The Living City Guide to the Forgotten Realms
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Races of the Realms

Dwarves

Shield Dwarves

Regions: Shield dwarf holds exist in Damara, Impiltur, the North, the Silver Marches, Vaasa, the Vast, and the Western Heartlands. Citadel Adbar, north and east of Silverymoon, is the most famous shield dwarf city. Most shield dwarf characters select one of these homelands or the Shield Dwarf race as their native region.

Racial Abilities: Shield dwarves have the basic personality types and racial traits presented in Chapter 2: Races of the Player’s Handbook.


Gold Dwarves

Regions: The ancestral region of the gold dwarves is the Great Rift, located in the dry plains of the Shaar. Gold dwarf outposts can also be found in the Smoking Mountains of Unther and in the Giant’s Run Mountains west of the Vilhon Reach. The Gold Dwarf region describes characters raised in the Rift.

Racial Abilities: Gold dwarves use the standard dwarven racial traits listed on page 14 of the Player’s Handbook except as follows:

- +2 Constitution, –2 Dexterity. Gold dwarves are stout and tough, but not as quick or agile as other races.
- +1 racial bonus to attack rolls against aberrations: Gold dwarves are trained in special combat techniques against the many bizarre creatures that live in the Underdark. (This replaces the attack bonus against orcs and goblinoids.)

Elves

Moon Elves

Regions: Moon elf domains can be found in the woodlands of the Dalelands, Evermeet, the High Forest, the North, Silverymoon, and the Western Heartlands. Evereska, on the western edges of Anauroch, is the strongest elfen domain remaining in Faerûn. The Moon Elf region entry describes characters from any small elfen forest community.

Racial Abilities: Moon elves use the standard elven racial traits listed on page 16 of the Player’s Handbook.


Sun Elves

Regions: Besides Evermeet, sun elves can be found in the woodlands of the North, Silverymoon, and the Western Heartlands. The realm of Evereska is home to a number of powerful gold elf families. The Gold Elf region entry describes the scions of gold elf families.

Racial Abilities: Sun elves use the standard elven racial traits listed on page 16 of the Player’s Handbook with the following exceptions:

- +2 Intelligence and –2 Constitution. Sun elves value study and contemplation over the feats of agility learned by most other elves.

Wild Elves

Regions: Wild elves favor warm southern forests and jungles, such as the Chondalwood, the Methwood, the Forest of Amtar, and the Misty Vale. Wild elf characters may use the Wild Elf region entry, or the entries for the Chondalwood, Chessenta, Chult, or the Shaar.

Racial Abilities: Wild elves correspond exactly to the wild elves presented in the Monster Manual. They use the standard elven racial traits listed on page 16 of the Player’s Handbook except as follows:

- +2 Dexterity, –2 Intelligence. Wild elves are hardier than other elves, but favor physical action and feats of athleticism instead of learning to solve problems.

Wood Elves

Regions: The High Forest is home to many wood elves, but smaller communities can be found in the forests of the Dalelands, the Great Dale, the North, Tethyr, and the Western Heartlands. The Wood Elf region entry is appropriate for characters from any of these places.

Racial Abilities: Wood elves are very similar to the wood elves presented in the Monster Manual. They use the standard elven racial traits listed on page 16 of the Player’s Handbook with the following exceptions:

- +2 Strength, +2 Dexterity, –2 Constitution, –2 Intelligence, –2 Charisma. Wood elves are strong but slight, and tend to be less cerebral and intuitive than other elves.

Gnomes

Rock Gnomes

Regions: If the rock gnomes have a homeland, it might be the half-mythical island of Lantan. Other than Lantan, rock gnomes do not dwell in any particular country or city. Instead, small communities of a dozen families or so might be found almost anywhere, well hidden in wild terrain. They favor temperate climates, and a number of gnome settlements are known to exist in the Western Heartlands, the Dalelands, and the woodlands of the Great Dale and Thesk.

Racial Abilities: Rock gnome racial traits are all as described on page 17 of the Player’s Handbook.


www.wizards.com/rpga/lc/conversion.asp
Half-Elves
Regions: Most half-elven communities are found in Faerûn. The Moonshaes, the North, and Vaasa are areas in which half-orcs are commonplace enough to be accepted—within certain limits. Besides these kingdoms, most small cities possess enough of a halfling population to create a small community of this race.

Racial Abilities: As described in Chapter 2 of the Player's Handbook.

• Automatic Languages: Elven, Common, home region. Bonus Languages: Any.

Half-Orcs
Regions: Among human lands, Amn, Chessenta, Damara, the Moonsea, the North, and Vaasa are regions in which half-orcs are commonplace enough to be accepted—within certain limits. Besides these kingdoms, most small cities possess enough of a halfling population to create a small community of this race.

Racial Abilities: The half-orcs of the Realms possess the half-orc ability adjustments and racial traits given in the Player's Handbook.

• Automatic Languages: Orc, Common, home region. Bonus Languages: Chardic, Giant, Gnoll, Goblin, Illuskan, Undercommon.

Halflings
Lightfoot Halflings
Regions: Some lightfoot halflings are wandering traders, craftsmen, and entertainers. A clan of several extended families may settle in a human town for a year or two, working and trading, and then pick up their stakes and move on for reasons known only to themselves. The Lightfoot Halfling region entry reflects life in these semi-nomadic communities.

Many lightfoot halflings prefer a more sedentary existence. The kingdom of Luiren is the ancestral homeland of the halfling race. Other lightfoots settle permanently in just about any land in which humans live. Any region entry for a human land is acceptable for a lightfoot character.

Racial Abilities: These halflings are the standard halfling found in the Player's Handbook.


Strongheart Halflings
Regions: Strongheart halflings make up most of the population of the land of Luiren. They are uncommon in other lands.

Racial Abilities: Strongheart halflings possess all of the traits described in the Player's Handbook except as described below:

• Strongheart halflings gain one extra feat at 1st level, because they have a strong drive to compete and many opportunities to practice their skills.

• Strongheart halflings do not receive the halfling racial +1 bonus to all saving throws. They have not experienced the same kind of adversity that the lightfoot halflings have survived.


Classes
Barbarians
Regions: Regions in which barbarians are commonly found include the Chondalwood (halflings and wild elves), Chult, the Hordelands, the Moonshaes, Narfell, the Nelanther Isles, the North, Rashemen, Vaasa, and the Western Heartlands. In addition, some shield dwarf, wild elf, wood elf, and half-orc cultures give rise to barbarians.

Errata: Barbarians follow the same guidelines as listed in the Player's Handbook. No Barbarians may take the Vast as their home region.

Bards
Regions: Bards are common in many lands, including Amn, Chessenta, Cormyr, the Dalelands, the Dragon Coast, Evermeet, Luiren, Impiltur, the Moonshaes, Silverymoon, Tethyr, Thesk, Unther, the Vast, Waterdeep, and the Western Heartlands. Gold dwarf, moon elf, sun elf, and lightfoot halfling bards are also common.

Errata: Bards follow the same guidelines as listed in the Player's Handbook.

Cleric
Regions: Clerics of different deities are favored in different lands. The Forgotten Realms Guide will contain a complete list of deities and their favored regions.

Errata: Clerics in the Realms function much in the same way as described in the Player's Handbook, however, all clerics in the Realms serve a patron deity. It is simply impossible for a person to gain divine power (such as divine spells) without one. You may not have more than one patron deity at a time, although it is possible to change your patron deity if you have a change of heart. You cannot multiclass into another class that requires a patron deity, unless your previous patron deity is an acceptable choice for the new class.

Druid
Regions: Lands where druids hold sway include Aglarond, the Chondalwood, Chult, the Great Dale, the High Forest, the Moonshaes, the North, the Vast, the Vilhon Reach, and the Western Heartlands. Moon elves, wild elves, wood elves, and lightfoot halflings commonly produce adventuring druids, too.

Errata: Like clerics, the druids of Faerûn receive their spells from a particular patron deity, always a deity of nature or animals.

Fighter
Regions: Every part of Faerûn produces capable fighters, but the lands of Aglarond, Amn, Anauroch, Calimshan, Chessenta, Cormyr, the Dalelands, Damara, the Dragon
Coast, Evermeet, Luiren, the Hordelands, Impiltur, the Lake of Steam, Lantan, the Moonsrea, the Moonshaes, Mulhorand, Narfell, Nelanther Isles, the North, Rashemen, Sembia, the Shnar, Tashalar, Tethyr, Thy, Utther, the Vast, the Vilhon Reach, Waterdeep, and the Western Heartlands are renowned for their warriors. In addition, all dwarf cultures, drow, moon elves, rock gnomes, svirfneblin, and lightfoot halflings encourage the trade of the fighter.

Errata: Fighters follow the same guidelines as listed in the Player’s Handbook.

Monk
Most monks of the Realms are capable of gaining levels in another class before returning to the way of the monk and gaining new levels as monks. This is an exception to the rule on page 40 of the Player’s Handbook. The descriptions of monastic orders in the list below specify into which classes their members can multiclass freely. The character may add levels of monk and the listed class into which classes their members can multiclass freely. The descriptions of monastic orders in the list below specify.

Regions: Monks are most common in Amn, Calimshan, Damara, Mulhorand, the Lake of Steam, and Silverymoon.

Monastic Orders
• Broken Ones (Good): Ilmater is the deity most associated with an order of monks who act purely in his name. The Broken Ones can freely multiclass as clerics, divine champions, arcane devotees, divine disciples, hierophants, and divine seekers of Ilmater.
• Hin Fist (Neutral or Good): Only halflings can study Hin Fist in Luiren, although some Hin Fist monasteries outside Luiren accept exceptional gnomes and dwarves. Monks of the Hin Fist school can multiclass as fighters and rogues and still return to the school and gain levels as monks.
• Old Order (Neutral, Sometimes Good): Monks of the Old Order do not worship any deity. Monks of the Old Order can multiclass freely as rogues, sorcerers, and shadowdancers, but must maintain more monk levels than their combined levels of other classes. Failure to do so halts their progression as monks.
• Shining Hand (Neutral): Monks of the Shining Hand must have Amn as their home region. Monks of the Shining Hand can multiclass freely as wizards so long as their monk level equals or exceeds their wizard level. If this rule is ever broken, they cannot return to their monk studies.
• Sun Soul (Good or Neutral): Monks of the Sun Soul worship Lathander, Selune, or Sune. Members of the Sun Soul School can gain levels in one other class and still progress as a monk as long as their monk level is their highest level. If they ever acquire a third class, they can no longer progress as monks.
• Yellow Rose (Good, Neutral): Monks of the Yellow Rose also follow Ilmater. They may multiclass freely as rangers and shadowdancers.

Paladin
All paladins of Faerûn are devoted to a specific deity, chosen at the start of their careers as paladins. Like paladins of other lands, the paladins of Faerûn must be both lawful and good. The paladin’s deity must be lawful good, lawful neutral, or neutral good. For example, both Helm the Vigilant One (lawful neutral) and Chauntea the Earthmother (neutral good) have lawful good paladin worshipers. Sune, the goddess of beauty, love, and passion, is an exception to the alignment rule, for her followers include paladins even though her alignment is chaotic good. Additional information on the paladins of some of Faerûn’s religions appears in the sidebar on this page.

Regions: Paladins often come from Cormyr, the Dalelands, Damara, Luiren (halflings), Impiltur, Mulhorand, Silverymoon, Tethyr, and Waterdeep.

Additional information on paladins of some of Faerûn’s religious orders are below. (Churches that have standard paladins are not discussed here.) Note that some faiths allow paladins to gain levels in another class and still return to progression as a paladin, exactly like some orders of monks do.

Special Paladin Orders
• Chauntea: They may multiclass freely as clerics, divine champions, and divine disciples.
• Helm: They may multiclass freely as fighters, clerics, divine champions, and arcane devotees.
• Ilmater: They may multiclass freely as clerics, divine champions, divine disciples, and hierophants.
• Lathander: They may multiclass freely as clerics, divine champions, divine disciples, and hierophants.
• Moradin: They may multiclass freely as clerics, fighters, divine champions, dwarven defenders, giant killers, and runecasters.
• Sune: They can multiclass as divine champions. Torm: They may multiclass freely as one other class.
• Tyr: They may multiclass freely as clerics, fighters, and divine champions.
• Yondalla: They may multiclass freely as monks.

Ranger
Unlike clerics, druids, and paladins, rangers of the Realms do not have to choose a patron deity until they reach 4th level and acquire divine spellcasting ability (without a patron deity, a ranger cannot cast spells). Many rangers choose a patron deity before then, but others start by devotion to the rangers’ way of life instead of to one of the gods. Rangers and druids have similar preferences for deities, although some rangers with odd interests (such as hunting undead) choose different patrons.

Rangers may select an organization instead of a creature type as a favored enemy. For example, a good ranger might choose to oppose the Cult of the Dragon, and dark Zhentarim rangers often hunt the Harpers. These rangers receive their favored enemy bonus against agents from that organization, regardless of creature type. The bonus applies even if the creature is of the same race as the ranger and he is not evil. The bonus works just like the normal favored enemy bonus except that it gains the morale bonus type.
Regions: Rangers are found on the fringes of civilization in places such as Aglarond, the Chondalwood, Chult, the Dalelands, Damara, Evermeet, the Great Dale, Luirien, the High Forest, the Hordelands, Narfell, the North, Rashemen, the Shaar, Silverymoon, Tashalar, Vaasa, and the Western Heartlands. Moon elves, wild elves, wood elves, svirfneblin, lightfoot halflings, and half-orcs are often rangers, too.

