

The Living City Campaign

Living City is a super-heroic campaign, in which player characters live in a High Magic/High Fantasy environment and seek High Adventure.

High Magic: Both arcane and divine magic are abundant and/or powerful in the campaign setting. Magic touches the lives of even most of the mundane person. Creatures with innate powers are encountered with some frequency. The adventurers may encounter and possess many forms with a variety of effects, some quite unusual, and occasionally possess some of these powers themselves. Although recovery or destruction of an artifact may be the goal of a quest, adventurers are not equipped personally with artifacts.

High Fantasy: Creatures and settings that can only exist in our imagination are frequently encountered. Emphasis is placed on enabling and maintaining a spirit of wonder, surprise, amazement, fear, and glory during game play. Consideration of mundane practicalities and everyday life bookkeeping will be minimized. "Anything is possible" in the Living City corner of the multiverse. Living City adventurers may meet divine avatars 4-5 times every 100 adventures.

High Adventure: The campaign will strive to offer adventures that inspire and delight players, appeal to the motives of the super heroes and challenge their prowess, involve great danger and risk, but reward success generously. The Living City adventurers use extensive magic, feats, and skills to overcome larger than life opponents. Many adventures will be interconnected into "mini-epics" featuring the classic struggle between the forces of good and evil while others may draw from the myths and legends of the Forgotten Realms. The campaign adventures are memorable.

Characters in the Living City campaign stand above the population norm in terms of physical and nonphysical attributes, and possess one or more of the following traits.

- Superior courage and daring
- Exceptional prowess
- Outstanding presence of mind under stress
- Adherence to core values and principles in spite of temptation
- Motivation that exceeds concepts of mundane rewards

A super hero has the skills, tools, and resources greater in quantity and quality than the common guard, craftsman, or local clergy.

In the RPGA, our super-heroic campaign is based in the Forgotten Realms. Inside this manual you will find excerpts from the upcoming Forgotten Realms Guide that will allow you to flesh out for Living City Forgotten Realms Character. Be sure to look for The Forgotten Realms Guide in June of 2001.

Races of Faerûn

Languages: Automatic and bonus languages for all races appear in the race descriptions, since Faerûn is home to a number of unique tongues. In the case of races for which "home region" appears in the race description—for example, humans or planetouched—the language selection is determined by the character's home region. See Table 1-4: Character Regions for details.

A character's choice of race and region determines her automatic and bonus languages. Table 1-4: Character Regions supersedes the automatic and bonus language information in the *Player's Handbook*. However, the following languages are always available as bonus languages to characters, regardless of race or region: Abyssal (clerics), Aquan (water genasi), Auran (air genasi), Celestial (clerics), Common, Draconic (wizards), Dwarven, Elven, Gnome, Goblin, Giant, Gnome, Halfling, Ignan (fire genasi), Infernal (clerics), Orc, Sylvan (druids), Terran (earth genasi), and Undercommon. Druids also know Druidic in addition to their other languages.

Regions: Each race description gives the primary regions or strongholds of the race. Characters can choose one of these regions for their home region, they can default to the general racial entry for their region, or they can choose to be from elsewhere in Faerûn. The information given in this section helps you construct a character, but does not directly affect your character's starting feats or equipment. The regions/cultural descriptions that key into the regional feats and equipment on Table 1-4: Character Regions are those listed in the Classes section.

HUMANS

Regions: Humans can be found in almost every corner of Faerûn. Decide what character class you wish to play and pick a region listed in the class description, consult Table 1-4: Character Regions.

Racial Abilities: Human characters, regardless of region, have all the human racial traits listed on page 13 of the *Player's Handbook* except as follows:

- Automatic Languages: Common, home region. Bonus Languages: Any (other than secret languages, such as Druidic).

DWARVES

Gold Dwarves

Regions: The ancestral home of the gold dwarves is the Great Rift, located in the dry plains of the Shaar. Gold dwarven outposts can also be found in the Smoking Mountains of Unther and in the Giant's Run Mountains west of the Vilhon Reach. The gold dwarf entry on Table 1-4: Character Regions describes characters raised in the Rift.

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Racial Abilities: Gold dwarves have all the dwarven racial traits listed on page 14 of the *Player's Handbook* except as follows:

- +2 Constitution, –2 Dexterity: Gold dwarves are stout and tough, but not as quick or agile as other races.
- +1 racial bonus on attack rolls against aberrations: Gold dwarves are trained in special combat techniques against the many bizarre creatures that live in the Underdark. (This replaces the attack bonus against orcs and goblinoids.)
- Automatic Languages: Dwarven, Common, home region. Bonus Languages: Giant, Gnome, Goblin, Shaaran, Terran, Untheric.

Shield Dwarves

Regions: Shield dwarven holds exist in Damara, Impiltur, the North, the Silver Marches, Vaasa, the Vast, and the Western Heartlands. Citadel Adbar (north and east of Silverymoon, but counted as in that region for these purposes) is the most famous shield dwarven city. Most shield dwarven characters select one of these homelands or the shield dwarf entry on Table 1–4: Character Regions as their native region.

Racial Abilities: Shield dwarves have all the dwarven racial traits listed on page 14 of the *Player's Handbook* except as follows:

- Automatic Languages: Dwarven, Common, home region. Bonus Languages: Chondathan, Draconic, Giant, Goblin, Illuskan, Orc.

ELVES

Moon Elves

Regions: Moon elven domains can be found in the woodlands of the Dalelands (in Cormanthor), Evermeet, the High Forest, the North, Silverymoon, and the Western Heartlands. Evereska, on the western edges of Anauroch, is the strongest elven domain remaining in Faerûn. The moon elf entry on Table 1–4: Character Regions describes characters from any small elven forest community.

Racial Abilities: Moon elves have all the elven racial traits listed on page 16 of the *Player's Handbook* except as follows:

- Automatic Languages: Elven, Common, home region. Bonus Languages: Auran, Chondathan, Gnoll, Gnome, Halfling, Illuskan, Sylvan.

Sun Elves

Regions: Aside from Evermeet, where they are most common, sun elves can be found in the woodlands of the North, Silverymoon, and the Western Heartlands. The realm of Evereska is home to a number of powerful gold elven families. The gold elf entry on Table 1–4: Character Regions describes the scions of gold elven families.

Racial Abilities: Sun elves have all the elven racial traits listed on page 16 of the *Player's Handbook* except as follows:

- +2 Intelligence, –2 Constitution. Sun elves value study and contemplation over the feats of agility learned by most other elves.
- Automatic Languages: Elven, Common, home region. Bonus Languages: Auran, Celestial, Chondathan, Gnome, Halfling, Illuskan, Sylvan.

Wild Elves

Regions: Wild elves favor warm southern forests and jungles, such as the Chondalwood, the Methwood, the Forest of Amtar, and the Misty Vale. Wild elven characters may use the wild elf entry on Table 1–4: Character Regions or choose the Chondalwood, Chessenta, Chult, or the Shaar as their home region.

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

- +2 Dexterity, –2 Intelligence. Wild elves are hardier than other elves, but favor physical action and feats of athleticism instead of learning to solve problems.
- Automatic Languages: Elven, Common, home region. Bonus Languages: Gnoll, Illuskan, Orc, Sylvan, Tashalan.

Wood Elves

Regions: The High Forest is home to many wood elves. Smaller communities can be found in the forests of the Dalelands (especially Cormanthor), the Great Dale, the North, Tethyr, and the Western Heartlands. The wood elf entry on Table 1–4: Character Regions is appropriate for characters from any of these places.

Racial Abilities: Wood elves are very similar to the wood elves presented in the *Monster Manual*. They have all the elven racial traits listed on page 16 of the *Player's Handbook* except as follows:

- +2 Strength, +2 Dexterity, –2 Constitution, –2 Intelligence, –2 Charisma. Wood elves are strong but slight, and tend to be less cerebral and intuitive than other elves.
- Automatic Languages: Elven, Common, home region. Bonus Languages: Chondathan, Draconic, Gnome, Goblin, Gnoll, Sylvan.

