

The World of Ardaf

A Player's Guide

Table of Contents

Introduction.....	2
History.....	3
Notable Locations.....	10
The Surviving Peoples.....	13
The Folk.....	13
Dwarves.....	15
Elves.....	16
Goblins.....	17
Orcs.....	18
Class Alterations.....	19
The Dragons.....	24
Sun Dragons.....	25
Moon Dragons.....	28
Folk Dragons.....	31
World Dragons.....	34
Flame Dragons.....	37
Frost Dragons.....	40
Death Dragons.....	43
Dream Dragons.....	46

A Brief Description of the World of Ardaf

Ardaf is a rough circle approximately 2,000 miles across with an area of approximately 3.25 million square miles.

The edge of the world is bounded by the Barrier Mountains which average 22,600 feet in height with no point lower than 19,800 feet and the highest peak reaching 28,400 feet. From the peaks of the Barrier Mountains one can see the vast and empty sky which fades to starry darkness above and below the world. No one has ever returned from attempting to descend the far side of the Barrier Mountains.

The Barrier Mountains are the primary home of the Mountain Dwarves.

At Ardaf's center lies the Mistcore Sea, a saltwater body approximately 800 miles in diameter with an approximate surface area of 500,000 square miles. At the center of the Mistcore Sea is a pillar of mist that rises out of sight above the water. This mist is so dense that no efforts to see beyond it have ever been successful. Those who have ventured into the mist have never been seen again. The pillar is approximately 20 miles in diameter. At no point since the appearance of the Mistcore Sea during the Age of Cataclysm has the central pillar even so much as faded.

The shores of the Mistcore Sea are the primary home of the Folk.

Along the inner boundaries of the Barrier Mountains is a region of foothills approximately 100 miles wide. These hills are filled with lost fortresses, monasteries, castles, and towns that have fallen victim to the constant conflicts between the dwarves, goblins, and orcs that try to call the region home.

The foothills of the Barrier Mountains are the primary home of both species of goblins and the Hill Dwarves.

To the north of the Mistcore Sea lies the Isilian Forest which occupies a roughly oblong area approximately 200 miles north to south and 600 miles east to west. The Isilian Forest is a place of deep mysteries and near constant warfare between the elves and orcs who live there. Countless warrens, dungeons, and accursed sites litter the forest.

The Isilian Forest is the primary home to both species of elves and both species of orcs.

Throughout the rest of Ardaf can be found smaller expanses of all kinds of terrain: woodland, hills, grassland, swamp, desert, etc.

A Brief Timeline of the World of Ardaf

The Age Before Memory

- ? - Dragons save all of creation from some unknown threat. The world is nearly destroyed leaving only the shard that the dragons preserved encircled within the Barrier Mountains. It is said many entire breeds of dragon are lost in the effort.
- ? - The dragons hide away to slumber.
- ? - The name Elenistantosticar hai Syldar kai Draco first appears in fragmentary records.

The Age of Cataclysm

- ? - The Surviving Peoples war with one another for the limited resources of the shattered world while the dragons rest to recover from their great feat of mercy. Legends hold that some peoples tried to reinvok that which nearly destroyed the world.
- ? - The Mistcore Sea comes to be.
- ? - Surviving records call the world Ardafentor.
- ? - The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.

The Age of Pacification

- Paxis 1** - The dragons awake and are horrified at the state of what they sacrificed so much to save. Many perish in solitary attempts to restore order and safety to portions of the world.
- Paxis 28** - The dragons convene a Grand Moot to devise a way to preserve the Surviving Peoples.
The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.
- Paxis 93** - The dragons have divided the powers of the world between them and set forth to subjugate the otherwise untamable Surviving Peoples.
The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.
- Paxis 206** - The dragons first grant power to the Dragonsworn.
- Paxis 281** - Humans are the first of the Surviving Peoples to realize the wisdom of the dragons and lay down their arms.
- Paxis 283** - The first of the Folk are born from the union of dragons and humans.
- Paxis 316** - Goblins surrender to dragonkind.
- Paxis 477** - Orcs surrender to dragonkind.

Paxis 654 - Elves surrender to dragonkind.

Paxis 1002 - Dwarves surrender to dragonkind. The Age of Pacification comes to a close.

The Age of Mending

Tharsis 1 - The dragons charge their Dragonsworn to return to their peoples and be the voice to share the wisdom of dragonkind in rebuilding cities, relearning agriculture, relearning smithy, and many other nearly lost arts besides.

Tharsis 15 - The first true temple is built to dragonkind. The temple resides in Shorewatch on the north eastern coast of the Mistcore Sea and is dedicated to Cahrsahlgdahnixhalden the Sun Dragon.

Tharsis 164 - Temples to all of dragonkind are scattered throughout the world. Shorewatch has become the greatest city in the world. Cahrsahlgdahnixhalden has made her personal lair in the city.

Tharsis 388 - Kinaxdagnalion den Saxrenig the Flame Dragon becomes jealous of Cahrsahlgdahnixhalden and makes demands of her that are refused. Kinaxdagnalion den Saxrenig attempts to call a Grand Moot but the other dragons decline.

The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.

Tharsis 391 - Kinaxdagnalion den Saxrenig secretly begins raising an army of Dragonsworn and others.

Tharsis 393 - Shorewatch is burned to the ground and all remnants cast into the Mistcore Sea in a shocking surprise attack. Kinaxdagnalion den Saxrenig kills Cahrsahlgdahnixhalden and personally reduces every aspect of her temple to ash.

The Dragonsworn of Sun swear revenge for Kinaxdagnalion den Saxrenig's treachery.

The War of Mending begins.

The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.

Tharsis 418 - The War of Mending becomes a worldwide conflict as relations between dragonkind have deteriorated over the actions of the Dragonsworn of Sun and Flame. A Grand Moot is called by Syndahldenrai hai Kargharnenlel the World Dragon. She claims to have evidence that dragonkind has been tricked into this war.

Tales of Dream Dragons begin to circulate.

Tharsis 467 - The War of Mending is declared ended at the end of Syndahldenrai hai Kargharnenlel's Grand Moot. Syndahldenrai hai Kargharnenlel slays Kinaxdagnalion den Saxrenig as restitution for the murder of Cahrsahlgdahnixhalden.

Tharsis 590 - The myth of Dream Dragons has permeated the cultures of all of the Surviving Peoples. Some, like the Folk, use the tales to scare their children into behaving. Others, like the Black Orcs, use the tales as pretext to stage raids or wage war on their neighbors.

Stillaxnirodzahnnellianendisis the Moon Dragon calls a Grand Moot.

The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.

Tharsis 666 - All of dragonkind issue a rare unified proclamation that there are no such things as Dream Dragons.

This is the last time Stillaxnirodzahnnellianendisis is ever seen or mentioned.

Tharsis 704 - The Surviving Peoples still share tales of Dream Dragons and use those tales for various purposes. In frustration the Moon Dragons and World Dragons call to all the Surviving Peoples to bring forth proof of Dream Dragons for reward. Those who come forth with false proof are never seen again. No one comes forth with actual proof.

Tharsis 772 - Sun Dragons begin trying to restore Cahrsahlgdahnixhalden's temple but each effort is thwarted by the Flame Dragons. A new war between the factions threatens to erupt but never fully does.

Tharsis 999 - Cyllionraxdanix, a very young Flame Dragon, lays a pillar of gold at the former site of Cahrsahlgdahnixhalden's temple. No one knows why she does this nor where she came from nor went. Her name is recorded nowhere before nor after this event.

Syndahldenrai hai Kargharnenlel declares that the act of Cyllionraxdanix brings peace and balance to the matter of Cahrsahlgdahnixhalden's temple and no further attempts to reconsecrate nor desecrate the site will be tolerated. Dragonkind accepts this declaration.

The Age of Mending comes to a close.

The Age of Wonder

Dulis 1 - Hadhilysnendahrghahndlix the Moon Dragon publicly declares war upon himself.

Dulis 3 - The Swamp Five, a band of adventurers led by the Dragonsworn of Death Black Orc Gorgog the Putrescent, raid Hadhilysnendahrghahndlix's lair and slay him.

Dulis 4 - Eldraikosohnnahr lel Nesigraiggorngog the Death Dragon publicly declares war upon himself.

Dulis 6 - The Swamp Five attempt to slay Eldraikosohnnahr lel Nesigraiggorngog but are themselves slain by The Arrows of Hartwell, an adventuring band led by the Dragonsworn of Folk Worldfolk Tandy Wellspring.

The Arrows of Hartwell slay Eldraikosohnnahr lel Nesigraiggorngog.

Dulis 7 - Adillionixardodris hai Sydrionix den Kisdahrgos the Folk Dragon publicly declares war upon herself.

Dulis 9 - The Arrows of Hartwell attempt to slay Adillionixardodris hai Sydrionix den Kisdahrgos but are themselves slain by Durden's Diggers, an adventuring band led by the Dragonsworn of World Hill Dwarf Durden Plowforge.

Durden's Diggers slay Adillionixardodris hai Sydrionix den Kisdahrgos.

Dulis 10 - Kasdahncolixdahnosnondod the World Dragon publicly declares war upon himself.

Dulis 12 - Durden's Diggers attempt to slay Kasdahncolixdahnosnondod but are themselves slain by Gribloop's Bandits, a bandit band led by the Dragonsworn of Frost Cobbler Gribloop.

Gribloop's Bandits slay Kasdahncolixdahnosnondod.

