

# THE LAND

(The Chronicles of Thomas Covenant OGL)

## *Notes (updated 05/06/2006)*

*This is just a start. Some classes and races are still unfinished, I am just using this to note things as I go. I am looking for ideas, feedback and so on from anyone who has read the books. I intend to add and update regularly, so keep coming back for more as time goes by. I have updated already following feedback from both "Dalin" and Amari De Ja. There is someone else, whose name I have forgotten, who sent me a bunch of stuff, particularly on the creatures of the Land. If he would please get in touch, I can add his name. Thanks very much to you all.*

## **The Oath of Peace**

"Do not hurt where holding is enough  
Do not wound where hurting is enough  
Do not maim where wounding is enough  
Do not kill where maiming is enough  
The greatest warrior is one who does not need to kill"

## **Despair**

*In a departure from the D&D rules, I am going to add a new measure called Despair. This will increase each time the characters are involved in fights they don't win, or lose a character or npc friend, or hear of defeats from elsewhere or witness the evils of Lord Foul. As Despair rises, the characters ability to function will become impaired. Despair can be reduced by successful quests or by the ministrations of Lorewardens or even the Storytelling of Giants. Giants can remove their own Despair by Caamora. I haven't quite figured out the rules for it in game terms yet.*

# RACES OF THE LAND

The two player-character races are Human and Giant. However there are several different 'sub' races of humans in the land that are different enough to warrant their own sections in these rules. Humans gain the normal bonus racial feat as per the PHB.

## RACIAL MODIFIERS CHART

<b>Race</b>	<b>Ability Adjustment</b>	<b>Favoured Class</b>
Stonedowner	+2 Strength	Gravelingas
Woodhelven	+2 Dexterity	Hirebrand
Ramen	+1 Constitution, +1 Dexterity	Ramen Hunter
Haruchai	+2 Constitution, +1 Strength or Dexterity, -2 Charisma	Haruchai Warrior
Giant	+3 Strength, +3 Constitution, -3 Dexterity	Seafarer
Man	None	None (Bonus feat, 4 extra skill points at 1 <sup>st</sup> level)

## STONEDOWNERS

Stonedowners are the inhabitants of stone villages, called Stonedowns. Their dwellings are made completely from stone, often just one huge shaped rock, as are their tools, weapons, utensils and even their furniture. When they are not working with stone, they are simple herders and farmers. They trade\* very rarely with other people, preferring their own self-sufficiency. They wear very simple homespun shifts, or loose trousers and woolen or leather jackets. The Stonedowns are arranged in a circle of homes facing in towards the center, with openings into the middle. A council of elders (some of whom will have studied at the Loesraat before coming home) decides the issues of the village and meetings are often held in the central area, which is kept clear. It was to Mithil Stonedown that Thomas Covenant first came when he was

summoned to The Land in the first book. The Stonedowners affinity for stone has made them short in comparison to the other humans of the Land, but considerably more powerful.

Rhadhamaerl (stone-shaping) requires of its people a high level of strength and wisdom, attributes that Stonedowners have grown to possess in abundance. They feel the ills of the earth more keenly than some. Only Stonedowners have the craft to become Gravelingases. Their solid stature gives them a bonus of +2 to their strength.

Because of their reliance upon stone for their homes and tools, all Stonedowners have an affinity to craft stone items, and have weapon proficiency in stone axes, hammers and knives. These stone weapons are as strong as steel, so conform to the same characteristics as steel weapons of the same type. Stonedowners also make very good Eoman (fighters) because of their natural strength.

Stonedowns mentioned in the books were: Landsverge Stonedown, During Stonedown, Mithil Stonedown and Crystal Stonedown. There are probably several others, suggestions being Last Stonedown, Gloaming Stonedown, Edge Stonedown and Black Stonedown.

Instead of taking a character class, players can elect to advance in level as a Stonedowner. They may take a class later if they wish.

## STONEDOWNER RACIAL ADVANCEMENT PACKAGE

**Alignment:** Chaotic Good, Lawful Good, Chaotic Neutral, Lawful Neutral, Neutral or Neutral Good.

**Hit Die:** d6

**Class Skills:** The Stonedowner's class skills (and the key ability for each skill) Concentration (Con), Climb (Str), Craft (Int), Hide (Dex), Knowledge (Stone-Lore), Intimidate (Str or Cha), Jump (Str), Listen (Wis), Profession (Wis), Spot (Wis), Survival (Con).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Table: The Stonedowner**

Level	BAB	Fort Save	Ref Save	Will Save	Str Bonus	Con Bonus	Special
1st	+0	+2	+0	+1	+2	+0	Stone Sense
2 <sup>nd</sup>	+1	+3	+0	+1	+2	+0	Stone-Touch
3rd	+1	+3	+1	+2	+3	+1	Stone-Strength

### Race Features

All of the following are class features of the Stonedowner.