Rogue
Regions: Rogues come in two general stripes—theft and brigands. Thieves are common near any large cities, and brigands (sometimes charitably referred to as scouts) live in the wilds. Rogues are encouraged in Amn, Anauroch, Calimshan, the Dragon Coast, Evermeet, Luirien, Impiltur, the Lake of Steam, Lantan, the Moonsea, the Moonshades, Mulhorand, Narfell, the Nelanther Isles, Sembia, Tashalar, Thesk, Unther, Vaasa, the Vast, Waterdeep, and the Western Heartlands. Dwarves, drow, moon elves, sun elves, rock gnomes, svirfneblin, and lightfoot halflings are commonly rogues, too.

Sorcerer
In addition to the familiars available in the Player’s Handbook, the following creatures are also available as familiars in the Realms:

<table>
<thead>
<tr>
<th>Familiar</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hairy spider†</td>
<td>Poisonous bite, darkvision</td>
</tr>
<tr>
<td>Lizard, tiny</td>
<td>Master gains a +2 bonus on Climb checks</td>
</tr>
<tr>
<td>Octopus, small</td>
<td>Master gains a +2 bonus on Spot checks</td>
</tr>
</tbody>
</table>

†This creature is described in Monster Manual Appendix: Creatures of Faerûn. A hairy spider familiar gains an Intelligence score, becomes a magical beast (not vermin), and loses its immunity to mind-influencing affects.

The Improved Familiar feat allows a selection of more powerful familiars.

Regions: Sorcerers are found in Aglarond, Calimshan, the Dragon Coast, the Great Dale, the High Forest, the Lake of Steam, Mulhorand, the Nelanther Isles, the Shaar, Silverymoon, Tethyr, and the Western Heartlands. Gold dwarves, wild elves, and lightfoot halflings display a knack for the sorcerer’s arts, too.

Wizard
Wizards also have access to the additional familiars listed in the sorcerer entry.

Regions: Lands with a tradition of magical study include Calimshan, Cherson, Cormyr, Damara, Evermeet, Halruaa, the Lake of Steam, Mulhorand, Rashemen, Sembia, Silverymoon, Tethyr, Thay, Unther, Waterdeep, and the Western Heartlands. Races with similar traditions include drow, moon elves, sun elves, wood elves, and rock gnomes, who frequently specialize as illusionists.

Character Region
Every character has the opportunity to choose a region during the character creation process. “Region” is a very broad term. In most cases it refers to a political entity, such as the wizard-ruled nation of Thay. It may also refer to a geographical area that lacks a central government or well-defined borders, such as the barbarian lands of Narfell. Finally, a region can also be defined as a racial cultural identity, such as that of the gold dwarves or half-orcs.

A character can only have one homeland, so you cannot get the regional benefits of both Amn and its neighboring nation, Tethyr. However, nonhuman characters are free to designate either their physical homeland or their racial culture as their character region, although they must be a member of an encouraged class for their race or homeland to select the corresponding regional feats. The table below, Character Regions, lists all the regions available to Faerûnian characters and describes automatic languages, bonus languages, and regional feats available in each region.

Automatic Languages: The languages automatically known by all characters from this region, regardless of Intelligence score.

Bonus Languages: Characters of exceptional Intelligence (12 or higher) begin play with one bonus language per point of Intelligence bonus, which must be chosen from this list. In addition, you may learn any language spoken in Faerûn by spending skill points on the Speak Language skill, regardless of whether it appears on this list.

Regional Feats: If you choose a home region preferred by your character race or class, you may select regional feats appropriate to that region. These feats represent the common sorts of things that people from that region learn. If you did not choose a character class preferred in your home region, you cannot begin play with one of those regional feats. You are still limited by the number of feats available to your character based upon class and race.

You can acquire regional feats later in your adventuring career. With a few exceptions, any regional feats appropriate to your race or homeland that you don’t select at 1st level are still available the next time you gain the ability to select a feat.

You may even learn feats from a new region altogether, whether or not you belong to an encouraged class for that region. After 1st level, each 2 ranks in Knowledge (local) you have allow you to select feats from a single region (other than your home region, if applicable).
## Character Regions

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<th>Region</th>
<th>Automatic Languages</th>
<th>Bonus Languages</th>
<th>Feats</th>
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<td>Chardic, Draconic, Mulhorandi, Orc, Sylvan, Common</td>
<td>Discipline, Luck of Heroes Treetopper,</td>
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<td>Amn</td>
<td>Common</td>
<td>Akûrian, Alzhedo, Elven, Giant, Goblin, Illuskan</td>
<td>Cosmopolitan, Education, Silver Palm, Street Smart</td>
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<td>Anauroch</td>
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<td>Draconic, Gnoll, Nethran, Orc, Tharian, Common</td>
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<td>Calimshan</td>
<td>Alzhedo</td>
<td>Akûrian, Auran, Draconic, Ignan, Illuskan, Common</td>
<td>Bloodline of Fire, Mind Over Body, Street Smarts, Thug</td>
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<td>Chult</td>
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<td>Dalelands</td>
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<td>Blooded, Forester, Luck of Heroes, Militia, Strong Soul</td>
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<td>Damara</td>
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Feats

Almost every rogue or fighter from the mythical land of Halruaa knows just a bit of magic. In Sembia, Waterdeep, and the dark cities of the drow, duelsists teach the beautiful and deadly twin sword fighting style. Common-born rangers and druids of the Dalelands are known for their oddly fortuitous luck and their perseverance in the face of terrible peril. It seems that any adventurer exploring the deadly ruins and perilous wildernesses of Faerûn possesses a little specialized training or a knack common to the lands in which he grew up.

The feats in this chapter supplement the feat listing in the Player’s Handbook and follow all of the rules in that book for determining how many may be chosen and how often a character may do so. In addition, some of these new feats possess an additional prerequisite: the appropriate character region, as described in the previous section.

Some of the regional feats are listed as [General, Fighter]. This means a fighter character can use his bonus feat to acquire one of those feats. However, the character still needs to qualify for that region in order to take the feat, either by beginning play as a character of a class preferred in that region, or by acquiring 2 ranks in Knowledge (local) for that region.

Arcane Preparation [General]

You can prepare an arcane spell ahead of time just as a wizard does.

Prerequisite: You must be able to cast arcane spells as a bard or sorcerer before you can select this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

Arcane Schooling [General]

In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.

Regions: Chessenta, Halruaa, Mulhorand, Unther

Benefit: Choose one arcane spellcasting class. This class is a favored class for you in addition to any other favored class you select. For example, a multiclassed human fighter/rogue could add levels of wizard without incurring any experience penalty for multiclassing in three classes.

Special: You may only take this feat as a 1st-level character.

Artist [General]

You hail from a region where the arts, philosophy, and music have a prominent place in society.

Region: Chessenta, Evermeet, Waterdeep

Benefit: You gain a +2 bonus to all Perform checks and to one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

Blooded [General]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off-guard.

Regions: Dalelands, Nelanther Isles, Silverymoon, Tethyr, Vaasa.

Benefit: You get a +2 bonus to Initiative and a +2 bonus to all Spot checks.

Bloodline of Fire [General]

You are descended from the efreet who ruled Calimshan for two millennia. The blood of these fire-spirits runs thick in your veins.

Region: Calimshan.

Benefit: You receive a +4 bonus to saving throws against fire effects. You also add +2 to the Difficulty Class of saving throws for any sorcerer spells with the fire descriptor that you cast. This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st-level character.

Bullheaded [General]

The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

Regions: Damara, Dragon Coast, Gold Dwarf, Gray Dwarf, The Great Dale, Moonshae, Narfell, Rashemen, Shield Dwarf, Vaasa, Western Heartlands.

Benefit: You receive a +1 bonus to Will saves and a +2 bonus to Intimidate checks.

Cosmopolitan [General]

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

Regions: Amn, Waterdeep.

Benefit: Choose a nonrestricted skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Courteous Magocracy [General]

You were raised in a land where mighty wizards order affairs. In lands where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magical goods.

Region: Evermeet, Halruaa.

Benefit: You receive a +2 bonus to all Diplomacy and Spellcraft checks.

Create Portal [Item Creation]

Faerûn is riddled with networks of portals, ancient devices that instantaneously transport those who know their secrets from one locale to another. You have learned the ancient craft of creating these potent magical devices.

Prerequisite: Craft Wondrous Item

Benefit: You can create any portals whose prerequisites you meet. Crafting a portal takes 1 day for each 1000 gp in its base price. To craft a portal, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price. See Chapter 2: Magic for details of portal creation.

Some portals incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the portal’s base price.

Daylight Adaptation [General]

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Region: Gray Dwarf or Drow Elf.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as drow elf or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.
Delay Spell [Metamagic]
You can cast spells that take effect after a short delay of your choosing.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A delayed spell doesn’t activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell’s maximum range or area of effect before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell’s actual level.

**Discipline [General]**
Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

**Regions:** Agramin, Anaurolch, Cormyr, Impiltur, Lieren Hailing, Sun Elf, Thay.

**Benefit:** You gain a +1 bonus to Will saves and a +2 bonus to Concentrate checks.

**Education [General]**
Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more-or-less formal schooling.

**Regions:** Annn, Chessenta, Cormyr, Evermeet, Moon Elf, Mulhorand, Sembia, Silverymoon, Sun Elf, Waterdeep.

**Benefit:** All Knowledge skills are class skills for you. You get a +1 bonus to all skill checks with two Knowledge skills.

**Special:** You may only take this feat as a 1st-level character.

**Foe Hunter [Fighter, General]**
In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

**Regions:** Chessenta, Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonea, Shield Dwarf, Tashalar, Tethyr, Vaasa, Wood Elf.

**Benefit:** Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 competence bonus to damage rolls with melee attacks and ranged weapons at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This does not stack with the Improved Critical feat.

**Special:** In Cormyr, Damara, Tethyr, Vaasa, or as a Shield Dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizardfolk and yuan-ti. Wood elves train against goblins. In the Lake of Steam, the North, and the Moonea, this feat applies to orcs and half-orcs.

You may take this feat multiple times. Its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature than that specified by the regional feat you already have.

Forester [General]
Faerûn’s great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.


**Benefit:** You receive a +2 bonus to all Healing checks and a +2 bonus to all Wilderness Lore checks.

Greater Spell Focus [General]
Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are even more potent than normal.

**Prerequisite:** Spell Focus

**Benefit:** Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonus from Spell Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Greater Spell Penetration [General]
Your spells are especially potent, defeating spell resistance more readily than normal.

**Prerequisite:** Spell Penetration

**Benefit:** You get a +4 bonus to caster level checks (1d20 + caster level) to beat a creature’s spell resistance. This overlaps (does not stack with) the bonus from Spell Penetration.

Horse Nomad [Fighter, General]
You have been raised in a culture that relies upon riding and shooting for survival.

**Regions:** Hordelands, the Ride, the Shaar

**Benefit:** You get Martial Weapon Proficiency (composite short bow) and a +2 bonus on all Ride checks.

Improved Counterspell [General]
You understand the nuances of magic to such an extent that you can counter your opponents’ spells with great efficiency.

**Benefit:** When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

Improved Familiar [General]
So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

**Prerequisite:** See text.

**Benefit:** When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

**Improved Familiars**

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<th>Level Required</th>
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<tr>
<td>Cat, tressym†† [neutral]</td>
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<tr>
<td>Flying monkey†† [neutral]</td>
<td>5</td>
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<tr>
<td>Pseudodragon [neutral good]</td>
<td>7</td>
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<tr>
<td>Shocker lizard [neutral]</td>
<td>5</td>
</tr>
<tr>
<td>Stirge [neutral]</td>
<td>5</td>
</tr>
</tbody>
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† These creatures are described in *Monster Manual Appendix: Creatures of Faerûn.*
†† These creatures are described in the Monsters chapter of this book.

The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the Monster Manual or the Monsters chapter of this book, with these exceptions:

**Hit Dice:** Treat as the master’s level (for effects related to Hit Dice, but not for rolling hit points). Use the familiar’s normal total if it is higher.

**Hit Points:** One-half the master’s total, rounded down or the familiar’s normal total, whichever is higher.

**Attacks:** Use the master’s base attack bonus or the familiar’s, whichever is better. Use the familiar’s Dexterity or Strength modifier, whichever is greater, to get the familiar’s melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

**Special Attacks:** The familiar has all the special attacks of its kind.

**Special Qualities:** The familiar has all the special qualities of its kind.

**Saving Throws:** The familiar uses the master’s base save bonuses if they’re better than the familiar’s.

**Skills:** Use the normal skills for a creature of the its kind.

**Familiar Special Abilities:** Use Table 3–19 in the Player’s Handbook to determine additional abilities, as you would a normal familiar.

### Innate Spell [Special]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

**Prerequisites:** Quicken Spell, Silent Spell, Still Spell.

**Benefit:** Choose a spell you can. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. (Note that spell slots above 9th level can be achieved with the rules in the upcoming Epic-Level Campaigns book.) If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you must have the focus to use the spell-like ability. If the innate spell has a cost, you use an item worth 50 times that cost to power it. (A 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune’s market value equals its base price.

### Luck of Heroes [General]

Your land is known for producing heroes. Through pluck, determination, and resilience, your people survive when no one expects them to come through.

