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FW1

# TRAILS & TALES™

Adventures for Old-school Roleplaying

## Faith is My Weapon



Unleash the celestial might of sacred incantations and divine artifacts in a spellbinding compendium for fervent warriors of faith.

An accessory for characters of all levels



## Heed the Call to Battle

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Prepare to transcend the boundaries of traditional magic and embark on an awe-inspiring journey with our new collection of combat spells and items designed exclusively for clerics. Delve into these pages and discover a wealth of martial magic that will change the way you support your comrades, smite your enemies, and champion your holy cause.

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Spells

## 1<sup>ST</sup> LEVEL

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### ADMONITION OF THE SINFUL

**Level:** 1

**Range:** 30 feet, 1 target per lvl

**Duration:** 1 round/level

*Admonition of the Sinful* channels the raw energy of the divine into a focused bolt of power. The cleric hurls the bolt at a target within range, requiring a ranged attack roll to hit. On a successful hit, the target is struck by the bolt, suffering 1d4 damage.

The true strength of this spell lies in the unwavering faith of the caster. Once cast, *Admonition of the Sinful* can be sustained for a number of rounds equal to the caster's level, allowing the cleric to manifest a new bolt of energy each round.

The caster can target a different creature or object every round. No mundane interference or magical counterforce can hinder or dispel the *Admonition of the Sinful* once it has been cast.

### SACRED FLAME

**Level:** 1

**Range:** Caster

**Duration:** 1 round/level

*Sacred Flame* envelops the cleric's weapon in a divine fire. As the flame engulfs the weapon, it emanates a radiant glow akin to a *Light* spell, illuminating the surroundings and dispelling darkness.

The holy flame serves a dual purpose beyond illumination. It possesses the ability to ignite flammable materials, making it a valuable tool in various situations, especially when navigating dark or hazardous environments.

Furthermore, the affected weapon gains a boost of +1 to both its hit and damage rolls. This divine empowerment allows the cleric to strike foes who possess immunity to non-magical attacks.

It is important to note that the bonuses bestowed by *Sacred Flame* are additional to any existing enchantments or magical properties the weapon may already possess.

### SHIELDING AURA

**Level:** 1

**Range:** Caster

**Duration:** 1 round/level

*Shielding Aura* envelops the caster in a radiant aura of shimmering holy light. Any undead creatures that attack or make contact with the cleric are stricken by its divine power, suffering 1 hit point of damage per level of the caster, with a maximum of 10 points.

Moreover, when cast by a cleric of 6th level or higher, the *Shielding Aura* extends its protective influence against undead creatures capable of draining life. The cleric gains the opportunity to make a saving throw against the life-draining abilities of such undead foes. A successful save against Death Ray must be rolled for each attack that connects.

The aura of protection bestowed by *Shielding Aura* allows the cleric to maintain full movement capabilities and the freedom to cast other spells while under its effects.

### SMITE

**Level:** 1

**Range:** Touch, 1 target

**Duration:** Instantaneous

With this spell, the cleric becomes a conduit of divine power and unleashes a devastating smite upon a chosen foe. The unleashed energy manifests as a radiant burst that engulfs the target, inflicting 1d3 points of damage per level of the caster.

But the smite is not merely a strike of raw power. Creatures possessing hit dice inferior to the cleric, are overcome by the sheer force of the smite and are stunned for a duration of 1d4 rounds.

A resilient foe may attempt to ward off the brunt of the spell's impact. A successful saving throw vs Spells reduces the inflicted damage by half and negates the stun effect.

## 2<sup>ND</sup> LEVEL

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### FISTS OF THE FAITHFUL

**Level:** 2

**Range:** 20 ft dia. circle

**Duration:** Instantaneous

Casting this spell allows a cleric to call upon the sacred power their god and become the epicenter of a radiant halo of glowing fists that expands outward in an ever widening circle that stretches to a diameter of 20 feet.

As the celestial fists collide with their targets, they unleash a cascade of divine energy, dealing damage equal to 2 points per level of the caster. Creatures with hit dice inferior to the caster find themselves overwhelmed by the onslaught and succumb to unconsciousness, their senses overwhelmed and their bodies rendered immobile for a duration of 1d4 rounds.

A successful saving throw vs Spells allows opponents to resist the unconsciousness that would ensnare them and reduces the inflicted damage by half.

### HOLY MIGHT

**Level:** 2

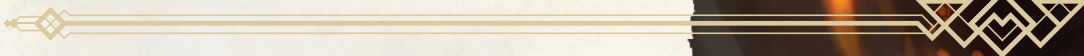
**Range:** Caster

**Duration:** 1 round/level

In a glorious display of divine favour, this spell bestows upon the caster an array of valuable enhancements.

With their blows carrying an added potency, guided by divine precision, *Holy Might* augments all attack and damage rolls by 1.

Clerics also gain resilience and a heightened awareness, enabling them to react with swiftness in the face of danger. As such their defensive attributes are also improved resulting in a +1 bonus to saving throws, armor class, and initiative rolls.



## RADIANT BURST

**Level:** 2

**Range:** 60 feet, 20 dia. circle

**Duration:** Instantaneous

*Radiant Burst* releases a swift eruption of brilliant light, encompassing a 10-foot radius. Chaotic creatures who find themselves within this luminous sphere must succeed a saving throw vs Spells or be blinded for an entire combat round.

This spell not only inflicts temporary blindness upon its targets, but it also possesses the ability to dispel any magical darkness within its area of effect.

The reverse of this spell, *Tenebrous Beacon*, mirrors its effects, but upon lawful aligned creatures and disrupts magical light sources.