**Weapon and Armor Proficiency:** Stonedowners are proficient with the all simple weapons, made of stone and are proficient with light armour, but not shields.

**Stone Sense:** At level 1, the Stonedowner can automatically determine the exact material of a stone item or rock surface and find flaws in the structure as well as whether it is worked or natural stone. If there are hidden doors or catches, he can find these with a successful search roll adding +4 to his search check (and +2 per additional level).

**Stone-Touch:** As a spell-like ability, a Stonedowner may join and shape stone or mineral matter with his bare hands, for a number of rounds equaling his Wisdom bonus, for a minimum of 1 round. With this ability, solid walls of stone may be erected, stone tools and weapons may be repaired, and stone tools may be crafted. A full-round action joins 5 cubic feet of prestacked stones into a wall, or a single piece of rock or stone of no larger than 1 cubic foot to another. Anything built in this way may not have any moving parts. He can use the ability once per day.

**Stone-Strength:** At level 3, Stonedowners can once per day draw strength from the stone, as long as they are touching or standing on a stone surface. This adds d4+1 to their strength ability for 3 rounds.

## WOODHELVEN

Woodhelveinnin choose to make their homes in the large branches of the Gilden tree which grows to huge dimensions in the Land. These towns are entirely created from the living wood of the trees, including walkways, bridges, homes and halls. Their furniture and utensils are all crafted of wood. In contrast to the stone loving brothers Woodhelveinnin are tall, slim and in abundance. Though they are a naturally charming people, the Stonedowners tend to feel the hurt of the land through the lithe. They have mastered lillianrill, the study of woodlore, using their superior intelligence and wisdom. Though they lack the strength of the Stonedowners, they possess a dexterity and accuracy of movement that can make a fearful warrior.

They again seem to be herders and weavers although they have hunters in their number too. Woodhelveinnin wear simple natural clothing and their towns are run by elders, who are likely to have studied at the Loesaraat. Only Woodhelveinnin have the craft to become Hirebrands. Their slim stature gives them a +2 to their Dexterity. Because of their natural affinity with wood, all Woodhelven have the special ability to craft wood and wooden items. They are also proficient with quarterstaves, clubs, longbows, shortbows and wooden long knives. Wooden knives are made with the strength of steel. Woodhelvens mentioned in the books were: Soaring Woodhelven, Far Woodhelven and Stonemight Woodhelven. There are probably others, suggestions being Misty Woodhelven, Swaying Woodhelven, High Woodhelven and Leafy Woodhelven.

### WOODHELVEN RACIAL ADVANCEMENT PACKAGE

**Alignment:** Lawful Good, Lawful Neutral, Neutral or Neutral Good.

**Hit Die:** d6.

**Class Skills:** The Woodhelven's class skills (and the key ability for each skill) Balance (Dex), Concentration (Con), Climb (Str), Craft (Int), Knowledge (Wood-Lore), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Con), Swim (Str), Use Rope (Dex).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Table: The Woodhelven**

Level	BAB	Fort Save	Ref Save	Will Save	Dex Bonus	Int Bonus	Special
1st	+0	+0	+2	+1	+2	+0	Nature Sense
2 <sup>nd</sup>	+1	+0	+3	+1	+2	+0	Wood-Touch
3rd	+1	+1	+3	+2	+3	+1	Woodland Stride

#### Race Features

All of the following are class features of the Woodhelven.

**Weapon and Armor Proficiency:** Woodhelveinnin are proficient with all simple weapons, made of wood and are proficient with light armour, but not shields.

**Nature Sense:** The Woodhelven can identify plants and animals (their species and native traits) with perfect accuracy. He can tell whether water is safe to drink or dangerous (polluted, poisoned or otherwise unfit for consumption).

**Wood-Touch:** As a spell-like ability, a Woodhelveinnin may join and shape wood with her bare hands, for a number of rounds equaling her Intelligence bonus, for a minimum of 1 round. With this ability, solid walls of wood may be erected, wooden tools and weapons may be repaired, and wooden tools may be crafted. A full-round action fuses 5 cubic feet of wood into a wall, or a single piece of wood no larger than 1 cubic foot to another. Anything built in this way may not have any moving parts. She can use the ability once per day at level 2.

**Woodland Stride:** Starting at third level, a Woodhelven may move through natural thorns and briars, overgrown areas and similar terrain at her normal speed and without suffering damage or other impairment.

