanity; Chosen alignment or elemental subtype)

Sages, lore masters, keepers of the vast libraries of the Viscery; all of these are the types of characters who wield the mighty power of the Virtue of Knowledge. Lore in any form is sacred to these folk.

Requisites: Intelligence 12+ or 1 rank in 3 different Knowledge skills.

Granted Power: All Knowledge skills are automatically class skills.

Bonus Feats: Able Learner, Linguist, Polyglot, Skill Focus (any Knowledge skill).

Knowledge Spell Lists

Because adherents to the Virtue of Knowledge are such a studious sort, they may choose any spell lists as their own, so long as they meet the prerequisites for the chosen lists.

Upon first taking the Knowledge Virtue as a Primary Aspect, the Virtuous must choose

an alignment or element associated with one of his known spell lists to be his subtype. If none of his current spell lists are associated with an alignment or element, then he must choose one. If the chosen subtype is an alignment, he may only choose spell lists with that alignment, or the opposite alignment, and may not choose alignments from the other axis. If the chosen subtype is an element, he may not in the future choose spell lists with opposing elemental descriptors, except for Abjure, Banish, or Bind. The Life & Death list can be taken as a Lesser Aspect only.

Law (Virtue, Vanity; Lawful alignment subtype)

Some who follow the tenets of the Virtue of Law do so for the sake of order and peace. Some, however, claim that this fundament is the will of Law, the Celestial. Law's worshipers take the tenets of this Virtue to be holy scripture.

Requisites: Any lawful alignment.

Granted Power: Turn chaotic/rebuke lawful creatures. This is a supernatural ability.

Bonus Feats: Alertness, Investigator, Negotiator, and Track.

Law Spell Lists

Abjure Chaotic Alignment or Outsider (damage protection only), Abjure Lawful Alignment or Outsider, Abjure Magic, Banish Chaotic Outsider, Bind Lawful Alignment or Outsider, Command [Creature], Compel [Creature], Mass Compulsion [Creature], Summon Lawful Alignment or Outsider.

Luck (Virtue, Vanity; Chosen alignment or elemental subtype)

Nothing characterizes those with the Luck aspect better than to say that they always seem to come out on top.

Requisites: Charisma and Dexterity 12+.

Granted Power: Spend a Channel Virtue use to reroll any die roll, but only 1 time per day. The new die roll must be taken, even if it is worse than the previous roll. This is an extraordinary ability.

Bonus Feats: Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Luck of Heroes.

Luck Spell Lists

The Lucky (that is, those attuned to the Virtue of Luck), come by their powers by seemingly random means. But the powers they develop also seem to be just what they needed at just the right time. They may choose any spell lists as their own, and may access spell lists with prerequisites if they meet those prerequisites. Upon first taking the Luck Virtue as a Primary Aspect, the Virtuous must choose an alignment or element associated with one of his known spell lists to be his subtype. If none of his current spell lists are associated with an alignment or element, then he must choose one. If the chosen subtype is an alignment, he may only choose spell lists with that alignment, or the opposite alignment, and may not choose alignments from the other axis. If the chosen subtype is an element, he may not in the future choose spell lists with opposing elemental descriptors, except for Abjure, Banish, or Bind. The Life & Death list can be taken as a Lesser Aspects only.

Magic (Virtue, Vanity; Native outsider type)

The Virtue of Magic is the force that makes itself manifest in Acts of Faith and the casting of spells. Those that tap this raw energy are tapping the pure essence of Vanity and Virtue and shaping it to their will. A tangible radiance seems to infuse characters with this aspect. While it is seldom noticed outwardly, it is felt in the very souls of those near such characters.

Requisites: Knowledge (arcana), 1 rank.

Granted Power: You gain the Knowledge (arcane) and Use Magic Device skills as class skills. Also, you gain the Dispel Magic Act of Faith for free.

Bonus Feats: Any one metamagic feat.

Magic Spell Lists

The Virtuous with the Magic aspect need not meet the prerequisites for spell lists (if applicable) to access the following spell lists. They still must, however, meet skill or level requirements. Abjure Magic, Alter Reality, Astral Projection, Disjunction, Figment, Invisibility, Mass Projection, Power Word, Sight, Spectral Hand, Telepathy [Creature], Teleportation.