Dulis 13 - Gridslynandahlaxinonios lel Dednixiondion the Frost Dragon publicly declares war upon herself.

Dulis 15 - Gribloop's Bandits attempt to slay Gridslynandahlaxinonios lel Dednixiondion but are themselves slain by Hargh Warspite's Warband, an adventuring band led by the Dragonsworn of Flame Orc Hargh Warspite.

Hargh Warspite's Warband slays Gridslynandahlaxinonios lel Dednixiondion.

Dulis 16 - Slokioxindisdiach hai Kinaxdagnalion the Flame Dragon publicly declares war upon himself.

Dulis 18 - Hargh Warspite's Warband attempts to slay Slokioxindisdiach hai Kinaxdagnalion but are themselves slain by Tinker's Vengeance, an adventuring band led by the Dragonsworn of Sun Goblin Fenderwick.

Tinker's Vengeance slay Slokioxindisdiach hai Kinaxdagnalion.

Dulis 19 - Eledahlnisdarognodilisdesdiraxen the Sun Dragon publicly declares war upon himself.

Dulis 21 - Tinker's Vengeance attempts to slay Eledahlnisdarognodilisdesdiraxen but are themselves slain by The Alme Lalaith, an adventuring band led by the Dragonsworn of Moon Stillblood Celisil Diluin.

The Alme Lalaith slay Eledahlnisdarognodilisdesdiraxen.

Dulis 22 - The Alme Lalaith are found in their homes, dead to the last without discernible cause. Rumors state that a note signed by Elenistantosticar hai Syldar kai Draco was found with the bodies but no record of the contents of that note exists.

Dulis 103 - A fully constructed and blessed cathedral to the Moon Dragons suddenly appears without warning at midnight on the anniversary of the death of Hadhillysnendahrghahndlix at the exact location of his death.

Dulis 206 - A fully constructed and profaned cathedral to the Death Dragons suddenly appears without warning at dusk on the anniversary of the death of Eldraikosohnnahr lel Nesigraiggorngog at the exact location of his death.

Dulis 309 - A fully constructed and blessed cathedral to the Folk Dragons suddenly appears without warning at dawn on the anniversary of the death of Adillionixardodris hai Sydrionix den Kisdahrgos at the exact location of her death.

Dulis 412 - A fully constructed and consecrated cathedral to the World Dragons suddenly appears without warning at dusk on the anniversary of the death of Kasdahncolixdahnosnondod at the exact location of his death.

Dulis 515 - A fully constructed and profaned cathedral to the Frost Dragons suddenly appears without warning at dawn on the anniversary of the death of Gridslynandahlaxinonios lel Dednixiondion at the exact location of her death.

Dulis 618 - A fully constructed and profaned cathedral to the Flame Dragons suddenly appears without warning at noon on the anniversary of the death of Slokioxindisdiar hai Kinaxdagnalion at the exact location of his death.

Dulis 721 - A fully constructed and blessed cathedral to the Sun Dragons suddenly appears without warning at noon on the anniversary of the death of Eledahlnisdarognodilisesdiraxen at the exact location of his death.

Dulis 822 - A fully constructed and consecrated cathedral in the style of those for the Dragons suddenly appears without warning at midnight on the anniversary of the death of The Alme Lalaith. This cathedral is destroyed within days of its appearance by a flight of Sun and Flame dragons together. No records of the details nor location of this cathedral survive.

Syndahldenrai hai Kargharnenlel calls for a Grand Moot.

Dulis 922 - The grand city of Teilian Avalerya is wiped without trace from the face of Ardaf. All records of the location of this city and its peoples are likewise destroyed.

The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.

Dulis 1009 - All of dragonkind receives a dream but none will speak of it. Afterwards the Dragonsworn are recorded as being much more active and powerful and remain so to this day.

The Age of Wonder comes to a close.

The Age of the Surviving Peoples

Novis 1 - Syndahldenrai hai Kargharnenlel declares her life has run its course. In a great festival attended by Dragonsworn representatives from all of dragonkind and many others of the Surviving Peoples the great World Dragon is seen to fade away before everyone's eyes.

Novis 9 - Helaxadahnionoslod den Cahrsahlgdahnixhalden the Sun Dragon calls a Grand Moot to try to decide who will provide guidance for dragonkind after the passing of Syndahldenrai hai Kargharnenlel.

Novis 77 - Helaxadahnionoslod den Cahrsahlgdahnixhalden's Grand Moot comes to a premature close when the spirit of Syndahldenrai hai Kargharnenlel appears and informs dragonkind that it is time for the Surviving Peoples to have control of their destinies.

The Age of the Surviving Peoples is officially declared.

The name Elenistantosticar hai Syldar kai Draco appears again in fragmentary records.

Novis 83 - The Hill Dwarves establish Throaxa as their capital.

Novis 88 - The Mountain Dwarves reveal that the ancient cave-city of Dunnis Bel Durad has been their capital since the close of the Age of Pacification.

Novis 92 - The Black Orcs declare the newly conquered Folk city of Oxenhearth as their capital.

Novis 93 - The Goblins found Thriddledoop as their capital.

Novis 110 - The Folk begin the First War of Dominion to establish which of their cities will be their capital.

Novis 113 - The First War of Dominion ends inconclusively.

Novis 144 - The Second War of Dominion begins.

Novis 148 - The Second War of Dominion ends inconclusively.

Novis 182 - The Third War of Dominion begins.

Novis 184 - The Third War of Dominion ends inconclusively.

Novis 206 - The elves of Isilian Forest launch a sudden push to drive the orcs out of the forest. It eventually becomes clear that the elves are intentionally pushing the orcs into Folk lands.

Novis 209 - The Folk officially band together to fend off the orcs rampaging through their lands.

Novis 224 - The elves cease their campaign against the orcs and send great gifts of treasure to the Folk. An apology is also tendered explaining that the orcs were driven into Folk lands to head off a fourth War of Dominion and show the Folk how much they have to offer themselves by working together.

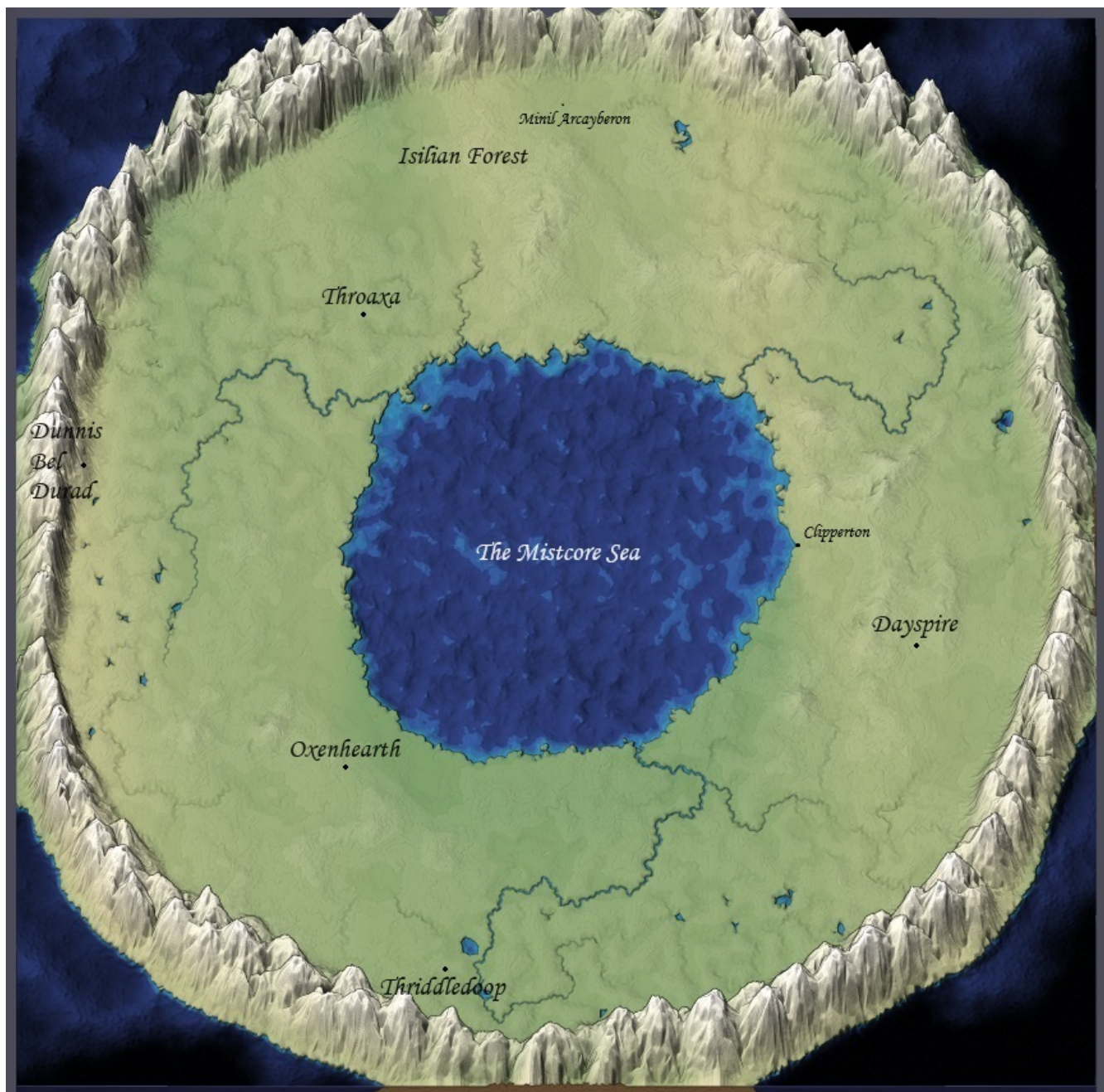
The leaders of the strongest Folk cities meet to consider declaring war on Isilian Forest. Ultimately no action is taken.