## RAMEN

The Ramen are a race of people dedicated to the service of the Ranyhyn. Noted for their slim grace of movement, the ramen typically have long black hair, the keen faces of hunters and deeply tanned skin from roaming the plains from day to day. Their existence on the Plains of Ra has bred a fleet footed race who may travel scores of leagues in a single day. Their expertise as hunters is unrivalled, expressing a dexterity and agility unmatched throughout the Land. The main centre is Manhome. Ramen wear very simple loose fitting shifts. They enjoy the outdoor life and spend most of their time outside rather than indoors, even in poor weather. The Ramen serve the Ranyhyn, the great horses of the plains, although they never ride them. It is very rare for anyone other than a Ramen to become as skilled a hunter and tracker. Ramen tend to have very short single syllable names such as Gay, Rue, Rael, Lithe.

## HARUCHAI

The Haruchai are naturally an aggressive race of flat-faced (tending towards oriental) hardy mountain dwellers. The Haruchai entered the land as an army, on a mission from their homes in the Westron Mountains to overrun Revelstone, but met High Lord Kevin and were astounded by his compassion. They swore an oath of service to him, the strength of which defies time. Those in service of the Lords (500 at a time) became the Bloodguard. The only Haruchai that venture across the Westron Mountains are Haruchai Warriors, and this is the only class that can be adopted by a Haruchai character. They can, however add the Bloodguard template, if playing a campaign set at the appropriate time. Haruchai generally have short single-syllable or double syllable names like Brinn, Harn, Stell, Ceer, Cail, Bannor and Hergrom.

It is not clear exactly what the Haruchai are like in their homeland, except that they are a warlike race. Presumably they have their own selection of herders, hunters, craftsmen and so on. There do not appear to be any female Haruchai Warriors in the land, and therefore one might assume that they are either very protective of their women or they have a very male-dominated society, unlike the other races of The Land.

## GIANTS

The Giants arrived in the Land in the time of High Lord Damelon, named the Unhomed since they were unable to retrace their journey to their much missed Home. They stand twice as tall as most humans, their strength is similarly great. Their increased stature makes them laugh at distance, which would daunt other travellers of the Land. The long-lived Giants love nothing better than indulging in their tales, which have been known to stretch to several days long.

The Giants in The Land live in Seareach, which is not their natural home. They are naturally a race of seafarers and storytellers. Their ships are built from granite so they are veritable sea-fortresses. They use many tools and utensils made from stone too and their Swordmains tend to wear armour made from heavy plates of granite. Giants are very long lived and therefore like to take their time reaching decisions. This follows with their names too – which tend to be long and to tell a story. Names like Saltheart Foamfollower, Grimmand Honninscrave and Cable Seadreamer. Giants are good stone-workers and also have the gift of tongues, which was given to them by the Elohim, a race they found in their sea voyages. Giants can follow the Giant level progression package and/or choose Swordmain (Fighter) or Seafarer.

## GIANT RACIAL ADVANCEMENT PACKAGE

**Alignment:** Lawful Good, Lawful Neutral, Neutral or Neutral Good.

**Hit Die:** d10.

**Class Skills:** The Giant's class skills (and the key ability for each skill) Bluff (Cha), Concentration (Con), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Sea-Lore), Intimidate (Str or Cha), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Survival (Con).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

**Skill Points at Each Additional Level:** 2+ Int modifier.

**Table: The Giant**

Level	BAB	Fort Save	Ref Save	Will Save	Str Bonus	Con Bonus	Unarmed Damage	Special
1st	+0	+2	+0	+1	+3	+3	D6	Caamora
2 <sup>nd</sup>	+1	+3	+0	+1	+4	+3	D6	Storytelling
3rd	+1	+3	+1	+2	+4	+4	D6	Stone-Touch
4 <sup>th</sup>	+2	+4	+1	+2	+5	+4	D8	Loresong
5 <sup>th</sup>	+2	+4	+2	+3	+5	+5	D8	Gift of Tongues

### Race Features

All of the following are class features of the Giant.

**Weapon and Armor Proficiency:** Giants are proficient with the all simple weapons and are proficient with light armour, but not shields.

**Unarmed Strike:** Giants often don't bother using weapons as their fists make extremely good clubs on their own. Because of their size, they deal more base damage than normal. They are not trained like the Haruchai, so don't get all the extra bonuses, but simply because of their size, they are decent pugilists. The unarmed strike is otherwise similar to the Haruchai's and their opponents do not get an attack of opportunity as a result of Giants fighting unarmed.

