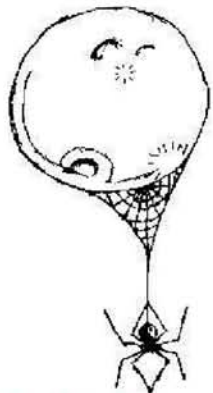


“Requires the use of the Dungeons & Dragons,
Third Edition Core Books,
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Spider Dreams

SWSD-110E



GARATH 'NΘK

City of Evil

copy
Inc.

Jacob Schwartz and Christopher Craft



Presents...

Garath 'Nok: City of Evil

Created and written by: Jacob Schwartz and Christopher Craft

Artwork by: Lauren M. Gruver

I've been playing D&D for a long time. Something like a quarter of a century. (I started young.) Most of the people that I've gamed with have tried to play evil characters. It works—for about three sessions. By that time, everyone in the party has found the strengths and weaknesses of the others. And war breaks out. The party can't stay together for long, because each person has their own agendas, and none of them are in agreement. I've DM'd players who want to be unusual character races. I've tried to play unusual character races. They don't work well if the campaign is run realistically. I've been through dungeons where the PCs are the monsters; those are a kick for a couple of sessions, but they leave something to be desired.

When I first saw the proposal for *Garath 'Nok*, I had doubts, but I read the material that was there. I knew two things after I read it: one, most of the questions and problems that arise when running a group of evil and unusual characters had been answered in a workable way; and two, I wanted to play in this environment. My usual game group would get excited about D&D again. I saw something in that brief overview of the book that would strike a chord with every player that I knew. The ones who wanted something different, to play a campaign based around the “evil” races, would have everything that they wanted with this book. The players who wouldn't play anything other than a paladin would find a huge challenge in this book. This is an excellent resource for players and DMs, for an established campaign or a shiny new one.

I hope that you enjoy *Garath 'Nok: City of Evil*.

William A. Rae,
Sacred Wolf, Inc.

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The Tale of Garath 'Nok

Part 1 – The Awakening

Great dreamers are what bring a society into the next stage of development. These are the people who see the next step. They see possibilities and more importantly, they see ways of accomplishing these goals. Sometimes, they are the only people who see the goals in the first place.

Rumors exist of the occasional evil creature who wakes up and says, “why not be good?” or the one who wakes up and says, “I could conquer the world.” The formers become outcasts in their society. The latter are why the average hero exists. But what never seems to awaken in the minds of orcs is the idea that “we could be better than the humans if we did what they did.” Orcs are stronger. They have a respect for power. What they lack is organization. Imagine one orc, a relatively strong one and one of the more prominent warriors in his tribe, *does* have this awakening. Through tribal processes, he is able to win control of his tribe and he establishes a farming community. It fails for the first few years as the orcs have no training in agriculture.

The orcs *do*, on the other hand, have experience in raiding and kidnapping, so they turn their attention to stealing farmers, rather than just their food. To an evil race, slavery is acceptable. And so the orcs enslave a few farmers and learn their ways. Being stronger, even the female orcs are capable farmers and within a few years, the orcs have learned the basics of agriculture from the farmers that they captured. Even easier than this of course is to simply capture the humans, enslave them, and let them do the farming for you.

The last option is to simply steal progress. In this scenario, an orcish war party attacks a small

farming village. Rather than simply stealing what they want, the war party makes an actual invasion of it.

This type of assault requires far more planning than a simple raid would, and in order to concoct such a scheme, an intelligent and organized leader is needed. Intelligent and organized are not terms commonly associated with the monster races. This is curious, as there is no particular reason why the evil races should be any less capable of intelligence and organization.

Looking through the list of evil humanoid races, very few are lawful in nature, but without good reason. Why are surface elves any more likely to be lawful than their underdark cousins are? Many of the evil races are listed as being chaotic evil because it suits the heroic archetype to face lawless and evil monsters. Nobody wants to think about the implications of slaying every troll they meet in the dungeons. As heroes, players want to see every troll as a monster that kidnaps and eats innocent children. It takes some of the thrill out of killing a troll if you find out that most of the trolls in your campaign tend to be law abiding when in a city, even going so far as to go through legal channels of child acquisition for making dinner.

Heroes, by nature, are lawless. The vast majority of players who take up the calling of paladin would have serious difficulties handling the strict moral code their character is supposed to ascribe to. If you are truly lawful good, then no monster is to be attacked until it has done something warranting violence (such as attacking you or your party), or has broken a clear law, in which case the culprit must be brought to trial and given a fair chance at pleading its case. The rights of the monster tend to get swept under

the rug rather quickly though when heroes come to town.

Evil is a different story. Evil doesn't make any attempt to hide behind "morality" to guide its actions. The law says that something is illegal, so punishment is handed out. Trials are less important. The "rights" of the criminal are less important, because right and wrong is less important. Deep down, every treasure-hunting mercenary is neutral evil hiding in a neutral good body. Evil is, if nothing else, more honest about its intentions. If the orcish war party is passing through the neighborhood, they're probably going to crush your village. If the paladins are passing through, they may stop in and "borrow" some supplies, or they may simply pass you by, seeing your humble village as not being important enough to spend their time on.

And here we find ourselves back with the orcish war party coming to town. Since the easier option is to enslave somebody to do the work for you, and the only thing easier than that is to actually steal the work as they do it. Therefore, invasion, while not especially simple, is a lot less work for a warlike society than developing farming technology on their own.

Once a society has mastered agriculture (or in this case, conquered people who have), things become easier for progression into the "civilized world." Their crude buildings can progress to more permanent structures as more time can be spend on design and less time spend finding food. Orcish has a written component, though it is rarely used. However, on the assumption that at least some of the tribe is literate, records can be kept detailing how they have gotten where they are.

Part 2 – The Building

Once the society has formed this much, it is now easier for them to make advances in other aspects of life. Orcish society would normally progress as any other society has, taking a few hundred years to reach a level of relative equality with the already civilized races. However, being evil creatures, and living in a world where these technologies already exist, it is always easier to steal them than to develop them individually.

The first step, however, must be the development of a nation or other level of higher government capable of self-sufficiency. Other orc tribes will no doubt have learned of the urbanization of the first tribe. Others who may have become jealous would no doubt turn their attention to raiding this village. However, being a warrior society to start with, they easily defend themselves against such assaults. Once they have proven their dominance this way, they can enlist the aid of other tribes in exchange for the knowledge that they have gathered on developing a permanent community.

This can eventually lead to the growth of the Orcish Empire. If done far enough from the borders of human settlements, the empire may even go undetected long enough to establish defended cities. This ability to grow in relative peace is crucial for the entire process to work. The ability of a nation to grow assumes that in its beginnings, no other power stops it. In this situation, a human military that became aware of the formation of a city of orcs would most likely come to eliminate the threat (not that a threat exists, but "heroes" rarely take these considerations to mind) by exterminating the city. Thus, a period of relative peace or, if nothing else, discrete existence, is needed for the fledgling city to establish itself enough to function on a level comparable to that of its neighbors.

The next step is to capture more humans and learn techniques for developing a successful civilization. Obviously there will be a high degree of trial and error before they resort to the tactics of stealing the information, but that time is negligible. Acquisition of information can be done in one of two ways. The first way is to capture people with these skills. The second way is to capture books and other written materials on the subject.

The option of conquest is, of course, still a valid method. Being an evil race, the option exists to establish themselves as the leaders of useful cities through the use of force. This has the advantage of giving the orcs a farming community with only requiring that they move in and steal it and enslave the residents. This can be done repeatedly, each time gaining a more advanced city and assimilating the knowledge of the populous into a single understanding. It also serves to add skilled slaves at every juncture. As an alternate to moving from one city to the next, individuals who possess the needed skills can be taken and these skills can then be employed by the captured individual while they are learned by the slavers. This serves to strengthen the civilization immediately as well as setting them on a more productive path for the future.

What this strategy lacks, however, is the development of the orcs as a nation. It instead develops a set of trained orcs that have basically just become humans. The key to making this technique work is that the villages conquered must serve as examples for developing and upgrading existing settlements. Conquer a farming settlement, and then use the information gained to establish farming settlements of your own. This has the advantage of advancing the orcs as a civilization while keeping their general evil nature in the forefront.

By incorporating the basic techniques of captured races, while modifying them to fit the style of the race utilizing the skills, the race advances in technology, while retaining their own feel. In this way, orcs become orcish farmers rather than green humans. For example, while it may be human custom to have a centralized village with small farms in the surrounding area, there is no reason why orcs must follow this same blueprint. Instead, orcs, a race with a mindset of pillagers, would see the outlying farms as a liability to the security of those farms and the food being produced there. As a result, a centralized farming area with surrounding town would protect the resources while giving ample warning should an invasion occur.

Part 3 – The New World

There are two important ramifications of this so far. The first is that human cities will fall to orcs, and that is a sure way to bring heroes out. The second is that as the Orcish Empire expands, it will draw the attention of the other evil races. In dungeon settings, orcs are often found working with other evil races. The question then becomes do these other evil races wish to join the orcs in their civilization, or do they wish to overthrow the orcs from their seats of power?

This leads to two campaign options surrounding this development. The first is that heroes could come in to eliminate the orcs and “liberate” the cities that they have conquered. In the end, humans win and orcs are reduced to what they once were. Alternately, the orcs win and demand recognition as a civilized nation.

The second campaign option is that of the orcs themselves. If other races join them, perhaps the evil races teach the good races something about being good, as they establish a community that recognizes all

races as equals with a specific function in society. Larger races such as ogres have the strength to do work such as becoming metal smiths and stone masons, while smaller races such as kobolds become the city's menial laborers. Somebody needs to clean the sewers and whom better than a race that enjoys that sort of environment?

The difficulty in this scenario is that it requires every "participant" race to be evaluated and a determination made to decide if the race could be adjusted enough to make them part of the city without damaging the feel of the race. Goblins, ogres, kobolds, drow, and derro are all races which already are known to form tribes or cities of their own. Kobolds are something of an exception, as they are more often found as individuals than in tribes, but the thing that keeps them from being tribal is solitary nature of their draconic heritage, not any actual lack of social capability.

The societies prosper. If they can withstand the assaults of heroes who are out to do "good" in the world, the evil races can continue to expand, claiming lands from the weaker races.

Overview of New Rules:

The first new rules exist for playing a lawful evil version of each of the races. This includes PC stats for each of the races and appropriate changes to them to accommodate the new society.

Also included are rules for a new race, the Mutt. Mutts are the result of generations of intermarrying between the evil races. Examples already exist for half-orcs, and other mixes. Over time, in an equal society, the blending of the races leads to a race that is the perfect blend. Lawful evil in nature, they share many of the best traits of their parents, including their strength of body and will, as well as an understanding of the diversity of the world.

Monster based equipment and tactics are included, as are examples of these evil cities. Rules for playing campaigns based in or against these societies are given so that these races become more than monsters. Gone is the idea that orcs only live to be slain in dungeons. Now they exist like elves and dwarves do, as civilized races.

New Character Races

Mutt

Mutts are the genetically impure offspring of what are commonly referred to as the "monster races". The product of generations of racial mixing between Humans, Orcs, Goblins, Ogres, and many other races has led to a certain genetic common ground. While individually unique, there are enough similarities for them to be considered a race in their own right.

Personality: Being the product of generations of intermarrying between many races, there is little that can be said about a universal personality for the Mutt. One trait they share is their

ability to adapt to the world around them. It is because of their unique heritage that Mutts seem so accepting of the world around them.

Physical Description: While there is as much variation in Mutts as there are Mutts, there are some traits which they all share. Most stand between 5 and 6 feet tall, though some who trace their ancestry to taller or shorter races tend towards extremes. Weights vary similarly, typically between 125 and 250 lbs, again with extreme weights for extreme sizes. One unique characteristic of the Mutt is their maturity cycle. Reaching maturity around the time of humans

(15 years old), they tend to outlive their human counterparts, many living over 150 years and remaining in the prime of their lives for most of this time. Mutts stay in their prime up to nearly 70 years old and then progress normally through their ages after that time. It is unknown what sustains them so long, but there are rumors that it has to do with the magical nature of their heritage.

Relations: Mutts mix with everybody. This is probably because they are a mix of everybody. They tend to form lasting trust bonds with each other, trusting their lives to each other on a regular basis.

Alignment: Mutts tend strongly towards Lawful Evil, though this is not a definitive alignment. Rarely do they turn to good, but most of the rest of the alignment spectrum is open to them if they choose it.