Novis 236 - Helaxadahnionoslod den Cahrsahlgdahnixhalden calls a Grand Moot.

Novis 287 - Helaxadahnionoslod den Cahrsahlgdahnixhalden's Grand Moot ends with the agreement amongst dragonkind that the Surviving Peoples still need guidance. A dragon is dispatched to each settlement to provide such guidance as the individual dragons see fit.

Novis 442 - The current year.

Notable Locations in the World of Ardaf



Dunnis Bel Durad

The capital of the Mountain Dwarves, Dunnis Bel Durad began as a mine deep into the core of the greatest peak in Ardaf. Mount Dunnis Bel reaches over 28,000 feet into the air and the great cavern city sits at its heart. During the Age of Pacification Dunnis Bel Durad evolved from simply a mine to a forge and then in the Age of Wonder became the heart of culture for Mountain Dwarves throughout the world.

Though it is hard to get to, the Mountain Dwarves do welcome anyone who abides their laws and ways. Much of the greatest metalwork and stonework anywhere is available for easy trade in the great tiered rings of the cavern city. Transgressions against the laws and ways of the city often result in the transgressors being evicted from the city at the peak of the mountain and left to make their own way down without any supplies.

Throaxa

Once a joint effort between the Hill Dwarves and the Folk to build a trading center at the midpoint between the closest reach of the Barrier Mountains and the Mistcore Sea, the original city was razed multiple times by goblin raiders until it was abandoned. Many years later a group of stubborn Hill Dwarves set forth to rebuild the place not as a city but as a fortress from which the nearby countryside could be patrolled. Oddly enough a small band of cobblers who had been exiled from their own communities began to visit the area, tricking the dwarves into providing them food and other basics through their human pawns in exchange for rocks. The dwarves were grateful for the supply help, however humble, and gladly made the trades for basic provisions. By the time the cobblers were destroyed by a combination of illness and rebellion Throaxa was largely established and too formidable to be undone by subsequent goblin efforts.

Many traders and travelers will take a longer journey to their destination just to make sure they are traveling on Throaxan patrolled roads. In the city itself is one of the grandest markets in all of Ardaf where goods from all over can be found, if at inflated prices.

Thriddledoop

What is called a city by the goblins is truly more of a conglomeration of shantytowns that have grown over and through one another to the point that it is impossible to tell where one ends and the next begins. These collections of hovels have been built around a great temple complex to Frost Dragons. Though there are more cobblers than normal amongst the goblins of Thriddledoop the dragons of the temple forbid any true improvement of the city.

What makes Thriddledoop worth tolerating for the goblins, and visiting for others, is the pit of trials beneath the temple. For those willing to gift great amounts of treasure the frost dragons present will carefully expose them to ever more labourious rounds of tasks. In the end, for those who can muster the will to endure the torment, the petitioners emerge much more healthy and robust for their efforts.

Oxenhearth

Though once a center of agriculture and husbandry for the Folk, Oxenhearth is nothing of what it once was since being conquered by the Black Orcs. The fields are now turned by the constant marching and charging of training battalions. The once welcoming homes are almost entirely gone, replaced by fortified huts and sentry towers. Buried in the heart of Oxenhearth is a temple to the Flame Dragons and at least as many walls and towers are arrayed to contain the temple as there are around the boundaries of Oxenhearth against would-be invaders.

For those who can make their way to the temple, either by stealth, might, or permission, the mostly bored flame dragons within will accept appropriate gifts of treasure and flattery to subject the petitioner to a grueling period of intense manual labour rearranging the copious mounds of their hoards and even the very stone of the temple itself to suit the whims of the dragons. Those who tolerate and survive this period typically leave significantly stronger.

Dayspire

Dayspire is the greatest and grandest of all temples to Sun Dragons in all of Ardaf. This cathedral appeared without cause during the Age of Wonder and has withstood all challenges to its stature since. Located in the plains between the eastern shore of the Mistcore Sea and the foothills of the Barrier Mountains Dayspire is an easy landmark in the otherwise flat area with its soaring towers and gleaming gold roofs. Dozens of sun dragons make Dayspire their home and the greatest of them, Helaxadahnionoslod den Cahrsahlgdahnixhalden, visits frequently. Some even rumor that he keeps his lair beneath the sanctum of the cathedral.

Though the town around Dayspire is small it is very welcoming. Markets, inns, tutors, and much more can be found in the crowded but orderly streets. For those with particular ambition Dayspire does offer lessons in comportment and command though it is not easy to acquire one of the limited spots for such tutelage. The sun dragons recognize the potential peril in aiding the wrong person with influencing those around them.

Minil Arcayberon

Considered by the vast majority of Ardaf to be nothing but a story, Minil Arcayberon is the home of the king and queen of faeriekind in Ardaf. Its streets are said to be paved in the most elegant stones and fragile flowers while its buildings are a strange melding of worked stone and glass and living plants. This grand city is hidden by the mighty illusions of the faeries and guarded by the skill of elvenkind, in keeping with a pact said to be older than Ardaf itself. It is located in the northernmost reach of the Isilian Forest before the trees give way to the Barrier Mountains. By legend, this location is said to be the key to power over all of Ardaf.

The peoples of Minil Arcayberon are evenly divided between faeries of all stripes and liveblood elves, with a powerful presence of moon dragons watching over them. A vanishingly small number of the other races are present and are largely considered curious toys for the faeries of the city.

The Surviving Peoples of the World of Ardaf

The Folk (Humans)

Worldfolk

Traditional Alignment: True Neutral

Medium Size (5' to 6' 6", 100 to 300 lbs), Base Speed 30

1 Extra Feat at 1st level

4 Extra Skill Points at 1st level, +1 Extra Skill Point per level thereafter

Worldfolk tend to exhibit skin tones ranging from a chocolaty brown through to almost coal black with usually green eyes, though brown is also quite common. Hair color is almost invariably a dark brown. Other tones are known, just less common.

Sunfolk

Traditional Alignment: Lawful Good

As Human but with +1 Charisma, -1 Dexterity

Sunfolk tend to exhibit skin tones ranging from pale pink through to amber with usually blue or gray eyes. Hair color is usually a bright blond. Other tones are known, just less common.

Moonfolk

Traditional Alignment: Chaotic Good

As Human but with +1 Intelligence, -1 Wisdom

Moonfolk tend to exhibit skin tones ranging from ashen white through to slate gray with palest blue or purple eyes. Hair color is usually platinum blond or raven black. Other tones are known, just less common.

Flamefolk

Traditional Alignment: Chaotic Evil

As Human but with +1 Strength, -1 Intelligence

Flamefolk tend to exhibit ruddy skintones and brown to black eyes. Hair is almost exclusively tones of red. Other tones are known, just less common.

Frostfolk

Traditional Alignment: Lawful Evil

As Human but with +1 Constitution, -1 Charisma

Frostfolk tend to exhibit pale skin with an ever so slight blue cast and all manner of blue eyes. Hair is usually platinum through white. Other tones are known, just less common.

Deathfolk

Traditional Alignment: Neutral Evil

As Human but with +1 Wisdom, -1 Constitution

Deathfolk tend to have pale skin with a gray or red hint and pale gray or nearly black eyes. Hair is mostly gray through black. Other tones are known, just less common.

Dreamfolk

Traditional Alignment: Chaotic Neutral

As Human but with +1 Dexterity, -1 Strength

Dreamfolk tend to have pale skin with a gray or blue tinge and black or blue eyes. Hair is usually raven black. Other tones are known, just less common.

Dwarves

Hill Dwarves

Traditional Alignment: Lawful Good

Medium Size (4' to 4' 6", 150 to 300 lbs), Base Speed 20

+2 Constitution

-2 Charisma

Darkvision

+2 to save vs. Poison and Disease

+2 to save vs. magical effects

+1 Natural Armor bonus with a DC 20 Beardcraft check

+2 racial bonus to Craft and Appraise checks related to stone or metal

-4 racial penalty to Swim checks

Hill dwarves have yellowy-brown through rich loamy brown skin with eyes that are invariably brown as well. Their hair and beards are coarse and brown, though some of the browns are so pale as to be nearly blond. Both males and females have full and robust beards.

Mountain Dwarves

Traditional Alignment: Lawful Neutral

As Dwarves but with +2 Strength, -2 Dexterity

Mountain dwarves have brown-gray through black skin and gray to black eyes. On rare occasion a mountain dwarf will exhibit gold or silver eyes and these are usually looked upon as favorable traits. The beards of mountain dwarves tend to be black or gray with salt-and-pepper or streaked beards being not uncommon. Both males and females have full and robust beards.

Elves

Stillblood

Traditional Alignment: Neutral Good

Medium Size (5' 6" to 7', 100 to 250 lbs), Base Speed 30

+2 Dexterity

-2 Constitution

Immune to Sleep effects

+2 to save vs. Enchantment

Low Light Vision

+2 racial bonus for Listen, Spot, and Search

May make passive Search checks against any secret door within 5'

Stillbloods have skintones ranging from pale amber through rosy pink and on to rich greens. Their hair is usually some contrasting colour with amber skinned stillbloods usually having dark green hair, the pinker skintones being blond or brown haired, and those with green skin being most likely to have pink or lavender hair. Their eye colours tend to complement their hair colours.