GNOMES

Rock Gnomes

Regions: If the rock gnomes have a homeland, they would probably count it as the half-mythical island of Lantan. The rock gnome entry on Table 1–4: Character Regions describes mainly these Lantanese gnomes. Other than in Lantan, rock gnomes do not dwell in quantity in any particular country or city. Instead, small communities of a dozen families or so might be found almost anywhere, well hidden in wild terrain or sometimes in their own urban neighborhood. They favor temperate climates, and a number of gnome settlements are known to exist in the Western Heartlands, the Dalelands, and the woodlands of the Great Dale and Thesk.

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Racial Abilities: Rock gnomes have all the gnome racial traits listed on page 17 of the *Player's Handbook* except as follows:

- Automatic Languages: Gnome, Common, home region. Bonus Languages: Chondathan, Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran.

HALF-ELVES

Regions: Most half-elves are loners because of their unique parentage. However, a few stable communities of half-elves are sprinkled around the landscape of Faerûn. Aglarond, Cormyr, the Dalelands, the High Forest, and Silvermoon possess relatively high populations of half-elves and are appropriate homelands for half-elven characters. Half-elves from these areas generally find more acceptance than their solitary counterparts. Half-elves can also select the racial entry of their elven parent on Table 1-4: Character Regions as to represent them if they were raised in a mainly elven culture.

Racial Abilities: Half-elves have all the half-elven racial traits listed on page 18 of the *Player's Handbook* except as follows:

- Automatic Languages: Elven, Common, home region. Bonus Languages: Any (except secret languages, such as Druidic).

HALF-ORCS

Regions: Even more so than half-elves, half-orcs tend to be loners. Most remain among the orc tribes, where their human intelligence and leadership offers a hope of advancement. The half-orc entry on Table 1-4: Character Regions describes a character who strikes out on her own or who is raised primarily among orcs.

Among human lands, Amn, Chessenta, Damara, the Moonsea, the North, Vaasa, and Waterdeep are regions in which half-orcs are commonplace enough to be accepted—within certain limits. Aside from these places, most small cities possess enough of a half-orc population to create a small community of this race.

Racial Abilities: Half-orcs have all the half-orc racial traits listed on page 19 of the *Player's Handbook* except as follows:

- Automatic Languages: Orc, Common, home region. Bonus Languages: Damaran, Giant, Gnoll, Goblin, Illuskan, Undercommon.

HALFLINGS

Lightfoot Halflings

Regions: Some lightfoot halflings are wandering traders, craftsfolk, and entertainers. A clan of several extended families may settle in a human town for a year or two, working and trading, and then pick up their stakes and move on for reasons known only to themselves. The lightfoot halfling entry on Table 1-4: Character Regions describes a lightfoot halfling of this seminomadic sort.

Many lightfoot halflings prefer a more sedentary existence. The kingdom of Luiren is

the ancestral homeland of the halfling race, and some lightfoots live there. Other lightfoots settle permanently in just about any land in which humans live. Any region entry for a human land is acceptable for a lightfoot character.

Racial Abilities: Lightfoot halflings are the standard halflings found in the *Player's Handbook*. They have all the halfling racial traits listed on page 20 of the *Player's Handbook* except as follows:

- Automatic Languages: Halfling, Common, home region. Bonus Languages: Chessentan, Chondathan, Damaran, Dwarven, Elven, Illuskan, Goblin.

Strongheart Halflings

Regions: Strongheart halflings make up most of the population of the land of Luiren. They are uncommon in other lands. The strongheart halfling entry on Table 1-4: Character Regions describes a strongheart halfling from Luiren.

Racial Abilities: Strongheart halflings have all the halfling racial traits listed on page 20 of the *Player's Handbook* except as follows:

- Strongheart halflings gain one extra feat at 1st level, because they have a strong drive to compete and many opportunities to practice their skills.
- Strongheart halflings do not receive the halfling racial +1 bonus on all saving throws. They have not experienced the same kind of adversity that the lightfoot halflings have survived.
- Automatic Languages: Halfling, Common, home region. Bonus Languages: Dwarven, Gnoll, Goblin, Halruaan, Shaaran.

Planetouched

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

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

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

Finally, Faerûn's planetouched have lived on Toril long enough for Toril to become, in effect, their native plane. This means that planetouched

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characters can be *raised* or *resurrected* normally, whereas most outsiders cannot be brought back from the dead without the use of a *miracle* or *wish* spell.

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Classes

Preferred Class Regions: Following the class discussion is a listing of lands or cultures suitable as home regions for characters of that class. For example, Narfell is a land of nomadic horseriders. Barbarians, fighters, rangers, and rogues are well suited to this kind of life, and are commonly found there. Wizards are not. Therefore, the barbarian, fighter, ranger, and rogue class descriptions list Narfell as a region.

You do not have to choose one of the regions listed for your character's class if you do not want to. However, whether your character comes from a region suited for his class affects your ability to choose regional feats and your selection of starting equipment.

BARBARIANS

Preferred Character Regions: Regions in which barbarians are commonly found include the Chondalwood (ghostwise halflings and wild elves),

Chult, the Hordelands, the Moonshaes, Narfell, the Nelanther Isles, the North, Rashemen, Vaasa, and the Western Heartlands. In addition, some shield dwarven, wild elven, wood elven, and half-orc cultures give rise to barbarians.

BARDS

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

CLERIC

Preferred Character Regions: Clerics of different deities are favored in different lands. Consult Table 1–3: Favored Deities by Region.

TABLE 1–3: FAVORED DEITIES BY REGION

Deity	Regions Favored
Azuth	Calimshan, Chessenta, Halruaa, Lantan, Sembia
Chauntea	Aglarond, Amn, Cormyr, Dalelands, the Moonshaes, Rashemen, the Tashalar, Thesk, the Vast
Deneir	Cormyr, the North, Sembia, Silverymoon Western Heartlands
Dwarven Pantheon	Any dwarf, the Vast, the North, Calimshan, Lake of Steam, the Shaar, Silverymoon, Waterdeep
Eilistraee	Any elf, the High Forest, Silverymoon, Waterdeep
Eldath	The North, the Vast, Vilhon Reach
Elven Pantheon	Moon elf, sun elf, wild elf, wood elf, Aglarond, Evermeet, High Forest, Silverymoon, Waterdeep
Gnome Pantheon	Any gnome, Silverymoon, Waterdeep
Gond	Lantan, Mulhorand
Halfling Pantheon	Any halfling, Chondalwood, Luiren, Silverymoon, Waterdeep
Helm	Cormyr, Dragon Coast, Tethyr, Vilhon Reach, Western Heartlands
Hoar	Chessenta
Ilmater	Calimshan, Damara, Impiltur, Tethyr
Kelemvor	Western Heartlands
Kossuth	Thay
Lathander	Chessenta, Cormyr, Dalelands, Sembia, Western Heartlands
Lliira	Cormyr, Vilhon Reach
Lurue	The North, Silverymoon
Mielikki	Chondalwood, Dalelands, High Forest, the North, Rashemen, Silverymoon
Milil	Cormyr, the North, Silverymoon
Mulhorandi Pantheon	Mulhorand (including Semphar and Murghôm), Unther (occupied)
Mystra	Halruaa, Mulhorand, the North, Rashemen, Sembia, Silverymoon, the Vast
Nobanion	Vilhon Reach
Oghma	Dalelands, the North, the Shaar, Silverymoon, Western Heartlands
Orc Pantheon	Half-orc, orc, Moonsea (Thar only)
Red Knight	Chessenta, Mulhorand
Selûne	Aglarond, Amn, Cormyr, Impiltur, the North
Sharess	Calimshan
Shaundakul	Dalelands, the North, Thesk
Shiallia	The North
Siamorphe	Calimshan, Tethyr

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Silvanus	Chondalwood, Cormyr, Dalelands, Damara, High Forest, the North, Silverymoon, Vilhon Reach
Sune	Amn, Dragon Coast, Sembia
Tempus	Cormyr, Dalelands, Dragon Coast, the Moonshaes, Nelanther Isles, the North, the Shaar, the Vast, Vilhon Reach
Torm	Dalelands, Tethyr, the Vast
Tymora	Cormyr, Dragon Coast, Impiltur, Sembia, the Vast
Tyr	Calimshan, Cormyr, Dalelands, Moonsea, Sembia, Tethyr, Vilhon Reach
Waukeen	Amn, Chessenta, Cormyr, Impiltur, Sembia, the Tashalar, Thesk, the Vast

DRUID

Nature deities include Chauntea, Eldath, Gwaeron Windstrom, Lurue, Malar, Mielikki, Nobanion, Shiallia, Silvanus, Talos, Ubtao, Ulutiu, Umberlee, Anhur, Isis, Osiris, Sebek, Set, Thard Harr, Aerdrie Faenya, Angharradh, Deep Sashelas, Rillifane Rallathil, Baervan Wildwanderer, Segojan Earthcaller, and Cyrrollalee.