**Regions:** Aglarond, Dalelands, Tethyr, the Vast.

**Benefit:** You receive a +1 luck bonus to all saving throws.

### Magical Artisan [General]

You have mastered the method of creating a certain kind of magic item.

**Prerequisite:** Any item creation feat.

**Benefit:** Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

### Magical Training [General]

You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it. Every craftsman and laborer, it seems, knows a cantrip or two to ease her work.

**Prerequisite:** Intelligence 10+

**Benefit:** You may cast the 0-level arcane spells dance, dancing lights, and mage hand once per day each. You suffer spell failure penalties for wearing armor. You are treated as a 1st-level caster for all spell effects dependent on level (range, duration, etc.). This stacks with any arcane spellcaster levels you have.

**Special:** You may only take this feat as a 1st-level character.

### Mercantile Background [General]

Powerful trading costers and craftsmen’s guilds control the wealth and commerce of Faerûn’s lands. You come from a family that excels at a particular trade, and knows well the value of any kind of trade good or commodity.

**Regions:** Gray Dwarf, Impiltur, Lake of Steam, Lantan, Sembia, Svirnfinlin, Tashalar, Tethyr, Thesk, the Vast.

**Benefit:** You gain a +2 bonus to all Appraise checks and a +2 bonus to skill checks in the Craft or Profession skill of your choice.

### Militia [General]

You served in a local militia, training with weapons suitable for use on the battlefield.

**Region:** Dalelands, Impiltur, Luiren

**Benefit:** You get Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (longspear). In Luiren, this feat applies to Martial Weapon Proficiency (short bow) and Martial Weapon Proficiency (shortsword) instead of longbow and longspear.

### Mind Over Body [General]

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

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www.wizards.com/rpga/lc/conversion.asp
Persistent Spell [Metamagic]
You make one of your spells last all day.
Prerequisite: Extend Spell
Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, comprehend languages or detect magic). You are still required to concentrate on spells such detect magic and detect thoughts to use their effects. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell’s actual level.

Resist Poison [General]
Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.
Regions: Gray Dwarf, half-orc, orc.
Benefit: You get a +4 bonus to Fortitude saving throws against poison.
Special: You may only take this feat as a 1st-level character.

Saddleback [Fighter, General]
Your people are as comfortable riding as walking.
Regions: Cormyr, Narfell, the North, Western Heartlands.
Benefit: You receive a +3 bonus on all Ride checks.

Signature Spell [Metamagic]
You are so familiar with a mastered spell that you can convert other prepared spells into that spell.
Prerequisite: Spell Mastery
Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell’s level or higher into that signature spell like a good cleric spontaneously casts prepared spells as cures.
Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new mastered spell.

Silver Palm [General]
Your culture is based on haggling and the art of the deal.
Regions: Amn, Dragon Coast, Great Dale, Gold Dwarf, Gray Dwarf, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach.
Benefit: You get a +2 bonus on all Appraise and Bluff checks.

Smooth Talk [General]
Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.
Regions: Gold Dwarf, Lightfoot Halfling, Silverymoon, Thesk, Waterdeep.
Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

Snake Blood [General]
The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.
Regions: Chult, Tashalar, the Vilhon Reach.

Benefit: You get a +2 bonus to Fortitude saving throws against poison and a +1 bonus to all Reflex saving throws.
Special: You may only take this feat as a 1st-level character.

Spellcasting Prodigy [General]
You have an exceptional gift for magic.
Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.
Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don’t have any spellcasting classes yet.

Stealthy [General]
Your people are known for their stealthiness.
Regions: Drow, half-orc, any halfling.
Benefit: You gain a +2 bonus to all Hide and Move Silently checks.

Street Smarts [General]
You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.
Regions: Amn, Calimshan, Chessenta, Moonsea, Unther.
Benefit: You get a +2 bonus on all Bluff and Gather Information skill checks.

Strong Soul [General]
The souls of your people are hard to separate from their bodies.
Benefit: You get a +1 bonus to all Fortitude and Will saves and an additional +1 bonus to saving throws against level drains and death effects.

Survivor [General]
Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.
Regions: Anauroch, Chult, Damaras, Drow, Hordelands, Moonshae, Narfell, the North, the Shaa, Ghostwise Halfling, Rashemen, Shield Dwarf, Silverymoon, Svirfneblin, Vaasa, Vilhon Reach, Western Heartlands, Wild Elf, Wood Elf.
Benefit: You get a +1 bonus to Fortitude saves and a +2 bonus to all Wilderness Lore checks.

Tattoo Focus [Special]
You bear the powerful magical tattoos of a Red Wizard of Thay.
Prerequisite: Specialized in a school of magic.
Region: Thay.
Benefit: Add +1 to the Difficulty Class for all saving throws against spells from your specialized school. You get a +1 bonus to caster level checks (1d20 + caster level) to beat a creature’s spell resistance when casting spells from that school.
Special: Only characters with the Tattoo Focus feat can participate in Red Wizards’ Circles.

Your people know how to get the jump on the competition and push other people around. While others debate, you act.
Regions: Calimshan, Dragon Coast, Moonsea, Pirate Isles, Unther, the Vast, Vilhon Reach, Waterdeep.

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

Treetopper [General]
Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.


Benefit: You get a +2 bonus to all Climb checks. You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing.

Twin Spell [Metamagic]
You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the exact same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, failure of both of the target’s saving throws results in redundant effects, such as a twinned charm person (see Combining Magical Effects on page 153 of the Player’s Handbook), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metemagic feats, twinning spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn’t negate just half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell’s actual level.

Twin Sword Style [Fighter, General]
You have mastered a style of defense that others find frustrating.

Prerequisite: Two-Weapon Fighting

Regions: Drow Elf, Sembia, Waterdeep

Benefit: When fighting with two swords (dagger, longsword, rapier, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus.

Prestige Classes
Faerûn is home to dozens of secret organizations and elite orders, hundreds of unique adventurers and anointed champions, and thousands of opportunities. A mage might begin her career as a straightforward wizard, but as she gains power and experience, choices confront her. Should she follow the path of the archmage, or plunge into the secret studies of the Red Wizards? Should she seek knowledge in the dark arts of the Shadow Weave, risking life and sanity in pursuit of power, or should she strengthen her ties to her patron deity and serve her chosen temple as an arcane devotee?

Characters of any class face similar choices. Many of the most powerful and successful adventurers of Faerûn eventually become embroiled in the struggle of light and dark, assuming the responsibility and the privileges of these unique character classes. Prestige classes that add to the character’s base class for determining the number of spells per day also add to the character’s caster level (such as for dispel checks and level checks to overcome spell resistance). Levels in the archmage and hierophant prestige classes, even though they do not advance spell progression in the character’s base class, still stack with the character’s base spellcasting levels to determine caster level.

Below you will find single page sheets with Prestige Classes that are allowed in the RPGA’s Living City Campaign. Enjoy!
Arcane Devotee

Every major faith numbers sorcerers and wizards among its fervent followers. While some wizards ally themselves with temples close to their own beliefs out of caution and convenience, others are devout representatives of their faith and willingly subordinate their own causes to those of their patron deity, becoming an arcane devotee.

Arcane devotees complement the divine magic of a temple’s clerical leaders, and are among the most important and respected members of a deity’s following. They provide much of the magical firepower of their faith, and collaborate with the temple’s clerics in the creation of magic items requiring both arcane and divine spells. Arcane devotees provide support for the church’s armies in time of war, divine the intentions of the enemies of the faith, and often take the front line to decimate enemy troops or destroy spellcasters of rival faiths.

Naturally, arcane devotees are always arcane spellcasters. Sorcerers and wizards are the most common type, but some music-oriented deities tend to have more bard-devotees, and a rare few of the more evil deities have been known to have assassin-devotees that focus on cruel and terrible forms of death magic.

Hit Die: d4

Requirements
To qualify to become an arcane devotee (Dev) of a particular deity, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 8 ranks, Spellcraft 8 ranks

Feats: Enlarge spell.

Alignment: Same as the deity’s alignment.

Patron: An arcane devotee must have a patron deity, and it must be the deity of whom she is a devotee.

Spelling: Ability to cast 4th-level arcane spells

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THE ARCANE DEVOTEES

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<tr>
<th>Class Level</th>
<th>Base Attack</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
<th>Spells per Day</th>
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<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>Enlarge Spell</td>
<td>+1 level of existing arcane spellcasting class</td>
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<td>2nd</td>
<td>+1</td>
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<td>+3</td>
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</table>

Class Skills

The arcane devotee’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency: Arcane devotees gain no proficiency in any weapon or armor.

Spells per Day: An arcane devotee’s training focuses on arcane spells. Thus, when a new arcane devotee level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, etc.). This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

Bonus Feat: The arcane devotee can choose any one item creation feat or feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, Magical Artisan, or Shadow Weave Magic (devotees of Shar only).
Archmage

The highest art is magic—often referred to as the Art. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.

Hit Die: d4

Requirements
To qualify to become an archmage (Acm), a character must fulfill all the following criteria.

**Spellcasting:** Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools

**Skills:** Spellcraft 15 ranks, Knowledge (arcana) 15 ranks

**Feats:** Spell Focus in two schools of magic, Skill Focus (spellcraft)

### Class Skills

All the following are class features of the archmage prestige class.

**Weapon and Armor Proficiency:** Archmages gain no proficiency in any weapon or armor.

**High Arcana:** The archmage learns secret lore unknown to lesser wizards and sorcerers. She gains the ability to select a special ability from among the following by permanently eliminating one spell slot. For example, a 15th-level wizard normally can cast two 7th-level spells per day (not counting bonus spells for specialization or high Intelligence). A Wiz13/Acm2 who chooses the arcane reach ability forfeits one 7th-level spell, and so can only cast one 7th-level spell per day, not counting bonus spells. The archmage may choose to eliminate a spell slot of a higher level than that required to acquire the high arcana in question, if she so desires.

**Spell-Like Ability** (cost one 5th-level spell): The archmage can use one of her arcane spell slots (other than the slot expended to learn this high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 × that amount in XP.

The spell-like ability normally uses a spell slot of the spell’s level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, the archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or a *Maximized lightning bolt* into a 6th-level spell-like ability.

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often. Using a slot 3 levels higher than the chosen spell allows her to cast it four times per day, and a slot 6 levels higher lets her cast it six times per day. For example, Hezark (Wiz15/Acm2) is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot (3+3+3) to get *fireball* as a spell-like ability usable nine times per day. She forfeits a 5th-level spell slot to master the ability.

If selected more than one time as a special ability, it can apply to the same spell or to a different spell.

**Spell Power +1** (cost one 5th-level spell): The archmage gains Spell Power +1 by forfeiting a 5th-level spell. Add the Spell Power value to the difficulty class for saving throws against the archmage’s arcane spells and to caster level checks for her arcane spells to overcome spell resistance. Spell Power +1 can only be selected once, and stacks with Spell Power +2 or +3, as well as spell power effects from other sources, such as from the Red Wizard prestige class.

**Mastery of Shaping** (cost one 6th-level spell): The archmage can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, spread. The alteration consists of creating spaces within the spell’s area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, the archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any spells with the shapeable (S) designator have a minimum dimension of 5 feet instead of 10 feet.

**Arcane Reach** (cost one 7th-level spell): The archmage can use touch spells on targets up to 30 feet away. If the spell requires a touch attack (melee or ranged), the archmage must make a ranged touch attack. If selected a second time as a special ability, it increases the distance to 60 feet.

**Mastery of Counterspelling** (cost one 7th-level spell): When the archmage counterspells a spell, it is fully turned back upon the caster as if it were fully affected by a spell turning spell. If the spell cannot be affected by spell turning (for example, if it is an area or effect spell) then it is merely counterspelled.

**Spell Power +2** (cost one 7th-level spell): The archmage gains Spell Power +2 by forfeiting a 7th-level spell. Add the Spell Power value to the difficulty class for saving throws against the archmage’s arcane spells and to caster level checks for her arcane spells to overcome spell resistance. This ability can only be selected once, and stacks with other spell power effects, including Spell Power +1 and Spell Power +3.

### The Archmage

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<th>Class Level</th>
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<th>Ref Save</th>
<th>Will Save</th>
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<td>+3</td>
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<td>5th</td>
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<td>+1</td>
<td>+4</td>
<td>High arcana</td>
<td>+1 level of existing class</td>
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</tbody>
</table>
Mastery of Elements (cost one 8th-level spell): The archmage can alter an arcane spell when cast so that it utilizes a different element than the one it normally does. For example, an archmage could cast a fireball that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic designators. As with using metamagic feats, classes that prepare spells must prepare the spell in this manner, while those that do not prepare spells may alter the spell when cast as a full-round action. Unlike metamagic feats, this does not change the level of the spell.

Arcane Fire (cost one 9th-level spell): The archmage gains the ability to channel arcane spell energy into arcane fire, manifesting as a bolt of raw magical energy. The bolt is a ranged touch attack with Long range (400 feet + 40 feet/level of archmage), and does 1d6 damage per level of archmage plus 1d6 damage per level of the spell channeled to create the effect. Therefore, a 5th-level archmage that channels a 7th-level spell into arcane fire does 12d6 damage to the target if it hits. Arcane fire is a supernatural ability, and so is not subject to spell resistance, counterspelling, or other effects that supernatural abilities ignore.