## SUPPLICANT'S CALL

**Level:** 2

**Range:** 20 dia. circle

**Duration:** 1d6 rounds

*Suppliant's Call* bestows upon the cleric the role of a strategic linchpin in the midst of battle. Within the spell's area of effect, allies are imbued with heightened coordination and efficiency, resulting in the following advantages:

- Attack rolls are bolstered with a +1 bonus, ensuring greater accuracy and increased chances of hitting their intended targets.
- Armor class is enhanced by 1, providing additional protection and making it more difficult for foes to strike successfully.
- Saving throws benefit from a +2 bonus, fortifying the resilience of allies and improving their chances of resisting harmful effects.
- Initiative rolls are granted a 1 modifier, granting swifter reflexes and an increased likelihood of acting earlier in combat.

## 3<sup>RD</sup> LEVEL

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### DECONSECRATE

**Level:** 3

**Range:** 60 feet, 1 target

**Duration:** 1d6 rounds

*Deconsecrate* is a powerful spell that empowers a cleric to temporarily sever the divine connection of opposing clerics, denying them access to their spells. The targeted cleric is subjected to a saving throw against Spells.

The saving throw is modified by the difference in levels between the caster and the target. If the caster is of higher level, then the difference becomes a penalty for the target. Conversely, if the target is of higher level, then the difference is added as a bonus to the saving throw.

The effects of *Deconsecrate* last for a duration of 1d6 rounds, during which the targeted cleric remains cut off from their divine wellspring. However, the spell can be removed by either a *Remove Curse* or a successful *Dispel Magic* spell.

### HEATHEN'S TORMENT

**Level:** 3

**Range:** 30 feet, 1 target per lvl

**Duration:** 1 round/level

Like *Admonition of the Sinful*, *Heathen's Torment* conjures a potent bolt of righteous energy that the cleric can aim at a single target. The bolt delivers a punishing blow, inflicting 2d4 points of damage. The cleric can unleash one bolt per round, for a number of rounds equal to their level. Each round, they have the freedom to redirect the bolt toward a different target, ensuring maximum impact upon their adversaries. Once cast, this spell cannot be disrupted.



## HEAVENLY LIGHT

**Level:** 3

**Range:** 90 feet, 15 ft. radius

**Duration:** Instantaneous

*Heavenly Light* radiates a sphere of pure divine luminance, specifically designed to combat undead and chaotic beings from the outer planes.

Within the spell's area of effect, creatures of lesser Hit Dice than the caster find themselves vulnerable to its power. A failed saving throw against *Spells* results in 2 hit points of damage per level of the caster, while a successful save mitigates this damage to half.

Even those with greater hit dice are vulnerable to the relentless onslaught of *Heavenly Light* and also receive 2 hit points of damage per level of the caster. However, a successful saving throw negates all damage.

It is worth noting that the reverse of this spell, known as *Infernal Darkness*, bears the same potent effect but targets lawful beings from the outer planes.

## THUNDEROUS REBUKE

**Level:** 3

**Range:** 20 ft. radius

**Duration:** Instantaneous

With this spell, a cleric conjures a pulsating ring of lightning that emanates from the caster, expanding up to a 20 ft. radius. All creatures within the electrifying ring must face two saves against *Spells*.

The first save determines their ability to resist the potent electrical surge, which inflicts 6d6 of electrical damage. A successful save halves the damage endured. The second save determines their ability to withstand



the deafening thunderclap unleashed by the lightning. Failure results in a duration of 1d6 rounds of deafness, afflicting the victims with a penalty of 2 to their initiative rolls during this time.

## 4<sup>TH</sup> LEVEL

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### BLESSED VESSEL

**Level:** 4  
**Range:** Touch  
**Duration:** 1 round/level

Through this spell, the caster or an individual of his or her choosing, becomes the recipient of a god's blessing. For the duration of the spell, the person affected attacks and casts spells as if they were 3 levels higher (only spells already known can be cast and the number of attacks to do not change). Also, the individual's hit points increase by three extra dice of the appropriate type (roll to determine the result). And lastly, the character can only be hit by +1 or better weapons.

### DEVOUT PHALANX

**Level:** 4  
**Range:** 30 feet  
**Duration:** 1 round/level

*Devout Phalanx* allows a cleric to conjure 1d4+2 divine warriors, clad in radiant armor and wielding weapons of light, to heed their call in battle. These luminous humanoids possess 15 hit points, armor class 4, and attack with the prowess of a 3 HD fighter, dealing 1-8 points of damage per strike.

The warriors fight fiercely under the cleric's command until their hit points are depleted, at which point they dissolve back into the ethereal realm. The spell's duration can last up to 1 round per level of the casting cleric, but requires their unwavering concentration to direct the actions of the conjured warriors.

## RIGHTEOUS POWER

**Level:** 4  
**Range:** Caster  
**Duration:** 1 round/level

Like *Holy Might*, *Righteous Power* improves the caster's abilities in combat. The spell increases all attack and damage rolls by 2 and also improves saving throws, armor class and initiative rolls by 2. It also provides 25% magic resistance for the duration of the spell.

## SACRILEGE

**Level:** 4  
**Range:** 10 ft. radius  
**Duration:** 1 round/level

By means of this spell the caster creates a magical barrier that protects him or her from beings of opposite alignment (i.e. a lawful aligned priest can affect chaotic aligned beings). Those attempting to cross the barrier will suffer the following effects: creature with less HD than the caster must successfully save vs Spells or suffer 3d8 of damage (save for 1/2 damage). Those with higher HD must also save but suffer 2 fewer hit points of damage per HD above that of the caster (save for 1/2 damage). The caster cannot move while the spell is in effect, but it can be canceled prior to the maximum duration.

## 5<sup>TH</sup> LEVEL

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### LUMINOUS ROSACE

**Level:** 5  
**Range:** 20 ft. radius  
**Duration:** Instantaneous

This spell produces a glowing disc of rotating colors similar to a stained glass window. The disc is 10 feet in diameter and aligned vertically directly above the caster's head. Creatures within a 20' radius of the *Luminous Rosace* are susceptible to its effects. Those effects depend on which color the target sees first once the rosace comes into existence.



The disc contains six colors. Roll a d6 per target and consult the list below to determine the outcome:

1. Blue: Target suffers 4d6 of cold dmg, save vs Spells for ½ damage.
2. Red: Target suffers 4d6 of fire dmg. save vs Spells for ½ damage.
3. Yellow: Target suffers 4d6 of electrical dmg. save vs Spells for ½ damage.
4. Green: Target suffers 4d6 of poison dmg save vs Spells for ½ damage.
5. Orange: Target must save vs Spells or be instantly transported 1 mile in a random direction. Final destination cannot result in harm or death.
6. Violet: Target must save vs Spells or change to a diametrically opposed alignment. Effect can be removed by a *Remove Curse* spell.

## PATH OF THE PURE

**Level:** 5

**Range:** 30 feet

**Duration:** 1 round/level

*Path of the Pure* creates a mystical 10-foot wide passage that grants safe passage for the cleric and their allies. The path extends up to a maximum length of 10 feet per level of the caster, bypassing obstacles such as water, chasms, fire, or other natural and magical dangers. While the path must maintain a solid foundation at both ends and cannot arch, it can be angled by up to 30 degrees.

Furthermore, any adversaries attempting to traverse the path alongside the cleric are subject to a saving throw vs Spells at a penalty of minus 2. Failure results in the intruders suffering 2 points of damage per level of the caster. This miraculous pathway ensures a



secure route, guiding the faithful and repelling those who dare trespass upon it.

## SCOURGE OF THE UNBELIEVER

**Level:** 5

**Range:** 30 feet, 1 target per lvl

**Duration:** 1 round/level

As with *Heathen's Torment*, this spell produces a bolt of holy energy that the caster can direct to a single target. The bolt inflicts 3d4 of damage. One bolt can be produced per round for as many rounds equal to the caster's level. The caster can change the target every round. Once successfully cast, the spell cannot be disrupted.

## BASTION OF THE FAITH

**Level:** 5

**Range:** 10 ft. radius

**Duration:** 1 round/level

*Bastion of Faith* conjures an immobile, transparent dome of inviolable divine energy. Upon casting, the cleric remains confined within the dome's perimeter but possesses the ability to dispel the spell at will. Within the dome's radius, all occupants find sanctuary, shielded from both physical and magical assaults. The dome persists for up to 1 round per level of the caster or until it withstands damage equal to 5 hit points per level of the cleric, whichever occurs first.

## 6<sup>TH</sup> LEVEL

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### ANATHEMA

**Level:** 6

**Range:** Caster

**Duration:** 1 round/level

*Anathema*, a potent spell of divine condemnation, grants the cleric the ability to mark a chosen creature as deeply vulnerable to their attacks. Upon casting, the target must make a saving throw against Spells to resist the effects.

Should the saving throw fail, any successful attack, whether physical or magical, unleashed by the caster inflicts maximum damage upon the targeted creature.

Even if the target manages to succeed in the saving throw, the effects of *Anathema* persist. The creature still suffers a minimum of half the potential maximum damage from any subsequent physical or magical attack. The lingering presence of divine disfavor lasts for one round per level of the caster.

## CELESTIAL WRATH

**Level:** 6

**Range:** Caster

**Duration:** 1 round/level

Like *Righteous Power*, *Celestial Wrath* improves the caster's abilities in combat. The spell increases all attack and damage rolls by 3 and also improves saving throws, armor class and initiative rolls by 3. It also provides 40% magic resistance for the duration of the spell.

## FLAGELLATION OF THE UNCLEAN

**Level:** 6

**Range:** 60 feet, 15 ft. radius

**Duration:** 1d6 rounds

*Flagellation of the Unclean* empowers a lawful aligned cleric to strike a righteous blow against chaotic beings hailing from the lower planes. Within the spell's area of effect, demons, devils, and their kin are subject to its divine judgment.

When confronted by the spell's power, these creatures must make a saving throw against Spells. Failure results in suffering damage equal to 1d4 per caster level, while a successful save mitigates the harm by half.

Furthermore, those whose hit dice are lower than the caster's must face an additional trial. They must make a second save against Spells, or be paralyzed for a duration of 1d4 rounds.

Conversely, chaotic aligned clerics possess the means to invoke the reverse of this spell, known as *Punishment of the Tyrants*. By casting it, they unleash their wrath upon lawful creatures hailing from the higher planes.



## ZEALOT'S FIRE

**Level:** 6

**Range:** Special

**Duration:** 1d6 rounds

The priest casting this spell brings into being an iridescent whirlwind of holy fire. The whirlwind is centered on the caster and has a 5 foot radius, Any creature engaging in melee with the caster suffers 3d8 of damage (save vs Spells for ½ damage). Furthermore, the caster can direct swirling tongues of flame to a specific target up to 15 ft. away. Those struck by the fire suffer 2d6 +1/lvl of damage (save for ½ damage).