Mielikki, who is famous for the number of druid/rangers who worship her, has more lenient spiritual oaths than most deities that druids worship in the Realms. Druids of Mielikki can use any of the standard armor or weapons that rangers normally use (all simple and martial weapons, all light and medium armor, and all shields) without violating their spiritual oaths.

Preferred Character Regions: Lands where druids hold sway include Aglarond, the Chondalwood, Chult, the Great Dale, the High Forest, the Moonshaes, the North, the Vast, the Vilhon Reach, and the Western

Heartlands. Moon elves, sun elves, wild elves, wood elves, ghostwise halflings, and lightfoot halflings commonly produce adventuring druids, too.

FIGHTER

Preferred Character Regions: Every part of Faerûn produces capable warriors, but the lands of Aglarond, Amn, Anauroch, Calimshan, Chessenta, Cormyr, the Dalelands, Damara, the Dragon Coast, Evermeet, Luiren, the Hordelands, Impiltur, the Lake of Steam, Lantan, the Moonsea, the Moonshaes, Mulhorand, Narfell, Nelanther Isles, the North, Rashemen, Sembia, the Shaar, the Tashalar, Tethyr, Thay, Unther, the Vast, the Vilhon Reach, Waterdeep, and the Western Heartlands are renowned for their fighters. In addition, gray dwarves, gold dwarves, shield dwarves, drow, moon elves, deep gnomes, rock gnomes, lightfoot halflings, and strongheart halflings encourage the fighter class.

MONK

Most Faerûnian monks are capable of gaining levels in another class before returning to the way of the monk and gaining new levels as monks. This is an exception to the rule in the Ex-Monks section on page 40 of the *Player's Handbook*. The descriptions in the Monastic Orders sidebar specify into which classes an order's members can multiclass freely. The character may add levels of monk and any specified class without penalty. Violating these expanded limits (by multiclassing into a

class not on the order's approved list) ends the monk's development as a monk, as described in the normal rules. Some orders place additional restrictions on multiclassing, as brought out in their descriptions. If a monk violates any such restriction, she can no longer advance as a monk.

Preferred Character Regions: Monks are most common in Amn, Calimshan, Damara, Mulhorand, the Lake of Steam, and Silverymoon. Strongheart halflings are also culturally inclined toward becoming monks.

Monastic Orders

Broken Ones (Good): Ilmater is the deity most associated with an order of monks who act purely in his name. The Broken Ones can freely multiclass as clerics, divine champions, arcane devotees, divine disciples, hierophants, and divine seekers of Ilmater.

Hin Fist (Neutral or Good): The halflings of Luiren turn their confidence into belief in the power of a single halfling to master herself and the world. Enterprising Monks of the Hin Fist order can multiclass as fighters, rogues, or paladins (usually of Yondalla).

Old Order (Neutral, Sometimes Good, Rarely Evil): Monks of the Old Order do not worship any deity, but are devoted to the philosophy espoused by a deity who is either now dead or has never existed on the Material Plane of Toril. Monks of the Old Order can multiclass freely as rogues, sorcerers, and shadowdancers, but must maintain more monk levels than their combined levels of other classes.

Shining Hand (Neutral): The Shining Hand is one of the oldest monk orders of Amn, mixing faith in Azuth and the practice of wizardry with monastic devotions. Monks of the Shining Hand can multiclass freely as wizards so long as their monk level equals or exceeds their wizard level.

Sun Soul (Good or Neutral): The allegiance of this widespread but disorganized sect varies between groups, some following Lathander, others Selûne, and a few devoted to Sune. Members of the Sun Soul order can gain levels in one other class and still progress as a monk as long as their monk level is their highest class level.

Yellow Rose (Good, Neutral): Also known as the Disciples of Saint Sollars, this solitary monastery of Ilmater worshipers in the Earthspur Mountains of Damara is known for loyalty to its allies and destruction to its enemies. They may multiclass freely as rangers and shadowdancers.

PALADIN

All paladins of Faerûn are devoted to a patron deity, chosen at the start of their career as paladins. Like

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paladins of other lands, the paladins of Faerûn must be both lawful and good. The paladin's deity must be lawful good, lawful neutral, or neutral good. For example, both Helm the Vigilant One (lawful neutral) and Chauntea the Earthmother (neutral good) have lawful good paladin worshipers. Sune, the goddess of beauty, love, and passion, is an exception to the alignment rule, for her followers include paladins even though her alignment is chaotic good. Additional information on the paladins of some of Faerûn's religions appears in the Special Paladin Orders sidebar.

Preferred Character Regions: Paladins often come from Cormyr, the Dalelands, Damara, Luiren, Impiltur, Mulhorand, Silverymoon, Tethyr, and Waterdeep.

Special Paladin Orders

Some faiths allow paladins to gain levels in another class and still return to progression as a paladin, exactly as some orders of monks do. Special paladin orders include:

- **Azuth:** Azuth's paladins cannot multiclass freely.
- **Chauntea:** They may multiclass freely as clerics, divine champions, and divine disciples.
- **Helm:** They may multiclass freely as fighters, clerics, divine champions, arcane devotees.
- **Ilmater:** They may multiclass freely as clerics, divine champions, divine disciples, and hierophants.
- **Kelemvor:** They cannot multiclass freely.
- **Lathander:** Paladins may multiclass freely as clerics, divine champions, divine disciples, hierophants.
- **Moradin:** They may multiclass freely as clerics, fighters, divine champions, dwarven defenders, and runecasters.
- **Sune:** They may multiclass freely as divine champions. Paladins may choose Sune as a patron deity despite the fact that she is a chaotic good deity. This is an exception to the normal requirement to select a patron deity whose alignment is no more than one step different from yours.
- **Torm:** They may multiclass freely as one other class.
- **Tyr:** They may multiclass freely as clerics, fighters, and divine champions.
- **Yondalla:** They may multiclass freely as monks.

RANGER

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

Rangers may select an organization instead of a creature type as a favored enemy. For example, a good ranger might choose to oppose the Cult of the Dragon, and dark Zhentarim rangers often hunt the Harpers. These rangers receive their favored enemy bonus against agents from that organization, regardless of creature type. The bonus applies even if the creature is of the same race as the ranger and the ranger is not evil. The bonus works just like the normal favored enemy bonus except that it gains the morale bonus type.

Preferred Character Regions: Rangers are found on the fringes of civilization in places such as Aglarond, the Chondalwood, Chult, the Dalelands, Damara, Evermeet, the Great Dale, Luiren, the High Forest, the Hordelands, Lake of Steam, Narfell, the North, Rashemen, the Shaar, Silverymoon, the Tashalar, Vaasa, Vilhon Reach, and the Western Heartlands. Moon elves, wild elves, wood elves, deep gnomes, lightfoot halflings, strongheart halflings, and half-orcs are often rangers, too.

ROGUE

Preferred Character Regions: Rogues are of two general stripes—thieves and brigands. Thieves are common near any large city, and brigands (sometimes charitably referred to as scouts) live in the wild. Rogues are common in Amn, Anauroch, Calimshan, the Dragon Coast, Evermeet, Luiren, Impiltur, the Lake of Steam, Lantan, the Moonsea, the Moonshaes, Mulhorand, Narfell, the Nelanther Isles, Sembia, the Shaar, the Tashalar, Thesk, Unther, Vaasa, the Vast, Waterdeep, and the Western Heartlands. Gray dwarves, gold dwarves, shield dwarves, drow, moon elves, sun elves, deep gnomes, rock gnomes, lightfoot halflings, and strongheart halflings are commonly rogues, too.

SORCERER

In addition to the familiars available in the *Player's Handbook*, the following creatures are also available as familiars in the FORGOTTEN REALMS campaign setting:

Familiar	Special
Hairy spider†	Poisonous bite, darkvision
Lizard	Master gains a +2 bonus on Climb checks
Octopus	Master gains a +2 bonus on Spot checks

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

The Improved Familiar feat (see the next section of this chapter) allows a selection of more powerful familiars.