Spell Power +3 (cost one 9th-level spell): The archmage gains Spell Power +3 by forfeiting a 9th-level spell, respectively. Add the Spell Power value to the difficulty class for saving throws against the archmage’s arcane spells and to caster level checks for her arcane spells to overcome spell resistance. This ability can only be selected once, and stacks with Spell Power +1, Spell Power +2, or spell power effects from other prestige classes.
Divine Champion

Divine champions are mighty warriors who dedicate themselves to their deity’s cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposed faiths. For deities who do not count paladins among their followers, divine champions fill the role of the church-sponsored warrior.

Most divine champions come from a combat or military background. Barbarians, fighters, monks, paladins, and rangers are the most common divine champions, but some of the more militant clerics and druids decide to become divine champions. Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are particularly devout and skilled in warfare.

**Hit Die:** d10

**Requirements**

To qualify to become a divine champion (Chm) of a particular deity, a character must fulfill all the following criteria.

- **Base Attack Bonus:** +7
- **Feats:** Weapon Focus in the deity’s favored weapon.
- **Skills:** Knowledge (religion) 3 ranks
- **Patron:** A divine champion must have a patron deity, and it must be the deity of whom she is a champion.
- **Alignment:** Same as deity’s alignment.

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### DIVINE CHAMPION

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<tr>
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<th>Fort Save</th>
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<th>Will Save</th>
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<td>+1</td>
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**Class Skills**

The divine champion’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the Player’s Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

**Class Features**

All the following are class features of the divine champion prestige class.

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

**Sacred Defenses:** Add this value to the divine champion’s saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

**Lay on Hands:** As a defender of the faith, a divine champion may lay on hands to heal himself or another creature following the same patron deity as himself. The ability works like a paladin’s ability to lay on hands, except the divine champion may heal 1 hit point of damage per divine champion level plus her Charisma bonus. If the divine champion is a paladin, he can combine this healing with his paladin class’ lay on hands ability.

**Smite Infidel:** Once per day the divine champion may attempt to smite a creature with a different patron deity (or no patron deity at all) with one normal melee attack. He adds his Charisma modifier (if positive) to the attack and roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day. If the divine champion is also a paladin, he may use these abilities separately or combine them into a single strike if the target is evil and of a different faith.

**Fighter Feat:** The divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list on page 37 of the Player’s Handbook or any feat with the [Fighter] designator in Chapter 4: Characters from this book.

**Divine Wrath:** The divine champion channels a portion of his patron’s power into wrath, giving him +3 to hit, damage, and saving throws for a number of rounds equal to his Charisma modifier. During this time, the divine champion also has damage reduction 5/—. This is a supernatural ability that can be used once per day, invoked as a free action.
Divine Disciple

The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity’s mortal and divine servants. They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron. Eventually they transcend their mortal nature and embody the divine on the face of Toril.

Divine disciples are always divine spellcasters. Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Bane have been known to elevate blackguards as divine disciples in the ranks of their dark faiths.

**Hit Die:** d8

**Requirements**

To qualify to become a divine disciple (Dis) of a particular deity, a character must fulfill all the following criteria.

**Skills:** Diplomacy 5 ranks, Knowledge (religion) 8 ranks

**Patron:** A divine disciple must have a patron deity, and it must be the deity of whom she is a divine disciple.

**Spellcasting:** Ability to cast 4th-level divine spells

### THE DIVINE DISCIPLE

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<th>Class Level</th>
<th>Base Attack</th>
<th>Fort Save</th>
<th>Ref Save</th>
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<td>+4</td>
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**Class Skills**

The divine disciple’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

**Class Features**

All the following are class features of the divine disciple prestige class.

**Weapon and Armor Proficiency:** Divine disciples gain no proficiency in any weapon or armor.

**Divine Emissary:** Divine disciples can telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple’s deity or has the same alignment as the disciple.

**Spells per Day:** A divine disciple’s training focuses on divine spells. Thus, when a new disciple level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before she became a divine disciple, she must decide to which class she adds each level of divine disciple for purposes of determining spells per day.

**New Domain:** The divine disciple may choose a new domain from her deity’s available domains. The divine disciple receives the domain’s granted power and may choose the domain’s spells as domain spells. (The disciple now has three choices each level for domain spells instead of two.)

**Imbue With Spell Ability:** As the spell, except the divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability. (She transfers currently prepared spells to her targets on a one-for-one basis without having to use a spell slot for the imbue with spell ability spell.) The only limit to the number of spells the divine disciple can transfer is the disciple’s available 1st- and 2nd-level spells.

**Sacred Defenses:** Add this value to the divine discipline’s saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

**Transcendence:** The divine disciple, through long association with her deity’s outsider servants and direct intervention by her deity, transcends her mortal form and becomes a divine creature. Her type changes to “outsider,” which means that she acquires some immunities and vulnerabilities based on her type (see Native Outsider, under the planetouched race description). As a free action she can ward herself with a protection from chaos/evil/good/law spell. (She chooses which form to have when she gains the transcendence power and cannot change it thereafter.)

Upon achieving transcendence, the divine disciple’s appearance usually undergoes a minor physical change appropriate to her alignment and deity. For example, the eyes of a disciple of Lathander, the Morning Lord, might change to glowing gold. Anyone who shares the disciple’s patron, including outsider servants of her patron, immediately recognize her transcendent nature, and she gains a +2 bonus to all Charisma-based skill and ability checks in regard to these creatures.

Editors Note. From the Character Section – Native Outsiders:

**Native Outsiders:** Due to the strength of their divine or infernal bloodlines, each of the planetouched races possesses the unusual characteristic of being an outsider native to Faerûn, not a humanoid. This has three principle effects:

First, spells or effects that affect only humanoids, such as a charm person or dominate person spell, do not affect planetouched characters.

Second, spells and effects that target extraplanar creatures may affect planetouched characters. For example, the mace of smiting and the sword of the planes are more effective against outsiders, and are correspondingly more dangerous to a planetouched
character. A spell that drives outsiders back to their home planes does not affect planetouched characters, but *banishment*—a spell that removes an outsider from the caster’s plane without specifying a return to the outsider’s native plane—would work just fine.

Finally, Faerûn’s planetouched have lived on Toril long enough for Toril to become, in effect, their native plane. This means that planetouched characters can be *raised* or *resurrected* normally, whereas most outsiders cannot be brought back from the dead without the use of a *miracle* or *wish* spell.
Hierophant

A divine spellcaster who rises high in the service of his deity gain access to spells and abilities of which lesser faithful can only dream.

The hierophant prestige class is open to powerful divine spellcasters approaching the strongest and most difficult spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding and ability to control the power they channel.

The Living City Guide to the Forgotten Realms
Version 2.0 December 18, 2000

Hit Die: d8

Requirements
To qualify to become a hierophant (Hie) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Able to cast 7th-level divine spells.

Skills: Knowledge (religion) 15 ranks

Feat: Any metamagic feat.

THE HIEROPHANT

Class Skills
The hierophant’s class skills (and the key ability for each skill) are

Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features
All the following are class features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency in any weapon or armor.

Special Abilities: Every level, a hierophant gains a special ability of his choice among the following:

Blast Infidel: The hierophant can use negative energy spells to their maximum effect on creatures with a different patron as the hierophant. Any spell with a spell description that involves inflicting or channeling negative energy (inflict wounds spells, circle of doom, harm) cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

Faith Healing: The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the hierophant himself). Any spell with the healing designator cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Faith healing works as if the recipient were a cleric of the same level of the hierophant (including the hierophant himself). Any spell with the healing designator cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Faith healing works as if the recipient were a cleric of the same level of the hierophant (including the hierophant himself).

Divine Reach: The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. If selected a second time as a special ability, it increases the distance to 60 feet.

Gift of the Divine: The hierophant may transfer one or more of his divine spell abilities to willing creatures. The recipient turns undead as a cleric of his maximum effect on creatures with a different patron as the hierophant. Any spell with a spell description that involves inflicting or channeling negative energy (inflict wounds spells, circle of doom, harm) cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

Mastery of Energy: The hierophant channels positive or negative energy much more effectively, increasing his ability to affect undead. Add +4 to the hierophant’s turning checks and turning damage.

Metamagic Feature: The hierophant may choose a metamagic feature.

Power of Nature: Available only to hieropphants with druid levels, this ability allows the hierophant to temporarily transfer one or more of her special druidic powers to a willing creature. The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect the hierophant cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions.

The wild shape ability can be partially or completely transferred. For example, he may transfer the ability to wild shape once per day to the recipient and retain the rest of his uses for himself. If the hierophant can assume the form of Tiny, Huge, or dire animals, the recipient can as well.

As with the imbue with spell ability, the hierophant remains responsible to his deity for any purpose the recipient uses the transferred abilities.

Spell Power: The hierophant gains Spell Power +2. Add this value to the difficulty class for saving throws against his divine spells and to caster level checks for his divine spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

Spell-Like Ability: The hierophant can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used three times per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs him 10 × that amount in XP.

The spell normally uses a spell slot of the spell’s level, or possibly higher if the hierophant chooses to permanently attach a metamagic feat to the spell chosen. The hierophant may use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot 3 levels higher allows him to cast the spell six times per day, and a slot 6 levels higher lets him cast it nine times per day. For example, Lonafin the hierophant is a follower of Velsharoon and wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot (3 + 3 + 3) to get animate dead as a spell-like ability useable nine times per day.

If selected more than one time as a special ability, this ability can apply to the same spell or to a different spell.

www.wizards.com/rpga/lc/conversion.asp
Runecaster

A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains. Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched. An established runecaster’s equipment is usually adorned with many runes, making them very impressive-looking and a true threat to thieves.

Most runecasters are clerics or adepts, as a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wildlands. A few rare druids have chosen the path of the runecaster as well, although generally only in areas where the number of druids is scarce and they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

**Hit Die:** d8

**Requirements**

To qualify to become a runecaster (Rnc), a character must fulfill all the following criteria.

- Skills:
  - Spellcraft 8 ranks
  - Craft 8 ranks (see the Cast Rune feat description for appropriate Craft skills)

- Feats:
  - Inscribe Rune

- Spellcasting:
  - Ability to cast 3rd-level divine spells

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**THE RUNECASTER**

| Hit Die | d8 |

**THE RUNECASTER**

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<th>THE RUNECASTER</th>
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---

**IMPROVED RUNECASTING**

<table>
<thead>
<tr>
<th>Number of Uses/Trigger</th>
<th>Runecaster Level²</th>
<th>Base Price</th>
<th>Runecaster Level²</th>
<th>Base Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>One</td>
<td>Rune Craft x caster level x 50 gp</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Charges³</td>
<td>Spell level x caster level x charges x 50 gp</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Charges per day⁴</td>
<td>Spell level x caster level x charges x 400 gp</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Permanent (until dispelled)⁴</td>
<td>Spell level x caster level x 2,000 gp</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Works when touched</td>
<td>Rune Craft</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Works when read or passed</td>
<td>Rune Power</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Base Cost</td>
<td>Maximize Rune</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Base Cost x 2</td>
<td>Rune Chant</td>
<td>+1 level of existing divine spellcasting class</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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**Class Skills**

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

- Skill Points at Each Level: 2 + Int modifier.

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**Class Features**

- **Weapon and Armor Proficiency:** Runecasters gain no proficiency in any weapon or armor.

- **Spells per Day:** A runecaster's training focuses on divine spells. Thus, when a new runecaster level is gained, the character gains new spells per day as if she had also gained a level in whatever other divine spellcasting class she belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

- If a character had more than one divine spellcasting class before he became a runecaster, he must decide to which class he adds each level of runecaster for purposes of determining spells per day and caster level.

- **Rune Craft:** Add this value to the runecaster's Craft skill checks made to inscribe runes.

- **Improved Runecasting:** As a runecaster rises in level, he can create runes that function more than once and have different means of being triggered. The extra features increase the cost of the rune, however, as shown in Table 1-XX: Improved Runecasting.

- **Works When Read:** Any attempt to study, identify, or fathom a rune's meaning counts as “reading” the rune.
Works When Passed: Passing through a portal that bears a rune counts as "passing" the rune. A rune must have an unbroken line of effect to a target to affect that target, and the target must be within 30 feet.

A rune that is triggered when passed can be set to almost any special conditions the runecaster specifies. Runes can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Runes can also be set with respect to good, evil, law, or chaos, or patron deity. They cannot be set according to class, HD, or level. Runes respond to invisible creatures normally but are not triggered by those who travel past them ethereally. When placing a rune with a "pass" trigger, you can specify a password or phrase that protects a creature using it from triggering the rune.

Rune Power: For all runes created by the runecaster, add this value to the difficulty class of all saving throws and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a rune’s target.

Maximize Rune: The runecaster can create runes that are maximized, as if under the effects of a Maximize Spell feat, without altering the level of the spell being used to create the rune. Maximizing a rune adds +5 to the DC of the Craft check required to make it.

Rune Chant: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell. This allows the runecaster to gain the benefit of his Rune Power ability for the spell. For spells with a casting time of 1 action, this increases the casting time to 1 full round. All other spells have their casting time increased by 1 round. This ability cannot be used on stilled spells, and it does not function with the Maximize Rune ability.
Divine Seeker
There are times when a church cannot act openly, either because of political constraints, bureaucracy, or because they don’t wish their presence known in an area. During these times, the abilities of discretion, stealth, and speed are more valuable than direct power.