Plant (Virtue, Vanity; Plant type)

Those attuned to the Plant Virtue are in sync with all vegetable life. The trees and the brush speak to these folk, and they are one with the Green.

Requisites: Knowledge (Nature), 1 rank.

Granted Power: You gain the Knowledge (Nature) skill as a class skill. Also, you can turn force creatures, or rebuke plant or biomatter creatures.

Bonus Feats: Skill Focus (Heal, Knowledge (nature), Profession (herbalist)).

Plant Spell Lists

Abjure Biomatter, Charm Plant, Command Plant, Compel Plant, Create Biomatter Object, Evoke Biomatter, Evoke Area Biomatter, Fast Healing, Infuse Creature with Biomatter, Infuse Object with Biomatter, Instill Emotion in Plant, Poison (Antivenom only if Virtue; Venom only if Vanity), Summon Biomatter, Telepathy [Plant].

Protection (Virtue; Chosen type or alignment or elemental subtype)

Adherents to the Virtue of Protection are those truly devoted to the care of others. These folk are altruistic and selfless. They will put themselves in harm's way for the sake of others.

Requisites: Wisdom 12+.

Granted Power: You gain the Shield of Virtue Act of Faith for free.

Bonus Feats: Any one armor or shield proficiency or subsequent feat.

Protection Spell Lists

Abjure [any], Abjure Magic, Banish [any], Cursecraft (remove curses only), Disjunction, Infuse Creature with [any] (natural armor only), Instill Emotion in [any] (Courage only), Restore, Preserve (no prerequisites necessary). Upon first taking the Protection Virtue as a Primary Aspect, the Virtuous must choose a type, alignment, or element associated with one of his known spell lists to be his type or subtype. If the chosen subtype is an alignment, he may only choose spell lists with that alignment, or the opposite alignment, and may not choose alignments from the other axis. If the chosen subtype is an element, he may not in the future choose spell lists with opposing elemental descriptors, except for Abjure, Banish, and Bind.

Strength (Virtue, Vanity; Chosen elemental subtype)

Husbands of the Strength Virtue are large, burly, muscular folk.

Requisites: Strength 12+.

Granted Power: By spending a Channel Virtue daily use and making a Faith check, you increase your Strength score for one round. The level modifier indicated by your Faith check is added as an enhancement modifier to your Strength score. This is a supernatural ability.

Bonus Feats: Power Attack (and all subsequent feats).

Strength Spell Lists

Those espoused to the Strength Virtue can access any spell list with the Crystal, Earth, Lava, Metal or Mud descriptors. The character also must choose which one of these elements will be his elemental subtype.

Trickery (Vanity; Chosen type or alignment or elemental subtype)

Devious and dastardly folk are the only ones who will espouse themselves to this Vanity. The Tricky are the con artists, thieves, and rakes of the world that fulfill their whims at the expense of others' suffering and sorrow.

Requisites: Charisma 12+.

Granted Power: The Bluff, Disguise, and Hide skills are class skills for you.

Bonus Feats: Deceitful, Persuasive, and Stealthy.

Trickery Spell Lists

Abjure [any], Charm [any], Command [any], Compel [any], Cursecraft (no prerequisites required), Dominate [any], Enthrall [any], Instill Emotion in [any], Invisibility, Mass Compulsion [any]. Upon first taking the Trickery Vanity as a Primary Aspect, the Vain must choose a type, alignment, or element associated with one of his known spell lists to be his type or subtype. If the chosen subtype is an alignment, he may only choose spell lists with that alignment, or the opposite alignment, and may not choose alignments from the other axis. If the chosen subtype is an element, he may not in the future choose spell lists with opposing elemental descriptors, except for Abjure, Banish, and Bind.

War (Virtue, Vanity; Chosen elemental subtype)

Common amongst those who espouse themselves to the Virtue of War is a knack for skill-at-arms, a keen understanding of tactics, and a lusty desire for battle.

Requisites: At least one Martial Weapon proficiency.

Granted Power: You gain Weapon Focus with a chosen weapon for free, and may spend any feat slot you gain to take Weapon Specialization with the same weapon after 4th character level.

Bonus Feats: Any feats for which you qualify with your chosen weapon.