## 7<sup>TH</sup> LEVEL

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### DIVINE RETRIBUTION

**Level:** 7

**Range:** 60 feet, 15 ft. radius

**Duration:** Instantaneous

Channeling the raw might of divine forces, this potent spell summons a cataclysmic bolt of radiant lightning to surge down from the heavens, enveloping the designated area in a blinding spectacle. Those caught within the blast radius must make a saving throw against the spell's effects. Failure renders them not only blinded by the searing brilliance but also subjected to the full wrath of the celestial energy, suffering a devastating 10d8 points of damage. However, those who successfully save vs Spells manage to shield themselves partially, reducing the inflicted damage by half and avoiding the permanent blindness that would afflict their sight.

## VITANDUS

**Level:** 7

**Range:** 60 feet, 1 target

**Duration:** Instantaneous

*Vitandus*, a spell of formidable might, empowers the cleric to banish a selected creature within the spell's range to an inescapable interdimensional prison. The targeted creature must make a saving throw against Spells, the success of which is influenced by the disparity in hit dice between the caster and the target.

If the creature possesses fewer hit dice than the caster, the saving throw is made with a negative modifier for each hit dice difference. Conversely, if the creature boasts greater hit dice, the saving throw is bolstered with bonuses equal to the disparity. Targeted creatures can still benefit from pre-existing magical protections and resistances.

Once confined within the interdimensional prison, the creature remains bound unless released by the cleric who initially cast the spell, or through the intervention of divine forces or potent magics of similar magnitude.

## UNQUESTIONED VIRTUE

**Level:** 7

**Range:** Caster

**Duration:** 1 round/level

Like *Celestial Wrath*, *Unquestioned Virtue* improves the caster's abilities in combat. The spell increases all attack and damage rolls by 4 and also improves saving throws, armor class and initiative rolls by 4. It also provides 60% magic resistance for the duration of the spell.

## WORD OF THE EMPYREAN

**Level:** 7

**Range:** 25 ft. radius

**Duration:** Instantaneous

With a single sacred utterance, the priest invoking Word of the Empyrean harnesses the divine essence of the multiverse, unleashing a cataclysmic surge of cosmic energy centered on the caster. Adversaries ensnared within the spell's area of effect are subjected to the following consequences: creatures with 1 HD or less face instantaneous annihilation, with no opportunity for a saving throw. Those possessing 2-3 HD face a similar fate, succumbing if their saving throws vs Spells prove futile. Creatures with 4-7 HD must make a saving throw vs Spells with a penalty of -3 or suffer 1d8 points of damage per level of the caster. Success results in half the damage taken. Entities boasting 8 HD or higher must make a similar saving throw to avoid enduring 1d8 points of damage per level of the caster. Success shields them from harm entirely. However, channeling such immense power carries its risks. Following the spell's casting, a constitution check is necessary. Failure leads to 4d10 points of damage and 1d4 days of unconsciousness for the caster. The invocation of this sacred word can shape the course of cosmic battles, but its consequences weigh heavily upon the wielder.





Items

# Alpenstar

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## History

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The story of the *Alpenstar* began during the tumultuous era of the Battle of Arverre, where the armies of the Highseat of Wynham, faced the forces of Arras for control of the border regions between the two nations. It was during this fateful battle that the cleric Estrand first unfurled the banner before his troops. Estrand, blessed with unwavering faith and an indomitable spirit, led a battalion of warrior priests known as the Alpenstar, a name that would forever be intertwined with the banner's destiny.

The sight of the *Alpenstar* billowing in the wind instilled courage and unwavering determination in the hearts of his men. With renewed vigor, the troops rallied behind Estrand, their faith in his leadership bolstered by the banner's mystical presence. As the sun set on that fateful day, the Battle of Arverre ended in a glorious victory for the forces of Wynham.

News of *Alpenstar's* astonishing triumph spread like wildfire, and the banner became a legend in its own right. The Battle of the Plains of Ossingham stands as the next testament to its power. Estrand, now renowned as a paragon of virtue, led his forces with *Alpenstar* once more, this time against unholy hordes of darkness.

Time and again, the banner's influence turned the tides of key battles in favor of those who carried it with valor. But fate, as it often does, intervened. The banner went missing after Estrand's passing, and rumors spoke of its sighting in the distant realm of Velkia. Whether these tales are true remain an enigma, for the current whereabouts of *Alpenstar* are still shrouded in mystery.

## Powers

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*Alpenstar* is an exquisite silk banner featuring a brilliant golden star intricately woven onto a backdrop of deep blue. While the banner may now be weathered and frayed along its edges, when last observed, the sturdy steel pole that supports it remains resolute and true. The accompanying brass fittings, running along its length, retain their lustrous shine.

In the heat of battle, *Alpenstar* emits an aura that provides allies in a radius of up to 100' a bonus of +1 to all attack rolls, damage rolls, and saving throws. Enemies within the spell's area of effect also suffer a -1 to all such die rolls. This aura can be invoked once per day when the banner is waived.

Moreover, *Alpenstar* can also function as a +3 spear, dealing 1d10 damage with each strike. Additionally, those who bear *Alpenstar* find themselves immune to magical fear.



# Cloak of the Carmine Priest

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## History

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For countless decades, tales of the Carmine Priest and his legendary adventuring company, the Hallowguards, have captivated the imaginations of people far and wide. Bards, ever eager to weave thrilling narratives, sing of their intrepid exploits and daring escapades. However, historians caution that much of what has been ascribed to the Priest and his companions is rooted in hearsay, with facts distorted and embellished over the passage of time.