**Caamora:** All Giants have a natural immunity to fire. They take no actual damage from fire, but still suffer the pain from the heat. This translates to a saving throw of +2 (using Fortitude) to any fire-based attack. Failure means the giant is simply in great pain and suffers a -1 on all attacks or skill rolls for every 10 full points of damage suffered, for a d6 turns. (A natural roll of 1 means the giant also passes out for one turn). A save means the giant is pained but ok and suffers no ill effects.

The giants have extended this resilience into a ritual, called the Caamora or trial by fire. It purges them of all the grief they might be feeling. In game terms, this means that any giant can choose to undergo the ordeal. He must push his hands/arms/self into a large, hot, fire and hold himself in the fire until he almost passes out with pain. This ritual purges 1 point of despair for every 10 points of damage the giant elects to suffer (see above for rules on this).

**Storytelling:** At level 2 a Giant can tell enthralling stories that will aid restful sleep, help a journey pass much more quickly or help others forget their worries for a short while. Once per day, the giant can reduce the effects of despair from a number of listeners equal to his level, for a length of time equal to his level x 1 hour.

**Stone-Touch:** Gained at level 3, this is the same as the Stonedowner ability of the same name.

**Loresong:** The same as the Lorewarden ability of the same name.

**Gift of Tongues:** Some Giants will automatically understand any language of any race that uses speech. This was a gift given to the Giants by the Elohim.

# CLASSES OF THE LAND

## HIREBRAND (LILLIANRILL)

A Hirebrand would never destroy wood as this is against his Oath to preserve The Land. Hirebrands can mould or shape wood into artifacts or into objects, utensils, tools, weapons, furniture or even dwellings. Revelwood is a city shaped from a huge tree. The Woodhelvens are towns created out of trees, with paths, bridges, stairs, dwellings, halls and chambers above the ground. Hirebrands will never employ tools to shape wood. The effects of using Earthpower in this way is similar to magic in the D&D Player's Handbook, only Hirebrands do not cast spells as such. A Hirebrand must have wood or a wooden object available (usually a staff) through which the power can be focused or upon which the change is to be wrought.

**Alignment:** Lawful/Good or Lawful/Neutral.

**Hit Die:** d8.

**Class Skills:** The Hirebrand's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Knowledge (Kevin's Lore) (Int), Knowledge (History) (Int), Knowledge (Flora & Fauna) (Int), Knowledge (Wood Lore) (Int) Listen (Wis), Profession (Wis) and Sense Motive (Wis).

**Skill Points at 1st Level:** (4 + Int modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Table: The Hirebrand**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Earthsight, Wood-Touch
2 <sup>nd</sup>	+1	+0	+3	+3	Wood-Touch x2
3rd	+2	+1	+3	+3	Consanance
4 <sup>th</sup>	+3	+1	+4	+4	Wood-Touch x3
5 <sup>th</sup>	+3	+1	+4	+4	Wood Wisdom
6th	+4	+2	+5	+5	Wood-Touch x4
7th	+5	+2	+5	+5	Hirebrand's Staff
8 <sup>th</sup>	+6/+1	+2	+6	+6	Wood-Touch x5
9 <sup>th</sup>	+6/+1	+3	+6	+6	
10 <sup>th</sup>	+7/+2	+3	+7	+7	Wood Wisdom
11 <sup>th</sup>	+8/+3	+3	+7	+7	Wood-Touch x6
12 <sup>th</sup>	+9/+4	+4	+8	+8	
13 <sup>th</sup>	+9/+4	+4	+8	+8	
14 <sup>th</sup>	+10/+5	+4	+9	+9	Wood-Touch x7
15 <sup>th</sup>	+11/+6/+1	+5	+9	+9	Wood Wisdom
16 <sup>th</sup>	+12/+7/+2	+5	+10	+10	
17 <sup>th</sup>	+12/+7/+2	+5	+10	+10	Wood-Touch x8
18 <sup>th</sup>	+13/+8/+3	+6	+11	+11	
19 <sup>th</sup>	+14/+9/+4	+6	+11	+11	
20 <sup>th</sup>	+15/+10/+5	+6	+12	+12	Wood Wisdom, Wood Touch x9

### Class Features

All of the following are class features of the Hirebrand.

**Weapon and Armor Proficiency:** Hirebrands are proficient with all simple weapons and with light, non-metallic armour, but not shields. All of their weapons will be wooden however and staffs are therefore favoured and they will wear only natural armour (leather, padded or wood).

**Bonus Feat:** Hirebrand characters gain the Weather-wise feat at level 1 (see New Feats)

**Earthsight:** Working with Earthpower gives Hirebrand's a special awareness enabling them to sense the 'wrong' or evil of something or even someone. The Earthsight can only be used on things or creatures within easy visual range (60' in good light, within 10' in poor light, or touching in darkness). The normal DC is 20 for most circumstances. