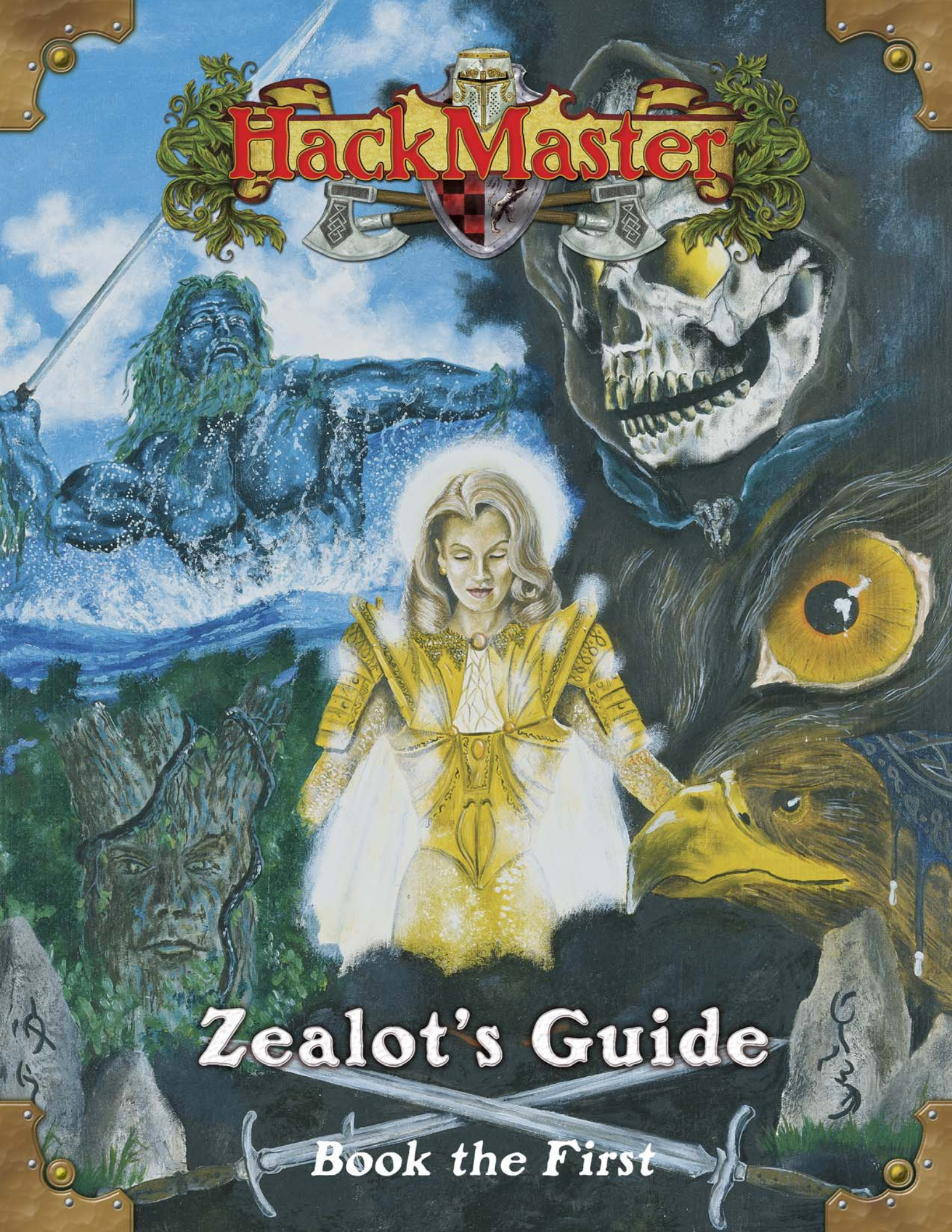


HackMaster



Zealot's Guide

Book the First

CONGREGATION OF THE DEAD

Alignment: Neutral Evil

Spheres of Influence: Death, the Underworld

Tenets of the Faith: The Harvester of Souls (also known as Ruler of the Dead, Bringer of the Grave, King of the Undead, and Lord of the Underworld) is the god of death and the underworld. The Lord of the Underworld's earthly messengers of death and collectors of souls call themselves Harvesters. Well known for their eagerness to take a life and their willingness to die whilst doing so, members of the Congregation of the Dead kill for the sole purpose of sending the souls of their victims to their Lord. The Harvesters believe that Grawdyng needs the souls of victims in order to gain enough strength to enter the world and make the other gods submit to His will. The Harvesters know that through their actions and devotion to the King of the Undead, He will reward them at death with undead status.

The number and strength of the souls that a cleric takes directly reflect on his future undead status. The Lord of the Underworld grants those Harvesters that take many and also powerful souls, the most powerful undead status, such as vampires or wraiths. Many clerics fear dying prior to harvesting enough souls and thus attaining only zombie status as their eternal reward. Therefore, a great tension exists between risking an early death to slay powerful foes that presumably have strong souls or going the safe (but slow) route of butchering helpless peasants and children. The Harvesters preach that perishing whilst attempting to take a soul grants automatic undeath. The ultimate goal, of course, is never to actually die, but to attain the reward of lich status while still alive.

The most powerful High Harvesters of the Congregation of the Dead are actually vampires or liches that serve their dark god eternally. Wights, wraiths, ghouls and other intelligent undead also serve the Bringer of the Grave. These undead priests typically do not allow their victims to become undead, for only the most deserving should gain such prestige. The Ruler of the Dead prizes powerful individuals and considers such victims worthy of serving in this capacity. The Harvesters adorn their weapons and themselves with skulls. They design their weapons' skulls in such a way as to cause an eerie whistling when they wield them. The macabre sounds created by a group of clerics in combat will send shivers up the spine of even the bravest warrior.

Despite these overtly repulsive practices, the Congregation of the Dead remains the most overt of all evil religions, enjoying a popularity among humans far greater than even many good religions. Leaders keep their undead status a tightly held secret outside of the church. Likewise, priests conduct sacrifices and the Soul Harvest in guarded ceremonies away from the prying eyes of non-believers. The common citizenry tend to view these priests with fear and awe, avoiding them unless necessary. That said, virtually every population center from large town to greater will have an overt temple to the Lord of the Underworld. Although seen as morbid and chilling, these clerics also serve a purpose as undertakers and removers of the recently deceased. Thus, they are not merely tolerated, but welcomed by municipal authorities and the general populace, alike. Certainly, their popularity far exceeds mankind's other inevitable visitor, the taxman.

CONGREGATION OF THE DEAD

Alignment: Neutral Evil

Divine Icon: The divine icon for the Harvesters is a small golden sickle.

Preferred Weapon: Sickle or scythe

Other Weapons Permitted: none

Armor Permitted: Any, may not employ shields.

Bonus STPs: Astrology, Boating, Intimidation (*as solely Charisma-based skill*), Literacy

Powers: Command Undead with a +4 bonus; sense presence of undead within 60' radius; perform *Coup de Grâce* in 5 seconds (only w/ sickle); Deathly Fear (see text)



ABOUT THE CONGREGATION OF THE DEAD

Priesthood: The Harvesters

Symbol: A skull and scythe

Colors: Black and bone white

Place of Worship: Temples of the Congregation of the Dead lie amid or beneath graveyards. Temples above ground are usually stone and designed like a large mausoleum. Even these temples generally contain underground levels, especially for the clerics' personal chambers.

Cathedrals are windowless stone buildings with an angled roof. The front has four or six columns in the shape of flesh golems. Interior doors are always of stone. Decoration includes skeletal bas-reliefs and epitaphs taken from the grave markers of the faithful.

The Congregation of the Dead makes their sacrifices during the full of Veshemo. They prefer humans, but other races suffice if no humans are nearby.

Holy Days: The high unholy day, known as the Soul Harvest, takes place on the night of the harvest moon (Veshemo, during the autumnal equinox). Celebrants bring a mass of captives for a communal sacrifice. The faith teaches that each worshipper gains credit for these kills, multiplying their value for the purpose of attaining greater undead status after death.

Several other holy days revolve around tributes to the Bringer of the Grave and particularly discussion, celebration and planning for the Lord of the Underworld's entrance to world and ultimate dominion over the other gods.

Sacrifice: The Harvesters sacrifice humans or other sentient beings every full moon (Veshemo). During the Soul Harvest (see Holy Days, above), they offer as many souls as possible. Many congregations hold prisoners for months in anticipation of this day. In addition to the usual sacrifices, the Harvesters always offer at least one cleric to the Harvester of Souls. The sacrificial cleric can come from any religion, and they will even offer up one of their own if no other cleric is available.

Raiment: The Congregation of the Dead's clergy, like the image of their grim reaper patron, wear jet black, flowing robes generally made of linen or wool. All Harvesters, save for the Novitiates, also

wear pendants whose color indicates their level within the church. The Harvesters adorn themselves and their weapons with skulls.

Revered Names for Deity: Harvester of Souls, Ruler of the Dead, Bringer of the Grave, King of the Undead, Lord of the Underworld, Grawdyng, Blonlen (Brandobian), Kygyryr (Dejy), Nytharr (Fhokki), Galapiti (Kalamaran), Xiznoom (Reanaarese), Zazimash (Svimohzish),

Deity's Appearance: The Ruler of the Dead appears as an extremely tall and thin man with wisps of white hair and two red glowing yet empty eye sockets. The Harvester of Souls wears a black robe and wields a large scythe.

Advancement within Order: Advancement within the Congregation of the Dead is by the number and quality of souls harvested. Seniority and undead status are reflective of these achievements.

SPECIAL POWERS:

Harvesters' Intimidation skill: Unlike the normal application of this skill wherein the subject is presented with the implied threat of violence, Harvesters rely upon a sapient creature's fear of death as coercion. As such, physical prowess is not a necessary component. Harvesters need only prey upon the victim's ephemeral sense of mortality and the degree to which they can accomplish this is based purely on their Charisma attribute.

Deathly Fear: Harvesters may sap the morale of their enemies by invoking a frightening visage that preys upon a mortal creature's innate fear of death. Obviously victims subject to this unique form of intimidation must be self-aware (i.e. sapient) though those immune to fear may literally laugh in the face of death.

The degree to which a Harvester may vitiate an enemy's aggressive spirit is contingent on both the intensity and length of exposure he can subject the victim to. Thus a coven of Harvesters acting in concert will find this to be a far less formidable task than would a solitary adherent to this dark faith.

No. of Harvesters Cooperating in Deathly Fear	Skill check difficulty
1	Difficult
2	Average
3+	Easy

The initial step in utilizing this power merely involves frightening opponents. A Harvester's raiment with its black robe and scythe is sufficient to evoke the universally understood archetype of death's agent(s). All the cleric need do is convince his audience (e.g. all within 50 feet) that he has come this day for their souls. This can be accomplished with a successful Intimidation skill check. Those intimidated by the Harvester(s) drop one Tenacity/Morale level. Note that cowed Player Characters are now subject to the Tenacity/Morale rules (see *Hacklopedia of Beasts* p. 12) – albeit at Fearless level – and may be subject to involuntary actions.

Harvesters may amplify this initial dread given sufficient time to prey upon their opponents' fears. If the cleric spends an additional ten seconds dedicated solely to the task, the Harvester (or the *quietus cavalcade* if a plurality of Deathbringers are involved) may attempt an additional Intimidation check*. Those intimidated by the demonstration drop an additional tenacity/morale level.

* Should multiple Harvesters perform an ensemble intimidation, the most skilled performer is entitled to make the check.

Harvesters Advancement Table

Level	Hit Dice (d10)	Attack Bonus	Initiative	Speed
1	1	0	+1	0
2	1 + re-roll	+1	+1	0
3	2	+1	+1	0
4	2 + re-roll	+1	0	0
5	3	+2	0	0
6	3 + re-roll	+2	0	0
7	4	+3	0	0
8	4 + re-roll	+3	0	-1
9	5	+3	-1	-1
10	5 + re-roll	+4	-1	-1
11	6	+4	-1	-1
12	6 + re-roll	+5	-1	-1
13	7	+5	-1	-1
14	7 + re-roll	+5	-1	-1
15	8	+6	-2	-2
16	8 + re-roll	+6	-2	-2
17	9	+7	-2	-2
18	9 + re-roll	+7	-2	-2
19	10	+7	-3	-2
20	10 + re-roll	+8	-3	-2

If they wish, Priests of Grawdyng may *further* terrorize their adversaries in the same manner – though such demoralization demands increasingly time consuming pageantry. As such, this power is best employed to turn the tide of a lengthy pitched engagement in which accumulating casualties can be utilized as fodder to undermine one's enemies' will to persevere in a fight that they otherwise might triumph in. Functionally, spending an additional 30 seconds (and then 60 seconds, and then 90 seconds, etc.) on the ongoing task of unnerving adversaries permits additional Intimidation skill checks. If successful, these Intimidation skill checks may further lower opponent tenacity/morale by 1 gradation each. With enough time and skill, Harvesters can send the fiercest warriors running from the field in abject terror.

Note: Individuals with tenacity/morale below cowardly will retreat from any situation they assess to be risky. Thus merely advancing towards them in a threatening manner will compel flight.

Confederate Faiths: The Inevitable Order of Time, The Temple of Armed Conflict, The Way of the Berserk, The House of Knives, The House of Hunger, The Conventicle of Affliction

Adversarial Faiths: The Church of Everlasting Hope, The Church of Life's Fire, The Parish of Love, The Temple of the Three Strengths, The House of Solace

Sayings: "It is time." - "Time to see the King." - "He is the final Word, the End for all." - "There is no use in trying, you cannot avoid him." - "When the Ruler calls, all beings answer." - "Undeath is the culmination of all existence." - Before slaying another: "Your soul is ripe." - Teachings: "The only glory greater than dying for the Master is bringing his bounty to another."

Congregation of the Dead Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Ceremony: Consecrate Divine Icon</i>	<i>Aggravate Pain</i>	<i>Bless</i>	<i>Alert</i>
2	<i>Diagnose Injuries</i>	<i>Alleviate Trauma</i>	<i>Contagion</i>	<i>Animate Skeleton</i>
3	<i>Exhume</i>	<i>Alter Emotion: Frighten</i>	<i>Cure Trifling Wound</i>	<i>Command</i>
4	<i>Extend Fuel</i>	<i>Bless Weapon</i>	<i>Curse, Petty</i>	<i>Cure Trivial Wound</i>
5	<i>Faith Shield 1</i>	<i>Ceremony: Anoint</i>	<i>Disinter</i>	<i>Directed Strike</i>
6	<i>Imperceptibility to Undead</i>	<i>Cure Negligible Wound</i>	<i>Faith Weapon</i>	<i>Enchanted Vestments 1</i>
7	<i>Inflict Trifling Wound</i>	<i>Cursing</i>	<i>Fortify</i>	<i>Faith Shield 2</i>
8	<i>Moderate Emotion: Cause Fear</i>	<i>Inflict Trivial Wound</i>	<i>Hex: Immunosuppressant</i>	<i>Flaming Weapon</i>
9	<i>Nurse Wound</i>	<i>Innocuousness</i>	<i>Illumination: Torch</i>	<i>Inflict Pain</i>
10	<i>Sense Divine Magic</i>	<i>Rejuvenate</i>	<i>Improve Vigilance</i>	<i>Inflict Small Wound</i>
11	<i>Sense Presence of Good</i>	<i>Sanctify Weapon</i>	<i>Inflict Minor Wound</i>	<i>Sanctify Weapons</i>
12	<i>Unholy Resolve (Unum)</i>	<i>Unyielding</i>	<i>Re-energize</i>	<i>Speed of the Devout</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Animate Zombie</i>	<i>Erode</i>	<i>Call to Action</i>	<i>Animate Skeletons</i>
2	<i>Bless Weapons</i>	<i>Faith Weapons</i>	<i>Catalepsy</i>	<i>Bless Weaponry</i>
3	<i>Ceremony: Investiture</i>	<i>Hold in Place</i>	<i>Cure Light Wound</i>	<i>Enchanted Vestments 2</i>
4	<i>Consecrate Armor</i>	<i>Holy Blessing</i>	<i>God's Guidance</i>	<i>Hex: Exacerbate Wound</i>
5	<i>Cure Minor Wound</i>	<i>Inflict Lesser Wound</i>	<i>Heighten Vigilance</i>	<i>Indulgence, Lesser</i>
6	<i>Divine Providence</i>	<i>Laryngitis</i>	<i>Hush</i>	<i>Inflict Moderate Wound</i>
7	<i>Hallowed Weapon</i>	<i>Righteous Cursing</i>	<i>Inflict Middling Wound</i>	<i>Rectify Strain</i>
8	<i>Induce Migraine</i>	<i>Therapeutic Touch</i>	<i>Sanctify Weaponry</i>	<i>Rigor Mortis</i>
9	<i>Inflict Light Wound</i>	<i>Total Control</i>	<i>Seraphic Weapon</i>	<i>Speak to the Dead</i>
10	<i>Stirring Speech</i>	<i>True Strike</i>	<i>Unholy Laud</i>	<i>Speed of the Righteous</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Age</i>	<i>Extinguish</i>	<i>Cure Medium Wound</i>	<i>Enchanted Vestments 3</i>
2	<i>Alleviate Fatigue</i>	<i>Faith Weaponry</i>	<i>Fiery Furnace</i>	<i>Heavenly Luck</i>
3	<i>Animate Zombies</i>	<i>Find Item</i>	<i>Hex: Intensify Virulence</i>	<i>Hold Persons</i>
4	<i>Cure Middling Wound</i>	<i>Helping Hand</i>	<i>Impression of Propriety</i>	<i>Inflict Large Wound</i>
5	<i>Decay</i>	<i>Hex: Enhance Toxicity</i>	<i>Inflict Serious Wound</i>	<i>Reattach Finger/Toe</i>
6	<i>Inflict Medium Wound</i>	<i>Inflict Intermediate Wound</i>	<i>Inflict Severe Pain</i>	<i>Remedy Supernatural Blindness</i>
7	<i>Remedy Supernatural Deafness</i>	<i>Rectify Sprain/Hyperextension</i>	<i>Sow Fear, Uncertainty & Doubt</i>	<i>Stirring Sermon</i>
8	<i>Stirring Oration</i>	<i>Speed of the Divine</i>	<i>Unholy Resolve (Duae)</i>	<i>Warding Sigil</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Create Water</i>	<i>Assembly's Destiny</i>	<i>Cure Considerable Wound</i>	<i>Enchanted Vestments 4</i>
2	<i>Cure Serious Wound</i>	<i>Enervating Blast</i>	<i>Inflict Heavy Wound</i>	<i>Freedom of Motion</i>
3	<i>Dismiss Enchantment</i>	<i>Inflict Substantial Wound</i>	<i>Resist Acid or Caustic</i>	<i>Inflict Severe Wound</i>
4	<i>Emotion Shielding</i>	<i>Mass Influence</i>	<i>Stirring Lecture</i>	<i>Mend Broken Bone</i>
5	<i>Indulgence, Minor</i>	<i>Mend Muscle Tear</i>	<i>Stones to Spiders</i>	<i>Miracle Meal</i>
6	<i>Inflict Considerable Wound</i>	<i>Pillar of Fire</i>	<i>Treat Poison</i>	<i>Twist Truth</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Antitoxin</i>	<i>Commune w/ Higher Power</i>	<i>Cure Extensive Wound</i>	<i>Enchanted Vestments 5</i>
2	<i>Cure Heavy Wound</i>	<i>Inflict Terrible Wound</i>	<i>Hail to Fire</i>	<i>Fire Strike</i>
3	<i>Inflict Extensive Wound</i>	<i>Repair Torn Tendon/Ligament</i>	<i>Inflict Extreme Wound</i>	<i>Inflict Massive Wound</i>
4	<i>Staff to Serpent</i>	<i>Stigmata</i>	<i>Quest</i>	<i>Staunch Bleeding</i>

THE HOUSE OF SOLACE

Alignment: Neutral Good

Spheres of Influence: Peace and comfort

Tenets of the Faith: The Peacemaker (also known as Lord of Tranquility, Lord of Ease, The Peaceful One, King of Comfort, Master of Serenity,) claims dominion over peace and comfort.

Peacefully settling disagreements is the primary aim of the Peacemakers. The clerics who rise within the hierarchy are helpful, easygoing people who are willing to solve problems in the name of harmony. Clerics and followers of the King of Comfort work hard at making their homes and lives tranquil. They stress calm, rational thought over emotional impulsiveness.

Duties of clerics include seeing to the health, peace and comfort of their parishioners and their community. Training for clerics includes the teachings of the Master of Serenity, mediation and arbitration techniques, meditation, and the use of armor for self defense. Friends include anyone of a peaceful disposition and foes are any aggressors.

Two distinct and strongly disagreeing sects coexist within the Peacemakers: the Pacifists and the Preachers of Peace. The Pacifists believe that peace can come only from within, and that total peace can never be achieved through violence or aggression of any kind. The Pacifists will never take up arms; they will not even lift a hand to defend themselves or their families. They feel that becoming a martyr is the highest level of devotion one can show for the King of Comfort. Pacifists usually remain cloistered, resolving local disputes.

In contrast, the Preachers consider it their duty to travel the lands promoting peace. The Preachers of Peace travel the world to make it a safer, more peaceful place to live. They believe that the enemies of good must be converted or controlled if Tellene is to be blessed with total contentment. Preachers are often found as governmental diplomats, seeking to solve major issues, thereby avoiding conflict. They sometimes lead, organize or fund expeditions to overthrow evil governments if it will lead to long-lasting peace.

There is little crime or violence in communities dominated by clerics of either sect of Peacemakers. However, due to their passive nature, Pacifists often become victims in less civilized areas. For this reason Pacifists and their followers prefer small rustic communities far away from any conflict.

The Preachers, on the other hand, prefer the opposite. They view their role as the vanguard of peace; they spread tranquility to regions steeped in conflict. Depending on the nature of the conflict, they will mediate between foes, or throw in with one side to force an end to the strife.

THE HOUSE OF SOLACE

Alignment: Neutral Good

Divine Icon: The divine icon for the House of Solace is a small carving of the faith's holy symbol.

Preferred Weapon: Religion does not espouse a particular weapon

Weapons Permitted:
Mancatcher, Bola, Lasso, Net (retiarius)

Armor Permitted: Any

Bonus STPs: *Initial:* Cooking/Baking, Current Affairs, Diplomacy, First Aid, Glean Information, Language, Literacy, Oration, Persuasion, Resist Persuasion, heavy armor and shield proficiencies, Etiquette/Manners (native culture) proficiency. Local History may be purchased for half price. *Subsequent:* Administration (8th level), Law (12th level)

Powers: Turn Undead. Peaceful Influence (see text).



About The House of Solace

Priesthood: The Peacemakers. They are divided into two separate sects: the Pacifists and the Preachers of Peace.

Symbol: Two hands clasped in friendship

Animal: The Peacemakers revere the lamb above all animals, considering it a symbol of comfort and tranquility.

Colors: Sky blue, light green, lavender

Place of Worship: Worship of The Peacemaker takes place in simple but comfortable blue and green churches found in rustic settings.

Holy Days: Any peaceful day (varies from community to community)

Sacrifice: Swords or other weapons beaten into plowshares monthly. Magical blades are especially favored.

Raiment: The Peacemakers wear soft cotton robes as listed in the table below

Revered Names for Deity: The Peacemaker, Lord of Tranquility, Lord of Ease, The Peaceful One, King of Comfort, Master of Serenity, The Pacifier, Dhavokk (Fhokki), Ranas (Brandobian), Wejryn (Dejy), P'Rofali (Kalamaran), Hezhovozh (Svimohzish), Geonea (Reanaarese)

Deity's Appearance: The Master of Serenity appears as a short, thin being with blond hair, smooth white skin and gentle blue eyes.

Advancement within Order: The House of Comfort generally awards advancement to those that resolve significant crises or are active at preventing conflict. Titles for clerics follow:

Title	Raiment
Peace Lover	light green
Friend	light green with sky blue belt
Neighbor	light green with lavender belt
Comfort Maker	sky blue
Arbitrator	sky blue with light green belt
Mediator	sky blue with lavender belt
Comfortist	lavender
Serenist	lavender with light green belt
Peace Maker	lavender with sky blue belt
High Peace Maker	as above with gold medallion

Special Powers:

► **Peaceful Influence:** A Peacemaker can influence reactions of non-player characters and/or monsters who are not already engaged in combat. When addressing a group of such individuals, the cleric can try to soften the mood of the listeners. The subject matter or talking points can be whatever is most suitable to the situation at the moment – a homily, a sad tale, a fable, a frank discussion, tough love, even a lengthy saga or tale. Everyone in the listening group must attempt a saving throw¹ (if the crowd is large, make saving throws for groups of using a median Will save).

If the saving throw fails, the group's reaction will be shifted one level (in the Reactions section in the GMG), toward the friendly end of the scale. Those who succeed at their saving throw are unaffected. The cleric may perform a second attempt after a failure, however, a second successful save will shift the group's reaction one level toward hostility.

The time that this ability takes varies. Roll d6x10 seconds; reroll a maximum result as d6 minutes, then d4x10 minutes, then d3 hours (the maximum). It is effective only if the audience has time to listen. Saving throws are checked 1/3 of the way through and again (if necessary) 2/3 of the way through. Listeners are free to act as the situation dictates prior to their saving throw (i.e. they are not enthralled or ensnared somehow). Any attacks on the group prior to the saving throw cause an immediate negative reaction and influence fails automatically.

► **Intiative Bonus:** Peacemakers have been trained to think and react quickly in tense situations so as to head off possible conflicts. Their faith restricts them from initiating an offensive attack prior to parley (or even allowing others to do so, such as by alerting them to enemies if the cleric believes that by so-alerting their ally will seek to draw blood or initiate an offensive maneuver).

Confederate Faiths: The Home Foundation, the Parish of Love, the Courts of Justice, the Hall of Oaths, the Face of the Free, the Church of Everlasting Hope, the Fraternal Order of Aptitude

Adversarial Faiths: The Way of the Berserk, the Temple of Armed Conflict, Order of the Passionate One, the Flaymaster, the Jealous Eye, the Seller of Souls, the Emperor of Scorn, and in particular, the Temple of Strife.

Sayings: *May the Peaceful One comfort you all the days of your life. – Comforting another brings peace to two lives. – May all the world be blessed with the peace of the King of Comfort. – Peace begins within. – Blessed is one who seeks peace.*

Peacemakers Advancement Table

Level	Hit Dice (d4)	Attack Bonus	Initiative	Initiative Die
1	1	0	-1	standard
2	1 + re-roll	0	-1	one better
3	2	0	-1	one better
4	2 + re-roll	0	-1	one better
5	3	+1	-2	two better
6	3 + re-roll	+1	-2	two better
7	4	+1	-2	two better
8	4 + re-roll	+1	-2	two better
9	5	+1	-2	two better
10	5 + re-roll	+1	-3	two better
11	6	+2	-3	three better
12	6 + re-roll	+2	-3	three better
13	7	+2	-3	three better
14	7 + re-roll	+2	-3	three better
15	8	+2	-3	three better
16	8 + re-roll	+2	-4	three better
17	9	+3	-4	three better
18	9 + re-roll	+3	-4	four better
19	10	+3	-4	four better
20	10 + re-roll	+3	-4	four better

¹ *This is a Will save vs d20p + Peacemaker's level + Peacemaker's Charisma-based Morale Modifier*

House of Solace Spell List

Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Alleviate Trauma</i>	<i>Bless</i>	<i>Blessing</i>	<i>Alert</i>
2	<i>Celestial Prognosis</i>	<i>Ceremony: Anoint</i>	<i>Breeze</i>	<i>Bearskin</i>
3	<i>Ceremony: Consecrate Divine Icon</i>	<i>Cure Trivial Wound</i>	<i>Cure Minor Wound</i>	<i>Command</i>
4	<i>Cure Trifling Wound</i>	<i>Detect Poison</i>	<i>Detect Influence</i>	<i>Cure Small Wound</i>
5	<i>Extend Fuel</i>	<i>Innocuousness</i>	<i>Endure Cold</i>	<i>Divine Steward</i>
6	<i>Faith Shield 1</i>	<i>Moderate Elemental Damage</i>	<i>Endure Heat</i>	Doze (M 1)
7	<i>Induce Sobriety</i>	<i>Moderate Personal Climate</i>	<i>Fortify</i>	<i>Enchanted Vestments 1</i>
8	<i>Know North</i>	<i>Purify Food</i>	<i>Illumination: Torch</i>	<i>Faith Shield 2</i>
9	<i>Liana</i>	<i>Rejuvenate</i>	<i>Re-energize</i>	<i>Identify Poison</i>
10	<i>Moderate Emotion: Remove Fear</i>	<i>Safe Haven</i>	<i>Rectify Sprain/Hyperextension</i>	<i>Indifference</i>
11	<i>Purify Water</i>	<i>Shelter I</i>	<i>Therapeutic Touch</i>	<i>Influence</i>
12	<i>Sense Presence of Evil</i>	<i>Sterilize</i>	<i>Unyielding</i>	<i>Shelter II</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Ceremony: Investiture</i>	<i>Cure Lesser Wound</i>	<i>Call to Action</i>	<i>Bless Weaponry</i>
2	Charm (M 2)	<i>Hold in Place</i>	<i>Catalepsy</i>	<i>Cure Moderate Wound</i>
3	<i>Consecrate Armor</i>	<i>Holy Blessing</i>	<i>Cure Middling Wound</i>	<i>Enchanted Vestments 2</i>
4	<i>Create Water</i>	<i>Illumination: Lantern</i>	<i>Divine Grace</i>	<i>Faith Shield 4</i>
5	<i>Cure Light Wound</i>	<i>Laryngitis</i>	Enfeeble (M 4)	<i>Rigor Mortis</i>
6	<i>Divine Providence</i>	<i>Part Stream</i>	<i>God's Guidance</i>	<i>Spider Charm</i>
7	<i>Pine Tar</i>	<i>Reattach Finger/Toe</i>	<i>Heighten Vigilance</i>	<i>Stirring Oration</i>
8	<i>Rectify Strain</i>	<i>Shelter III</i>	<i>Hush</i>	<i>Strong Breeze</i>
9	<i>Stirring Speech</i>	<i>Total Control</i>	<i>Indulgence, Lesser</i>	<i>Treat Disease</i>
10	<i>Warp</i>	<i>Unholy Laud</i>	<i>Tangle</i>	<i>Treat Poison</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Alleviate Fatigue</i>	<i>Analgesic</i>	<i>Blessed Warmth</i>	<i>Cure Large Wound</i>
2	<i>Break Camp</i>	<i>Create Campsite</i>	<i>Cure Serious Wound</i>	<i>Enchanted Vestments 3</i>
3	<i>Cure Medium Wound</i>	<i>Cure Intermediate Wound</i>	<i>Emotion Shielding</i>	<i>Freedom of Motion</i>
4	<i>Heavenly Luck</i>	<i>Dismiss Enchantment</i>	<i>Fiery Furnace</i>	<i>Hold Persons</i>
5	<i>Impression of Propriety</i>	<i>Extinguish</i>	<i>Mend Broken Bone</i>	<i>Repair Torn Tendon/Ligament</i>
6	<i>Mend Muscle Tear</i>	<i>Find Item</i>	<i>Miracle Meal</i>	<i>Resist Acid or Caustic</i>
7	<i>Remedy Supernatural Deafness</i>	<i>Helping Hand</i>	<i>Remedy Supernatural Blindness</i>	<i>Shelter V</i>
8	<i>Shelter IV</i>	<i>Mass Influence</i>	<i>Stirring Sermon</i>	<i>Speak to the Dead</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Cure Considerable Wound</i>	<i>Antitoxin</i>	<i>Bug</i>	Beguile Creature (M 12)
2	<i>Induce Cowardice</i>	<i>Assembly's Destiny</i>	<i>Cure Heavy Wound</i>	Deep Sleep (M 11)
3	<i>Indulgence, Minor</i>	<i>Cure Substantial Wound</i>	<i>Gale Force Wind</i>	<i>Enchanted Vestments 4</i>
4	<i>Sow Fear, Uncertainty & Doubt</i>	<i>Shelter VI</i>	<i>Part Pond</i>	<i>Part River</i>
5	<i>White Energy Shroud</i>	<i>Stirring Lecture</i>	<i>Staunch Bleeding</i>	<i>Storm Force Wind</i>
6				
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Extensive Wound</i>	<i>Commune w/ Higher Power</i>	<i>Cure Critical Injury</i>	<i>Cure Massive Wound</i>
2	<i>Shelter VII</i>	<i>Cure Terrible Wound</i>	<i>Cure Extreme Wound</i>	<i>Enchanted Vestments 5</i>
3	<i>Walk on Air</i>	<i>Part Lake</i>	<i>Exorcism</i>	<i>Regenerate Wounds</i>
4	<i>White Energy Shield</i>	<i>Stigmata</i>	<i>Quest</i>	<i>Shelter VIII</i>

PARISH OF THE PROLIFIC COIN

Alignment: Neutral

Spheres of Influence: Money, business, greed

Tenets of the Faith: The Parish of the Prolific Coin sells services and spells to the wealthy, regardless of race or alignment. They also serve as appraisers, jewelers, moneychangers and lenders. In many regions of Tellene, the Parish has become an essential advisor to government on trade agreements, economic practices and tax collection.

Clerics and worshippers of the Landlord are interested in profit, period. Many would call them swindlers but the Profiteers believe that the pursuit of economic well being is what motivates civilization to grow and prosper. Clerics realize that honesty also has its profit margin in continuing business relationships. Therefore, worshippers who have settled down are usually fair, although shrewd in business transactions.

The church usually has a significant influence in local government since it assists in the regulation of commerce and the financing of wars. Throughout Tellene clerics of the Landlord often act as ambassadors. During disputes with other countries, the Profiteers make excellent agents and mediators since they are skilled negotiators.

A common quest for the clergy is to seek the world renowned Hapless Diamond, an enormous stone of perfect cut, color and clarity. All who have possessed it have died quickly because of the greed and paranoia imposed by the stone. When the owner dies, the stone instantly teleports to a hidden location. Many Profiteers claim to have seen it, but none has ever laid his hands on it and lived to tell the tale. The clergy has sought it for centuries as the greatest sacrifice.

About The Parish of the Prolific Coin

Priesthood: The Profiteers

Symbol: A golden weight scale

Animal: Livestock

Colors: Gold, silver, platinum

Place of Worship: Temples are found near open-air markets. They are often extravagantly adorned with fine furnishings.

Holy Days: Early winter is a special time for clerics and worshippers of the Coinmaster. It is at this time that they celebrate a successful trading season.

Sacrifice: Gems and money each year during the early winter holy days. Ten percent of all money gained in the past year is a typical sacrifice.

Raiment: Clerics of the Coinmaster must make every effort to be finely dressed from head to toe in the latest of fashions.

Revered Names for Deity: The Landlord, Profitmaker, The Coinmaster, Fealain (Reanaarese), Golidirin (Kalamaran), Gohnim (Svimohzish), Guldwon (Brandobian), Hydarr (Fhokki), Hydary (Dejy),

PARISH OF THE PROLIFIC COIN

Alignment: Neutral

Divine Icon: The divine icon for the Parish of the Prolific Coin is a golden weight scale.

Preferred Weapon: religion does not promulgate a representative weapon

Weapons Permitted: crushing only

Armor Permitted: Any

Bonus STPs: *Initial:* Acting, Appraisal (once in each of the nine subtypes), Diplomacy, Glean Information, Language, Literacy, Oration, Resist Persuasion, Seduction - Art of, heavy armor and shield proficiencies, Etiquette/Manners & Style Sense (native cultures) proficiencies. No Accent talent. Poison Resistant talent (two purchases). *Subsequent:* Mathematics (3rd level), Administration (5th level), Law (7th level)

Powers: none



Deity's Appearance: The Profitmaker appears as a small, thin being adorned in golden silk pants and a blouse with diamond buttons. She wears a silver cloak and carries a platinum walking stick encrusted with diamonds.

Advancement within Order: Advancement within the church is solely a function of making money. Level titles are:

Title
Apprentice
Trader
Barterer
Clerk
Bookkeeper
Accountant
Treasurer
Financier
Administrator
Entrepreneur
Magnus

Confederate Faiths: The Founder's Creation, the Temple of the Stars, the Church of the Life's Fire

Adversarial Faiths: The Church of Chance, the Courts of Inequity, the Temple of Strife, the Hall of Oaths

Sayings: *In this life, one thing counts: in the coffers, large amounts. - Let the buyer beware, the Profiteers are near. - A fool and his money are soon parted. A greeting: What business have we?*

Parish of the Prolific Coin Spell List

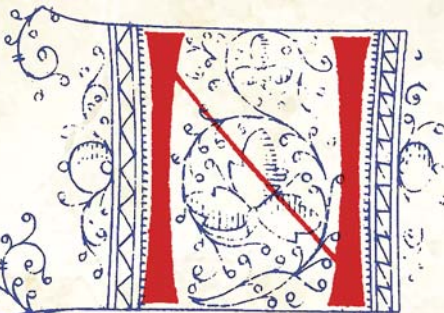
Number	First Level	Second Level	Third Level	Fourth Level
1	<i>Ceremony: Consecrate Divine Icon</i>	<i>Alleviate Trauma</i>	<i>Bless</i>	<i>Alert</i>
2	<i>Cure Negligible Wound</i>	<i>Alter Emotion: Frighten</i>	<i>Cure Trivial Wound</i>	<i>Blessing</i>
3	<i>Exhume</i>	<i>Ceremony: Anoint</i>	<i>Divine Steward</i>	<i>Command</i>
4	<i>Extend Fuel</i>	<i>Cure Trifling Wound</i>	<i>Fortify</i>	<i>Directed Strike</i>
5	<i>Faith Shield 1</i>	<i>Curse, Petty</i>	<i>Identify Poison</i>	<i>Disinter</i>
6	<i>Hex: Immunosuppressant</i>	<i>Cursing</i>	<i>Illumination: Torch</i>	<i>Enchanted Vestments 1</i>
7	<i>Induce Sobriety</i>	<i>Detect Influence</i>	<i>Improve Vigilance</i>	<i>Faith Shield 2</i>
8	<i>Innocuousness</i>	<i>Detect Poison</i>	<i>Influence</i>	<i>Imperceptibility to Undead</i>
9	<i>Know North</i>	<i>Induce Drunkenness: Buzzed</i>	<i>Know Position</i>	<i>Indifference</i>
10	<i>Moderate Emotion: Remove Fear</i>	<i>Purify Food</i>	<i>Re-energize</i>	<i>Rectify Sprain/Hyperextension</i>
11	<i>Purify Water</i>	<i>Rejuvenate</i>	<i>Reveal Pits and Snares</i>	<i>Stirring Speech</i>
12	<i>Sense Divine Magic</i>	<i>Sterilize</i>	<i>Safe Haven</i>	<i>Therapeutic Touch</i>
Number	Fifth Level	Sixth Level	Seventh Level	Eighth Level
1	<i>Ceremony: Investiture</i>	<i>Erode</i>	<i>Call to Action</i>	<i>Animate Skeleton</i>
2	<i>Consecrate Armor</i>	<i>Exalt Warrior</i>	<i>Catalepsy</i>	<i>Enchanted Vestments 2</i>
3	<i>Create Water</i>	<i>Faith Shield 3</i>	<i>Cure Lesser Wound</i>	<i>Endure Cold</i>
4	<i>Cure Small Wound</i>	<i>God's Guidance</i>	<i>Divine Grace</i>	<i>Endure Heat</i>
5	<i>Divine Providence</i>	<i>Hold in Place</i>	<i>Heighten Vigilance</i>	<i>Faith Shield 4</i>
6	<i>Hex: Augment Toxicity</i>	<i>Illumination: Lantern</i>	<i>Hush</i>	<i>Impression of Propriety</i>
7	<i>Induce Migraine</i>	<i>Induce Drunkenness: Sloshed</i>	<i>Indulgence, Lesser</i>	<i>Induce Drunkenness: Wasted</i>
8	<i>Righteous Cursing</i>	<i>Laryngitis</i>	<i>Moderate Elemental Damage</i>	<i>Reattach Finger/Toe</i>
9	<i>Total Control</i>	<i>Pine Tar</i>	<i>Moderate Personal Climate</i>	<i>Rigor Mortis</i>
10	<i>Warp</i>	<i>Rectify Strain</i>	<i>Unyielding</i>	<i>Trackless Passage</i>
Number	Ninth Level	Tenth Level	Eleventh Level	Twelfth Level
1	<i>Alleviate Fatigue</i>	<i>Age</i>	<i>Cure Medium Wound</i>	<i>Animate Skeletons</i>
2	<i>Animate Zombie</i>	<i>Analgesic</i>	<i>Emotion Shielding</i>	<i>Blessed Warmth</i>
3	<i>Break Camp</i>	<i>Create Campsite</i>	<i>Helping Hand</i>	<i>Freedom of Motion</i>
4	<i>Cure Moderate Wound</i>	<i>Dismiss Enchantment</i>	<i>Hex: Intensify Virulence</i>	<i>Hold Persons</i>
5	<i>Decay</i>	<i>Find Item</i>	<i>Inflict Severe Pain</i>	<i>Mend Broken Bone</i>
6	<i>Extinguish</i>	<i>Hex: Enhance Toxicity</i>	<i>Mass Influence</i>	<i>Speak to the Dead</i>
7	<i>Heavenly Luck</i>	<i>Mend Muscle Tear</i>	<i>Miracle Meal</i>	<i>Stirring Sermon</i>
8	<i>Stirring Oration</i>	<i>Remedy Supernatural Deafness</i>	<i>Remedy Supernatural Blindness</i>	<i>Warding Sigil</i>
Number	Thirteenth Level	Fourteenth Level	Fifteenth Level	Sixteenth Level
1	<i>Animate Zombies</i>	<i>Antitoxin</i>	<i>Cure Substantial Wound</i>	<i>Enchanted Vestments 4</i>
2	<i>Cure Large Wound</i>	<i>Assembly's Destiny</i>	<i>Pestilent Swarm</i>	<i>Gale Force Wind</i>
3	<i>Enchanted Vestments 3</i>	<i>Enervating Blast</i>	<i>Pillar of Fire</i>	<i>Magic Beanstalk</i>
4	<i>Indulgence, Minor</i>	<i>Mildew Growth</i>	<i>Stirring Lecture</i>	<i>Storm Force Wind</i>
5	<i>Resist Acid or Caustic</i>	<i>Repair Torn Tendon/Ligament</i>	<i>Stones to Spiders</i>	<i>Treat Poison</i>
6	<i>Sow Fear, Uncertainty & Doubt</i>	<i>Twist Truth</i>	<i>Treat Disease</i>	<i>White Energy Shroud</i>
Number	Seventeenth Level	Eighteenth Level	Nineteenth Level	Twentieth Level
1	<i>Cure Severe Wound</i>	<i>Commune w/ Higher Power</i>	<i>Cure Terrible Wound</i>	<i>Cure Critical Injury</i>
2	<i>Part River</i>	<i>Hail to Fire</i>	<i>Exorcism</i>	<i>Enchanted Vestments 5</i>
3	<i>Staff to Serpent</i>	<i>Part Lake</i>	<i>Hurricane Force Wind</i>	<i>Fire Strike</i>
4	<i>White Energy Shield</i>	<i>Staunch Bleeding</i>	<i>Quest</i>	<i>Regenerate Wounds</i>



Cure Negligible Wound

Components: V, S
Casting Time: 3 seconds
Range: Touch
Volume of Effect: 1 creature
Duration: Permanent
Saving Throw: not applicable

This invocation provides modest supernatural revivification by restoring 1 hit point of damage to the recipient (or 1d3 *with no penetration* for anointed followers of the priest's deity).



Nurse Wound

Components: V, S, M
Casting Time: 5 minutes
Range: Touch
Area of Effect: 1 wound
Duration: Permanent
Saving Throw: not applicable

By blessing a particular wound and anointing it with an aromatic medicinal resin (either frankincense or myrrh), the priest enables it to heal at an advanced rate. Said injury recovers at a pace as if the injured party was being nursed by a first aid provider (see PHB p. 172) though no such care need be administered nor would it promote even faster rehabilitation.

The material component is ~1/8 oz. of either frankincense (1 sp cost) or myrrh (2 sp cost).



Shelter I

Components: V, S
Casting Time: 1 minute
Range: 5 feet
Area of Effect: ~20 ft²
Duration: 6 hours
Saving Throw: not applicable

Upon completion of this psalm, a small pup tent appears in a location the cleric prepares during the recitation. The tent will accommodate two size M individuals and contains a pair of bedrolls each draped with a woolen blanket as well as a wooden bowl filled with a gallon of potable water.

Barring extreme local temperatures, the interior of the tent is a comfortable 68°F as it mimics the effects of *Moderate Personal Climate*. The tent will shelter its occupants from rain but a prolonged downpour may render the tent uninhabitable should it accumulate and flood the tent.

Sans external disturbance or atypically severe weather, those ensconced in the tent will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide).

Shelter II

Components: V, S
Casting Time: 1 minute
Range: 5 feet
Area of Effect: ~75 ft²
Duration: 6 hours
Saving Throw: not applicable

After uttering the final line of his prayer, the cleric brings a small hut into physical form. The appearance may vary, as its simple construction of natural material will reflect the availability of said within the immediately accessible local area. If conjured in an environment devoid of such construction material, such as within the confines of a mine, a small Nissen hut with wooden purlins and a canvas sheath appears.

The hut will accommodate four size M individuals and

contains four bedrolls each topped with a woolen blanket as well as a wooden bucket filled with five gallons of potable water.

Barring extreme local temperatures, the interior of the hut is a comfortable 68°F as it replicates the effects of *Moderate Personal Climate*. Since the hut is situated upon the bare ground, it will shelter its occupants from rain but a prolonged downpour may render the hut uninhabitable should it accumulate and flood the hut.

Sans external disturbance or atypically severe weather, those sleeping in the hut will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide).

Shelter III

Components: V, S
Casting Time: 2 minutes
Range: 5 feet
Area of Effect: ~100 ft²
Duration: 8 hours
Saving Throw: not applicable

This divine entreaty will manifest a small cabin that can be used as temporary shelter by the priest and his retinue. The building produced is quite small – perhaps 100 square feet – and may only accommodate six overnight guests. Furnishings amount to a pair of bunkbeds replete with mattresses, pillows and blankets and two sleeping mats with similar bedding appearing singly in the pair of sleeping lofts built into the gabled roof. A cask containing 15 gallons of chilled, potable water and six cups are the only other items in the cabin.

The cabin has a single exterior door that may be latched from the inside but this is primarily intended for privacy rather than security (FoS check vs. d20+3 to forcibly open). The interior temperature is a comfortable 68°F as it is regulated by the equivalent of a *Moderate Personal Climate* spell. Given this enchantment's ineffectiveness below water's freezing point, the cabin may be very chilly should the external temperature be abominably cold.

Obviously the cabin provides shelter from inclement weather and its wooden floor permits situating the structure in muddy ground. It should not, however, be regarded as a bastion. Two minutes of sustained effort with appropriate tools* are sufficient to breach either the door or walls. It may also be set alight (the cabin is considered a Class C flammable object). *Storm Force Wind* (q.v.) will also collapse the building.

Sans external disturbance or atypically severe weather, those ensconced in the cabin will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide).

* *Miner's tools are preferred implements for demolition work. In a pinch, axes may be employed to hack through wooden barriers. Note, however, that using carefully tempered and balanced combat weapons such as a battle-axe in the place of a woodsman's axe is a bad idea. Invariably the blade will strike a nail or some other hardware and nick the blade. Any combat weapons used to perform this task will be damaged (assess a permanent -1 damage thereafter).*

Shelter IV

Components: V, S
Casting Time: 3 minutes
Range: 15 feet
Area of Effect: ~250 ft²
Duration: 10 hours
Saving Throw: not applicable

This spell will miraculously produce a cottage that can be used as temporary shelter by the cleric and his associates. The building is about 250 square feet in size. Should the cleric possess the Style Sense proficiency, he may opt to mimic regional building forms so as to mask the structure's supernatural origin.

The building is furnished with a double bed, a pair of bunkbeds and two individual sleeping mats in sleeping lofts thus accommodating eight guests. All beds come with mattresses, pillows and blankets. The cottage also features a fireplace (sans kindling), a cask containing 25 gallons of chilled water, a wooden table upon which are set eight pewter mugs and eight chairs.

The cottage has a single exterior door and two shuttered windows. The door may be barred offering fair security (FoS check vs. d20+7 to forcibly open) but the windows may be readily smashed open (FoS check vs. d20+1). The interior temperature is a comfortable 68°F as it is regulated by the equivalent of a *Moderate Personal Climate* spell. Given this enchantment's ineffectiveness below water's freezing point, the cottage may be very chilly should the occupants choose not to gather wood and light a fire.

Obviously the cottage provides shelter from inclement weather and its wooden floor permits situating the structure in muddy ground. It is, however, a simple cottage and not a redoubt. Four minutes of sustained effort with appropriate tools are sufficient to breach either the door or walls. It may also be set alight (the cottage is considered a Class C flammable object). *Storm Force Wind* (q.v.) or greater will also collapse the building.

Sans external disturbance or atypically severe weather, those ensconced in the cottage will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide).

Shelter V

Components: V, S

Casting Time: 3 minutes

Range: 20 feet

Area of Effect: ~600 ft²

Duration: 12 hours

Saving Throw: not applicable

After completing the necessary psalms, the cleric produces a sturdy, well-built house that can be used as temporary shelter by the cleric and his associates. The building is about 600 square feet in size. Should the cleric possess the Style Sense proficiency, he may opt to mimic regional building forms so as to mask the structure's supernatural origin.

The building is internally partitioned with 2 small bedrooms, a common room, a kitchen and an attic accessible from the first floor via a ladder.

Bedrooms are furnished with a double bed, writing desk, chair and a flameless candle (shedding light via *Candlelight*). The candle will go dark if touched and light if retouched but remains unlit if taken outside the house. The attic contains six sleeping mats. All beds come with pillows and blankets. There is sufficient room for an additional dozen occupants to sleep in the house provided they can supply their own bedding (sleeping on the hardwood floors sans bedrolls will not provide an adequate night's rest).

A fireplace with split logs is set into the wall between the kitchen and common area. The former contains a meal preparation table, cookware and 8 sets of wooden plates, pewter mugs and utensils as well as two casks each containing 25 gallons of chilled water. The common room has a large table with eight chairs set around it.

The cottage has two exterior doors and four shuttered windows. The door may be barred offering good security (FoS check vs. d20+10 to forcibly open) and the windows may be latched (FoS check vs. d20+3). The interior temperature is a comfortable 68°F as it is regulated by the equivalent of a *Moderate Personal Climate* spell. Should temperatures fall below freezing, occupants may light a fire.

Obviously the house provides shelter from inclement weather and its wooden floor permits situating the structure in muddy ground. It is, however, a house and not a fortress. Four minutes of sustained effort with appropriate tools are sufficient to breach either the door or walls. It may also be set alight (the cottage is considered a Class C flammable object). *Hurricane Force*

Wind (q.v.) will also collapse the building.

Sans external disturbance or atypically severe weather, those ensconced in the house will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide).

Shelter VI

Components: V, S

Casting Time: 4 minutes

Range: 30 feet

Area of Effect: ~1500 ft²

Duration: 18 hours

Saving Throw: not applicable

Upon completing this rite, the cleric produces a large brick house that can be used as temporary shelter by the cleric and his associates. The building is about 1500 square feet in size. Should the cleric possess the Style Sense proficiency, he may opt to mimic regional building forms so as to mask the structure's supernatural origin.

The building has hardwood flooring throughout and is internally partitioned with three bedrooms, a parlor, formal dining room, a kitchen and linen closet.

Bedrooms are furnished with a queen sized bed, writing desk, chair and a flameless candle (shedding light via *Candlelight*). The candle will go dark if touched and light if retouched but remains unlit if taken outside the house. All beds come with pillows and blankets. An additional two guests can be accommodated on the couches in the parlor. There is sufficient room for an additional dozen occupants to sleep in the house provided they can supply their own bedding (sleeping on the hardwood floors sans bedrolls will not provide an adequate night's rest).

A fireplace with split logs is set into the wall between the kitchen and common area. The former contains a meal preparation table, cookware and a dozen sets of ceramic plates, pewter mugs and utensils as well as two casks each containing 25 gallons of chilled sparkling water. Adequate stores of dried beans, rice and peas are in the cupboards allowing anyone with the Cooking/Baking skill to prepare meals. The common room has a large table with twelve chairs set around it.

The cottage has two exterior doors and four shuttered windows. The sturdy door may be barred offering good security (FoS check vs. d20+14 to forcibly open) and the windows may also be barred (FoS check vs. d20+7). The interior temperature is a comfortable 68°F as it is regulated by the equivalent of a *Moderate Personal*

Climate spell. Should temperatures fall below freezing, occupants may light a fire.

The house provides shelter from inclement weather and its wooden floor permits situating the structure in muddy ground. It offers some defensibility as the walls will resist breaching attempts short of determined mining while the doors are unlikely to be compromised sans a battering ram.

Sans external disturbance or atypically severe weather, those taking rest in the house will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide).

Shelter VII

Components: V, S

Casting Time: 5 minutes

Range: 50 feet

Area of Effect: ~3000 ft²

Duration: 24 hours

Saving Throw: not applicable

Upon reciting the requisite liturgy, the cleric produces an ornate house that can be used as a luxurious temporary shelter by the cleric and his guests. The marble columned portico leading to the ornately carved front door opens in to a 3000 square foot residence that would not be out of place in the toniest neighborhoods in any capital city.

The building is tiled in marble throughout and is internally partitioned with five large bedrooms, a heated bath, a parlor, formal dining room, a kitchen, linen closet and a stocked wine cellar. A *Divine Steward* is on the premises acting as a manservant though it only responds to commands from the cleric that conjured the residence.

Each bedroom is furnished with a king sized bed, writing desk, two chairs, an armoire and a flameless candle (shedding light via *Candlelight*). The candle will go dark if touched and light if retouched but remains unlit if taken outside the house. Other rooms are illuminated by means of *Torchlight*. Said lighting will cease with a clap of the hands while two claps will restore it.

The kitchen stores fine porcelain dishes, crystal goblets and silverware sufficient for two dozen place settings. A roasted boar is turning on a spit over the fireplace when the house is conjured and side dishes of warm seasoned vegetables appear on a side counter. There is ample food for 24 individuals to gorge themselves for the duration of their stay. The wine cellar is laden with

several cases of excellent wine facilitating a bacchanalian feast (though chilled sparkling water is also available).

Ten sleepers can be accommodated in the bedrooms and another four on the plush couches in the parlor. An additional score can be accommodated on the floor throughout the mansion provided they have brought along sleeping mats.

The mansion has two exterior doors and eight shuttered windows. The door may be locked and barred offering excellent security (FoS check vs. d20+20 to forcibly open) and the windows may be latched and barred (FoS check vs. d20+10). The interior temperature is a comfortable 68°F regardless of exterior conditions.

The manor provides shelter from inclement weather and fair defensibility. Inhabitants are unlikely to be burned out as the masonry construction and slate roof are fire retardant nor will even *Hurricane Force Winds* appreciably damage the structure.

Sans external disturbance or atypically severe weather, those luxuriating in the mansion will be able to achieve a good night's rest (see "Long Term Weariness and Exhaustion" p. 69-72 in the GameMaster's Guide). It bears noting for the sticky-fingered that all items and spell effects exist only within the confines of the dwelling. Once past the threshold, they disappear.

WEAPONS

Bolas are a throwing weapon, constructed of weights on the ends of interconnected cords, designed to capture animals by entangling their legs.

To be effective at their entangling function, the attacker must make a *called shot* to the defender's legs. Additionally, the defender cannot be in a tightly packed formation as the bolas requires 5 feet of clearance to either side of the target in order to function. Ideally, a bolas is hurled at an opponent running to or from melee.

With a successful attack, the weighted cords will wrap around the defender's legs. Jogging, running or sprinting foes are automatically tripped and faceplant. This only does incidental damage but makes movement faster than crawling speed impossible until the bolas are removed. Walking opponents must succeed at a Feat of Agility (vs. 20p+4) or suffer the same fate.

Toppled defenders require 2d4p seconds to right themselves. Until doing so, they may only employ a d8p defense die. Standing bound foes may only employ a d12p defense die.

Escape: Intelligent opponents (e.g. those with at least Obtuse Intelligence scores) may act to loosen the confining cords and escape. Less intelligent opponents will simply attempt to ungainly flee should they fail a tenacity check (being ensnared in a rope being such a trigger).

Escape requires a Feat of Agility check (vs. d20). This is a 5 second action. Alternatively, the entangled party may attempt an (easy difficulty) Escape Artist skill check.

Lasso: A lasso, also referred to as a lariat, is a loop of rope designed as a restraint to be thrown around a target and tightened when pulled.

A lariat is made from stiff rope so that the noose stays open when the lasso is thrown. The lariat has a small reinforced loop at one end, called a hondo, through which the rope passes to form a loop.

Usage: Employing a lasso against an opponent requires that the Attacker make a *called shot* (PHB p. 231). Depending on the location of a successful hit, a variety of results may occur.

Torso: Looping a lariat around an opponent's torso permits the attacker to restrict the defender's movement. Should the attack roll exceed the defense roll by 4 or more, both of the defender's arms are pinned preventing weapon and shield use. In this latter case, the defender is limited to a d12p defense die.

Movement by either the attacker or the lassoed party requires an opposed Feat of Strength check with the victor deciding the direction of travel. All such

movement is done at crawling speed.

Tug of War: It may occur that a very strong opponent has been lassoed and involuntarily drags his attacker with him. Although the attacker has the option of simply letting go, characters may opt to prevent escape by piling on to combine their strength and mass. This is easily handled by summing each individual's Feat of Strength to determine their side's pulling power. For example, a physically weak (8 Str) cleric has lassoed an Ogre and finds himself being dragged off the battlefield. His ally (Str 13) joins in to restrain the Ogre. Each of the two characters rolls a Feat of Strength and both results are added and compared to the Ogre's result.

Arm: Lassoing an arm prevents an opponent from effectively employing a weapon with this limb. The lassoed individual is also restrained. See discussion under "Torso" for details on adjudication of this restraint.

Shield Arm: Lassoing a shield arm prevents an opponent from effectively employing a shield with this limb. The lassoed individual is also restrained. See discussion under "Torso" for details on adjudication of this restraint.

Feet: Lassoing an opponents feet is accomplished via the difficult maneuver of casting a loose loop over his person and quickly cinching it before he can react. Bipedal foes immediately lose any movement ability and may only employ a d12p defense die. Of greater threat is the fact that they are now subject to being toppled. This requires a successful opposed Feat of Strength check on the part of the attacker (given that the defender is compromised, he suffers a -6 penalty). Toppled defenders require 2d4p seconds to right themselves.

Neck: Successfully looping a rope around an opponent's neck but him in a very dangerous situation. The attacker can proceed to asphyxiate him (or threaten such to compel surrender).

► The victim may attempt to loosen the noose via a competing Feat of Strength (albeit with the defender suffering a -4 penalty). All held items must be voluntarily dropped to make this check.

a. If successful, he foils the attacker and is no longer held by the rope.

b. If not, he suffers d3p points of damage. Repeat this process every 5 seconds and assess a cumulative -1 penalty to the defender's FoS for every failed check. After the second successive failed check, the defender must make a Trauma check or be incapacitated for 30 seconds.

b1. If the Trauma check is successful, subsequent Trauma checks must be made at 10 second intervals. Opponents clad in heavy armor cannot be strangled

while those in medium armor reduce asphyxiation damage by 1 point per 5 second interval, do not suffer penalties to their FoS (other than the initial -4) and cannot be incapacitated by garroting.

Note that anyone (regardless of armor type) successfully strangled *may not raise a hue and cry*.

Unless the victim is killed, any damage suffered from strangulation is restored within 5 minutes.

Escape: Intelligent opponents (e.g. those with at least Obtuse Intelligence scores) may act to loosen confining ropes and escape. Less intelligent opponents will simply flee should they fail a tenacity check (being ensnared in a rope being such a trigger).

Escape requires either a Feat of Agility or Feat of Strength check (both a -4 penalties) vs. the Attacker's Feat of Strength. This is a 5 second action both by the defender and attacker (attackers volunteering to forgo this action simply allow their quarry to escape). Alternatively, the lassoed party may attempt an (average difficulty) Escape Artist skill check.

Mancatcher: A man catcher is an esoteric type of polearm consisting of a pole mounted with a two-pronged head. Each prong is semi-circular in shape with a spring-loaded "door" on the front. This creates an effective valve that allows the ring to pass around a human neck-sized cylinder and keep it trapped.

Usage: All attacks by mancachers must be called shots to the head. A successful attack means that the defender's neck has been captured by the inwardly spiked contraption. This initial attack does not inflict a wound.

The captured party now has the choice whether to yield or to attempt escape. Escape requires a five second action culminating with a successful Feat of Strength or Feat of Agility (vs. d20p+9). To dissuade this attempt, the attacker can jab the weapon forward, automatically inflicting a 2d4p+3 point wound every 5 seconds (though DR is applicable)¹. Alternatively, the caught party may attempt an (average difficulty) Escape Artist skill check.

The trapped individual may also attempt to flee. Movement requires an opposed Feat of Strength check with the victor deciding the direction of travel. All such movement is done at crawling speed. Unlike similar struggles between those caught in a net or lasso, struggling against a mancatcher wielding opponent subjects the defender to an automatic wound every 5 seconds.

¹ *This dissuasion is by means of physical pain and demonstration of how easy it is to inflict additional punishment should the captive fail to desist from his actions. It does not explicitly foil — or increase the difficulty of — the escape attempt.*

Net (retiarius): This is a circular net about 10 feet in diameter with lead (or stone) weights sewn into its circumferential stranding to facilitate both the act of tossing and detainment of those successfully ensnared.

Hurling the net requires a fair measure of strength and may only be directed at an opponent no less than five and no more than 10 feet away. A properly thrown net unfurls in flight and cannot deploy at too close a range while its very weight disallows greater ranges.

Though categorized as a hurled weapon, defenders are permitted their full Defense to avoid the net for unlike projectiles it is relatively slow.

Shield Hits: A successful shield hit (q.v.) indicates that the defender's shield has become ensnared in the net. He immediately loses the defensive advantage his shield provided (i.e. he now rolls a d20p-4 die and loses the shield's numerical defense bonus) and cannot run or sprint with the net in tow. The defender can opt to persevere and continue the battle given these handicaps or, alternatively, may take a 5 second action and attempt to free his shield. This is accomplished with a successful Feat of Agility vs. d20p+4.

Successful Attack: If the net thrower hits, the defender is enveloped by the retiarius. The following conditions now apply:

- ▶ his Defense is limited to a d12p die
- ▶ he cannot move faster than walking speed
- ▶ he cannot attack with any weapon other than a knife
- ▶ spells requiring a Somatic component cannot be cast

The net thrower, if he tied a lead line from the net to his wrist, may immediately attempt to cinch the net and capture his quarry. This requires a competing Feat of Strength between the entrapped individual and the net thrower. Note that the entangled party suffers a -2 penalty to this check as the constraints of the net inhibit his ability to resist. Should the initial attempt be resisted, another one may be attempted at five second intervals.

The standard technique when employing a net is to secure it to one's arm with a line of cord. This line is threaded through the net's circumference and can be pulled taut to secure the animal or being within the net.

Some cautious players may balk at tying themselves to the net as this does possibly expose them to some risk should, for example, the creature trapped within commit suicide by jumping off a ledge. A variety of similarly improbable scenarios can readily be imagined by those blessed with the conspiracy theorist quirk.

Should a character refuse to secure the net to his forearm, he forgoes the opportunity to immediately attempt to cinch the net. He must instead spend d4p seconds attempting to locate and secure the trailing line should he wish to make use of this aspect of the net.

Countermeasures: Being caught in a net certainly amplifies the danger of melee combat. However, there are countermeasures available.

An individual caught in a net may attempt to free himself. This is a five second action with success determined by a Feat of Agility (vs. $d20p + \text{amount attacker exceeded the trapped character's initial defense die}$). Whilst attempting to escape, the defender may only roll a $d8p$ for defense.

Alternatively, the trapped party may attempt an (average) Escape Artist skill check — this being a 5 second action. Only a single attempt is permitted.

Those trapped by a net may also simply flee – indeed this may be the most expeditious countermeasure. Until ‘bagged’, creatures retain the ability to walk or jog away. If the net thrower has tied a lead to his arm, this becomes more difficult. The netted creature can only move ten feet from his netter before having to overcome his leash. Subsequent movement requires an opposed Feat of Strength check with the victor deciding the direction of travel. All such movement is done at crawling speed.

Cinched Quarry: Cinching, or bagging, the netted creature concludes capture. One must, however, be cognizant of the type of creature caught in the net. While being cinched up in a net is a pretty thorough means of eliminating an opponent as an immediate threat, it does not imply permanent detention.

Given five minutes of time, any creature with the manual dexterity to use tools or employ weapons can escape from a cinched net. If the trapped party has access to a small bladed weapon (or is equipped with natural weaponry that can emulate said), he can cut the net and escape in two minutes.

While cinched in a net, the creature is prone (if bipedal) and rolls $d8p$ for defense. He cannot attack save with a knife thrust through the net’s ropework lattice. If not able to do so, he is subject to being attacked twice as frequently (see Unarmed vs. Armed combatants, PHB p. 236). Note though that creatures within a net are not subject to Coup de Grâce.

Alternative use: A net may also be employed as a whip when a foe is too close to attempt netting him. In this usage, the attacker must use the special combat move Hold at Bay. A successful hit inflicts $d3$ damage (no penetration possible) and prevents his opponent from closing within 5 feet – the weapon’s reach.

Sickle: A sickle is a hand-held agricultural tool with a variously curved blade typically used for harvesting grain crops or cutting succulent forage chiefly for feeding livestock. In its militarized form, the sickle features a tempered serrated blade, a cross guard and robust construction that clearly differentiates it from a peasant’s tool.

Melee Weapons

Melee Weapons	STR required	Skill level	Damage	Shield Damage	Speed (jab speed)	Size	Reach	Type
Sickle (militarized)	4	minimal	$d6p + d3p$	-	8	S	1½ feet	Hacking
Net (whipping)	11	medium	$d3$	-	7 (5)	L	5 feet	Crushing

Weapons: Pole Arms

Pole Arm Name	STR required	Skill level	Size	reach	speed	damage	shield damage	dismount?	jab	jab special	defense	type	Phalanx
Mancatcher ^T	10	high	L	8	14	special	-	yes	no	see text	$d20p - 4$	P	no

Ranged Weapons

Weapons	STR required	Skill level	Damage	Shield Damage	Base Rate of Fire	Size	Max. Range	Type
Bolas	9	medium	$d4p$	0	10 s	M	50'	Ensnaring
Lasso ^T	7	high	0	0	15 s	L	50'	Ensnaring
Net (retarius) ^T	11	medium	0	0	20 s	L	10'	Ensnaring

Weaponry

Item	Cost	Weight	Base Availability		
			Hi	Med	Low
Bolas	1 sp	4 lbs.	50	20	0
Lasso	4 cp	10 lbs.	100	100	95
Mancatcher	30 sp	6 lbs.	25	0	0
Net (retarius)	2 sp	25 lb.	40	10	0
Sickle (militarized)	5 sp	1½ lbs.	90	85	80



Mancatcher

RANGED WEAPON RANGES

Bolas

Distance (ft)	Attack Die*
5 - 20	d20p
21 - 40	d20p-4
41 - 50	d20p-6

Lasso

Distance (ft)	Attack Die*
5 - 20	d20p
21 - 40	d20p-4
41 - 50	d20p-6

Net (retarius)

Distance (ft)	Attack Die
5 - 10	d20p

* all Attacks *must* be Called Shots (PHB, p. 231)