War Spell Lists

Those espoused to the War Virtue can access any spell list with the Biomatter, Crystal, Force, or Metal descriptors. The character also must choose which one of these elements will be his elemental subtype.

Water (Virtue, Vanity; Water elemental subtype)

Those who are drawn to Water tend to be cerebral, phrenic creatures. Their minds are as swift as a rapid's current. While many are known to worship grand falls and massive springs, others have a sick fetish for putrification and drowning.

Requisites: Swim, 1 rank or a Swim speed.

Granted Power: Turn fire/rebuke water creatures.

Bonus Feats: Skill Focus (Swim).

Water Spell Lists

Abjure Fire (damage protection only), Banish Fire, Bind Water, Create Water Object, Decay (Vanity only), Evoke Water, Evoke Area Water, Infuse Creature with Water, Infuse Object with Water, Preserve (Virtue only), Summon Water, Wall of Water.

ACTS OF FAITH

Acts of Faith are the stuff of legends. Those who witness a Virtuous as he commits an Act of Faith is witnessing a miracle. Acts of Faith are empowered by a Virtuous' ability to Channel Virtue, and almost always require a Faith check. See the description of the Virtuous and the Vain class for more information on Channel Virtue and Faith checks.

Below, each Act of Faith is described as follows:

Name*

A brief description of the Act of Faith and its effects are given.

Channel Virtue: As some Acts of Faith are more powerful, they require more Virtuous energy. The number of Channel Virtue attempts needed to empower the Act of Faith is listed here.

Faith Check: If a Faith check is required to create an effect, it is stated here.

Effect: Game rule information and statistics for the Act of Faith's effects, and the varying degrees of effects based on the result of the corresponding Faith check, are detailed here.

*Note that any Act of Faith with the "Virtue" or "Virtuous" name or description can also be considered a "Vanity" or "Vain" Act of Faith as well. If an Act of Faith is specifically described as "Vanity" or "Vain," it cannot be considered "Virtue" or "Virtuous."

Align Weapon

Your weapon takes on an aspect of Virtue.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: For 1 round your weapon becomes aligned or empowered with an alignment or element that you can effect with any spell list you know. It therefore ignores certain types of DR and may be used against certain types of creatures more effectively. This ability can be activated as a free action at the beginning of your turn.

Summon Familiar

You call a magical creature that is attuned to the same Virtue (Primary Aspect) you are to serve you.

Channel Virtue: You must expend 1 Channel Virtue attempt, and must permanently give up 1 daily use of the Channel Virtue ability to summon a familiar.

Faith Check: Yes.

Effect: This is almost exactly the same as the Sorcerer ability (PHB) except that the creature to be summoned will have an Aura matching that of the Virtuous who called it (see The Virtuous and the Vain class description for more on Auras). Also, to succeed in calling the familiar, the associated Faith check must yield a result equaling or exceeding the intended creature's hit dice. If it fails, the creature does not answer the summons, and the Virtuous still permanently loses 1 daily use of the Channel Virtue ability. Otherwise this is the same as the Sorcerer ability.

Bolster Creature

You empower creatures near you of a specific type or subtype.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: You choose one type or subtype of creature each time you choose this Act of Faith. The type or subtype of creature you affect must be one that you can affect with any spell list you know (an element, a creature type, an alignment, etc.). This works just like the Bolster Undead ability, but your Faith check determines the effective hit dice of all creatures affected.

Destructive Turning

You deal damage to creatures that you turn.

Prerequisite: Turn Creature.

Channel Virtue: You must expend 1 Channel Virtue attempt to turn a creature, and an additional attempt to make the turning attempt destructive.

Faith Check: No.

Effect: Any creature affected by your turning attempt takes 1d6 Virtue damage per your effective caster level in addition to being turned. Expending the second Channel Virtue attempt to empower your turning is done as a free action.

Grace of the Virtuous

Your conviction is so strong that the power of Virtue protects you.

Channel Virtue: You must permanently give up 1 daily Channel Virtue attempt.

Faith Check: No.

Effect: You add your Charisma bonus (if positive) as a modifier to all saves.

Halo of Clarity

You summon a halo that grants you keen senses.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: You gain a +2 competence bonus to Spot and Listen checks for 1 hour per effective caster level. You may discharge the halo as an immediate action to grant you a +8 competence bonus to a single Spot or Listen check. This ends the effect. This ability requires a standard action to activate.