What can be discerned with certainty is that the Hallowguards and the enigmatic Carmine Priest first emerged in Belkan-Tir, one of the notorious Free Cities of Thendar. Within the vivid chronicles penned by Harian of Belkan-Tir, the *Cloak* is described in vibrant detail, yet the true identity of the Carmine Priest remains shrouded in mystery, an enigma that endures to this very day.

Speculation abounds regarding the ever-elusive figure of the Priest, with some pondering whether his true identity has shifted over time. Confirmed sightings spanning centuries suggest possibilities of longevity granted by mystical means, a non-human origin, or the presence of multiple individuals assuming the mantle across the ages.

Nevertheless, the Carmine Priest and his steadfast followers persist as some of the most striking and feared figures in recent history. Their presence in the annals of

lore remains an indelible testament to their captivating charisma, enigmatic nature, and the profound impact they have left upon the tapestry of legends.

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## Powers

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Those fortunate enough to observe the *Cloak* at close proximity have claimed that it is fashioned from a resplendent damask fabric that exhibits a captivating play of red hues. Intricately woven with threads of gold, the pattern appears to animate of its own accord, though some argue it is a mere illusion resulting from the cloak's fluid motion. The garment includes a hood and a gracefully pleated shawl, enveloping the wearer's shoulders.

The cloak bestows many benefits upon its owner. It enhances both armor class and all saving throws with a +2 bonus. Once per day, the wearer may invoke its power to instill fear in others, akin to the effects of a 4th-level magic-user spell *Fear*. Additionally, once per week, the wearer can commune with the deceased through the cloak's enchantments, as per the 3rd-level cleric spell *Speak with Dead* cast at 10th level.

Most intriguingly, the cloak confers absolute anonymity upon its wearer. As the folds of the hood enshroud their visage, their face vanishes from view. The garment further conceals the wearer's voice and subtly adjusts their height and weight at random, rendering a consistent physical description impossible. While a momentary disruption of these effects can be achieved through a *Dispel Magic* spell, only the utterance of a *Wish* spell has the power to fully unveil the wearer's face and reveal their true identity.



# Cuirass of Faith

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## History

The cuirass known as the “*Cuirass of Faith*” initially garnered attention when chronicled by the thaumaturge Sixtus of Alva within his historical tome, “*The Booke of Days of Caledwyn*.” This comprehensive work recounts the reign of Serbont the Pious, a significant period in the annals of that nation’s history. In his account of the *Bell Day* ceremony during Serbont’s twelfth year of rule, Sixtus vividly portrays the spectacle, noting that the High Bishop “*did wear a moste reþplendant suite of enchanted armour that doth shine like a new þunrise o’er the gathered multitude*”.

As time passed, additional cuirasses were painstakingly crafted, ultimately finding their place as integral components of the official regalia worn by the high-ranking clergy of Caledwyn’s Order of the Swan.

Over the centuries since Serbont’s reign, the *Cuirasses of Faith* have graced the shoulders of both the mighty and the humble. Noteworthy recent owners include the Duke Deacon of Archbridge, Aliswith the Highmother of Corfe, and the cleric Perlig Highhill. Not all the *Cuirasses* have been accounted for and some that have been lost to history are undoubtedly waiting to be rediscovered.

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## Powers

The *Cuirass of Faith* is a remarkable piece of armor, crafted from a lustrous alloy of unknown origin, delicately engraved with intricate patterns in a radiant shade of white. It exudes an air of elegance, accentuated by the ornately decorated gilded pauldrons that adorn its shoulders.

This +2 suit of armor provides exceptional protection, boasting an armor class of 1(16). However, its true potential is unlocked when worn by a cleric. The wearer of the *Cuirass of Faith* experiences a heightened connection to their divine calling, reaping the benefits of a +1 increase to both Wisdom and Charisma. This augmented spiritual acuity enables them to exude an aura of unwavering confidence and sagacity.

Furthermore, the *Cuirass* facilitates the casting of curative spells, enhancing their effectiveness. Whenever curative spells are employed while wearing this armor, each die



rolled receives a +1 bonus, ensuring that the healing powers channeled through the cleric's touch possess a heightened restorative potency.

In addition to its protective and empowering qualities, the *Cuirass of Faith* possesses a mystical radiance. By channeling the divine energy within, the armor can emanate a luminous glow equivalent to that of a *Light* spell. The duration of this effect is determined by the level of the cleric wearing the cuirass.



# Hammer of Intercession

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## History

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Upon Ortis Tang's arrival in the mining town of Culvet, it quickly became apparent to the citizens that significant changes were on the horizon. Located on the fringes of civilized lands, Culvet had fallen into a rough and lawless existence. The population teemed with an equal measure of bandits and miners, and local regulations were often regarded as mere suggestions, if acknowledged at all.

Ortis, a big man that many would describe as stern, wasted no time in claiming the long-abandoned constabulary as his own, and embarked on what he deemed his "holy work." In a matter of weeks, the bandits and unruly elements who had refused to align with Ortis's vision of righteous justice either fled or vanished under mysterious circumstances.



During this period, all eyes fell upon the imposing warhammer Ortis carried with unwavering dedication. When questioned about its significance, Ortis simply proclaimed that the hammer was the "pillar of his church". As for his own history, Ortis divulged little, offering only that he hailed from the distant east and had arrived in Culvet driven by a sense of purpose.

Then, one day, as mysteriously as he had appeared, Ortis vanished, leaving behind his hammer in the town square. Some harbored fears that the bandits he had ousted from Culvet years prior had returned and exacted their revenge. Others understood that Ortis had fulfilled his calling and moved onward to follow the path that beckoned him. The reason for leaving the hammer behind remains a lingering mystery, concealed within the echoes of Ortis Tang's legacy.