Liveblood

Traditional Alignment: Chaotic Good

As Elves but with +2 Intelligence, +2 Charisma, -2 Strength, -2 Wisdom

Livebloods tend to have very pale skintones with blue or silver highlights. Hair colours range from pale blues, purples, or greens through to bright silver or golden blond. The eyes of livebloods are usually bright jeweltones like blue or green, though those born with red eyes are often shunned as ill fated.

Goblins

Goblins

Traditional Alignment: Lawful Evil

Small Size (3' 6" to 4' 6", 60 to 120 lbs), Base Speed 20

+2 Dexterity

-1 Charisma

-1 Strength

Darkvision

+1 size bonus to AC

+4 size bonus to Hide

+2 racial bonus to Climb, Jump, and Move Silently

Goblins range in skintone from muddy brown through to swampy greens. Their eyes are usually likewise brown or green but none too few have eyes that are solid black; iris, cornea and all. Goblins are naturally bald and do not otherwise grow body hair, except for the very old who will start to grow moustaches and tufts out of their ears.

Cobblers

Traditional Alignment: Neutral Evil

As Goblins but with +1 Intelligence, -1 Constitution

Like the common goblin, cobblers have dull brown through green skintones and no hair. Where they differ most obviously is in their eye colours. Cobblers quite often have bright coloured eyes in tones of green, yellow, or orange. A cobbler born with red eyes is looked upon with awe and fear by other goblins.

Orcs

Orcs

Traditional Alignment: Chaotic Evil

Medium Size (6' to 7', 250 to 350 lbs), Base Speed 30

+4 Strength

-2 Charisma

-2 Intelligence

Low Light vision

Orc skin is universally green though it ranges from pale tones to pine green. Their eyes are also invariably black or a very dark brown. Orcs are naturally bald.

Black Orcs

Traditional Alignment: Lawful Evil

As Orcs but with +2 Constitution, -2 Wisdom

Black Orcs have gray through black skin and red or black eyes. They have an almost mane-like stripe of wiry black or brown hair that runs from high on the crown to down between their shoulders. Many black orcs like to style their hair to add to their menacing look.

Class Alterations

Barbarian

Is not inherently Illiterate

Bard

No Shield Proficiency

Proficient with all Martial Weapons

Speaks Druidic as a bonus language. It is forbidden to teach outside of druids and bards.

May use Inspire abilities to grant bonuses as normal or to inflict penalties equal to the bonuses that would normally be granted

May choose spells normally from the Bard spell list or may choose a Druid spell of one level lower when gaining new spells

Cleric

Does not need to prepare spells each day. Clerics are spontaneous casters.

Spells replenish at a specific point each day as determined by the chosen dragonkind they worship. There is no need to rest, the refresh happens regardless so long as the Cleric is in good standing.

Sun Dragons: Noon

Moon Dragons: Midnight

Folk Dragons: Dawn

Flame Dragons: Noon

Frost Dragons: Dawn

Death Dragons: Dusk

World Dragons: Must choose their time at 1st level but it cannot be changed thereafter

May choose to not advocate for a specific breed of dragonkind but instead be a priest of all dragonkind. In this case they only get a single Domain, but may choose the Domain they will have from all of those available to any dragon at the start of each day.

Clerics are all referred to as Dragonsworn but will usually use a uniform method of address to indicate their favour with dragonkind:

1st level: Dragonmet

3rd level: Dragonfriend

5th level: Dragonvowed

7th level: Dragonoathed

9th level: Dragonpledged

11th level: Dragonguard

13th level: Dragonkith

15th level: Dragonkin

17th level: Dragonchild

Druid

May only be True Neutral

May use Wild Shape to become a plant as well

Monk

Alignment: Monks must be Lawful. Discipline and devotion to their chosen weapon and style are paramount over other concerns. In fact it is not at all unusual to find evil, good, and neutral monks of the same school keeping happy company.

Hit Die: d8

Class Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex)

Skill Points at 1st Level: (4+Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Flurry of Blows Attack Bonus	Special Weapon Damage Bonus	AC Bonus	Speed Bonus
1	+0	+2	+2	+2	-2/-2	+1	+0	+0 ft.
2	+1	+3	+3	+3	-1/-1	+2	+0	+0 ft.
3	+2	+3	+3	+3	+0/+0	+3	+0	+10 ft.
4	+3	+4	+4	+4	+1/+1	+4	+0	+10 ft.
5	+3	+4	+4	+4	+2/+2	+5	+1	+10 ft.
6	+4	+5	+5	+5	+3/+3	+6	+1	+20 ft.
7	+5	+5	+5	+5	+4/+4	+7	+1	+20 ft.
8	+6/+1	+6	+6	+6	+5/+5/+0	+8	+1	+20 ft.
9	+6/+1	+6	+6	+6	+6/+6/+1	+9	+1	+30 ft.
10	+7/+2	+7	+7	+7	+7/+7/+2	+10	+2	+30 ft.
11	+8/+3	+7	+7	+7	+8/+8/+8/+3	+11	+2	+30 ft.
12	+9/+4	+8	+8	+8	+9/+9/+9/+4	+12	+2	+40 ft.
13	+9/+4	+8	+8	+8	+9/+9/+9/+4	+13	+2	+40 ft.
14	+10/+5	+9	+9	+9	+10/+10/+10/+5	+14	+2	+40 ft.
15	+11/+6/+1	+9	+9	+9	+11/+11/+11/+6/+1	+15	+3	+50 ft.
16	+12/+7/+2	+10	+10	+10	+12/+12/+12/+7/+2	+16	+3	+50 ft.
17	+12/+7/+2	+10	+10	+10	+12/+12/+12/+7/+2	+17	+3	+50 ft.
18	+13/+8/+3	+11	+11	+11	+13/+13/+13/+8/+3	+18	+3	+60 ft.
19	+14/+9/+4	+11	+11	+11	+14/+14/+14/+9/+4	+19	+3	+60 ft.
20	+15/+10/+5	+12	+12	+12	+15/+15/+15/+10/+5	+20	+4	+60 ft.

Class Features

Weapon and Armor Proficiency: Monks are proficient with club, dagger, handaxe as well as one other weapon of choice, which is their school's special weapon. Frequently that other weapon is an exotic weapon. Monks are proficient with padded armor, but no shields.

AC Bonus (Ex): A monk is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored, or in padded armor, and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor other than padded, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored or wearing padded armor, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at

her highest base attack bonus, but this attack takes a –2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on the above table. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to –1, and at 9th level it disappears. A monk must use a full attack action (see PHB page 143) to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with her special monk weapon. The monk can't use any weapon other than her special monk weapon as part of a flurry of blows. In the case of double weapons, like the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability.

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Special Weapon Damage Bonus (Ex): When wielding her chosen special weapon, a monk gains a bonus to damage rolls equal to her monk level. In addition, due to her intimate knowledge of her special weapon, she may choose to inflict lethal or non-lethal damage without incurring any penalty.

Bonus Feats: A monk gains bonus feats as she gains levels as detailed below.

1st level: Weapon Focus with her special weapon and either Quick Draw or Point Blank

Shot

2nd level: Select either Combat Reflexes or Deflect Arrows

4th level: Weapon Specialization with her special weapon

6th level: Select either Improved Disarm or Improved Trip

8th level: Greater Weapon Focus with her special weapon

10th level: Select either Melee Weapon Mastery or Ranged Weapon Mastery

12th level: Greater Weapon Specialization with her special weapon

18th level she gains Weapon Supremacy with her special weapon as a bonus feat.

A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): A monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), she instead takes no damage. Evasion can be used only if a monk is wearing padded armor or no armor. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on the table above. A monk in armor (other than padded armor) or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment, since her meditation and training improve her resistance to mind-affecting attacks.

Ki Strike (Su): At 4th level, a monk's attacks with her special weapon are empowered with ki. Her attacks with her special weapon are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction (see Damage Reduction, DMG page 291). Ki strike improves with the character's monk level. At 10th level, her special weapon attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her special weapon attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness (see Smashing an Object, PHB page 165).

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. This ability improves by 10 ft. every two monk levels thereafter (ie 30 ft. at 6th level, 40 ft.

at 8th level, etc.) At 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains control over her body's immune system. She gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a fireball, but henceforth she takes only half damage on a failed save. A helpless monk (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a monk is in such firm control of her own metabolism that she gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell dimension door, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level; see Spell Resistance, PHB page 177) that equals or exceeds the monk's spell resistance.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell Etherealness. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

Perfect Self: At 20th level, a monk has tuned her body with skill and quasi-magical abilities to the point that she becomes a magical creature. She is forevermore treated as an outsider (an extraplanar creature) rather than as a humanoid for the purpose of spells and magical effects. For instance, charm person does not affect her. Additionally, the monk gains damage reduction 10/magic, which allows her to ignore (instantly regenerate) the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction (see Damage Reduction, DMG page 291). Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

Paladin

Instead of gaining spells a paladin may choose to instead improve their class features. If a paladin chooses to forego spells at 4th level they may not later choose to gain spells.