Preferred Character Regions: Sorcerers are found in Aglarond, Calimshan, the Dragon Coast, the Great Dale, the High Forest, the Lake of Steam, Mulhorand, the Nelanther Isles, the Shaar, Silverymoon, Tethyr, and the Western

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Heartlands. Gold dwarves, wild elves, and lightfoot halflings display a knack for the sorcerer's arts, too.

WIZARD

Preferred Character Regions: Lands where wizards are relatively common include Calimshan, Chessenta, Cormyr, Damara, Evermeet, Halruaa, the Lake of Steam, Mulhorand, Rashemen, Sembia, Silverymoon, Tethyr, Thay, Unther, Waterdeep, and the Western Heartlands. Races with similar traditions include drow, moon elves, sun elves, wood elves, and deep and rock gnomes, who frequently specialize as illusionists.

Character Region

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

A character can only have one homeland, so you cannot get the regional benefits of both Amn and its neighboring nation, Tethyr. However, nonhuman characters are free to designate either their physical homeland or their racial culture as their character region, although they must be a member of a class listed for their race or homeland to select the corresponding regional feats and receive the bonus starting equipment. For example, Vartok the gold dwarf might be from the Smoking Mountains of Unther, but he can choose either gold dwarf or Unther as his native region, and he gains the benefits for the region of his choice if he selects a character class listing the region he chooses as a preferred region.

Table 1-4: Character Regions lists all the regions available to Faerûnian characters and describes automatic languages, bonus languages, regional feats, and bonus starting equipment available in each region.

Automatic Languages: The languages automatically known by all characters from this region, regardless of Intelligence score. Common, though not listed on the table, is always an automatic language unless Undercommon is listed as an automatic language.

Bonus Languages: Characters of exceptional Intelligence (12 or higher) begin play with one bonus language per point of Intelligence bonus, which must be chosen from the list on the table (superseding the *Player's Handbook*). In addition, the following languages are always available as bonus languages to the appropriate characters, regardless of race or region: Abyssal (clerics), Aquan (water genasi), Auran (air genasi), Celestial (clerics), Common, Draconic (wizards), Dwarven, Elven, Gnome, Goblin, Giant, Groll, Halfling, Ignan (fire genasi), Infernal (clerics), Orc, Sylvan (druids), Terran (earth genasi), and Undercommon. Druids also know Druidic in addition to their other languages.

In addition, characters can learn any language spoken in Faerûn by spending skill points on the Speak Language skill, regardless of whether the language appears on this list.

Regional Feats: If you choose a home region preferred by your character class, you may select regional feats appropriate to that region. These feats represent the common sorts of talents that people from that region learn.

If you did not choose a character class preferred in your home region, you cannot begin play with one of those regional feats. You are still limited by the number of feats available to your character based on class and race.

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

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

Another note on regions. As per the *Forgotten Realms Guidelines*, characters may also have access to regional feats after purchasing 2 ranks of Knowledge (local) for that region. In the LIVING CITY Campaign, you may select "The Vast" as a secondary region with only the skill rank cost. For any other region, your character must acquire the skill ranks and spend 365 day units (see below) living in the region. This means your character may be out of play for at least a year, and any carryover must be subtracted from the next year's total.

TABLE 1-4: CHARACTER REGIONS

Region	Automatic Languages	Bonus Languages	Regional Feats
Aglarond	Aglarondan	Chessentan, Damaran, Draconic, Elven, Mulhorandi, Orc, Sylvan	Discipline, Luck of Heroes, Treetopper
Amn	Chondathan	Alzhedo, Elven, Giant, Goblin, Illuskan, Nexalan, Shaaran	Cosmopolitan, Education, Silver Palm, Street Smart

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Anauroch	Midani (or Netherese—shade only)	Chondathan, Damaran, Draconic, Gnoll, Netherese, Orc	Discipline, Survivor
Calimshan	Alzhedo	Auran, Chondathan, Chultan, Draconic, Ignan, Shaaran, Tashalan	Bloodline of Fire, Mind Over Body, Street Smart, Thug
Chessenta	Chessentan	Aglarondan, Chondathan, Draconic, Mulhorandi, Turmic, Untheric	Arcane Schooling, Artist, Education, Street Smart
Chondalwood	Shaaran	Chessentan, Chondathan, Elven, Halfling, Gnoll, Shaaran, Sylvan, Untheric	Forester, Survivor, Treetopper
Chult	Chultan	Alzhedo, Draconic, Dwarven, Goblin, Sylvan, Shaaran, Tashalan	Foe Hunter, Snake Blood, Survivor
Cormyr	Chondathan	Elven, Damaran, Gnome, Goblin, Halfling, Orc, Turmic	Discipline, Education, Foe Hunter, Saddleback
Dalelands	Chondathan	Elven, Damaran, Giant, Gnome, Orc, Sylvan	Blooded, Forester, Luck of Heroes, Militia, Strong Soul
Damara	Damaran	Chondathan, Dwarven, Giant, Goblin, Orc, Uluik	Bullheaded, Foe Hunter, Survivor
Dragon Coast	Chondathan	Aglarondan, Chessentan, Damaran, Goblin, Halfling, Orc, Turmic	Bullheaded, Silver Palm, Thug
Dwarf, gold	Dwarven	Giant, Gnome, Goblin, Shaaran, Terran, Untheric	Bullheaded, Silver Palm, Smooth Talk, Thunder Twin
Dwarf, gray	Dwarven, Undercommon	Common, Draconic, Giant, Goblin, Orc, Terran	Bullheaded, Daylight, Adaptation, Mercantile Background, Resist Poison, Silver Palm
Dwarf, shield	Dwarven	Chondathan, Draconic, Giant, Goblin, Illuskan, Orc	Bullheaded, Foe, Hunter, Survivor, Thunder Twin
Elf, drow	Elven, Undercommon	Abyssal, Common, Draconic, Drow Sign, Goblin, Illuskan	Daylight Adaptation, Stealthy, Survivor, Twin Sword Style
Elf, moon	Elven	Auran, Chondathan, Gnoll, Gnome, Halfling, Illuskan, Sylvan	Education, Forester, Mind Over Body, Strong Soul
Elf, sun	Elven	Auran, Celestial, Chondathan, Gnome, Halfling, Illuskan, Sylvan	Discipline, Education, Mind Over Body, Strong Soul
Elf, wild	Elven	Gnoll, Illuskan, Orc, Sylvan, Tashalan	Forester, Strong Soul, Survivor, Treetopper
Elf, wood	Elven	Chondathan, Draconic, Gnome, Goblin, Gnoll, Sylvan	Foe Hunter, Forester, Strong Soul, Treetopper
Evermeet	Elven	Aquan, Auran, Celestial, Chondathan, Illuskan, Sylvan	Artist, Courteous Magocracy, Education
Gnome, deep	Gnome, Undercommon	Common, Draconic, Dwarven, Elven, Illuskan, Terran	Mercantile Background, Strong Soul, Survivor
Gnome, rock	Gnome	Chondathan, Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran	Artist, Discipline, Strong Soul
Great Dale	Damaran	Giant, Goblin, Rashemi, Mulhorandi	Bullheaded, Forester, Silver Palm