Mutt Lands: Mutts claim no particular lands as their own, however, they are found in any long term mixed race city.

Religion: Contrary to popular belief, Mutts do not worship the gods of evil exclusively. Instead, they offer homage to whichever god or goddess suits the situation best. It is not uncommon to find temples dedicated equally to gods of life and death within cities inhabited by Mutts.

Language: Mutts speak Common and Undercommon. It is typical for them to learn the many native tongues of their ancestors, and some will even go so far as to learn the languages of their ancient enemies in order to better understand them.

Names: Mutt names vary greatly, but most include some reference to their heritage or chosen profession. Every Mutt is given a name at birth and later chooses their second name upon becoming an adult. In this way they give honor to their ancestors and carry that honor on to themselves.

Adventurers: Mutts make excellent adventurers. If their ancestors were the target for many would be heroes, Mutts are nature's sick sense of humor.

Mutt Racial Traits

- **Medium:** As Medium creatures, mutts have no special bonuses or penalties due to their size.
- **Mutt base speed** is 30 feet.
- **Darkvision:** Mutts can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and mutts can function just fine with no light at all.
- **1 Bonus Blood feat** at 1st level. This represents the ancestral lineage of the mutt.
- **1 Bonus Parent feat** at 1st level. This represents the specific parental traits of the mutt.
- **Automatic Languages:** Common, Undercommon. **Bonus Languages:** Any (other than secret languages, such as Druidic). Mutts live in diverse cities and therefore tend to pick up whatever languages are commonly spoken around them.
- **Favored Class(es):** Special. A Mutt's favored class or classes are determined by their Parent and Blood feat selection. All Parent feats have favored classes and some Blood feats may also grant a favored class. If a character acquires more than one favored class, all listed classes are favored. If "Any" is listed for one of multiple favored classes, use specific listed classes instead with the exception of the feat *Of Two Minds* whose ability stacks with any other listed favored class.

Character Background Feats

Blood Feats

Crystal Blooded [Blood]

Prerequisites: 1st level only

You and your bloodline have a natural psionic talent

Benefits:

- 1 bonus Power Point per hit die. You gain these power points even if you possess no psionic abilities. You are treated as a psionic creature and may take psionic feats.

- Favored Class – Psion. A multiclassed Crystalblooded character's psion levels do not count in determining XP penalties.

Special: If you also have the Born to Fight Parent feat, your favored classes become Psychic Warrior and Soulknife rather than Psion and Death Guard.

Parent Feats

Dark Fey [Parent]

Prerequisites: 1st level only, Mutt race

One of your parents was of the evil fey races.

Benefits:

- +2 WIS, +2 CHA; -2 STR, -2 CON. You have the strong will and dark guile of your parents, but carry also the slighter build.
- Slight build. You count as a small creature when it is beneficial to you, but you remain medium size. This grants a +4 size bonus to Hide and Move Silently and a +1 size bonus

to armor class. However, you remain medium size for what equipment you may use and opposed checks.

- Wild Sense. You have a +2 racial bonus to Knowledge (Nature) and Survival checks.
- Favored Class: Druid

Prestige Classes

The Curse of the Siphoned Soul

When the Death Guard slays an opponent with his wounding strike ability, he absorbs more than just the life energy he siphoned. His body absorbs the death energy that he took from the victim, drawing it into himself. His body begins a fearful change which twists and rots his body from the inside, feeding off of his own life force until, the ultimate sacrifice is revealed:

undeath. To some this is a terrible curse and find themselves regretting their decision but to others, they strive to learn the effects of undeath themselves, purposefully invoking the curse to become an undead.

Prerequisites: To become The Curse of the Siphoned Soul, a character must fulfill the following criteria.

Alignment: Lawful Evil only.

Special: Must have slain an opponent with the Wounding Strike ability.

Hit Dice: d10

Class Skills: A Curse of the Siphoned Soul class skills (and the key ability for each skill) are Bluff (Cha),

Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Undead) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).
Skill points per level: 2 + Int modifier.

Level	BAB	Saves			Special	Spells per Day
		Fort	Ref	Will		
1	+1	+0	+0	+2	Creeping Death 1	+1 Level existing Class
2	+2	+0	+0	+3	Creeping Death 2	+1 Level existing Class
3	+3	+1	+1	+3	Creeping Death 3	+1 Level existing Class

Weapon and Armor Proficiency: The Curse of the Siphoned Soul gains no additional proficiency with armor or weapons.

Creeping Death: Upon the start of the class the curse of the siphoned soul, the death guard immediately begins to feel the changes once he attains the next level of experience. When the curse is first enabled (the killing of the victim) the death guard does not realize what terrible act he has just done. Instead of looking forward to progressing as a death guard, he immediately begins his next level as the curse (no training required, the death energy finally kicks in and takes over). Once he has started down the path of undeath, it can not be slowed or stopped. The Curse of the Siphoned Soul *must* continue to advance until he has completed the class. He may not spend XP on anything other than advancement, including spellcasting and item creation.

Creeping Death 1: Once the death guard has attained his next level (level 1), he immediately receives: -2 CON (his body starts to break down due to the undead effects changing his body), +1 to CHA, INT, and STR (his mind sharpens and his muscles no longer feel the burden of mortal limits), and +1 to his natural AC (his skin starts to leather and toughen up as a result of his transformation). In addition, he only receives half healing from positive resources due to his undeath (i.e. *cure light wounds*, lay on hands, etc.) and a level of natural Fortification starting at 25% (as he

progresses in undeath he gets resistant to critical hits) His siphon ability however, grows stronger. Now when the wounding strike hits, he receives the full amount of hit points he takes from his target (instead of half as before).

Creeping Death 2: At 2nd level, the death guard further sinks into the clutches of death. At 2nd level, he receives: -4 CON, +1 to CHA, INT, and STR, and +1 to natural AC. He receives another level in natural Fortification (75%) and he is no longer healed by positive energy (in fact he takes half damage from positive energy sources) but now he receives half healing from negative resources (i.e. *inflict light wounds* now heals him for half of that amount instead of harming him).

Creeping Death 3: At 3rd level the transformation is complete. He loses his CON score at level 3 but his effective HD now increases to d12 (+1 HP per previous HD possessed), gains +2 to CHA, INT, and STR, +2 to his natural AC and is forever treated as an undead (receives all immunities as an undead). He is also susceptible to abilities that effect undead (turn undead, etc.) He is now harmed by positive energy sources in full and also healed by negative energy sources by full.

Spells: At each level in the Curse of the Siphoned Soul class, the Cursed One gains spell casting ability as if he had gained a level in whatever class he previously received spells from. If the Curse

of the Siphoned Soul had spell casting abilities from multiple classes, he chooses at first level what class he will choose to advance. If somehow the Curse of the Siphoned Soul was unable to cast spells prior to entering this class, this ability has no function.

Multiclass choice: Unlike the death guard's class, once the three levels are completed of the Curse of the Siphoned Soul, the death guard may return to the

death guard class regardless of invoking the curse on purpose or not. However, after the three levels are finished, the character may also progress in other areas and can multiclass out into other classes if he wishes.

New Spells

Hybridize

Transmutation

Level: Clr 8, Drd 7, Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 8 hours

Range: Touch

Target: Two creatures touched

Duration: Instantaneous

Saving Throw: Will negates, Fort (see text)

Spell Resistance: Yes

By means of this spell, the caster can take any two* creatures and meld them into a single being, designed to best combine the strengths and weaknesses of each of the parent creatures. As the caster casts the spell, the two creatures targeted must make Will saves to avoid being combined. Once combined, the resulting creature must now make a Fortitude save to avoid the potentially fatal change over. If the Fortitude save fails, roll 1d4. On a 1, 2 or 3, there exist that many flaws in the resulting creature (lack of strength, inclusion of weakness, etc). On a 4, the shock to the new creature of coming into existence is too much for the body to handle and it fails, killing both subjects in a horrible, mutilated half combined corpse, making revivification impossible with the exception of a Miracle, Wish or True Resurrection spell.

It is possible with this spell to combine more than two creatures with one casting. This is slightly less taxing

on the caster in the long run because it requires fewer castings of the spell (3 creatures in one casting rather than 2 creatures per casting for two castings) and as a result, drains less xp from the caster. It does, however, carry extra risks.