6th level: +1 use of Smite Evil per day and their level counts as 1 higher for Lay on Hands

10th level: +1 use of Smite Evil per day, +1 use of Remove Disease per week, and their level counts as another 1 higher for Lay on Hands

12th level: +1 use of Smite Evil per day, +1 use of Remove Disease per week, and their level counts as another 1 higher for Lay on Hands

15th level: +1 use of Smite Evil per day, +1 use of Remove Disease per week, and their level counts as another 1 higher for Lay on Hands

(This means that a 15th level Paladin cannot cast spells but can Smite Evil 8 times per day, Remove Disease 8 times per week, and counts as 19th level for Lay on Hands)

A Brief Description of the Dragons of the World of Ardaf

Each of the dragon types of Ardaf has a leader, or one who is recognized as the greatest of the kind. These leaders usually tend to their own affairs excepting in times of great need when a moot is called. When such a drastic action takes place, the dragons each send their greatest to represent them.

At this time the recognized great dragons are listed below:

Great Dragons of Ardaf

Sun Dragons - Helaxadahnonosliod den Cahrsahlgdahnixhalden

Moon Dragons - depends on the moot

Folk Dragons - Alistradionix hai Darod "Allie"

Flame Dragons - Rarghoroxdalhisnix kai Draco

Death Dragons - Golgraghorodisix den Nesigraiggorngog

Frost Dragons - Norodhgrahlnoxolodonos den Gridslynandahlaxinonios

World Dragons - Lethniodisrahldenrax hai Syndahldenrai

Dream Dragons - Elenistantosticar hai Syldar kai Draco

conjunction meanings:

den - student of or successor to

hai - praiser of or memory keeper of

kai - *supreme example of*

lel - parent of

Sun Dragons

Alignment: Lawful Good

Symbol: A golden dragon scale

Favored Weapon: Long Sword

Typical Worshipers: Law men, Soldiers, Sunfolk

Sun dragons are often considered the most powerful of dragonkind. Their scales shine in tones of brightest gold and they breathe fiery death upon any who offend them. In contrast to their might they are also known as the most generous of dragonkind. They will often open their lairs to those in need of shelter and even give from their hoards to the poorest and most needy. However woe betide any who defraud a sun dragon for their vengeance is thorough, terrible, and most often public.

At hatching a sun dragon is covered in a sheath of mostly matte, golden brown scales so fine as to be almost invisible. As they age the scales grow larger and more defined as well as glossier and more metallic. At adulthood, around age 600, the scales are large and most definitely gold in hue. The most ancient of sun dragons have scales so robust that even the fragile ones that they shed are given out as great treasures to make shields or armour.

Domains

Courage Domain

Granted Power (Su): You radiate an aura of courage that grants all allies within 10' (including yourself) a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious.

Courage Domain Spells

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject plus one per four levels.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Cloak of Bravery:** You and your allies gain a bonus on saves against fear.
4. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
5. **Valiant Fury:** +4 Str, Con; +2 Will saves; extra attack.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
8. **Lion's Roar:** Deals 1d8 points of damage/2 levels to enemies; allies get +1 on attacks and saves against fear, temporary hp.
9. **Cloak of Bravery, Greater:** You and your allies become immune to fear and get +2 bonus on attacks.

Good Domain

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil:** As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Dispel Evil:** +4 bonus against attacks by evil creatures.
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.

8. **Holy Aura^F**: +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX**: Calls extraplanar creature to fight for you (Good only).

Hope Domain

Granted Power: Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

Hope Domain Spells

1. **Bless**: Allies gain +1 on attack rolls and saves against fear.
2. **Aid**: +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Heroism**: Gives +2 bonus on attack rolls, saves, skill checks.
4. **Good Hope**: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5. **Atonement^{Fx}**: Removes burden of misdeeds from subject.
6. **Heroism, Greater**: Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
7. **Restoration, Greater^x**: As *restoration*, plus restores all levels and ability scores.
8. **Planar Ally, Greater^x**: As *lesser planar ally*, but up to 24 HD.
9. **Miracle^x**: Requests a deity's intercession.

Law Domain

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1. **Protection from Chaos**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions**: Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos**: As *protection* spells, but 10' radius and 10 min./level.
4. **Order's Wrath**: Damages and dazes chaotic creatures.
5. **Dispel Chaos**: +4 bonus against attacks by chaotic creatures.
6. **Hold Monster**: As *hold person*, but any creature.
7. **Dictum**: Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law^M**: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX**: Calls extraplanar creature to fight for you (Lawful only).

Metallic Dragon Domain

Granted Power: You gain damage reduction 1/adamantine. This increases by 1 per five Cleric levels.

Metallic Dragon Domain Spells

1. **Vision of Glory**: Subject gains morale bonus equal to your Cha modifier to one saving throw.
2. **Shield Other^F**: You take half of subject's damage.
3. **Diamondsteel^M**: Metal armor provides damage reduction.
4. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy.
5. **Globe of Invulnerability, Lesser**: Stops 1st- through 3rd-level spell effects.
6. **Wall of Iron^M**: 30 hp/4 levels; can topple onto foes.
7. **Ironguard^F**: Subject becomes immune to all metal.
8. **Iron Body**: Your body becomes living iron.
9. **Dragon Ally, Greater^x**: As *lesser dragon ally*, but up to 21 HD.

Sun Domain

Granted Power (Su): Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

Sun Domain Spells

1. **Endure Elements:** Exist comfortably in hot or cold environments.
2. **Heat Metal:** Make metal so hot it damages those who touch it.
3. **Searing Light:** Ray deals 1d8/2 levels, more against undead.
4. **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Fire Seeds:** Acorns and berries become grenades and bombs.
7. **Sunbeam:** Beam blinds and deals 4d6 damage.
8. **Sunburst:** Blinds all within 80', deals 6d6 damage.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

Moon Dragons

Alignment: Chaotic Good

Symbol: A silvery dragon scale

Favored Weapon: Rapier

Typical Worshipers: Loners, Mystics, Shape changers

Moon dragons are competitors in the minds of many of the Surviving Peoples for the most powerful of dragonkind. It is true that they are not as physically strong, nor do they carry such thick scales, but they have an unmatched intellect. This intellect is often used to play pranks it is just as often used to bring answers to great dilemmas. The scales of a moon dragon shine with the silvery brightness of their namesake and they breathe deadly cold upon those they find worthy of such. They almost never reveal the location nor contents of their lairs but they are renowned for providing insight and knowledge to those who need it.

At hatching a moon dragon is covered in a clumsy array of large, dull gray scales. As they age the scales become more and more a true silver in colour. Some of the most ancient examples of moon dragons begin to take on a blue or green tint to their scales. Also they grow into their scales to the point that by the time a moon dragon is an adult, around age 600, the scales look like fine mail over their bodies. The most ancient of moon dragons look like living liquid metal so fine and intermeshed are their scales.

Domains

Chaos Domain

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos^F:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

Good Domain

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil:** As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Dispel Evil:** +4 bonus against attacks by evil creatures.
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.

7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura^F:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Good only).

Illusion Domain

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

Illusion Domain Spells

1. **Silent Image:** Creates minor illusion of your design.
2. **Minor Image:** As *silent image*, plus some sound.
3. **Displacement:** Attacks miss subject 50%.
4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Persistent Image:** As *major image*, but no concentration required.
6. **Mislead:** Turns you invisible and creates illusory double.
7. **Project Image:** Illusory double can talk and cast spells.
8. **Screen:** Illusion hides area from vision, scrying.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

Insight Domain

Granted Power (Ex): You gain *uncanny dodge*, the extraordinary ability to react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. If you gain *uncanny dodge* from a second class (such as Barbarian or Rogue), you automatically gain *improved uncanny dodge*, as detailed in those class descriptions.

Insight Domain Spells

1. **True Strike:** +20 on your next attack roll.
2. **Augury^{MF}:** Learns whether an action will be good or bad.
3. **Locate Object:** Senses direction toward object (specific or type).
4. **Divination^M:** Provides useful advice for specific proposed actions.
5. **Commune^X:** Deity answers one yes-or-no question/level.
6. **Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level.
7. **Arcane Sight, Greater:** As *arcane sight*, but also reveals magic effects on creatures and objects.
8. **Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
9. **Foresight:** "Sixth sense" warns of impending danger.

Metallic Dragon Domain

Granted Power: You gain damage reduction 1/adamantine. This increases by 1 per five Cleric levels.

Metallic Dragon Domain Spells

1. **Vision of Glory:** Subject gains morale bonus equal to your Cha modifier to one saving throw.
2. **Shield Other^F:** You take half of subject's damage.
3. **Diamondsteel^M:** Metal armor provides damage reduction.
4. **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
5. **Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.
6. **Wall of Iron^M:** 30 hp/4 levels; can topple onto foes.
7. **Ironguard^F:** Subject becomes immune to all metal.
8. **Iron Body:** Your body becomes living iron.
9. **Dragon Ally, Greater^X:** As *lesser dragon ally*, but up to 21 HD.

Moon Domain

Granted Power (Su): Turn or destroy lycanthropes as a good Cleric turns undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Moon Domain Spells

1. **Faerie Fire:** Outlines subject with light, canceling *blur*, concealment, and the like.
2. **Moonbeam:** Forces lycanthropes to regain human shape.
3. **Moon Blade:** Creates sword that does 1d8 damage +1/2 levels, scrambles magic.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Moon Path:** Creates invisible stair or bridge.
6. **Permanent Image^M:** Includes sight, sound, and smell.
7. **Insanity:** Subject suffers continuous *confusion*.
8. **Moonfire:** Cone of light damages creatures, reveals hidden things, negates electricity damage.
9. **Miracle^X:** Requests a deity's intercession.

Folk Dragons

Alignment: Neutral Good

Symbol: A brassy dragon scale

Favored Weapon: Warhammer

Typical Worshipers: Commoners, Laborers, Wives

Folk dragons are clearly the weakest of the goodly dragons but in contrast they are also the most widely revered and respected of dragonkind. Whereas all other dragons are content to pronounce from on high or lurk at the fringes and guide with fear or temptation, folk dragons are consistently at the forefront, shoulder to shoulder with the Surviving Peoples. In small villages it is common to see a young folk dragon yoked to a plow or wagon helping their community thrive. In larger communities folk dragons happily toil in numbers in foundries, quarries, brick kilns, and any other labour intensive endeavour the community needs. This is not to say that folk dragons do not have their pride. Nor is it to deny their might. Indeed there are few foes more implacable or terrifying than a folk dragon who has seen their community come to needless harm.

At hatching a folk dragon looks a great deal like a toy version of their adult selves, with exaggeratedly large and friendly eyes, blunted and almost rubbery talons, and brown scales with a suede-like finish. As they age they become more regal, but usually they maintain an open countenance, if a draconic one. By adulthood, around age 600, the brown scales have given way to a burnished orangy-bronze. It is rare to see an adult folk dragon with clean or polished looking scales. Their love for hard labour is worn with pride in the chinks and scratches on their scales. Be most respectful of a folk dragon that looks haggard and tired. Those are the most ancient of the kind and such looks are quite deceiving.

Domains

Community Domain

Granted Power (Sp): Use *calm emotions* as a spell-like ability once per day. Gain a +2 bonus on *Diplomacy* checks.

Community Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Status:** Monitors condition, position of allies.
3. **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.
4. **Tongues:** Speak any language.
5. **Rary's Telepathic Bond:** Link lets allies communicate.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge^M:** Alters item to transport its possessor to you.
8. **Mordenkainen's Magnificent Mansion^F:** Door leads to extradimensional mansion.
9. **Heal, Mass:** As *heal*, but with several subjects.

Family Domain

Granted Power (Su): Once per day as a free action, you can protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10' from you. You can affect yourself with this ability.

Family Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Shield Other^F:** You take half of subject's damage.
3. **Helping Hand:** Ghostly hand leads subject to you.
4. **Imbue with Spell Ability:** Transfer spells to subject.
5. **Rary's Telepathic Bond:** Link lets allies communicate.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge^M:** Alters item to transport its possessor to you.
8. **Protection from Spells^{MF}:** Confers +8 resistance bonus.
9. **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

Forge Domain

Granted Power: You gain a +2 insight bonus on *Craft* and *Appraise* checks related to stone or metal items.

Forge Domain Spells

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Heat Metal:** Make metal so hot it damages those who touch it.
3. **Keen Edge:** Doubles normal weapon's threat range.
4. **Minor Creation:** Creates one cloth or wood object.
5. **Wall of Iron^M:** 30 hp/4 levels; can topple onto foes.
6. **Major Creation:** As *minor creation*, plus stone and metal.
7. **Hardening^M:** Increases hardness of target by 1 per 2 levels.
8. **Repel Metal or Stone:** Pushes away metal and stone.
9. **Iron Body:** Your body becomes living iron.

Good Domain

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1. **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Magic Circle against Evil:** As *protection* spells, but 10' radius and 10 min./level.
4. **Holy Smite:** Damages and blinds evil creatures.
5. **Dispel Evil:** +4 bonus against attacks by evil creatures.
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Holy Word:** Kills, paralyzes, slows, or deafens nongood subjects.
8. **Holy Aura^F:** +4 to AC, +4 resistance, and SR 25 against evil spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Good only).

Metallic Dragon Domain

Granted Power: You gain damage reduction 1/adamantine. This increases by 1 per five Cleric levels.

Metallic Dragon Domain Spells

1. **Vision of Glory:** Subject gains morale bonus equal to your Cha modifier to one saving throw.
2. **Shield Other^F:** You take half of subject's damage.
3. **Diamondsteel^M:** Metal armor provides damage reduction.
4. **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
5. **Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.
6. **Wall of Iron^M:** 30 hp/4 levels; can topple onto foes.

7. **Ironguard^F**: Subject becomes immune to all metal.
8. **Iron Body**: Your body becomes living iron.
9. **Dragon Ally, Greater^X**: As *lesser dragon ally*, but up to 21 HD.

Trade Domain

Granted Power (Sp): Once per day as a free action, you can use *detect thoughts*, affecting one subject and lasting a number of minutes equal to your Charisma bonus (minimum 1 minute).

Trade Domain Spells

1. **Message**: Whispered conversation at a distance.
2. **Gembomb^M**: Gem becomes a bomb that deals 1d8 force damage/2 levels.
3. **Eagle's Splendor**: Subject gains +4 CHA for 1 minute/level.
4. **Sending**: Delivers short message anywhere, instantly.
5. **Fabricate**: Transforms raw materials into finished items.
6. **True Seeing^M**: Lets you see all things as they really are.
7. **Mordenkainen's Magnificent Mansion^F**: Door leads to extradimensional mansion.
8. **Mind Blank**: Subject is immune to mental/emotional magic and scrying.
9. **Discern Location**: Reveals exact location of creature or object.

World Dragons

Alignment: True Neutral

Symbol: A green dragon scale

Favored Weapon: Scimitar

Typical Worshipers: Druids, Farmers, Woodsmen

World dragons see themselves as the caretakers of Ardaf and are largely granted that role by the rest of dragonkind since they don't want to do it. This suits world dragons as they prefer to quietly go about their self-appointed tasks without distraction. Nurturing of sickly groves, or culling of over populated species is their usual employment but they can often also be found giving counsel to confounded elders of the Surviving Peoples or wise guidance to upcoming new mothers. This is not to say that world dragons are not without their terror. A town that has disrespected the work of a world dragon or worse yet despoiled a particular project of pride can expect to be punished with a callous efficiency that is frequently the stuff of legend.

At hatching a world dragon looks something like a new shoot of grass with a whiplike body and scales in a bright and pale shade of green. As they age world dragons fill out to become quite imposing and their scales darken to the colour of pine needles at adulthood, around age 600. The most ancient of world dragons have scales so dark that only when the light catches them just so can they be seen to be green at all.

Domains

Animal Domain

Granted Power (Sp): You can use *speak with animals* once per day as a spell-like ability.

Add *Knowledge (Nature)* to your list of Cleric class skills.

Animal Domain Spells

1. **Calm Animals:** Calms (2d4 + level) HD of animals.
2. **Hold Animal:** Paralyzes one animal for 1 round/level.
3. **Dominate Animal:** Subject animal obeys silent mental commands.
4. **Summon Nature's Ally IV:** Calls creature to fight. (Animals only)
5. **Commune with Nature:** Learn about terrain for 1 mile/level.
6. **Antilife Shell:** 10' field hedges out living creatures.
7. **Animal Shapes:** One ally/level polymorphs into chosen animal.
8. **Summon Nature's Ally VIII:** Calls creature to fight. (Animals only)
9. **Shapechange^F:** Transforms you into any creature, and change forms once per round.

Dragon Domain

Granted Power: Add *Bluff* and *Intimidate* to your list of Cleric class skills.

Dragon Domain Spells

1. **Magic Fang:** One natural weapon of subject creature gets +1 on attack and damage rolls.
2. **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
3. **Magic Fang, Greater:** One natural weapon of subject creature gets +1/4 levels on attack and damage rolls (max +5).
4. **Voice of the Dragon:** +10 on *Bluff*, *Diplomacy*, and *Intimidate* checks; can use one *suggestion*.

5. **True Seeing^M**: Lets you see all things as they really are.
6. **Stoneskin^M**: Ignore 10 points of damage per attack.
7. **Dragon Ally^X**: As *lesser dragon ally*, but up to 15 HD.
8. **Suggestion, Mass**: As *suggestion*, plus one/level subjects.
9. **Dominate Monster**: As *dominate person*, but any creature.

Life Domain

Granted Power: Once per day, you can grant 1d6 temporary hit points +1 per Cleric level to a creature you touch. These temporary hit points last for a maximum of 1 hour/level.

Life Domain Spells

1. **Hide from Undead**: Undead can't perceive one subject/level.
2. **Restoration, Lesser**: Dispels magical ability penalty or regains 1d6 ability damage.
3. **Plant Growth**: Grows vegetation, improves crops.
4. **Death Ward**: Grants immunity to death spells and negative energy effects.
5. **Disrupting Weapon**: Melee weapon destroys undead.
6. **Animate Objects**: Objects attack your foes.
7. **Regenerate**: Subject's severed limbs grow back, cures 4d8 damage +1/level (+35).
8. **Animate Plants**: One or more trees animate and fight for you.
9. **Heal, Mass**: As *heal*, but with several subjects.

Plant Domain

Granted Power (Su): Rebuke or command plant creatures as an evil Cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability. Add *Knowledge (Nature)* to your list of Cleric class skills.

Plant Domain Spells

1. **Entangle**: Plants entangle everyone in 40' radius.
2. **Barkskin**: Grants +2 (or higher) enhancement to natural armor.
3. **Plant Growth**: Grows vegetation, improves crops.
4. **Command Plants**: Sway the actions of one or more plant creatures.
5. **Wall of Thorns**: Thorns damage anyone who tries to pass by.
6. **Repel Wood**: Pushes away wooden objects.
7. **Animate Plants**: One or more trees animate and fight for you.
8. **Control Plants**: Control actions of one or more plant creatures.
9. **Shambler**: Summons 1d4+2 shambling mounds to fight for you.

Renewal Domain

Granted Power (Su): If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This ability functions once per day. If an attack brings you to -10 hit points or lower, you die before this power takes effect.

Renewal Domain Spells

1. **Charm Person**: Makes one person your friend.
2. **Restoration, Lesser**: Dispels magical ability penalty or regains 1d6 ability damage.
3. **Remove Disease**: Cures all diseases affecting subject.
4. **Reincarnate**: Brings dead subject back to life in random body.
5. **Atonement^{FX}**: Removes burden of misdeeds from subject.

6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Restoration, Greater^x:** As *restoration*, plus restores all levels and ability scores.
8. **Polymorph Any Object:** Changes any subject into anything else.
9. **Freedom:** Releases creature from *imprisonment*.

Weather Domain

Granted Power: Your vision is unobstructed by nonmagical weather conditions. Add *Survival* to your list of Cleric class skills. You gain a +2 bonus on all weather-related *Survival* checks.

Weather Domain Spells

1. **Obscuring Mist:** Fog surrounds you.
2. **Fog Cloud:** Fog obscures vision.
3. **Call Lightning:** Calls down lightning bolts (3d6 per bolt) from sky.
4. **Sleet Storm:** Hampers vision and movement.
5. **Call Lightning Storm:** As *call lightning*, but 5d6 damage per bolt.
6. **Control Winds:** Change wind direction and speed.
7. **Control Weather:** Changes weather in local area.
8. **Whirlwind:** Cyclone deals damage and can pick up creatures.
9. **Storm of Vengeance:** Storm rains acid, lightning, and hail.

Flame Dragons

Alignment: Chaotic Evil

Symbol: A red dragon scale

Favored Weapon: Greatsword

Typical Worshipers: Bullies, Champions, Sorcerers

Flame dragons are the other contender for most powerful of dragonkind and they rarely hesitate to remind anyone they encounter of that fact. Many are the tales of those who have come to terrible and fiery ends simply because they happened upon a flame dragon who wanted to show off. In opposition to their violent natures flame dragons are also quite fond of flattery and a well composed array of compliments and deference can often turn a flame dragon's need for violence to a specific end. Be wary if attempting this for a flame dragon who feels such efforts are insincere will likely return to avenge their pride on those who sought to use their might after they have burned their first targets to the ground.

At hatching a flame dragon emerges with scales of pink and orange and a temperament of outrage that a universe could be so ignorant of their grandeur as to force them into such a puny form. Their scales are round with a scalloped edge and grow to a darker red from root to edge as they age. By adulthood, around age 600, flame dragons sport their traditional shining scarlet scales which will remain so for the rest of their lives. Few flame dragons reach ancient status due to their belligerence, but tremble in true terror if ever one with gold hints at the edges of their scales be encountered for that is a beast of unimaginable age and the power to match.

Domains

Chaos Domain

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos^F:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

Chromatic Dragon Domain (Red Only)

Granted Power: Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear^M:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

Destruction Domain

Granted Power (Su): You gain the *smite* power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your Cleric level (if you hit). You must declare the *smite* before making the attack. The ability is usable once per day.

Destruction Domain Spells

1. **Inflict Light Wounds:** Touch attack, 1d8 damage +1/level (max +5).
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Contagion:** Infects subject with chosen disease.
4. **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
5. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
6. **Harm:** Deals 10 points/level damage to target.
7. **Disintegrate:** Makes one creature or object vanish.
8. **Earthquake:** Intense tremor shakes 5'/level radius.
9. **Implosion:** Kills one creature/round.

Evil Domain

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate^M:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead^M:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura^F:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

Fire Domain

Granted Power (Su): Turn or destroy water creatures as a good Cleric turns undead. Rebuke, command, or bolster fire creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

1. **Burning Hands:** 1d4/level fire damage (max 5d4).
2. **Produce Flame:** 1d6 damage +1/level, touch or thrown.

3. **Resist Energy*:** Ignores 10 (or more) points of damage/attack from specified energy type. (Cold or Fire only)
4. **Wall of Fire:** Deals 2d4 fire damage out to 10' and 1d4 out to 20'. Passing through wall deals 2d6 damage +1/level.
5. **Fire Shield:** Creatures attacking you take fire damage, you're protected from heat or cold.
6. **Fire Seeds:** Acorns and Berries become grenades and bombs.
7. **Fire Storm:** Deals 1d6/level fire damage.
8. **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm:** Summons multiple elementals (Fire only).

War Domain

Granted Power: Free ***Martial Weapon Proficiency*** with deity's favored weapon (if necessary) and ***Weapon Focus*** feat with the deity's favored weapon.

War Domain Spells

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Magic Vestment:** Armor or shield gains +1 enhancement/4 levels.
4. **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Power Word Blind:** Blinds creature with 200 hp or less.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Power Word Kill:** Kills one creature with 100 hp or less.

Frost Dragons

Alignment: Lawful Evil

Symbol: A white dragon scale

Favored Weapon: Spear

Typical Worshipers: Explorers, Soldiers, Tyrants

Frost dragons are creatures of patience, cunning, and callousness. When hunting they much prefer to exhaust their prey and then watch as it freezes solid rather than strike for a quick kill. In warmer months or climes they will use their breath to freeze their food but not all at once, preferring to chill the creature near to death, let it recover a bit, and repeat the process until the inevitable occurs. Negotiating or pleading with a frost dragon is usually pointless once they have decided on a course of action but they will quite happily wait with dispassionate patience while those desperate unfortunates waste their efforts.

At hatching the scales of a frost dragon are so pale that they are actually translucent, revealing a glimpse of the mottled white and black hide beneath. As they age the scales become more solid in colour until they are gleaming white at adulthood, around age 600. The most ancient of frost dragons have scales that have again started to become translucent but instead of revealing the hide beneath they instead show an impenetrable depth like opals or clouded sapphires.

Domains

Chromatic Dragon Domain (White Only)

Granted Power: Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear^M:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

Cold Domain

Granted Power (Su): You can turn or destroy fire creatures as a good Cleric turns undead. You can also rebuke or command cold creatures as an evil Cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Cold Domain Spells

1. **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 STR damage.

2. **Chill Metal:** Cold metal damages those who touch it.
3. **Sleet Storm:** Hampers vision and movement.
4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40' across.
5. **Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
6. **Cone of Cold:** 1d6/level cold damage.
7. **Control Weather:** Changes weather in local area.
8. **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
9. **Obedient Avalanche:** Snowy avalanche crushes and buries your foes.

Evil Domain

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate^M:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead^M:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura^F:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

Law Domain

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1. **Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Magic Circle against Chaos:** As *protection* spells, but 10' radius and 10 min./level.
4. **Order's Wrath:** Damages and dazes chaotic creatures.
5. **Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
6. **Hold Monster:** As *hold person*, but any creature.
7. **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
8. **Shield of Law^M:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Lawful only).

Suffering Domain

Granted Power (Sp): You can use a pain touch once per day. Make a melee touch attack against a living creature, which bestows on that creature a -2 penalty to Strength and Dexterity for 1 minute on a successful attack. This ability does not affect creatures that have immunity to extra damage from critical hits.

Suffering Domain Spells

1. **Bane:** Enemies take -1 on attack rolls and saves against fear.
2. **Bear's Endurance:** Subject gains +4 to Con for 1 minute/level.
3. **Bestow Curse:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
4. **Enervation:** Subject gains 1d4 negative levels.

5. **Feeblemind:** Subject's Int and Cha drop to 1.
6. **Harm:** Deals 10 points/level damage to target.
7. **Eyebite:** Target becomes panicked, sickened, and comatose.
8. **Symbol of Pain^M:** Triggered rune wracks nearby creatures with pain.
9. **Horrid Wilting:** Deals 1d6/level damage within 30'.

Winter Domain

Granted Power: During the winter season, you gain a +2 sacred bonus on all Wisdom-based skill checks.

Winter Domain Spells

1. **Snowsight:** Normal vision in winter weather conditions.
2. **Snow Walk:** Increase your speed and walk effortlessly on top of snow without leaving tracks or scent.
3. **Winter's Embrace:** Subject takes 1d8 damage/round; can cause fatigue.
4. **Ice Storm:** Hail deals 5d6 damage in cylinder 40' across.
5. **Blizzard:** Temperature drops and powerful blizzard reduces visibility to zero.
6. **Death Hail:** Summons a storm of death hail.
7. **Control Weather:** Changes weather in local area.
8. **Summon Giants (Frost Giants Only):** Summons outsider giants to fight for you.
9. **Fimbulwinter^X:** Creates winter weather for miles around you that lasts for months.

Death Dragons

Alignment: Neutral Evil

Symbol: A black dragon scale

Favored Weapon: Morning Star

Typical Worshipers: Grave tenders, Necromancers, Scholars

Death dragons are easily the most frightening of dragonkind for they take their role as managers of the dead most seriously. They are fascinated by death in all its forms and are not shy about inflicting it in one manner or another if they feel they do not fully enough understand how death comes to be in a given way. Though they are cruel and malicious in the extreme death dragons are also often keen to strike deals and bargains to add to their vast repositories of knowledge. Be wary though, for these deals are often riddled with hidden effects that will bring death and ruin to all involved who are not death dragons themselves.