The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of their deity, a divine seeker can often accomplish what a direct assault could not.

Divine seekers may be of any class, though they favor monks, rangers, and rogues. Barbarians and bards often have the skills to become divine seekers, but they tend to be too undisciplined or have abilities that rely on noise. Some sorcerers and wizards with subtle and stealthy magic sometimes become divine seekers, but they are rare.

Hit Die: d6

Requirements
To qualify to become a divine seeker (Skr) of a particular deity, a character must fulfill all the following criteria.

Skills: Hide 10 ranks, Knowledge (religion) 3 ranks, Move Silently 8 ranks, Spot 5 ranks

Patron: A divine seeker must have a patron deity, and it must be the deity of whom she is a divine seeker.

The Divine Seeker

<table>
<thead>
<tr>
<th>Class Level</th>
<th>Base Attack</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+0</td>
<td>+0</td>
<td>+2</td>
<td>+0</td>
<td>Sanctuary, Thwart Glyph</td>
</tr>
<tr>
<td>2nd</td>
<td>+1</td>
<td>+0</td>
<td>+3</td>
<td>+0</td>
<td>Sacred Defenses +1, Sneak Attack +1d6</td>
</tr>
<tr>
<td>3rd</td>
<td>+2</td>
<td>+1</td>
<td>+3</td>
<td>+1</td>
<td>Locate Object, Obscure Object</td>
</tr>
<tr>
<td>4th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Sacred Defenses +2, Sneak Attack +2d6</td>
</tr>
<tr>
<td>5th</td>
<td>+3</td>
<td>+1</td>
<td>+4</td>
<td>+1</td>
<td>Locate Creature, Divine Perseverance</td>
</tr>
</tbody>
</table>

Class Skills
The divine seeker’s class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features
All the following are class features of the divine seeker prestige class. All of the divine seeker’s spell-like abilities function as if cast by a cleric with a caster level of the divine seeker’s class level plus his Charisma bonus.

Weapon and Armor Proficiency: Divine seekers gain proficiency in all simple weapons and light armor.

Sanctuary: Once per day the divine seeker can ward himself with a sanctuary spell. This is a spell-like ability.

Thwart Glyph: The divine seeker gains a +4 bonus to all Search and Disable Device checks to locate, disable, or bypass magic glyphs, runes, and symbols.

Sacred Defenses: Add this value to the divine seeker’s saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Locate Object: Once per day, the divine seeker can use the locate object spell as a spell-like ability.

Locate Creature: Once per day, the divine seeker can use the locate creature spell as a spell-like ability.

Obscure Object: Once per day, the divine seeker can use obscure object, which prevents him from being tracked by locating a stolen item he carries.

Sneak Attack: As the rogue’s ability. This stacks with any sneak attack ability from another class.

Divine Perseverance: Once per day, if the divine seeker is brought to –1 or lower hit points, he automatically is healed 1d8+5 hit points.
Cleric Domains

The deities of Faerûn watch over a number of domains of interest. In addition to the domains described in the Player’s Handbook, various deities permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric class in the Player’s Handbook. A cleric may choose any two domains listed in his deity’s entry (refer to Chapter 5: Deities).

Air Domain

Deities: Aerddie Faenya, Akadí, Auril, Set, Shaundakul, Sheela Peryroyl, Valkur.

Granted Power and Spells: As Player’s Handbook.

Animal Domain

Deities: Aerddie Faenya, Baervan Wildwanderer, Chauntea, Fennmar, Miatá, Gwaeron Windstream, Lurue, Malar, Miëllë, Nobanion, Sebek, Shialía, Silvanus, Thard Harr, Uluti, Uthgar.

Granted Power and Spells: As Player’s Handbook.

Cavern

Deity: Callarduran Smoothhands, Geb, Ghaunadaur, Grumbar, Gruumsh, Luthic, Segojan Earthcaller, Shar.

Granted Power: You gain the dwarven ability of stonecunning. If you already possess stonecunning, your racial bonus for stonecunning increases from +2 bonus to +4 on checks to notice unusual stonework.

Cavern Domain Spells

1 Detect secret doors
2 Darkness
3 Meld into stone
4 Leomund’s secure shelter
5 Passwall
6 Find the path
7 Maw of stone
8 Earthquake
9 Imprisonment

Chaos Domain


Granted Power and Spells: As Player’s Handbook.

Charm


Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

1 Charm person
2 Calm emotions
3 Suggestion
4 Emotion
5 Charm monster
6 Geas/quest
7 Insanity
8 Demand
9 Dominate monster

Craft


Granted Power: You cast Creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells

1 Animate rope
2 Wood shape
3 Stone shape
4 Minor creation
5 Wall of stone
6 Fantastic machine
7 Major creation
8 Forcecage
9 Greater fantastic machine

Darkness

Deity: Lóth, Mast, Set, Shar, Shargaas.

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

1 Obscuring mist
2 Blindness
3 Blacklight
4 Armor of darkness
5 Summon monster V (only summons 1d3 shadows)
6 Praying eyes
7 Nightmare
8 Power word, blind
9 Power word, kill

Death Domain

Deities: Jergal, Kelemvor, Osiris, Urogalan, Velsharoon, Yurtrus.

Granted Power and Spells: As Player’s Handbook.

Destruction Domain

Deities: Bane, Cýric, Garagos, Ilineal, Istishia, Kossuth, Lóth, Talona, Talos, Utherel, Yurtrus.

Granted Power and Spells: As Player’s Handbook.

Drow

Deity: Eilistraee, Ghaunadaur, Kianar Dále, Lóth, Sélvétarm, Vhaeraun.

Granted Power: Free Lightning Reflexes feat.
Drow Domain Spells
1 Cloak of dark power
2 Clairvoyance
3 Suggestion
4 Discern lies
5 Spiderform
6 Greater dispelling
7 Word of chaos
8 Greater planar ally
9 Gate

Dwarf
Granted Power: Free Great Fortitude feat.

Dwarf Domain Spells
1 Magic weapon
2 Endurance
3 Glyph of warding
4 Greater magic weapon
5 Fabricate
6 Stone tell
7 Dictum
8 Protection from spells
9 Elemental swarm (Earth spell only)

Earth Domain
Deities: Callarduran Smoothhands, Chauntea, Dumathoin, Geb, Gond, Grumbar, Luthic, Moradin, Segojan Earthcaller, Urdlen, Urogalan.
Granted Power and Spells: As Player’s Handbook.

Elf
Granted Power: Free Point Blank Shot feat.

Elf Domain Spells
1 True strike
2 Cat’s grace
3 Snare
4 Tree stride
5 Commune with nature
6 Find the path
7 Liveoak
8 Sunburst
9 Antipathy

Family
Granted Power: Unity ward: As a free action, you may protect a number of creatures equal to your Charisma modifier with a +4 dodge bonus to AC. This supernatural ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may affect yourself with this ability.

Family Domain Spells
1 Bless
2 Shield other
3 Helping hand
4 Imbue with spell ability
5 Rary’s telepathic bond
6 Heroes’ feast
7 Succor
8 Protection from spells
9 Prismatic sphere

Fate
Granted Power: You gain the uncanny dodge ability of a 3rd level rogue. If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

Fate Domain Spells
1 True strike
2 Augury
3 Bestow curse
4 Status
5 Mark of justice
6 Geas/quest
7 Vision
8 Mind blank
9 Foresight

Fire Domain
Deities: Gond, Kossuth, Talos.
Granted Power and Spells: As Player’s Handbook.

Gnome
Deity: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen.
Granted Power: You cast all illusion spells at +1 caster level.

Gnome Domain Spells
1 Silent image
2 Endurance
3 Minor image
4 Minor creation
5 Hallucinatory terrain
6 Fantastic machine
7 Screen
8 Otto’s irresistible dance
9 Summon nature’s ally (earth elementals or animals only)

Good Domain
Deities: Aerdril Faenya, Angharradh, Anhur, Arvoreen, Baervan Wildwanderer, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Clangeddin, Corellon Larethian, Cyrrollalee, Deep Sashelas, Deneir, Dugmaren Brightmantle, Eilistraee,

**Granted Power and Spells:** As *Player’s Handbook.*

**Halfling**

**Deity:** Arvoreen, Brandobaris, Cyrrolalee, Sheela Peryroyl, Urogalan, Yondalla.

**Granted Power:** You gain the ability to add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks. This extraordinary ability is a free action that lasts 10 minutes. It can be used once a day.

**Halfling Domain Spells**

1. Magic stone
2. Cat’s grace
3. Magic vestment
4. Freedom of movement
5. Mordenkainen’s faithful hound
6. Move earth
7. Shadow walk
8. Word of recall
9. Foresight

**Healing Domain**

**Deities:** Berronar Truesilver, Ilmater, Lurue, Luthic, Sharindlar, Torm.

**Granted Power and Spells:** As *Player’s Handbook.*

**Illusion**

**Deity:** Akadi, Azuth, Baravar Cloakshadow, Cyric, Mystra.

**Granted Power:** You cast all illusion spells at +1 caster level.

**Illusion Domain Spells**

1. Silent image
2. Minor image
3. Displacement
4. Phantasmal killer
5. Persistent image
6. Mislead
7. Project image
8. Screen
9. Weird

**Knowledge Domain**

**Deities:** Angharradh, Azuth, Deep Sashelas, Deneir, Dugmaren Brightmantle, Dumathoin, Gond, Gwaeron Windstrom, Labelas Enoreth, Milil, Mystra, Oghma, Savras, Sehanine Moonbow, Shar, Siamorphe, Thoth, Tyr, Waukeen.

**Granted Power and Spells:** As *Player’s Handbook.*

**Law Domain**

**Deities:** Arvoreen, Azuth, Bane, Berronar Truesilver, Clangeddin, Cyrrolalee, Deep Duerra, Gaerdal Ironhand, Gargauth, Garl Glittergold, Gorm Gulthyn, Helm, Hoar, Horus-Re, Ilmater, Jergal, Kelemvor, Laduguer, Loviatar, Moradin, Nobanion, Osiris, Red Knight, Savras, Set, Siamorphe, Tiamat, Torm, Tyr, Ulutiu, Urogalan, Yondalla.

**Granted Power and Spells:** As *Player’s Handbook.*

**Luck Domain**

**Deity:** Abbathor, Beshaba, Brandobaris, Ereven Ilesere, Haela Brightaxe, Mask, Oghma, Tymora, Vergadain.

**Granted Power and Spells:** As *Player’s Handbook.*

**Magic Domain**

**Deities:** Azuth, Corellon Larethian, Hanali Celanil, Isis, Laduguer, Mystra, Savras, Set, Thoth, Velsharoon.

**Granted Power and Spells:** As *Player’s Handbook.*

**Metal**

**Deity:** Dumathoin, Flandal Steelskin, Gond, Grumbar, Laduguer.

**Granted Power:** Free Martial (or Exotic) Weapon Proficiency and Weapon Focus with your choice of hammer.

**Metal Domain Spells**

1. Magic weapon
2. Heat metal
3. Keen edge
4. Rusting grasp
5. Wall of iron
6. Blade barrier
7. Transmute metal to wood
8. Iron body
9. Repel metal or stone

**Moon**

**Deity:** Eilistraee, Hathor, Malar, Sehanine Moonbow, Selûne, Sharindlar.

**Granted Power:** Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to 3 + your Charisma modifier.

**Moon Domain Spells**

1. Faerie fire
2. Moonbeam
3. Moon blade
4. Emotion
5. Moon path
6. Permanent image
7. Insanity
8. Animal shapes
9. Moonfire

**Nobility**

**Deity:** Horus-Re, Lathander, Milil, Nobanion, Red Knight, Siamorphe.

**Granted Power:** You have the spell-like ability to inspire allies, giving them a +2 morale bonus to saving
throws, attack rolls, ability checks, skill checks, and
weapon damage rolls. Allies must be able to hear you
speak for 1 round. Using this ability is a standard
action. It lasts a number of rounds equal to your
Charisma modifier, and may be used once per day.

Nobility Domain Spells
1 Divine favor
2 Enthrall
3 Magic vestment
4 Discern lies
5 Greater command
6 Geas/quest
7 Repulsion
8 Demand
9 Storm of vengeance

Ocean
Deity: Deep Sashelas, Istishia, Ulutiu, Umberlee,
Valkur.
Granted Power: You have the supernatural ability to
breathe water as if under the effect of a water
breathing spell, for up to ten rounds per level. This
effect occurs automatically as soon as it applies, lasts
until it runs out or is no longer needed, and can
operate multiple times per day (up to the total daily
limit of rounds).

Ocean Domain Spells
1 Endure elements
2 Sound burst
3 Water breathing
4 Freedom of movement
5 Wall of ice
6 Otiluke’s freezing sphere
7 Waterspout
8 Maelstrom
9 Elemental swarm (cast as a water spell only)

Planning
Deity: Gond, Helm, Ilneval, Red Knight, Siamorphe,
Ubtao.
Granted Power: Free Extend Spell feat.

Planning Domain Spells
1 Deathwatch
2 Augury
3 Clairaudience/clairvoyance
4 Status
5 Detect scrying
6 Heroes’ feast
7 Greater scrying
8 Discern location
9 Time stop

Plant Domain
Deities: Angharradh, Baer van Wildwanderer,
Chauntea, Eldath, Fenmarel Mestarine, Gwaeron
Windstrom, Mielikki, Osiris, Rillifane Rallathil,
Sheela Peryroyl, Shiallia, Silvanus, Solonor
Thelandira, Thard Harr, Ubtao.
Granted Power and Spells: As Player’s Handbook.