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Half-elf	Elven, home region	Any (except secret ones)	By region or applicable elven race
Half-orc	Orc, home region	Damaran, Giant, Groll, Goblin, Illuskan, Undercommon	Resist Poison, Stealthy
Halfling, lightfoot	Halfling	Chessentan, Chondathan, Damaran, Dwarven, Elven, Illuskan, Goblin	Smooth Talk, Strong Soul, Stealthy, Survivor
Halfling, strongheart	Halfling	Dwarven, Groll, Goblin, Halruann, Shaaran	Discipline, Militia, Stealthy, Strong Soul
Halruaa	Halruaan	Dambrathan, Elven, Goblin, Halfling, Shaaran, Tashalan	Arcane Schooling, Courteous Magocracy, Magical Training
High Forest	Chondathan	Elven, Groll, Goblin, Halfling, Illuskan, Sylvan	Forester, Treetopper
Hordelands	Tuigan	Goblin, Damaran, Mulhorandi, Rashemi, Shou	Horse Nomad, Saddleback, Survivor
Human	Home region	Any (except secret ones)	By region
Impiltur	Damaran	Aglarondan, Chessentan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Turmic	Discipline, Mercantile Background, Militia, Silver Palm
Lake of Steam	Shaaran	Alzhedo, Chondathan, Dwarven, Goblin, Common, Tashalan	Foe Hunter, Mercantile Background
Lantan	Lantanese	Alzhedo, Chondathan, Dwarven, Gnome, Ignan, Illuskan, Shaaran	Arcane Schooling, Education, Mercantile Background
Luiren	Halfling,	Dwarven, Groll, Goblin, Halruaan, Shaaran, Untheric	Discipline, Militia, Smooth Talk
Moonsea	Damaran	Chondathan, Chessentan, Draconic, Giant, Goblin, Midani, Orc	Foe Hunter, Silver Palm, Street Smart, Thug
Moonshae Islands	Illuskan	Aquan, Chondathan, Elven, Giant, Orc, Sylvan	Bullheaded, Strong Soul, Survivor
Mulhorand	Mulhorandi	Aglarondan, Chessentan, Draconic, Durpari, Goblin, Tuigan, Untheric	Arcane Schooling, Education
Narfell	Damaran	Goblin, Orc, Rashemi, Tuigan, Uluik	Bullheaded, Saddleback, Survivor
Silverymoon	Chondathan, Illuskan	Dwarven, Elven, Giant, Illuskan, Midani, Orc, Sylvan	Blooded, Education, Smooth Talk, Survivor
The Tashalar	Tashalan	Alzhedo, Chultan, Draconic, Illuskan, Orc, Shaaran, Sylvan	Foe Hunter, Mercantile Background, Snake Blood
Tethyr	Chondathan	Elven, Goblin, Illuskan, Lantanese, Shaaran, Sylvan	Blooded, Foe Hunter, Luck of Heroes, Mercantile Background
Thay	Mulhorandi	Chessentan, Damaran, Infernal, Rashemi, Tuigan, Untheric	Discipline, Mind Over Body, Tattoo Focus
Thesk	Damaran	Aglarondan, Chondathan, Giant, Groll, Mulhorandi, Rashemi, Tuigan, Turmic, Shou	Mercantile Background, Silver Palm, Smooth Talk
Unther	Untheric	Chessentan, Draconic, Mulhorandi, Orc, Shaaran	Arcane Schooling, Street Smart, Thug
Vaasa	Damaran	Abyssal, Giant, Goblin, Orc, Uluik	Blooded, Bullheaded, Foe Hunter, Horse Nomad (the Ride only), Survivor
The Vast	Damaran	Aglarondan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Orc, Rashemi, Tuigan, Turmic, Shou	Luck of Heroes, Mercantile Background, Thug
Vilhon Reach	Chondathan, Shaaran**	Chessentan, Damaran, Draconic, Elven, Goblin, Shaaran, Turmic	Silver Palm, Snake Blood (Hlondeth only), Survivor, Thug

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	Turmic**		
Waterdeep	Chondathan	Dwarven, Elven, Giant, Goblin, Illuskan, Orc	Artist, Cosmopolitan, Education, Smooth Talk, Thug, Twin Sword Style
Western Heartlands	Chondathan	Elven, Giant, Goblin, Illuskan, Midani, Orc	Bullheaded, Saddleback, Survivor

*Masterwork armor, weapon, or item.

**Shaaran in Sespech only, and Turmic in Turmish only.

†Renaissance firearms are found on page 162 of the *DUNGEON MASTER's Guide*.

Feats

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

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

Some of the regional feats are defined as [General, Fighter]. This means a fighter can use his bonus feat to acquire one of those feats. However, the character still needs to qualify for that region in order to take the feat (see Regional Feats in the Character Regions section above).

Arcane Preparation [General]

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

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

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

Arcane Schooling [General]

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

Regions: Chessenta, Halruaa, Lantan, Mulhorand, Unther.

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

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

Artist [General]

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Region: Chessenta, Evermeet, Waterdeep, rock gnome.

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

Blooded [General]

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

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

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

Bloodline of Fire [General]

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

Region: Calimshan.

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

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

Bullheaded [General]

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

Regions: Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, shield dwarf.

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

Cosmopolitan [General]

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

Regions: Amn, Waterdeep.

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

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

Courteous Magocracy [General]

You were raised in a land where mighty wizards order affairs. Where powerful spellcasters are common,

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cautious courtesy is the norm and everyone has an eye for magic goods.

Region: Evermeet, Halruaa.

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

Create Portal [Item Creation]

You have learned the ancient craft of creating a *portal*, a permanent magic device that that instantaneously transports those who know its secrets from one locale to another. Faerûn is riddled with *portals*.

Prerequisite: Craft Wondrous Item.

Benefit: You can create any *portal* whose prerequisites you meet. Crafting a *portal* takes one day for each 1,000 gp in its base price. To craft a *portal*, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price. See Chapter 2: Magic for details of *portal* creation.

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

Daylight Adaptation [General]

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

Region: Drow, gray dwarf, orc.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as a drow or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

Delay Spell [Metamagic]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

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

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

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect*

magic. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

Discipline [General]

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

Regions: Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, rock gnome.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

Education [General]

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

Regions: Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, Waterdeep, moon elf, sun elf.

Benefit: All Knowledge skills are class skills for you. You get a +1 bonus on all skill checks with any two Knowledge skills of your choosing.

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

Foe Hunter [Fighter, General]

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

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, the Tashalar, Tethyr, Vaasa, shield dwarf, wood elf.

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

Special: In Cormyr, Damara, Tethyr, Vaasa, or as a shield dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears. In Chult and the Tashalar, this feat applies to lizardfolk and yuan-ti. Wood elves train against gnolls. In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs. You may take this feat multiple times. Its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature from that specified by the regional feat or feats you already have.

Forester [General]

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

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Regions: Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise halfling, moon elf, wild elf, wood elf.

Benefit: You receive a +2 bonus on all Heal checks and a +2 bonus on all Wilderness Lore checks.

Greater Spell Focus [General]

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

Prerequisite: Spell Focus.

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

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

Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

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

Horse Nomad [Fighter, General]

You have been raised in a culture that relies upon riding and shooting for survival.

Regions: Hordelands, the Shaar, Vaasa (the Ride only).

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

Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

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

Improved Familiar [General]

So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

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

TABLE 1–6: IMPROVED FAMILIARS

Kind of Familiar	Arcane Spellcaster Level Required
Cat, tressym†† [neutral]	5
Pseudodragon [neutral good]	7
Formian worker [lawful neutral]	7
Shocker lizard [neutral]	5
Stirge [neutral]	5

†These creatures are described in *Monster Manual Appendix: Monsters of Faerûn*.

††This creature is described in Chapter 9: Monsters.

The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or Chapter 9: Monsters of this book, with these exceptions:

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

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

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

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

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

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

Familiar Special Abilities: Use Table 3–19: Familiar Abilities, page 51 of the *Player's Handbook*, to determine additional abilities as you would for a normal familiar.

Innate Spell [General]

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

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose a spell you can cast. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. (Note that spell slots above 9th level can be achieved with the rules in the upcoming *Epic-Level Campaigns* book.) If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you do not need the focus to use the spell-like ability. If the innate spell has a material component with negligible cost, you do not need the focus to use the spell-like ability. If the innate spell has a material component for which a gold piece value is given, you need that component to use the spell-like ability.

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Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a *cure* spell or an *inflict* spell, nor can it be converted to a signature spell (see the Signature Spell feat). Divine spellcasters who become unable to cast divine spells cannot use divine innate spells.

Special: You can choose this feat more than once, selecting another spell each time. You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

Inscribe Rune [Item Creation]

You can create magic runes that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd+.

Benefit: You can cast any divine spell you have prepared as a rune. The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. See the Rune Magic section in Chapter 2: Magic for the details of runes and rune magic.

A single object of Medium-size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level \square caster level \square 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

Luck of Heroes [General]

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

Regions: Aglarond, Dalelands, Tethyr, the Vast.

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

Magical Artisan [General]

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

Prerequisite: Any item creation feat.

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

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

Magical Training [General]

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

Prerequisite: Intelligence 10+.

Region: Halruaa.

Benefit: You may cast the 0-level arcane spells *dancing lights*, *daze*, and *mage hand* once per day each. You have an arcane spell failure chance if you wear armor. You are treated as a wizard of your arcane spellcaster level (minimum 1st level) for determining the range at which these spells can be cast.