At hatching a death dragon wears loose and floppy gray scales of mismatched sizes giving the appearance almost of a poorly made doll of rags. As they age the scales become harder and darker until they are a matte black but no less irregular. At no point in its life does a death dragon carry scales that could be called anything like elegant. Of particular note are the signs of the most ancient death dragons for they begin to sport spines and spikes along their backs and extremities. Though this lends them an even more terrifying visage these ancients are actually the least dangerous to treat with for they have learned much of death and patience so are usually content to simply observe how senescence takes its course.

Domains

Chromatic Dragon Domain (Black Only)

Granted Power: Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.
5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear^M:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

Death Domain

Granted Power (Su): You may use a *death touch* once per day. Your *death touch* is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch

spells). When you touch, roll 1d6 per Cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to STR, and +1 caster level.
3. **Animate Dead:** Creates undead skeletons and zombies.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Create Undead^M:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Destruction^F:** Kills subject and destroys remains.
8. **Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.
9. **Wail of the Banshee:** Kills one creature/level.

Evil Domain

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1. **Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate^M:** Fills area with negative energy, making undead stronger.
3. **Magical Circle against Good:** As *protection* spells, but 10' radius and 10 min./level.
4. **Unholy Blight:** Damages and sickens good creatures.
5. **Dispel Good:** +4 bonus against attacks by good creatures.
6. **Create Undead^M:** Create ghouls, ghosts, mummies, or mohrgs.
7. **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
8. **Unholy Aura^F:** +4 to AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Evil only).

Knowledge Domain

Granted Power: Add all *Knowledge* skills to your list of Cleric class skills.
You cast divination spells at +1 caster level.

Knowledge Domain Spells

1. **Detect Secret Doors:** Reveals hidden doors within 60'.
2. **Detect Thoughts:** Allows "listening" to surface thoughts.
3. **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 minute/level.
4. **Divination^M:** Provides useful advice for specific proposed actions.
5. **True Seeing^M:** Lets you see all things as they really are.
6. **Find the Path:** Shows most direct way to a location.
7. **Legend Lore^{MF}:** Lets you learn tales about a person, place, or thing.
8. **Discern Location:** Reveals exact location of creature or object.
9. **Foresight:** "Sixth sense" warns of impending danger.

Necromancer Domain

Granted Power: You cast necromancy spells at +1 caster level.

Necromancer Domain Spells

1. **Ray of Enfeeblement:** Ray deals 1d6 +1/2 levels Str penalty.

2. **Command Undead:** Undead creature obeys your commands.
3. **Vampiric Touch:** Touch deals 1d6/2 levels damage; caster gains damage as hp.
4. **Enervation:** Subject gains 1d4 negative levels.
5. **Waves of Fatigue:** Several targets become fatigued.
6. **Eyebite:** Target becomes panicked, sickened, and comatose.
7. **Control Undead:** Undead don't attack you while under your command.
8. **Horrid Wilting:** Deals 1d6/level damage within 30'.
9. **Energy Drain:** Subject gains 2d4 negative levels.

Repose Domain

Granted Power (Sp): You may use *death touch* once per day. To deliver a *death touch*, you must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per Cleric level you possess. If the result equals or exceeds the creature's current hit points, it dies (no save). *Death touch* is a supernatural ability and a death effect.

Repose Domain Spells

1. **Deathwatch:** Reveals how near death subjects within 30' are.
2. **Gentle Repose:** Preserves one corpse.
3. **Speak with Dead:** Corpse answers one question/2 levels.
4. **Death Ward:** Grants immunity to death spells and negative energy effects.
5. **Slay Living:** Touch attack kills subject.
6. **Undeath to Death:** Slays 1d4 HD of undead creatures per caster level (max 20d4).
7. **Destruction^F:** Kills subject and destroys remains.
8. **Surelife:** Protects caster from specified natural death.
9. **Wail of the Banshee:** Kills one creature/level.

Dream Dragons

Alignment: Chaotic Neutral

Symbol: A blue dragon scale

Favored Weapon: Chosen by the dragonsworn

Typical Worshipers: Exiles, Loners, Madmen

There are no such things as dream dragons and never have been. You are too old to believe in children's tales.

If you insist on pursuing such infantile fantasies then know that dream dragons are the most mysterious and secretive of dragonkind. They are deeply tied to their own ideas of themselves and strive to make real their notions of what they should be, regardless of the impediments in their way. Even the immutable constraints of reality are seen as temporary and surmountable to these creatures.

At hatching a dream dragon's scales are a brilliant blue, brighter even than the noonday sky, and create a smooth coat over the creature. As they age the scales darken and thicken, creating a pattern of shades and shapes that tricks the mind into seeing things in them that aren't there. An older adult dream dragon will be the darkest shades of blue but as they age yet further the color of their scales tends to lighten again and it is said that the oldest of dream dragons are all of unique shades and patterns.

Domains

Chaos Domain

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1. **Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Shatter:** Sonic vibration damages objects or crystalline creatures.
3. **Magic Circle Against Law:** As *protection* spells, but 10' radius and 10 min./level.
4. **Chaos Hammer:** Damages and staggers lawful creatures.
5. **Dispel Law:** +4 bonus against attacks by lawful creatures.
6. **Animate Objects:** Objects attack your foes.
7. **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects.
8. **Cloak of Chaos^F:** +4 to AC, +4 resistance, SR 25 against lawful spells.
9. **Summon Monster IX:** Calls extraplanar creature to fight for you (Chaotic only).

Chromatic Dragon Domain (Blue Only)

Granted Power: Choose a chromatic dragon color. You cannot later change the kind of dragon. Once per day, you may use a breath weapon similar to the chosen dragon's. This breath weapon deals 1d6 points of damage per five Cleric levels you possess. A successful Reflex save (DC 10 + 1/2 your Cleric level + your Charisma modifier) halves the damage. A black breathes a 60' line of acid, a blue breathes a 60' line of electricity, a green breathes a 30' cone of acid, a red breathes a 30' cone of fire, and a white breathes 30' cone of cold.

Chromatic Dragon Domain Spells

1. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
2. **Gust of Wind:** Blows away or knocks down smaller creatures.
3. **Claws of Darkness:** Claws deal 1d8 cold damage and have reach.
4. **Fear:** Subjects within cone flee for 1 round/level.

5. **Rebuking Breath:** Your breath weapon rebukes undead.
6. **Symbol of Fear^M:** Triggered rune panics nearby creatures.
7. **Aura of Terror:** You gain an aura of fear, or your frightful presence becomes more effective.
8. **Stunning Breath, Greater:** Your breath weapon also stuns creatures for 2d4 rounds.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

Dream Domain

Granted Power: Because you have long delved into dreams and nightmares, you are immune to fear effects.

Dream Domain Spells

1. **Sleep:** Puts 4 HD of creatures into magical slumber.
2. **Augury^{MF}:** Learns whether an action will be good or bad.
3. **Deep Slumber:** Puts 10 HD of creatures to sleep.
4. **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
5. **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
6. **Dream Sight:** Your spirit can hear and see at a distance for 1 min./level.
7. **Scrying, Greater^F:** As *scrying*, but faster and longer.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Weird:** As *phantasmal killer*, but affects all within 30'.

Hope Domain

Granted Power: Once per day, when you fail a skill check, attack roll, or saving throw, you may roll 1d6 and add it to the result. This ability is used after the result of the roll or check is revealed, but before any other actions are taken.

Hope Domain Spells

1. **Bless:** Allies gain +1 on attack rolls and saves against fear.
2. **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.
4. **Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
5. **Atonement^{FX}:** Removes burden of misdeeds from subject.
6. **Heroism, Greater:** Gives +4 bonus on attacks, saves, skill checks; immunity to fear; temporary hp.
7. **Restoration, Greater^X:** As *restoration*, plus restores all levels and ability scores.
8. **Planar Ally, Greater^X:** As *lesser planar ally*, but up to 24 HD.
9. **Miracle^X:** Requests a deity's intercession.

Liberation Domain

Granted Power (Su): If you are affected by a charm, compulsion or fear effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw. This granted power is considered a supernatural ability.

Liberation Domain Spells

1. **Omen of Peril:** You know how dangerous the future will be.
2. **Undetectable Alignment:** Conceals alignment for 24 hours.
3. **Rage:** Subjects gain +2 to Str and Con, +1 on Will saves, -2 to AC.
4. **Freedom of Movement:** Subject moves normally despite impediments.
5. **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
6. **Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
7. **Refuge^M:** Alters item to transport its possessor to you.

8. **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
9. **Unbinding:** Frees everyone in range from spells that constrain or bind.

Seduction Domain

Granted Power: You gain a +1 bonus on Charisma checks and all opposed Charisma-based skill checks.

Seduction Domain Spells

1. **Charm Person:** Makes one person your friend.
2. **Eagle's Splendor:** Subject gains +4 Cha for 1 minute/level.
3. **Geas, Lesser:** Commands subject of 7 HD or less.
4. **Suggestion:** Compels subject to follow stated course of action.
5. **Charm Monster:** Makes monster believe it is your ally.
6. **Dominate Person:** Controls humanoid telepathically.
7. **Charm Monster, Mass:** As *charm monster*, but all within 30'.
8. **Dominate Monster:** As *dominate person*, but any creature.
9. **Demand:** As *sending*, plus you can send *suggestion*.