Portal
Deity: Eilistraee, Shaundakul.
Granted Power: You can detect an active or inactive
portal as if it were a normal secret door (DC 20).

Portal Domain Spells
1 Summon monster I
2 Analyze portal
3 Dimensional anchor
4 Dimension door
5 Teleport
6 Banishment
7 Etherealness
8 Maze
9 Gate

Protection Domain
Deities: Angharradh, Arvoreen, Baravar
Cloakshadow, Berronar Truesilver, Chauntea,
Corellon Larethian, Deneir, Dumathoin, Eldath,
Gaerdal Ironhand, Garl Glittergold, Geb, Gorm
Gulthyn, Halani Celanil, Helm, Kelemvor, Laduguer,
Lathander, Marthammor Duin, Moradin, Nephthys,
Rillifane Rallathil, Selûne, Shaundakul, Silvanus,
Sune, Tempus, Torm, Tymora, Ubtao, Ulutiu,
Urogalan, Valkur, Waukeen, Yondalla.
Granted Power and Spells: As Player’s Handbook.

Renewal
Deity: Angharradh, Chauntea, Finder Wyvernspur,
Kossuth, Lathander, Shiallia, Silvanus.
Granted Power: If you fall below 0 hit points, you
regain a number of hit points equal to 1d8 + your
Charisma modifier. This supernatural ability functions
once per day. If an attack brings you to –10 hit points
or below, you die before this granted power takes
effect.

Renewal Domain Spells
1 Charm person
2 Lesser restoration
3 Remove disease
4 Reincarnate
5 Atonement
6 Heroes’ feast
7 Greater restoration
8 Polymorph any object
9 Freedom

Retribution
Deity: Hoar, Horus-Re, Kiaransalee, Loviatar, Osiris,
Shevarash, Tyr, Uthgar.
Granted Power: If you have been harmed by
someone in combat, you may make a strike of
vengeance with a melee or missile weapon against that
person on your next action. If this attack hits, you deal
maximum damage. You may use this supernatural
ability once per day.

Retribution Domain Spells
1 Shield of faith
2 Endurance
3 Speak with dead
4 Fire shield
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5 Mark of justice
6 Banishment
7 Spell turning
8 Discern location
9 Storm of vengeance

Rune
Deity: Deneir, Dugmaren Brightmantle, Jergal, Mystra, Thoth.
 Granted Power: Free Scribe Scroll feat.

Rune Domain Spells
1 Erase
2 Secret page
3 Glyph of warding
4 Explosive runes
5 Lesser planar binding
6 Greater glyph of warding
7 Drawmij’s instant summons
8 Symbol
9 Teleportation circle

Scalykind
Deity: Finder Wyvernspur, Sebek, Set, Tiamat, Ubtao.
Granted Power: Rebuke or command animals (reptiles~@reptilian creature? and snakes) as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier.

Scalykind Domain Spells
1 Magic fang
2 Animal trance*
3 Greater magic fang
4 Poison
5 Animal growth*
6 Eyebite
7 Creeping Doom (composed of tiny snakes)
8 Animal shapes*
9 Shapechange
*Affects ophidian or reptilian creatures only.

Revised Summon Monster table for Scalykind domain:
I: Lizard; snake, tiny viper
II: Snake, small viper
III: Crocodile, medium; lizard, giant; snake, medium constrictor; shocker lizard
IV: Snake, medium viper; deinonychus (dinosaur)
V: Crocodile, huge; snake, large viper
VI: Snake, huge constrictor; snake, huge viper;
VII: Megaraptor (dinosaur); wyvern
VIII: Triceratops (dinosaur)

Spell
Deity: Azuth, Mystra, Savras, Thoth.
Granted Power: You get a +2 bonus to Concentration and Spellcraft checks.

Spell Domain Spells
1 Mage armor
2 Silence
3 Any spell
4 Rary’s mnemonic enhancer

5 Break enchantment
6 Greater any spell
7 Limited wish
8 Antimagic field
9 Mordenkainen’s disjunction

Storms
Deity: Aerdrile Faenya, Anhur, Auril, Isis, Istishia, Talos, Umberlee.
Granted Power: You gain electrical resistance 5.

Storms Domain Spells
1 Entropic shield
2 Gust of wind
3 Call lightning
4 Sleet lightning
5 Ice storm
6 Summon monster VI (air spell only)
7 Control weather
8 Whirlwind
9 Storm of vengeance

Strength Domain
Deities: Anhur, Bahtru, Clangeddin, Garagos, Gruumsh, Helm, Ilmater, Lathander, Lioviatar, Malar, Tempus, Torm, Uthgar.
Granted Power and Spells: As Player’s Handbook.

Suffering
Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which sustains a –2 enhancement penalty to Strength and Dexterity for 1 minute. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells
1 Bane
2 Endurance
3 Bestow curse
4 Enervation
5 Feeblemind
6 Harm
7 Eyebite (sicken effect only)
8 Symbol (pain effect only)
9 Horrid wilting

Sun Domain
Deities: Horus-Re, Lathander.
Granted Power and Spells: As Player’s Handbook.

Time
Deity: Grumbar, Labelas Enoreth.
Granted Power: Free Improved Initiative feat.

Time Domain Spells
1 True strike
2 Gentle repose
3 Haste
4 Freedom of movement
5 Permanency
6 Contingency

www.wizards.com/rpga/lc/conversion.asp
7 Mass haste
8 Foresight
9 Time stop

Trade
**Deity:** Abbathor, Nephthys, Shaundakul, Vergadain, Waukeen.
**Granted Power:** You may detect thoughts once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma modifier. Activating this power is a free action.

Trade Domain Spells
1 Message
2 Converted
3 Eagle's splendor
4 Sending
5 Fabricate
6 True seeing
7 Mordenkainen's magnificent mansion
8 Mind blank
9 Discern location

Travel Domain
**Deities:** Akadi, Baervan Wildwanderer, Brandobaris, Fenmarel Mestarine, Gwaeron Windstrom, Hoar, Istishia, Kelemvor, Lliira, Marthammor Duin, Mielikki, Oghma, Sehanine Moonbow, Selûne, Sharess, Shaundakul, Tymora, Vhaeraun, Waukeen.
**Granted Power and Spells:** As Player's Handbook.

Trickery
**Deity:** Abbathor, Akadi, Baravar Cloakshadow, Beshaba, Brandobaris, Cyric, Erevan Ilesere, Gargauth, Garl Glittergold, Lolth, Mask, Oghma, Sharess, Shargaas, Vergadain, Vhaeraun.
**Granted Power and Spells:** As Player's Handbook.

War Domain
**Deities:** Anhur, Arvoreen, Clangeddin, Corellon Larethian, Deep Duerr, Gaerdal Ironhand, Garagos, Gorm Gulthyn, Gruumsh, Haela Brightaxe, Ilneval, Moradin, Red Knight, Selvetarm, Shevarash, Solonor Thelandira, Tempus, Tyr, Uthgar.
**Granted Power and Spells:** As Player's Handbook.

Water Domain
**Deities:** Auril, Deep Sashelas, Eldath, Isis, Istishia, Sebek, Silvanus, Umberlee.
**Granted Power and Spells:** As Player's Handbook.
Rune Magic

In the snow-bound mountains of the North, dwarves and giants have dwelled for uncounted years, rivals and enemies whose deeds and lands are only rumored in the lands of humankind. In the lore of the shield dwarves, runes—carefully inscribed symbols from the secret characters of the dwarven alphabet—can be carved to hold spells of great potency.

Learning the Runes

In order to make use of rune magic, a character must learn the Inscribe Rune feat, meeting all of the feat’s prerequisites. Rune magic is strongly tied to the deities of dwarf- and giant-kind, and is thus the province of divine spellcasters. Some students of rune magic choose to virtually abandon the normal practice of magic in order to concentrate on their chosen medium, becoming Runecasters of great power.

Creating Runes

If you know the Inscribe Rune feat, any divine spell you currently have prepared can instead be cast as a rune. A rune is a temporary magical writing similar to a scroll. It can be triggered once before it loses its magical power, but it lasts indefinitely until triggered. A rune written or painted on a surface fades away when expended, erased, or dispelled, but a rune carved into a surface remains behind as a bit of nonmagical writing even after its magic has been expended.

Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you can set the caster level anywhere between the minimum caster level necessary to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell.

You must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when you begin writing, but focuses are not. (A focus used in casting a rune can be reused.)

Inscribing a rune requires a Craft skill check with a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the task of creating a written symbol on a surface (metalworking, calligraphy, gemcutting, stonemcarving, and so on). You paint, draw, or engrave the rune onto a surface (dwarves usually engrave their runes in stone or metal in order to take advantage of their racial affinity for these items) and make the check.

If the check fails, the rune is imperfect and cannot hold the spell. The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until you rest and regain spells. That is, the spell is expended from your currently prepared spells, just as if it had been cast.

A single object of medium size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level <<ts>> caster level

<<ts>> 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune’s market value equals its base price.

Triggering Runes

 Whoever touches the rune triggers the rune and becomes the target of the spell placed in it. The rune’s creator may touch the rune safely without triggering it, or deliberately trigger it if he so desires (runemakers often carry healing or restorative runes for just this purpose). The rune itself must be touched in order to trigger it, so an object with a rune may be handled safely as long as care is taken to avoid contacting the rune. If the spell only affects objects, than an object must somehow trigger the rune.

As with a symbol spell, a rune cannot be placed upon a weapon with the intent of having the rune triggered when the weapon strikes a foe.

Unlike the spell glyph of warding, the rune-spell is not concealed in any way and is obvious to anyone inspecting the object holding the rune. A read magic spell allows the caster to identify the spell held in a rune with a successful Spellcraft check (DC 15 + the spell’s level).

Disarming Runes

Runes can be disarmed or deactivated in several ways. A successful erase spell deactivates a rune, but the DC is 15+ your caster level. Touching the rune to erase it does not trigger the rune unless the erase spell fails to deactivate the rune.

A dispel magic spell targeted on an untriggered rune can dispel its magic if successful (the DC is 11+ your caster level). Untriggered runes are not subject to area dispels. Finally, a rogue can use her Disable Device to disable runes at a DC of 25 + the spell’s level, like any magic trap.
### Deities