## Powers

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The weapon to which Ortis Tang so vividly referred to as the pillar of his faith, is known among scholars as a *Hammer of Intercession*. These hammers commonly feature intricately carved square double heads affixed to a sturdy handle crafted from heartwood.

In terms of its combat capabilities, these hammers provide a +2 bonus to both accuracy and damage. However, the true power of the *Hammer of Intercession* is revealed when wielded by a cleric. Once per day, the cleric can harness the hammer's divine essence to cast a *Detect Evil* spell.

Furthermore, the wielder of a *Hammer of Intercession* gains the ability to cast a *Hold Person* spell once per day. This enchantment enables the cleric to temporarily immobilize an individual, effectively restraining their actions.

Lastly, the user of a *Hammer of Intercession* has the ability to cast a *Dispel Evil* spell once per week at 10th level, enabling the wielder to unravel and neutralize evil magical enchantments and effects.

# Janthara's Gauntlets

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## History

Forged by the skilled hands of the cleric Janthara, these gauntlets stand as a testament to her unwavering commitment to stalwart defense on the battlefield. Shortly after their creation, Janthara decided to put them to the ultimate test by challenging the renowned warrior Ronas Alsosar to a duel. Armed with her newly crafted gauntlets, Janthara employed a distinct strategy, forsaking offensive maneuvers in favor of maintaining an unyielding defensive stance. With remarkable agility, she deftly evaded or deflected Ronas's relentless attacks. Frustrated by Janthara's tactics, Ronas was eventually abandoned the fight, leaving the field in a state of embarrassment. While the outcome was not a definitive victory, Janthara's point was resoundingly made.

The event swiftly garnered attention, generating widespread interest in Janthara's remarkable creation. Devoting herself tirelessly, she worked to produce as many pairs of these remarkable gauntlets as possible. To date, the existence of twenty pairs is known. One pair has been confirmed to be in the possession of Ran Tinin, the Warden of Rasan, while another is believed to be owned by the priestess Yulwen Olan. However, the whereabouts of the remaining gauntlets remains unknown.

As for Janthara herself, the sale of her gauntlets elevated her to a position of great wealth. In a benevolent gesture, she utilized her newfound riches to establish a sanctuary dedicated to providing solace and protection for the impoverished and defenseless. Following her passing, Janthara was laid to rest within the walls of her sanctuary, which has since become a revered pilgrimage site, attracting visitors seeking solace and inspiration.



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## Powers

These extraordinary gauntlets are meticulously crafted from bronze, adorned with masterfully chased gold accents that elegantly contrast with the burnished grey-blue aventurine inlays adorning the hand and wrist guard plates. Despite the intricate detailing, these gauntlets possess a remarkable lightness and exceptional flexibility, allowing for heightened and fluid movements.

When donned, the *Janthara's Gauntlets* offer a +1 bonus to Dexterity, bestowing upon the wearer all the accompanying advantages and benefits associated with increased agility. Furthermore, regardless of the shape or size of the wielded weapon, the gauntlets firmly secure it within their grip, rendering the cleric immune to disarming attempts by adversaries.

Lastly, these remarkable gauntlets allow the cleric to parry in combat as per the fighter ability and table. Parrying attempts are made at +3, no minimum dexterity score is required but dexterity bonuses apply if available.

# Martial Rod

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## History

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The *Martial Rods* have sparked numerous theories regarding their origins. One prevailing notion suggests that these rods emerged through a collaborative endeavor between the clergy and the mage guild of the city of Ranna, borne out of their ceaseless struggle against the ogre tribes of the Forlorn Hills.

Conversely, an alternative viewpoint propagated by Adso of Morl contends that the rods were crafted by the renegade priest Tarsem Dhemir, driven by a clandestine ambition to overthrow the rightful heir to the throne of Lyconia.

Despite the mysteries surrounding their creation, a small number of Martial Rods are known to exist. These have found their way into the possession of notable individuals. Among those recorded as custodians are Eddval of Lonsdal, and Isilnette, the Pale Priestess of Nesna.

## Powers

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The delicate intricacies adorning these rods belie their latent power. Measuring approximately 24 inches in length, though variations exist among individual examples, they are expertly crafted from polished steel. The rods feature elegant pewter ornaments, while their crowning glory manifests in an intricate headpiece adorned with a resplendent golden gem that shimmers with captivating allure.

In addition to their aesthetic appeal, these rods can be used as weapons, possessing a +2 to hit and damage with a successful strike inflicts a base of 1d8 points. However, the true power of these rods extends beyond mere physical prowess.

When wielded, the rods bestow an attunement upon allies within a 10-foot radius. These companions become sensitized to the nuances of their fellow combatants' movements, resulting in heightened coordination and reaction time. This enhanced awareness provides individuals a +1 bonus to their initiative rolls.

Furthermore, the rods possess a remarkable ability to unleash a surge of divine energy when a charge is expended that inflicts 3d6 points of damage upon a targeted enemy. A successful saving throw against Wands, halves the harm they endure.



# Leonine Shield

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## History

The *Leonine Shield* rose to prominence through the exploits of the cleric, Gartha of Alento, during her illustrious career as an adventurer in the Eastern Lands. The shield's origins were attributed to the masterful craftsmanship of the mage and metalsmith, Palagern. Although scholars have observed the distinct style reminiscent of Palagern's workshop, the absence of his signature hallmark raises doubts about its true origins.