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

Mercantile Background [General]

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

Regions: Impiltur, Lake of Steam, Lantan, Sembia, the Tashalar, Tethyr, Thesk, the Vast, deep gnome, gray dwarf.

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

Militia [General]

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

Region: Dalelands, Impiltur, Luiren, strongheart halfling.

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

Mind Over Body [General]

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

Regions: Calimshan, Thay, moon elf, sun elf.

Benefit: At 1st level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +1 hit point every time you learn a metamagic feat.

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

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Persistent Spell [Metamagic]

You make one of your spells last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, *comprehend languages* or *detect magic*). You are still required to concentrate on spells such as *detect magic* and *detect thoughts* to use their effects. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

Resist Poison [General]

Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.

Regions: Gray dwarf, half-orc, orc.

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

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

Saddleback [Fighter, General]

Your people are as comfortable riding as walking.

Regions: Cormyr, Hordelands, Narfell, the North, Western Heartlands.

Benefit: You receive a +3 bonus on all Ride checks.

Signature Spell [General]

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery.

Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into that signature spell, just as a good cleric spontaneously casts prepared spells as *cure* spells.

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

Silver Palm [General]

Your culture is based on haggling and the art of the deal.

Regions: Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, gold dwarf, gray dwarf.

Benefit: You get a +2 bonus on all Appraise and Bluff checks.

Smooth Talk [General]

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Regions: Luiren, Silverymoon, Thesk, Waterdeep, gold dwarf, lightfoot halfling.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

Snake Blood [General]

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.

Regions: Chult, the Tashalar, the Vilhon Reach (Hlondeth only).

Benefit: You get a +2 bonus on Fortitude saving throws against poison and a +1 bonus on all Reflex saving throws.

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

Spellcasting Prodigy [General]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

Stealthy [General]

Your people are known for their stealthiness.

Regions: Drow elf, half-orc, ghostwise halfling, lightfoot halfling, strongheart halfling.

Benefit: You gain a +2 bonus on all Hide and Move Silently checks.

Street Smart [General]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Regions: Amn, Calimshan, Chessenta, Moonsea, Unther.

Benefit: You get a +2 bonus on all Bluff and Gather Information checks.

Strong Soul [General]

The souls of your people are hard to separate from their bodies.

Regions: Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf.

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Benefit: You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

Survivor [General]

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Regions: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silvermoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, wild elf.

Benefit: You get a +1 bonus on Fortitude saves and a +2 bonus on all Wilderness Lore checks.

Tattoo Focus [Special]

You bear the powerful magic tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from your specialized school. You get a +1 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizards' circles.

Thug [General]

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

Regions: Calimshan, Dragon Coast, Moonsea, Nelander Isles, Unther, the Vast, Vilhon Reach, Waterdeep.

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

Treetopper [General]

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

Regions: Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, wood elf.

Prestige Classes

Faerûn is home to dozens of secret organizations and elite orders, hundreds of unique adventurers and anointed champions, and thousands of opportunities. A mage might begin her career as a straightforward wizard, but as she gains power and experience, choices confront her. Should she follow the path of the

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

Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

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

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

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

Twin Sword Style [Fighter, General]

You have mastered a style of defense that others find frustrating.

Prerequisite: Two-Weapon Fighting.

Regions: Sembia, Waterdeep, drow elf.

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

The benefits of this feat apply only if you are proficient with the weapons you are using.

archmage, or plunge into the secret studies of the Red Wizards? Should she seek knowledge in the dark arts of the Shadow Weave, risking life and sanity in pursuit of power, or should she strengthen her ties to her patron deity and serve her chosen church as an arcane devotee?

Characters of any class face similar choices. Many of the most powerful and successful adventurers of Faerûn eventually become

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embroiled in the struggle of light and dark, assuming the responsibility and the privileges of these unique character classes. Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance).

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Arcane Devotee

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

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

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

Hit Die: d4.

REQUIREMENTS

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

Spellcasting: Ability to cast 4th-level arcane spells.

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

Feats: Enlarge Spell.

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

TABLE 1-7: THE ARCANE DEVOTEE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enlarge Spell	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sacred defense +1, alignment focus	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sacred defense +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Divine shroud	+1 level of existing arcane spellcasting class

CLASS SKILLS

The arcane devotee's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

Spells per Day: An arcane devotee's training focuses on arcane spells. Thus, when a new arcane devotee level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus

metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an arcane devotee, he must decide to which class he adds each level of arcane devotee for the purpose of determining spells per day.

Enlarge Spell: The arcane devotee may cast a spell as if it were under the effects of the Enlarge Spell feat. He does not need to prepare this spell in advance, and it does not increase the casting time or use a higher spell slot. This ability can be used a number of times per day equal to 1 + the arcane devotee's Charisma bonus (minimum of once per day).

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the arcane devotee's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Alignment Focus: A 2nd-level arcane devotee chooses one component of his deity's alignment. He now casts spells of that alignment

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at +1 caster level. If his deity is neutral, he chooses one component of his alignment for this focus. If the arcane devotee and his deity are neutral, the character chooses chaos, evil, good, or law for his focus.

Bonus Feat: At 3rd level, an arcane devotee can choose any one item creation feat or any feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, Magical Artisan, or Shadow Weave Magic (devotees of Shar only).

Divine Shroud (Su): Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against enemy spells. The shroud is of a color appropriate to the arcane devotee's patron's alignment: constant blue for law, shimmering white for good, wavering black for evil, or flickering yellow for chaos. The shroud grants spell resistance of 12 + the character's caster level as if he were under the effects of a *spell resistance* spell. This ability can be invoked as a free action and lasts a number of rounds equal to the arcane devotee's Charisma bonus + 5.

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Archmage

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

Hit Die: d4.

REQUIREMENTS

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

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

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

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

TABLE 1–8: THE ARCHMAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

CLASS SKILLS

The archmage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

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

If a character had more than one arcane spellcasting class before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: The archmage learns secret lore unknown to lesser wizards and sorcerers. She gains the ability to select a special ability from among the following by permanently eliminating one spell slot. For example, a 15th-level wizard normally can cast two 7th-level spells per day (not counting bonus spells for

specialization or high Intelligence). A Wiz13/Acm2 who chooses the arcane reach ability forfeits one 7th-level spell, and so can only cast one 7th-level spell per day, not counting bonus spells.

The archmage may choose to eliminate a spell slot of a higher level than that required to acquire the high arcana in question, if she so desires.

Arcane Fire (Su): The archmage gains the ability to channel arcane spell energy into *arcane fire*, manifesting as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) and deals 1d6 points of damage per level of archmage plus 1d6 points of damage per level of the spell channeled to create the effect. Therefore, a 5th-level archmage that channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits. This ability costs one 9th-level spell slot.

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

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

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally does. For example, an archmage could cast a *fireball* that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic descriptors. As with

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using metamagic feats, classes that prepare spells must prepare the spell in this manner, while those that do not prepare spells can alter the spell when cast as a full-round action. Unlike metamagic feats, this does not change the level of the spell. This ability costs one 8th-level spell slot.

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

Spell Power +1: This ability increases by +1 the DC for saving throws against the archmage's arcane spells and for caster level checks for her arcane spells to overcome spell resistance. This ability can only be selected once, and stacks with spell power +2 and spell power +3, as well as spell power effects from other sources, such as from the Red Wizard prestige class. This ability costs one 5th-level spell slot.

Spell Power +2: As spell power +1, except the increase is +2 instead of +1. This ability can only be selected once, and stacks with spell power +1 and spell power +3, as well as spell power effects from other sources. This ability costs one 7th-level spell slot.

Spell Power +3: As spell power +1, except the increase is +3 instead of +1. This ability can only be selected once, and stacks with spell power +1, spell power +2, as well as spell power effects from other sources. This ability costs one 9th-level spell slot.

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

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

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to cast it four times per day, and a slot six levels higher lets her

cast it six times per day. For example, Hezark (Wiz15/Acm2) is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day. She forfeits a 5th-level spell slot to master the ability.

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

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Divine Champion

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

Most divine champions come from a combat or military background. Barbarians, fighters, monks, paladins, and rangers are the most common divine champions, but some of the more militant clerics and druids decide to become divine champions. Bards, rogues, sorcerers, and

wizards rarely become divine champions unless they are particularly devout and skilled in warfare.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +7.

Skills: Knowledge (religion), 3 ranks.

Feats: Weapon Focus in the deity's favored weapon.

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

TABLE 1–9: THE DIVINE CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Lay on hands
2nd	+2	+3	+3	+0	Fighter feat, sacred defense +1
3rd	+3	+3	+3	+1	Smite infidel
4th	+4	+4	+4	+1	Fighter feat, sacred defense +2
5th	+5	+4	+4	+1	Divine wrath

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

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

Fighter Feat: At 2nd level and again at 4th level, a divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list on page 37 of the *Player's Handbook* or any feat with the [Fighter] designator in this chapter.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

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

Divine Wrath (Su): The divine champion channels a portion of her patron's power into wrath, giving her a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma bonus. During this time, the divine champion also has damage reduction 5/—. This ability can be used once per day and is invoked as a free action.

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Divine Disciple

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

Divine disciples are always divine spellcasters. Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Xvim have been known to elevate

blackguards as divine disciples in the ranks of their dark faiths.

Hit Die: d8.

REQUIREMENTS

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

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

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

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

TABLE 1–10: THE DIVINE DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	New domain, divine emissary	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Sacred defense +1	+1 level of existing divine spellcasting class
3rd	+1	+3	+1	+3	Imbue with spell ability	+1 level of existing divine spellcasting class
4th	+2	+4	+1	+4	Sacred defense +2	+1 level of existing divine spellcasting class
5th	+2	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

CLASS SKILLS

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

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

This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

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

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

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

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Imbue With Spell Ability (Sp): As the spell, except a divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability. (She transfers currently prepared spells to

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her targets on a one-for-one basis without having to use a spell slot for the *imbue with spell ability* spell.) The only limit to the number of spells the divine disciple can transfer is the disciple's available 1st- and 2nd-level spells.

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

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

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Divine Seeker

Sometimes a church cannot act openly, either because of political constraints, bureaucracy, or because its doesn't want its presence known in an area. During these times, the abilities of discretion, stealth, and speed are more valuable than the direct manifestation of power. The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of her deity, a divine seeker can often accomplish what a direct assault could not.

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

Hit Die: d6.

REQUIREMENTS

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

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

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

CLASS SKILLS

The divine seeker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

TABLE 1–11: THE DIVINE SEEKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sanctuary, thwart glyph
2nd	+1	+0	+3	+0	Sacred defense +1, sneak attack +1d6
3rd	+2	+1	+3	+1	Locate object, obscure object
4th	+3	+1	+4	+1	Sacred defense +2, sneak attack +2d6
5th	+3	+1	+4	+1	Locate creature, divine perseverance

CLASS FEATURES

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

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

Sanctuary (Sp): Once per day a divine seeker can ward herself with a *sanctuary* spell.

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

Sacred Defense: Add this bonus (+1 at 2nd level, +2 at 4th level) to the divine seeker's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

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

Locate Object (Sp): Once per day, a divine seeker can use the *locate object* spell.

Obscure Object (Sp): Once per day, a divine seeker can use *obscure object*, which prevents her from being tracked by locating a stolen item she carries.

Locate Creature (Sp): Once per day, a divine seeker can use the *locate creature* spell.

Divine Perseverance: Once per day, if the divine seeker is brought to –1 or lower hit points, she automatically is cured of 1d8+5 points of damage.

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Hit Die: d8.

Hierophant

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream. The hierophant prestige class is open to powerful divine spellcasters who are approaching access to the strongest and most difficult divine spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

REQUIREMENTS

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

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

Skills: Knowledge (religion) 15 ranks.

Feat: Any metamagic feat.

TABLE 1–15: THE HIEROPHANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

CLASS SKILLS

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

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

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

Divine Reach: The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. If

selected a second time as a special ability, the range increases to 60 feet.

Faith Healing: The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the

hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Any creature that falsely claims to be a follower of the hierophant's patron in hopes of gaining extra benefit instead receives none of the effects of the spell and must make a Will save (against the spell's DC) or be stunned for 1 round.

Gift of the Divine: The hierophant may transfer one or more uses of his turning ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma bonus.

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

Metamagic Feat: The hierophant can choose a metamagic feat.

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

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druidic special abilities except spellcasting and animal companions.

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

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

Spell Power +2: This ability increases by +2 the DC for saving throws against the hierophant's divine spells and for caster level checks for his divine spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

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

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

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

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Runecaster

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

Most runecasters are clerics or adepts because a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wilderness. A few rare druids have chosen the path of the runecaster as well, although

generally only in areas where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

Hit Die: d8.

REQUIREMENTS

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

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

Skills: Spellcraft 8 ranks, Craft 8 ranks (see the Rune Magic section of Chapter 2: Magic for appropriate Craft skills).

Feats: Inscribe Rune.

TABLE 1–18: THE RUNECASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rune craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune craft +3	+1 level of existing divine spellcasting class
8th	+6/+1	+6	+2	+6	Improved runecasting	+1 level of existing divine spellcasting class
9th	+6/+1	+6	+3	+6	Rune power +3	+1 level of existing divine spellcasting class
10th	+7/+2	+7	+3	+7	Rune chant	+1 level of existing divine spellcasting class

CLASS SKILLS

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scribe (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

Spells per Day: A runecaster's training focuses on divine spells. Thus, when a new runecaster level is gained, the character gains new spells per day as if he

had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

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

Rune Craft: Add this bonus to the runecaster's Craft checks made to inscribe runes.

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

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Number of Uses/Trigger	Base Price	Runecaster Level
One	Spell level* □ caster level □ 50 gp	—
Charges†	Spell level* □ caster level □ charges □ 50 gp	3
Charges per day†	Spell level* □ caster level □ charges □ 400 gp	8
Permanent (until dispelled)††	Spell level* □ caster level □ 2,000 gp	8
Works when touched	Base cost	—
Works when read or passed	Base cost □ 2	3

*A 0-level spell counts as 1/2 level.

**The minimum runecaster level to inscribe a rune of this type. “—” indicates the default ability granted by the Inscribe Rune feat.

†If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

††If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

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

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

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

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

Rune Chant: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell. This allows the runecaster to gain the benefit of his rune power ability for the spell. For spells with a casting time of 1 action, this increases the casting time to 1 full round. All other spells have their casting time increased by 1 round. This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

Dieties of the Realms

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

Air Domain

Dieties: Aerdrie Faenya, Akadi, Auril, Set, Shaundakul, Sheela Peryroyl, Valkur.

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

Animal Domain

Dieties: Aerdrie Faenya, Baervan Wildwanderer, Chauntea, Fenmarel Mestarine, Gwaeron Windstrom, Lurue, Malar, Mielikki, Nobanion, Sebek, Shiallia, Silvanus, Thard Harr, Ulutiu, Uthgar.

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

Cavern

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

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

Cavern Domain Spells

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

Chaos Domain

Dieties: Aerdrie Faenya, Angharradh, Anhur, Bahgtru, Beshaba, Corellon Larethian, Cyric, Deep Sashelas, Dugmaren Brightmantle, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Finder Wyvernspur, Garagos, Ghaunadaur, Gruumsh, Haela Brightaxe, Hanali Celanil, Kiaransalee, Labelas Enoreth, Lliira, Lolth, Lurue, Malar, Nephthys, Rillifane Rallathil, Sehanine Moonbow, Selûne, Selvetarm, Sharess, Shargaas, Sharindlar, Shaundakul, Shevarash, Solonor Thelandira, Sune, Talona, Talos, Tempus, Thard Harr, Tymora, Umberlee, Urdlen, Uthgar, Valkur, Vhaeraun.

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

Charm

Deity: Eilistraee, Finder Wyvernspur, Gargauth, Hanali Celanil, Lliira, Milil, Oghma, Sharess, Sharindlar, Sheela Peryroyl, Sune.

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

Charm Domain Spells

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

Craft

Deity: Calladuran Smoothhands, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Garl Glittergold, Geb, Gond, Laduguer, Moradin, Thoth.

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

Craft Domain Spells

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

Darkness

Deity: Lolth, Mask, Set, Shar, Shargaas.

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

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

Death Domain

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

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

Destruction Domain

Deities: Xvim, Cyric, Garagos, Ilneval, Istishia, Kossuth, Lolth, Talona, Talos, Umberlee, Yurtrus.