<table>
<thead>
<tr>
<th>Name</th>
<th>Align.</th>
<th>Power</th>
<th>Domains</th>
<th>Favored Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Akadi</td>
<td>N</td>
<td>G</td>
<td>Air, Illusion, Travel, Trickery</td>
<td>A whirlwind (heavy flail)</td>
</tr>
<tr>
<td>Azuth</td>
<td>LN</td>
<td>L</td>
<td>Illusion, Magic, Knowledge, Law, Spell</td>
<td>“The Old Staff” (quarterstaff)</td>
</tr>
<tr>
<td>Chauntea</td>
<td>NG</td>
<td>G</td>
<td>Animal, Earth, Good, Plant, Protection, Renewal</td>
<td>A shock of grain (scythe)</td>
</tr>
<tr>
<td>Deneir</td>
<td>NG</td>
<td>L</td>
<td>Good, Rune, Knowledge, Protection</td>
<td>A whirling glyph (dagger)</td>
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<tr>
<td>Eldath</td>
<td>NG</td>
<td>L</td>
<td>Family, Good, Plant, Protection</td>
<td>Net (net or damage as unarmed strike)</td>
</tr>
<tr>
<td>Finder</td>
<td>CN</td>
<td>D</td>
<td>Chaos, Charm, Renewal, Scalykind</td>
<td>“Sword of Songs” (bastard sword)</td>
</tr>
<tr>
<td>Garagos</td>
<td>CN</td>
<td>D</td>
<td>Chaos, Destruction, Strength, War</td>
<td>“The Tentacus” [a pinwheel of five black snaky arms each ending in a sword] (longsword)</td>
</tr>
<tr>
<td>Gond</td>
<td>N**</td>
<td>I</td>
<td>Craft, Earth, Fire, Knowledge, Metal, Planning</td>
<td>“Craftmaster” (warhammer)</td>
</tr>
<tr>
<td>Grumbar</td>
<td>N</td>
<td>G</td>
<td>Earth, Cavern, Metal, Time</td>
<td>A stony fist (warhammer)</td>
</tr>
<tr>
<td>Gwaeron Windstrom</td>
<td>NG</td>
<td>D</td>
<td>Animal, Good, Knowledge, Plant, Travel</td>
<td>“Flameheart” (greatsword)</td>
</tr>
<tr>
<td>Helm</td>
<td>LN</td>
<td>I</td>
<td>Law, Planning, Protection, Strength, Travel</td>
<td>“Ever Watchful” (bastard sword)</td>
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<tr>
<td>Hoar</td>
<td>LN</td>
<td>D</td>
<td>Fate, Law, Retribution, Travel</td>
<td>“Retribution’s Sting” [javelin of lightning] (javelin)</td>
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<tr>
<td>Ilmater</td>
<td>LG</td>
<td>I</td>
<td>Good, Healing, Law, Strength, Suffering</td>
<td>An open hand (unarmed strike)</td>
</tr>
<tr>
<td>Istishia</td>
<td>N</td>
<td>G</td>
<td>Destruction, Ocean, Storm, Travel, Water</td>
<td>A wave (warhammer)</td>
</tr>
<tr>
<td>Jergal</td>
<td>LN</td>
<td>D</td>
<td>Death, Fate, Law, Rune, Suffering</td>
<td>A white glove (scythe)</td>
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<tr>
<td>Kelemvior</td>
<td>LN</td>
<td>G</td>
<td>Death, Fate, Law, Protection, Travel</td>
<td>“Fatal Touch” (bastard sword)</td>
</tr>
<tr>
<td>Kossuth</td>
<td>N</td>
<td>G</td>
<td>Destruction, Fire, Renewal, Suffering</td>
<td>Tendril of flame (spiked chain)</td>
</tr>
<tr>
<td>Lathander</td>
<td>NG</td>
<td>G</td>
<td>Good, Nobility, Protection, Renewal, Strength, Sun</td>
<td>“Dawnspeaker” (light or heavy mace)</td>
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<tr>
<td>Lliira</td>
<td>CG</td>
<td>L</td>
<td>Chaos, Charm, Family, Good, Travel</td>
<td>“Sparkle” (shuriken)</td>
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<tr>
<td>Lurue</td>
<td>CG</td>
<td>D</td>
<td>Animal, Chaos, Good, Healing</td>
<td>A unicorn horn (shortspear)</td>
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<tr>
<td>Mielikki</td>
<td>NG</td>
<td>I</td>
<td>Animal, Good, Plant, Travel</td>
<td>“The Hornblade” (scimitar)</td>
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<tr>
<td>Milil</td>
<td>NG</td>
<td>L</td>
<td>Charm, Good, Knowledge, Nobility</td>
<td>“Sharptongue” (rapier)</td>
</tr>
<tr>
<td>Mystra</td>
<td>NG</td>
<td>G</td>
<td>Good, Illusion, Knowledge, Magic, Rune, Spell</td>
<td>Seven whirling stars (shuriken)</td>
</tr>
<tr>
<td>Nobanion</td>
<td>LG</td>
<td>D</td>
<td>Animal, Good, Law, Nobility</td>
<td>A lion’s head (heavy pick)</td>
</tr>
<tr>
<td>Oghma</td>
<td>N**</td>
<td>G</td>
<td>Charm, Knowledge, Luck, Travel, Trickery</td>
<td>“Mortal Strike” (longsword)</td>
</tr>
<tr>
<td>Red Knight</td>
<td>LN</td>
<td>D</td>
<td>Law, Nobility, Planning, War</td>
<td>“Checkmate” (longsword)</td>
</tr>
<tr>
<td>Savras</td>
<td>LN</td>
<td>D</td>
<td>Fate, Law, Knowledge, Magic, Spell</td>
<td>The eye of Savras (dagger)</td>
</tr>
</tbody>
</table>
### Mulhorandi Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Align.</th>
<th>Power</th>
<th>Domains</th>
<th>Favored Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anhur</td>
<td>CG</td>
<td>L</td>
<td>Chaos, Good, Strength, Storm, War</td>
<td>“Warhawk” (khopesh)</td>
</tr>
<tr>
<td>Geb</td>
<td>N</td>
<td>L</td>
<td>Craft, Cavern, Earth, Protection</td>
<td>“Stonemantle” (quarterstaff)</td>
</tr>
<tr>
<td>Hathor</td>
<td>NG</td>
<td>L</td>
<td>Family, Fate, Good, Moon</td>
<td>Long cow horns (short sword)</td>
</tr>
<tr>
<td>Horus-Re</td>
<td>LG</td>
<td>G</td>
<td>Good, Law, Nobility, Retribution, Sun</td>
<td>An ankh (khopesh)</td>
</tr>
<tr>
<td>Isis</td>
<td>NG</td>
<td>I</td>
<td>Family, Good, Magic, Storm, Water</td>
<td>An ankh and star (punching dagger)</td>
</tr>
<tr>
<td>Nephthys</td>
<td>CG</td>
<td>I</td>
<td>Chaos, Good, Protection, Trade</td>
<td>An ankh trailing a golden mist (whip)</td>
</tr>
<tr>
<td>Osiris</td>
<td>LG</td>
<td>I</td>
<td>Death, Good, Law, Plant, Retribution</td>
<td>“Just Reward” (light flail or heavy flail)</td>
</tr>
<tr>
<td>Sebek</td>
<td>NE</td>
<td>D</td>
<td>Animal, Evil, Scalykind, Water</td>
<td>“The Sorrowful Spear” (longspear, shortspear, or halfspear)</td>
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### Drow Pantheon

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<tr>
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<th>Domains</th>
<th>Favored Weapon</th>
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<tbody>
<tr>
<td>Eilistraee</td>
<td>CG</td>
<td>L</td>
<td>Chaos, Charm, Drow, Elf, Good, Moon, Portal</td>
<td>“The Moonsword” (bastard sword)</td>
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### Dwarven Pantheon

<table>
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<tr>
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<tbody>
<tr>
<td>Berronar</td>
<td>LG</td>
<td>I</td>
<td>Dwarf, Family, Good, Healing, Law</td>
<td>“Wrath of Righteousness” (heavy mace)</td>
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<tr>
<td>Truesilver</td>
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</tbody>
</table>
### Protection

- **Clangeddin Silverbeard**  
  LG I  
  Dwarf, Good, Law, Strength, War  
  “Giantbane” (battleaxe)

- **Dugmaren Brightmantle**  
  CG L  
  Chaos, Craft, Dwarf, Good, Knowledge, Rune  
  “Sharptack” (short sword)

- **Dumathoin**  
  N I  
  Craft, Dwarf, Earth, Knowledge, Metal, Protection  
  “Magmahammer” [mattock] (maul)

- **Gorm Gulthyn**  
  LG L  
  Dwarf, Good, Law, Protection, War  
  “Axegard” (dwarven waraxe)

- **Haela Brightaxe**  
  CG D  
  Chaos, Dwarf, Good, Luck, War, Protection  
  “Flamebolt” (greatsword)

- **Marthammor Duin**  
  NG L  
  Dwarf, Good, Protection, Travel  
  “Glowhammer” (heavy mace)

- **Moradin**  
  LG G  
  Craft, Dwarf, Earth, Good, Law, Protection  
  “Soulhammer” (warhammer)

- **Sharindlar**  
  CG I  
  Chaos, Charm, Dwarf, Good, Law, Protection  
  “Fleetbite” (whip)

- **Thard Harr**  
  CG L  
  Animal, Chaos, Dwarf, Good, Healing, Moon  
  Clawed gauntlet (spiked gauntlet)

- **Vergadain**  
  N I  
  Dwarf, Luck, Trade, Trickery  
  “Goldseeker” (longsword)

### Elven Pantheon

<table>
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<tr>
<th>Name</th>
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<th>Power</th>
<th>Domains</th>
<th>Favored Weapon</th>
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<tbody>
<tr>
<td>Aerrie Faenya</td>
<td>CG I</td>
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<td>Air, Animal, Chaos, Elf, Good, Storm</td>
<td>“Thunderbolt” (quarterstaff)</td>
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<tr>
<td>Angharradh</td>
<td>CG G</td>
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<td>Chaos, Elf, Good, Knowledge, Plant, Protection, Renewal</td>
<td>“Duskshaft” (longspear or shortspear)</td>
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<tr>
<td>Corellon</td>
<td>CG G</td>
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<td>Chaos, Elf, Good, Magic, Protection, War</td>
<td>“Sahandrian” (longsword)</td>
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<tr>
<td>Larethian</td>
<td>CG I</td>
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<td>Chaos, Elf, Good, Knowledge, Ocean, Water</td>
<td>“Trifork of the Deeps” (trident)</td>
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<tr>
<td>Deep Sashelas</td>
<td>CN I</td>
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<td>Chaos, Elf, Luck, Trickery</td>
<td>“Quickstrike” (short sword)</td>
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<tr>
<td>Erevan Ilesere</td>
<td>CN L</td>
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<td>Animal, Chaos, Elf, Plant, Travel</td>
<td>“Thornbite” (dagger)</td>
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<tr>
<td>Fenmarel</td>
<td>CN I</td>
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<td>Chaos, Charm, Elf, Good, Magic, Protection</td>
<td>A shining heart (dagger)</td>
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<tr>
<td>Mestarine</td>
<td>CN I</td>
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<td>Chaos, Elf, Good, Knowledge, Time</td>
<td>“The Timestave” (quarterstaff)</td>
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<tr>
<td>Hanali Celanil</td>
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<td>Chaos, Elf, Good, Plant, Protection</td>
<td>“The Oakstaff” (quarterstaff)</td>
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<tr>
<td>Labelas</td>
<td>CG I</td>
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<td>Chaos, Elf, Plant, Protection</td>
<td>“Moonshaft” (quarterstaff)</td>
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<tr>
<td>Enoreth</td>
<td>CG I</td>
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<td>Chaos, Elf, Good, Plant, Protection</td>
<td>“The Black Bow” (longbow)</td>
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<tr>
<td>Rillifane</td>
<td>CG I</td>
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<td>Chaos, Elf, Retribution, War</td>
<td>“Longshot” (longbow)</td>
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<tr>
<td>Rallathil</td>
<td>CN D</td>
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<td>Chaos, Elf, Retribution, War</td>
<td>“The Black Bow” (longbow)</td>
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<tr>
<td>Sehanine</td>
<td>CN I</td>
<td></td>
<td>Chaos, Elf, Good, Illusion, Knowledge, Moon, Travel</td>
<td>“The Black Bow” (longbow)</td>
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<tr>
<td>Moonbow</td>
<td>CN I</td>
<td></td>
<td>Chaos, Elf, Good, Illusion, Knowledge, Moon, Travel</td>
<td>“Longshot” (longbow)</td>
</tr>
<tr>
<td>Shevarash</td>
<td>CN D</td>
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<td>Chaos, Elf, Retribution, War</td>
<td>“The Black Bow” (longbow)</td>
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<tr>
<td>Solonor</td>
<td>CG I</td>
<td></td>
<td>Chaos, Elf, Good, Plant, War</td>
<td>“The Black Bow” (longbow)</td>
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<tr>
<td>Thelandira</td>
<td>CG I</td>
<td></td>
<td>Chaos, Elf, Good, Plant, War</td>
<td>“The Black Bow” (longbow)</td>
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### Gnome Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Align.</th>
<th>Power</th>
<th>Domains</th>
<th>Favored Weapon</th>
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</thead>
<tbody>
<tr>
<td>Baervan Wildwanderer</td>
<td>NG I</td>
<td></td>
<td>Animal, Gnome, Good, Plant, Travel</td>
<td>“Whisperleaf” (halfspear)</td>
</tr>
<tr>
<td>Baravar Cloakshadow</td>
<td>NG L</td>
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<td>Gnome, Good, Illusion, Protection, Trickery</td>
<td>“Nightmare” (dagger)</td>
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<tr>
<td>Callarduran Smoothhands</td>
<td>N I</td>
<td></td>
<td>Cavern, Craft, Earth, Gnome</td>
<td>“Spiderbane” (battleaxe)</td>
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### Halfling Pantheon

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<thead>
<tr>
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<th>Domains</th>
<th>Favored Weapon</th>
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</thead>
<tbody>
<tr>
<td>Arvoreen</td>
<td>LG</td>
<td>I</td>
<td>Good, Halfling, Law,</td>
<td>“Aegisheart” (short sword)</td>
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<td></td>
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<td></td>
<td>Protection, War</td>
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<tr>
<td>Brandobaris</td>
<td>N</td>
<td>L</td>
<td>Halfling, Luck, Travel,</td>
<td>“Vamoose” (dagger)</td>
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<td>Trickery</td>
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<tr>
<td>Cyrrollalee</td>
<td>LG</td>
<td>I</td>
<td>Family, Good, Halfling,</td>
<td>“Camaradestave” [quarterstaff] (club)</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Law</td>
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</tr>
<tr>
<td>Sheela</td>
<td>N</td>
<td>I</td>
<td>Air, Charm, Halfling,</td>
<td>“Oakthorn” (sickle)</td>
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<tr>
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<td>Plant</td>
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<tr>
<td>Sheela</td>
<td>N</td>
<td>I</td>
<td>Air, Charm, Halfling,</td>
<td>“Oakthorn” (sickle)</td>
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<td>Plant</td>
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<tr>
<td>Sheela</td>
<td>N</td>
<td>I</td>
<td>Air, Charm, Halfling,</td>
<td>“Oakthorn” (sickle)</td>
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<td>Plant</td>
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<tr>
<td>Urogalan</td>
<td>LN</td>
<td>D</td>
<td>Death, Earth, Halfling,</td>
<td>“Doomthresher” [double-headed flail]</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Law, Protection</td>
<td>(light flail)</td>
</tr>
<tr>
<td>Yondalla</td>
<td>LG</td>
<td>G</td>
<td>Family, Good, Halfling,</td>
<td>“Hornblade” (short sword)</td>
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<td></td>
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<td></td>
<td>Law, Protection</td>
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</tr>
</tbody>
</table>

*You can use either listed alignment when picking this deity as a patron.