Nevertheless, the historical accounts overwhelmingly confirm that Gartha wielded this remarkable shield, a verified fact recounted in numerous records from that era. Following Gartha's tragic demise in Chalcoth, the *Leonine Shield* passed into the possession of the infamous bandit leader, Kostan, albeit temporarily. Although the shield undoubtedly served him well, it ultimately failed to protect

Gostan's bandits from a decisive defeat by the forces under the command of the mercenary leader, Zalha Sa. Consequently, all documented sightings of the shield came to an abrupt halt.

Present-day conjecture persists regarding its whereabouts, with speculation suggesting it may have found its way into the possession of Manas Dano, the wealthy governor of the Nasir Province within the Jasai Empire. Such claims are easy to make considering the vast and enigmatic nature of his remarkable collection.

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## Powers

The *Leonine Shield* is a medium-sized heater shield forged from steel imbued with a subtle blue hue. Despite its evident reinforcements, this shield is remarkably light and nimble. Adorning its face is a captivating depiction of a white lion, so vividly rendered that it possesses an almost three-dimensional quality, with watchful eyes appearing to move on their own.

In combat, the *Leonine Shield* offers a +2 bonus to the bearer's armor class. Once per day, the wielder can unleash a mighty roar from the shield, causing *Fear*, as per the 4th level magic-user spell, to grip nearby opponents unless they successfully resist the effect with a save versus Spells.

Moreover, once per week, the shield possesses the extraordinary power to summon a magnificent white lion that obediently attacks the owner's adversaries.

This majestic creature has 5 HD, 25 hit points, and an Armor Class of 6(13). It attacks with two claws and a powerful bite, which deal 1d4, 1d4, and 1d8 points of damage respectively. The summoned lion remains at the bearer's side for 1d6 rounds or until it is brought to zero hit points, at which point it vanishes, waiting to be summoned anew when needed.



# Sapphire Mace

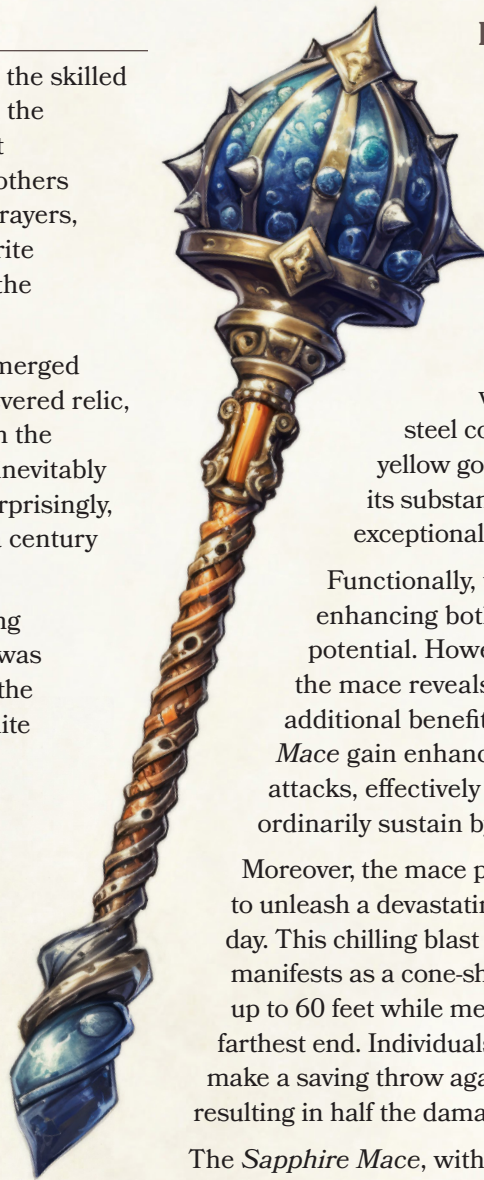
## History

The *Sapphire Mace* has its origins attributed to the skilled priests of the House Silent Purpose, residing in the northern nation of Üle. Faced with an imminent assault by a formidable orc army, the temple brothers beseeched their deity for aid. Answering their prayers, the high priest, known to history as Archimandrite Bilsar, forged the mace just in time to confront the impending horde.

In the ensuing battle, the forces of the House emerged triumphant, solidifying the mace's status as a revered relic, which the priests proceeded to safeguard within the temple's treasury. However, the mace's renown inevitably drew the covetous eyes of many, and thus, unsurprisingly, it mysteriously vanished from its resting place a century after the momentous clash.

Scholars have put forth various theories regarding its disappearance. Some propose that the mace was discreetly relocated to a secure location prior to the House of Silent Purpose's annihilation by the white dragon Zagitinh. Alternatively, others posit that a rogue priest absconded with the prized mace, embarking on a journey southward with the intention of selling it to the highest bidder. This latter theory holds favor among scholars, who point to alleged sightings of the artifact in Asturia and the Broken Isles.

Regardless of the veracity surrounding its fate, the *Sapphire Mace* is poised to once again leave its indelible mark upon the annals of history, most likely finding itself in the possession of an ambitious adventurer driven by audacious aspirations.



## Powers

The *Sapphire Mace's* striking design, features an imposing spike cage of hardened steel housing a magnificent sapphire of considerable size. Further embellishments include a meticulously carved sapphire adorning the pommel, while the haft exhibits a grooved steel construction accented with a deep yellow gold chase. Remarkably, despite its substantial size, the *Sapphire Mace* is exceptionally balanced.