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

Dwarf

Deity: Abbathor, Berronar Truesilver, Clangeddin, Deep Duerra, Dugmaren Brightmantle, Dumathoin, Gorm Gulthyn, Haela Brightaxe, Laduguer, Marthammor Duin, Moradin, Sharindlar, Thard Harr, Vergadain.

Granted Power: Free Great Fortitude feat.

Dwarf Domain Spells

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

Earth Domain

Deities: Callarduran Smoothhands, Chauntea, Dumathoin, Geb, Gond, Grumbar, Luthic, Moradin, Segojan Earthcaller, Urdlen, Urogalan.

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

Elf

Deity: Aerdrie Faenya, Corellon Larethian, Deep Sashelas, Eilistraee, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Shevarash, Solonor Thelandira.

Granted Power: Free Point Blank Shot feat.

Elf Domain Spells

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

Family

Deity: Berronar Truesilver, Cyrrollalee, Hathor, Isis, Liira, Luthic, Yondalla.

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

Family Domain Spells

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

Fate

Deity: Beshaba, Hathor, Hoar, Jergal, Kelemvor, Savras.

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

Fate Domain Spells

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

Fire Domain

Deities: Gond, Kossuth, Talos.

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

Gnome

Deity: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Segojan Earthcaller, Urdlen.

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

Gnome Domain Spells

- 1 Silent image
- 2 Endurance
- 3 Minor image
- 4 Minor creation
- 5 Hallucinatory terrain

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- 6 Fantastic machine
- 7 Screen
- 8 Otto's irresistible dance
- 9 Summon nature's ally (earth elementals or animals only)

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

Good Domain

Deities: Aerdrie Faenya, Angharradh, Anhur, Arvoreen, Baervan Wildwanderer, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Clangeddin, Corellon Larethian, Cyrrollalee, Deep Sashelas, Deneir, Dugmaren Brightmantle, Eilistraee, Eldath, Flandal Steelskin, Gaerdal Ironhand, Garl Glittergold, Gorm Gulthyn, Gwaeron Windstrom, Haela Brightaxe, Hanali Celanil, Hathor, Horus-Re, Ilmater, Isis, Labelas Enoreth, Lathander, Lliira, Lurue, Marthammor Duin, Mielikki, Milil, Moradin, Mystra, Nephthys, Nobanion, Osiris, Rillifane Rallathil, Segojan Earthcaller, Sehanine Moonbow, Selûne, Sharess, Sharindlar, Shiallia, Solonor Thelandira, Sune, Thard Harr, Torm, Tymora, Tyr, Valkur, Yondalla.

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

Halfling

Deity: Arvoreen, Brandobaris, Cyrrollalee, Sheela Peryroyl, Urogalan, Yondalla.

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

Halfling Domain Spells

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

Healing Domain

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

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

Illusion

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

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

Illusion Domain Spells

Knowledge Domain

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

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

Law Domain

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

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

Luck Domain

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

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

Magic Domain

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

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

Metal

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

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

Metal Domain Spells

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

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Moon

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

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

Moon Domain Spells

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

Nobility

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

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

Nobility Domain Spells

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

Ocean

Deity: Deep Sashelas, Istishia, Ulutiu, Umberlee, Valkur.

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

Ocean Domain Spells

- 1 Endure elements
- 2 Sound burst
- 3 Water breathing
- 4 Freedom of movement

- 5 Wall of ice
- 6 Otiluke's freezing sphere
- 7 Waterspout
- 8 Maelstrom
- 9 Elemental swarm (cast as a water spell only)

Planning

Deity: Gond, Helm, Ilneval, Red Knight, Siamorphe, Ubtao.

Granted Power: Free Extend Spell feat.

Planning Domain Spells

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

Plant Domain

Deities: Angharradh, Baervan Wildwanderer, Chauntea, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Mielikki, Osiris, Rillifane Rallathil, Sheela Peryroyl, Shiallia, Silvanus, Solonor Thelandira, Thard Harr, Ubtao.

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

Portal

Deity: Eilistraee, Shaundakul.

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

Portal Domain Spells

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

Protection Domain

Deities: Angharradh, Arvoreen, Baravar Cloakshadow, Berronar Truesilver, Chauntea, Corellon Larethian, Deneir, Dumathoin, Eldath, Gaerdal Ironhand, Garl Glittergold, Geb, Gorm Gulthyn, Hanali Celanil, Helm, Kelemvor, Laduguer, Lathander, Marthammor Duin, Moradin, Nephthys, Rillifane Rallathil, Selûne, Shaundakul, Silvanus, Sune, Tempus, Torm, Tymora, Ubtao, Ulutiu, Urogalan, Valkur, Waukeen, Yondalla.

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

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Renewal

Deity: Angharradh, Chauntea, Finder Wyvernspur, Kossuth, Lathander, Shiallia, Silvanus.

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

Renewal Domain Spells

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

Retribution

Deity: Hoar, Horus-Re, Kiaransalee, Loviatar, Osiris, Shevarash, Tyr, Uthgar.

Granted Power: If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or missile weapon against that person on your next action. If this attack hits, you deal maximum damage. You may use this supernatural ability once per day.

Retribution Domain Spells

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

Rune

Deity: Deneir, Dugmaren Brightmantle, Jergal, Mystra, Thoth.

Granted Power: Free Scribe Scroll feat.

Rune Domain Spells

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

Spell

Deity: Azuth, Mystra, Savras, Thoth.

Granted Power: You get a +2 bonus to Concentration and Spellcraft checks.

Spell Domain Spells

- 1 Mage armor
- 2 Silence
- 3 Anyspell
- 4 Rary's mnemonic enhancer
- 5 Break enchantment
- 6 Greater anys spell
- 7 Limited wish
- 8 Antimagic field
- 9 Mordenkainen's disjunction

Storms

Deity: Aerdrie Faenya, Anhur, Auril, Isis, Istishia, Talos, Umberlee.

Granted Power: You gain electrical resistance 5.

Storms Domain Spells

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

Strength Domain

Deities: Anhur, Bahgtru, Clangeddin, Garagos, Gruumsh, Helm, Ilmater, Lathander, Loviatar, Malar, Tempus, Torm, Ulutiu, Uthgar.

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

Suffering

Deity: Ilmater, Jergal, Kossuth, Loviatar, Talona, Yurtrus.

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

Suffering Domain Spells

- 1 Xvim
- 2 Endurance
- 3 Bestow curse
- 4 Enervation
- 5 Feeblemind
- 6 Harm

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- 7 Eyebite (sicken effect only)
- 8 Symbol (pain effect only)
- 9 Horrid wilting

Sun Domain

Deities: Horus-Re, Lathander.

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

Time

Deity: Grumbar, Labelas Enoreth.

Granted Power: Free Improved Initiative feat.

Time Domain Spells

- 1 True strike
- 2 Gentle repose
- 3 Haste
- 4 Freedom of movement
- 5 Permanency
- 6 Contingency
- 7 Mass haste
- 8 Foresight
- 9 Time stop

Trade

Deity: Abbathor, Nephthys, Shaundakul, Vergadain, Waukeen.

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

Trade Domain Spells

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

Travel Domain

Deities: Akadi, Baervan Wildwanderer, Brandobaris, Fenmarel Mestarine, Gwaeron Windstrom, Hoar, Istishia, Kelemvor, **Lliira**, Marthammor Duin, Mielikki, Oghma, Sehanine Moonbow, Selúne, Sharess, Shaundakul, Tymora, Vhaeraun, Waukeen.

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

Trickery

Deity: Abbathor, Akadi, Baravar Cloakshadow, Beshaba, Brandobaris, Cyric, Erevan Ilesere, Gargauth, Garl Glittergold, Lolth, Mask, Oghma, Sharess, Shargaas, Vergadain, Vhaeraun.

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

War Domain

Deities: Anhur, Arvoreen, Clangeddin, Corellon Larethian, Deep Duerra, Gaerdal Ironhand, Garagos, Gorm Gulthyn, Gruumsh, Haela Brightaxe, Ilneval, Moradin, Red Knight, Selvetarm, Shevarash, Solonor Thelandira, Tempus, Tyr, Uthgar.

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

Water Domain

Deities: Auril, Deep Sashelas, Eldath, Isis, Istishia, Sebek, Silvanus, Umberlee.

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