Halo of Deception

You summon a shadowy halo that aids you in your evil deeds.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: You gain a +2 competence bonus to Disguise and Hide checks for 1 hour per effective caster level. You may discharge the halo as an immediate action to grant you a +8 competence bonus to a single Disguise or Hide check. This ends the effect. This ability requires a standard action to activate.

Halo of Might

You summon a halo that grants you strength.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: You gain a +2 enhancement bonus to strength for 1 hour per effective caster level. You may discharge the halo as an immediate action to grant you a +8 enhancement bonus to strength for 1 round. This ends the effect. This ability requires a standard action to activate.

Halo of Protection

You summon a halo that grants you protection.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: You gain a +1 deflection bonus to AC and a +1 resistance bonus to saves for 1 hour per effective caster level. You may discharge the halo as an immediate action to grant you a +4 deflection bonus to AC or a +4 resistance bonus to saves for 1 round. This ends the effect. This ability requires a standard action to activate.

Improved Dispel Magic

You are better at breaking enchantments than others.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: As a free action before you use the Dispel Magic skill, you may expend 1 Channel Virtue attempt. Then, roll a Faith check. The result of your Faith check is your effective caster level for this use of the Dispel Magic skill. Now, roll your Dispel Magic check normally.

Inspire Courage

Your voice uplifts your allies, allowing them to achieve the nigh impossible.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: When you make your Faith check you determine your effective level for the purposes of this act of inspiration. Using that effective level, you may use any Bardic Music ability (see PHB) just as if you were a Bard of that level. You must still make Perform checks if they are called for in the ability you choose, and you must have the minimum ranks in the Perform skill listed to use any given ability.

Lay Hands

You heal wounds with your touch.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: The result of your Faith check indicates the number of hit points you heal with your touch.

Magical Edge

Your spells are more effective for a brief period.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: Add your Intelligence modifier (if positive) to any damage caused by your spells for 1 round/effective caster level.

Rebuke Creature

You cause creatures to cower away from you.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: You choose one type or subtype of creature each time you choose this Act of Faith. The type or subtype of creature you affect must be one that you can affect with any spell list you know (an element, a creature type, an alignment, etc.). This works just like the Rebuke Undead ability. Your Faith check determines the maximum hit dice of the creatures you can affect. Then roll a rebuking damage roll (2d6 + your effective caster level + your Charisma modifier). That's how many hit dice of creatures you rebuke. Creatures affected get a Will save (DC = 10 + your effective caster level + your Charisma modifier) to resist the effect.

Refuse to Yield

Calling on your faith, you continue to act despite mortal wounds.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: As an immediate action, any time you are reduced to negative hit points, you may expend 1 Channel Virtue attempt. You may continue to act normally until the end of your next turn, though you continue to bleed and lose 1 hit point at the end of that turn if you are not restored to positive hit points. On your next turn, you may again expend a Channel Virtue attempt to remain active even if you are not restored to positive hit points, though you continue to lose 1 hit point each round just as if you were dying. Once you reach -10 hit points you still die as normal.

Replenish Virtue Pool

You find further stores of energy by calling upon your inner faith.

Channel Virtue: You must expend 1 or more Channel Virtue attempts.

Faith Check: Yes.

Effect: As a standard action, you may expend any number of Channel Virtue attempts. For each attempt expended, make a Faith check. The result is the number of Virtue Points that are restored to your Virtue Pool immediately. You must have at least 1 Virtue

Point left in your Virtue Pool to use this ability. You must declare before making your Faith check(s) how many Channel Virtue attempts you will expend this round.

Resist Vanity

You shrug off the effects of attacks made against you.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: Choose one Vanity that opposes a Virtue you espouse. You can ignore a certain amount of damage you take from the melee, ranged, or spell attacks of creatures that espouses that Vanity or who utilize that Vanity to harm you. When you make your Faith check, the result indicates how many hit points worth of damage from that source you ignore before beginning to again suffer damage. If a single attack expends the last of your resistance, you still suffer any remaining damage from that attack. This resistance lasts for 1 hour per effective caster level.

Retribution

You deal grievous wounds to your nemeses when they harm you.