Functionally, the mace is a +3 weapon, enhancing both its accuracy and damage potential. However, when wielded by a cleric, the mace reveals its true nature and bestows additional benefits. Priests who wield the *Sapphire Mace* gain enhanced protection against cold-based attacks, effectively reducing the damage they would ordinarily sustain by half.

Moreover, the mace possesses the remarkable ability to unleash a devastating blast of intense cold once per day. This chilling blast inflicts 6d6 points of damage and manifests as a cone-shaped area of effect, extending up to 60 feet while measuring 30 feet in width at its farthest end. Individuals caught within this cone must make a saving throw against Spells, with a successful save resulting in half the damage inflicted.

The *Sapphire Mace*, with its imposing design and its capacity for both lethal strikes and protective abilities, is a formidable weapon, granting its wielder a potent edge in battle.

# Thurible of Conviction

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## History

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These exceptional thuribles bear the mark of renowned metalworkers hailing from the city of Saldus. Initially commissioned by the priestly Fraternity of Tallian, the skilled craftsmen of Saldus undertook the task of fashioning sacred vessels befitting the Fraternity's highest rituals and sacred ceremonies.

Unbeknownst to the craftsmen, the purpose of these thuribles extended beyond their intended holy functions. Encrypted within the surviving records of the Fraternity lies a revelation of a perilous and clandestine agenda. A select few members of the order harbored intentions to embark on a dangerous mission deep into the subterranean depths

of the earth. Equipped with these thuribles and fortified by the enchanted incense prepared by the Canon of the Fraternity, their goal was to reclaim a sacred artifact believed to have been pilfered by the denizens lurking within the dark recesses of the world.

Regrettably, no historical accounts exist detailing the outcome of the Fraternity's audacious quest. All that remains known is that the organization disbanded shortly thereafter, and the thuribles, left orphaned by their creators, were sold and dispersed across the vast expanse of human lands.

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## Powers

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These exquisite thuribles, made of finely wrought brass with a glass bowl, are embellished with intricate ornaments and crowned by an elegant finial atop their highly detailed lid. Standing at a height of approximately three hand widths, they command attention with their masterful craftsmanship.

When a *Thurible of Conviction* is kindled, it releases a fragrance evoking a distinctive scent often likened to the harmonious blend of oak and sandalwood. This incense serves as an essential component for the proper functioning of the thurible's mystical properties.

With a single charge of incense consumed, a *Thurible* manifests a protective circle of great power. This circle is equivalent to the 4th-level cleric spell, *Protection from Evil 10' Radius*, cast at 10th-level.

Alternatively, if three charges of incense are expended, a *Thurible* ignites a 10 foot high circle of blue flames, encompassing a 15-foot radius centered on the device itself. These radiant flames exude formidable heat, inflicting 1d6 points of fire damage per round upon any creature within 10 feet of the outer face of the perimeter. Those attempting to traverse it endure 5d6 points of damage, although a successful saving throw against Spells halves the inflicted damage. The circle of fire persists for a duration of 1d6 + 2 rounds, yet the user of the *Thurible* retains the ability to extinguish it at will.

A Thurible can contain a generous supply of up to 20 charges of incense. However, procuring additional incense necessitates a demanding and intricate ritual, requiring the expertise of a cleric of no less than 12th level to undertake the complex procedure.



# Vessel of Wrath

## History

The precise origins of the enigmatic *Vessels of Wrath* remain a subject of fierce debate among scholars and sages. Ertius of Soltol ardently posits that these items are the creations of the Tower of the Exarch in Merowë, the capital city of the Jasai Empire. However, verifying such a claim proves virtually impossible, as the Tower steadfastly refuses to confirm or deny any involvement in their existence.

Conversely, Yaso of Krille proposes a captivating yet highly dubious theory, suggesting that the *Vessels* predate even the era of the Bright, tracing their origins back to the mystical time of the Great Song. However, skepticism lingers around this notion, primarily due to Yaso's reputation for eccentricity and apparent madness.

Regardless of their true origins, accounts throughout history bear witness to the power of the *Vessels*. As for their current numbers, the exact count remains shrouded in uncertainty. Members of the secretive Sable Fraternity confidently claim to possess at least one of these coveted cups, a sentiment echoed by the renowned adventuring priest, Ylario Kesa. However, it is essential to approach such assertions with caution, as the allure of a *Vessel* in one's possession often fuels false claims, serving as a means to bolster one's reputation.

The mystery surrounding the *Vessels of Wrath* persists, leaving their true origins and history veiled in obscurity, a tantalizing enigma that continues to captivate the minds of scholars and seekers of ancient lore.

## Powers

A *Vessel of Wrath* takes the form of a cup, crafted from black obsidian and adorned with a circular clear crystal window on its side. When activated by a cleric, the *Vessel* brims with a scarlet liquid, reminiscent of blood.

Imbibing this liquid instantly plunges the drinker into a frenzied battle rage akin to that of a berserker. In this state, their strength surges by 3, accompanied by all the associated advantages. Additionally, attacks are executed with a

+2 bonus to both accuracy and damage. Moreover, the *Vessel* grants a rejuvenating boost of 1d10 hit points. However, it's important to note that once the invigorating effect subsides, individuals may find themselves below 0 hit points if they endured sufficient damage during combat. In such cases, the affected person falls unconscious, but with proper curative measures, they can be revived.

The battle rage induced by the *Vessel* persists for a duration of 1d6 rounds. If all adversaries are vanquished before the effects wear off, the affected individual's attention will shift to any nearby target. Only loss of consciousness or death can halt the influence of the *Vessel*.

These vessels can be employed once per day, producing enough liquid to serve up to six individuals, enabling them to tap into the potent power they bestow.



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