**Any character can choose Gond or Oghma as a patron deity.

†Clerics and those selecting a patron deity must use the alignment guidelines of the beast totem, not Uthgar: Black Lion (nonevil), Black Raven (nonchaotic), Blue Bear (nonlawful, nonevil), Elk (nonlawful), Gray Wolf (nonlawful), Great Worm (good), Griffin (nonevil), Red Tiger/Snow Cat (nonlawful, nonevil), Sky Pony (nonevil), Tree Ghost (nongood, nonevil), or Thunderbeast (nonevil).

### Deities Symbols and Portfolios

<table>
<thead>
<tr>
<th>Name</th>
<th>Symbol</th>
<th>Portfolio</th>
</tr>
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<tbody>
<tr>
<td>Akadi</td>
<td>White cloud on blue background</td>
<td>Elemental air, movement, speed, flying creatures</td>
</tr>
<tr>
<td>Azuth</td>
<td>Human left hand pointing upward outlined in blue fire</td>
<td>Wizards, mages, spellcasters in general</td>
</tr>
<tr>
<td>Chauntea</td>
<td>Blooming rose on a sunburst wreath of golden grain</td>
<td>Agriculture, farmers, gardeners, summer</td>
</tr>
<tr>
<td>Deneir</td>
<td>Lit candle above purple eye with triangular pupil</td>
<td>Glyphs, images, literature, scribes, cartography</td>
</tr>
<tr>
<td>Eldath</td>
<td>Waterfall plunging into a still pool</td>
<td>Quiet places, springs, pools, peace, waterfalls</td>
</tr>
<tr>
<td>Finder Wyvernspur</td>
<td>White harp on gray circle</td>
<td>Cycle of life, transformation of art, saurials</td>
</tr>
<tr>
<td>Gond</td>
<td>A toothed metal, bone, or wood cog with four spikes</td>
<td>Artifice, craft, construction, smithwork</td>
</tr>
<tr>
<td>Grumbar</td>
<td>Mountains on purple</td>
<td>Elemental earth, solidity, changelessness, oaths</td>
</tr>
<tr>
<td>Gwaeron</td>
<td>White star and brown pawprint on dark red “S”</td>
<td>Tracking, rangers of the North</td>
</tr>
<tr>
<td>Windstrom</td>
<td>Staring eye with blue pupil on upright left war gauntlet</td>
<td>Guardians, protectors, protection</td>
</tr>
<tr>
<td>Helm</td>
<td>Black-gloved hand holding a coin with a two-faced head</td>
<td>Revenge, retribution, poetic justice</td>
</tr>
<tr>
<td>Hoar</td>
<td>Pair of white hands bound at the wrist with a red cord</td>
<td>Endurance, suffering, martyrdom, perseverance</td>
</tr>
<tr>
<td>Ilmater</td>
<td>Cresting wave</td>
<td>Elemental water, purification, wetness</td>
</tr>
<tr>
<td>Istishia</td>
<td>Jawless skull and writing quill on scroll</td>
<td>Fatalism, proper burial, guardian of tombs</td>
</tr>
<tr>
<td>Jergal</td>
<td>Upright skeletal arm holding the golden scales of justice</td>
<td>Death, the dead</td>
</tr>
</tbody>
</table>

**You can use either listed alignment when picking this deity as a patron.**

**Any character can choose Gond or Oghma as a patron deity.**

†Clerics and those selecting a patron deity must use the alignment guidelines of the beast totem, not Uthgar: Black Lion (nonevil), Black Raven (nonchaotic), Blue Bear (nonlawful, nonevil), Elk (nonlawful), Gray Wolf (nonlawful), Great Worm (good), Griffin (nonevil), Red Tiger/Snow Cat (nonlawful, nonevil), Sky Pony (nonevil), Tree Ghost (nongood, nonevil), or Thunderbeast (nonevil).**
Kossuth  A twining red flame  Elemental fire, purification through fire
Lathander  Sunrise made of rose, red, and yellow gems  Spring, dawn, birth, youth, vitality, athletics
Lliira  A triangle of three six-pointed stars (orange, yellow, red)  Joy, happiness, dance, festivals, freedom, liberty
Lurue  Silver-horned unicorn head before a crescent moon  Talking beasts, intelligent nonhumanoid creatures
Mielikki  Golden-horned, blue-eyed unicorn’s head facing left  Forests, forest creatures, rangers, dryads, autumn
Milil  Five-stringed harp made of silver leaves  Poetry, song, eloquence
Miystra  Circle of seven blue-white stars with red mist flowing from the center  Magic, spells, the Weave
Nobanion  Male lion’s head on a green shield  Royalty, lions and feline beasts, good beasts
Oghma  Blank scroll  Knowledge, invention, inspiration, bards
Red Knight  Red knight chess piece with stars for eyes  Strategy, planning, tactics
Savras  Crystal ball containing many kinds of eyes  Divination, fate, truth
Selâne  Pair of female eyes surrounded by seven silver stars  Moon, stars, navigation, prophecy, questers, good and neutral lycanthropes
Sharess  Feminine lips  Hedonism, sensual fulfillment, festivals, cats
Shaundakul  A wind-walking bearded man in traveler’s cape and boots  Travel, exploration, caravans, portals
Shialla  Golden acorn  Woodland glades, woodland fertility, the High Forest, Neverwinter Wood
Siamorphe  Silver chalice with a golden sun on the side  Nobles, rightful rule of nobility, human royalty
Silvanus  Green living oak leaf  Wild nature, druids
Sune  Face of a red-haired, ivory-skinned beautiful woman  Beauty, love, passion
Tempus  A flaming silver sword on a blood-red shield  War, battle, warriors
Torm  Right-hand gauntlet held upright with palm forward  Duty, loyalty, obedience, paladins
Tymora  Silver coin with Tymora’s face surrounded by shamrocks  Good fortune, skill, victory, adventurers
Tyr  Balanced scales resting on a warhammer  Justice
Ubtao  Maze  Creation, jungles, Chult, the Chultans, dinosaurs
Ulutiu (slumbering)  Necklace of blue and white ice crystals  Glaciers, polar environments, arctic dwellers
Umberlee  Blue-green wave curling left and right  Oceans, currents, waves, sea winds
Uthgar  That of the individual beast totem spirit  The Uthgardt barbarian tribes, physical strength
Valkur  Cloud with three lightning bolts on a shield  Sailors, ships, favorable winds, naval combat
Velsharoon  A crowned laughing lich skull on a black hexagon  Necromancy, necromancers, evil liches, undeath
Waukeen  Gold coin with Waukeen’s face facing to the left  Trade, money, wealth

Mulhorandi Pantheon
Name  Symbol  Portfolio
Anhur  Hawk-headed khopesh bound with a cord  War, conflict, physical prowess, thunder, rain
Geb  Mountain  The earth, miners, mines, mineral resources
Hathor  Horned cow’s head wearing a lunar disk  Motherhood, folk music, dance, the moon, fate
Horus-Re  Hawk’s head in pharaoh’s crown before a solar circle  The sun, vengeance, rulership, kings, life
Isis  Ankh and star on a lunar disk  Weather, rivers, agriculture, love, marriage,
### Drow Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Symbol</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eilistraee</td>
<td>Long-haired drow woman dancing before a full moon</td>
<td>Song, beauty, dance, swordwork, hunting, moonlight</td>
</tr>
</tbody>
</table>

### Dwarven Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Symbol</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Berronar Truesilver</td>
<td>Two silver rings</td>
<td>Safety, honesty, home, healing, the dwarven family, records, marriage, faithfulness, loyalty, oaths</td>
</tr>
<tr>
<td>Clangeddin Silverbeard</td>
<td>Two crossed battleaxes</td>
<td>Battle, war, valor, bravery, honor in battle</td>
</tr>
<tr>
<td>Dugmaren Brightmantle</td>
<td>Open book</td>
<td>Scholarship, invention, discovery</td>
</tr>
<tr>
<td>Dumathoin</td>
<td>Faceted gem inside a mountain</td>
<td>Buried wealth, ores, gems, mining, exploration, shield dwarves, guardian of the dead</td>
</tr>
<tr>
<td>Gorm Gulthyn</td>
<td>Shining bronze mask with eyeholes of flame</td>
<td>Guardian of all dwarves, defense, watchfulness</td>
</tr>
<tr>
<td>Haela Brightaxe</td>
<td>Unsheathed sword wrapped in two spirals of flame</td>
<td>Luck in battle, joy of battle, dwarven fighters</td>
</tr>
<tr>
<td>Laduguer (duergar)</td>
<td>Broken crossbow bolt on a shield</td>
<td>Magic weapon creation, artisans, magic, gray dwarves</td>
</tr>
<tr>
<td>Marthammor Duin</td>
<td>Upright mace in front of a fur-trimmed leather boot</td>
<td>Guides, explorers, expatriates, travelers, lightning</td>
</tr>
<tr>
<td>Moradin</td>
<td>Hammer and anvil</td>
<td>Dwarves, creation, smiting, protection, metalcraft, stonework</td>
</tr>
<tr>
<td>Sharindlar</td>
<td>Flame rising from a steel needle</td>
<td>Healing, mercy, romantic love, fertility, dancing, courtship, the moon</td>
</tr>
<tr>
<td>Thard Harr</td>
<td>Two crossed scaly clawed gauntlets of silvery-blue metal</td>
<td>Wild dwarves, jungle survival, hunting</td>
</tr>
<tr>
<td>Vergadain</td>
<td>Gold piece</td>
<td>Wealth, luck, chance, nonevil thieves, suspicion, trickery, negotiation, sly cleverness</td>
</tr>
</tbody>
</table>

### Elven Pantheon

<table>
<thead>
<tr>
<th>Name</th>
<th>Symbol</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aerddie Faenya</td>
<td>Cloud with bird silhouette on a downward-pointing triangle</td>
<td>Air, weather, avians, rain, fertility, avariels</td>
</tr>
<tr>
<td>Angharradh</td>
<td></td>
<td>Spring, fertility, planting, birth, defense, wisdom</td>
</tr>
<tr>
<td>Corellon Larethian</td>
<td>Crescent moon</td>
<td>Magic, music, arts, crafts, war, the elven race (especially gold elves), poetry, bards, warriors</td>
</tr>
<tr>
<td>Deep Sashelas</td>
<td>Dolphin</td>
<td>Oceans, sea elves, creation, knowledge</td>
</tr>
<tr>
<td>Ereven Ilesere</td>
<td>Starburst with asymmetrical rays</td>
<td>Mischief, change, rogues</td>
</tr>
<tr>
<td>Fenmarel Mestarine</td>
<td>Pair of elven eyes in the darkness</td>
<td>Feral elves, outcasts, scapegoats, isolation</td>
</tr>
<tr>
<td>Hanali Celanil</td>
<td>Gold heart</td>
<td>Love, romance, beauty, enchantments, magic item artistry, fine art, and artists</td>
</tr>
<tr>
<td>Labelas Enoeth</td>
<td>Setting sun</td>
<td>Time, longevity, the moment of choice, history</td>
</tr>
<tr>
<td>Rillifane Rallathil</td>
<td>Oak tree</td>
<td>Woodlands, nature, wild elves, druids</td>
</tr>
<tr>
<td>Sehanine Moonbow</td>
<td>Misty crescent above a full moon</td>
<td>Mysticism, dreams, death, journeys, transcendence, the moon, the stars, the heavens, moon elves</td>
</tr>
<tr>
<td>Gnome Pantheon</td>
<td>Name</td>
<td>Symbol</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------</td>
<td>-------------------------</td>
</tr>
<tr>
<td></td>
<td>Baravar Cloakshadow</td>
<td>Cloak and dagger</td>
</tr>
<tr>
<td></td>
<td>Baervan Wildwanderer</td>
<td>Raccoon's face</td>
</tr>
<tr>
<td></td>
<td>Callarduran Smoothhands</td>
<td>Gold ring with star symbol</td>
</tr>
<tr>
<td></td>
<td>Flandal Steelskin</td>
<td>Flaming hammer</td>
</tr>
<tr>
<td></td>
<td>Garl Glittergold</td>
<td>Gold nugget</td>
</tr>
<tr>
<td></td>
<td>Gaerdal Ironhand</td>
<td>Iron band</td>
</tr>
<tr>
<td></td>
<td>Segojan Earthcaller</td>
<td>Glowing gemstone</td>
</tr>
<tr>
<td></td>
<td>Urdlen</td>
<td>White mole</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Halfling Pantheon</th>
<th>Name</th>
<th>Symbol</th>
<th>Portfolio</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Arvoreen</td>
<td>Two short swords</td>
<td>Defense, war, vigilance, halfling warriors, duty</td>
</tr>
<tr>
<td></td>
<td>Brandobaris</td>
<td>Halfling’s footprint</td>
<td>Stealth, thievery, adventuring, halfling rogues</td>
</tr>
<tr>
<td></td>
<td>Cyrrollalee</td>
<td>Open door</td>
<td>Friendship, trust, the hearth, hospitality, crafts</td>
</tr>
<tr>
<td></td>
<td>Yondalla</td>
<td>Cornucopia on a shield</td>
<td>Protection, bounty, halflings, children, security, leadership, wisdom, creation, family, tradition</td>
</tr>
<tr>
<td></td>
<td>Sheela Peryroyl</td>
<td>Daisy</td>
<td>Nature, agriculture, weather, song, dance, beauty, romantic love</td>
</tr>
<tr>
<td></td>
<td>Urogalan</td>
<td>Silhouette of a dog’s head</td>
<td>Earth, death, protection of the dead</td>
</tr>
</tbody>
</table>