Channel Virtue: You must expend 1 Channel Virtue attempt to activate this Act of Faith, then you must expend an additional Channel Virtue attempt when you make your retributive strike.

Faith Check: Yes.

Effect: As a free action you expend the first Channel Virtue attempt to activate this Act of Faith and designate one foe as the target. When the target strikes you, you may spend another Act of Faith as a free action on your next turn to deal additional damage to the target. Make a Faith check. The result is the additional damage you deal to the target if your next attack is successful. If your attack misses, the attempt is wasted. If the target does not strike you within 1 minute of activating the Act of Faith, its power fades and it must be reactivated.

Turn Creature

You halt or drive off creatures.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: You choose one type or subtype of creature each time you choose this Act of Faith. The type or subtype of creature you affect must be one that you can affect with any spell list you know (an element, a creature type, an alignment, etc.). This works just like the Turn Undead ability. Your Faith check* determines the maximum hit dice of the creatures you can affect. Then roll a turning damage roll (2d6 + your effective caster level + your Charisma modifier). That's how many hit dice of creatures you turn.

*5 or more ranks in Knowledge (Religion) grants you a +2 bonus to your Faith check when using the Turn Creature Act of Faith.

Stifle Faith

You cause another creature to question its faith.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: You target a creature within short range (25 feet + 5 feet per 2 effective caster levels). Speaking words of doom you cause the creature to waver in its faith. If your Faith check equals or exceeds the target's effective caster level, it suffers a penalty equal to twice your Charisma modifier on all Faith checks it makes for 1 round per your effective caster level.

Shield of Virtue

Your shield radiates with the power of your Virtue.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: You add your Charisma modifier as an enhancement bonus to your shield for 1 round per effective caster level. This does not stack with any enhancement bonus your shield may already have.

Smite Foe

You bring your faith to bear against infidels.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: You choose one type or subtype of creature each time you choose this Act of Faith. The type or subtype of creature you affect must be one that you can affect with any spell list you know (an element, a creature type, an alignment, etc.). By expending a Channel Virtue attempt as a free action you can empower any single melee attack you make against the chosen subtype. On this attack you gain your Charisma modifier as a bonus on your attack roll and add your effective caster level to your damage roll.

Vain Leeching

Your touch drains your enemy and empowers you.

Channel Virtue: You must expend 1 Channel Vanity attempt.

Faith Check: Yes.

Effect: You make a melee touch attack against an opponent. Your Faith check result is counted as damage. Your opponent suffers that amount of Vanity damage and you are healed the same amount. You cannot exceed your maximum hit points in this way. If your melee touch attack misses, the attempt is wasted.

Virtuous Boost

Your spell is more powerful.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: No.

Effect: Apply any metamagic feat to the next spell you cast. You must cast the spell before the end of your next turn or this ability is wasted. This ability requires a full-round action to complete.

Virtuous Redemption

You avoid catastrophe by sheer luck... and a little faith.

Channel Virtue: You must expend 1 Channel Virtue attempt.

Faith Check: Yes.

Effect: You expend your Channel Virtue attempt and make a Faith check as an immediate action. The positive or negative modifier indicated by your Faith check roll (see Table 2-6 under the “Effective Level” column) is added to your next saving throw as a Virtue modifier. If you do not make a saving throw by the end of your next turn, the ability is wasted.

MAGIC ITEMS

In Khaldra, Bonded Items (see DMG II) are the most common type of magical items. Characters can bond to 1 item per 3 character levels. True magic items exist as well, however. These must be created by characters with Item Creation feats. In place of standard spells used to create items, consult the DM for which *Elements of Magic* spells to use in item creation. Also, items that replicate standard spell effects must be altered to use *Elements of Magic* spells instead.

THE MAGIC SYSTEM

This campaign uses the *Elements of Magic* resource extensively. However, the following updates will be applied to the system for use in this campaign.

Spell List Descriptors

In addition to the descriptors used for spell lists in the *Elements of Magic* supplement, the following descriptors may also be added to the Abjure, Bind, and Summon spell lists: Chaotic Alignment, Evil Alignment, Good Alignment, Lawful Alignment. When casting a Bind or Summon spell, you may choose whatever type of creature you know of to call, so long as it has the appropriate number of hit dice.