First of all, unlike with two creatures, it is not a guarantee that the specific traits from each component creature will be selected. Combining a scorpion, wolf and hawk may give a creature with pincers, but no wings or a maneuvering tail rather than one with stingers. A beak could replace the fearsome bite of a wolf as well; giving a creature that is truly a hybrid, but lacks the desired strengths. Also, for each additional creature added beyond the first two, each creature receives a +2 save on the will save to resist being combined and a -2 to the fortitude save to avoid complications.

XP: 250 per creature combined*

Nathrach (Template)

Nathrach are either bred, or implanted onto another creature. This template is only used for willingly transformed creatures.

Creating a Nathrach

Nathrach may be a created creature (using the monster listing) or an inherited template that can be added to any sentient creature, such as: corporeal aberration, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature).

A nathrach uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: All creatures with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Nathrach have the subtype of reptilian.

Special Attacks and Qualities: A nathrach retains all the special attacks of the base creature and also gains the following special attacks and abilities: Poison, Spell-like Abilities, Scent.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any Underground, Warm, or Desert.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: The base creature's alignment changes to neutral evil, unless the transformation was done willingly. Good-aligned creatures have a 50% chance of encountering an evil outsider during the transformation (with an alignment change to evil), and neutral-aligned creatures have a 25% chance of such an encounter.

Level Adjustment: Same as the base creature +1.

Nathrach

Medium-Size Magical Beast

Hit Dice: 1 (4 hp)

Initiative: +1 (Dexterity)

Speed: 40 feet

AC: 14 (+1 natural, +2 Dexterity, +1 shield)

Attacks: melee weapon +0, or ranged weapon +2, or Bite +1

Damage: by melee weapon, or by ranged weapon, or Bite 1d4 (plus poison)

Face/Reach: 5 feet by 5 feet/ 5 feet

Special Attacks: Poison, Spell-like abilities

Special Qualities: Scent

Saves: Fort +0, Reflex +3, Will +4

Abilities: S 9, D 14, C 11, I 16, W 15, Ch 8

Skills: Escape Artist +2, Hide +4, Listen +2, Move Silently +8, Spot +4

Feats: Alertness, Blind-Fight

Climate/Terrain: Underground, Warm, or Desert

Organization: Solitary or Pitbrood (7-12)

Challenge Rating: 1

Treasure: standard

Alignment: Neutral Evil

Advancement: By character class

Nathrach are the unnatural hybrids of demihumans and humanoids with serpents and reptiles. Some of the better constructed of these may resemble Lizardfolk, but most of this race are hideously deformed. They can have any number of reptilian qualities, such as a serpentine body, heat-sensing pits somewhere on the body, a snakelike head, or reptilian claws. Few of these creatures bear any resemblance to the original stock, other than a few basic features. (For example, a Nathrach formed from a kobold might have small horns and a doglike head.)

Although the creature types that they are formed from may vary, Nathrach are able to breed with any other of their own race. Females lay a clutch of eggs under about a foot of earth. They keep the eggs warm, and guard their nest jealously against any intruders, including males of the species. Often, several females will form a brooding nest, which makes it easier to defend.

These creatures are cunning and greedy. They desire power, especially magical power. Although they are physically weaker than other humanoids, they tend to take a position of control over the weaker races using their greater intelligence and special abilities to force them to submit.

Nathrach speak draconic and Common. Some learn to speak the language of their original creature type.

Combat: Nathrach try to use strike-and-retreat tactics whenever possible to lure their victims into areas that they can easily defend or ambush. If confronted with a situation where that is not possible, they will try to poison their attackers first before using their other abilities.

Poison: Fortitude save, DC 14; initial effect: paralysis for 2d6 rounds, secondary effect: sleep for 3d6 rounds.

Spell-like abilities (1st level caster): Cause Fear (1/day), Shocking Grasp (1/day), Summon Monster (1/week).

Nathrach characters: A Nathrach's favored class is Sorcerer, although Clerics are common among the males.

New OGL Material in this book:

Aura of Law/Chaos/Good/Evil (spell)

Circle of Protection (spell)

Nathrach (creature)

Nathrach template (creature)

Ring of Light Resistance (magic item)

Ring of Darkvision (magic item)

Promoted Creatures (rules option)

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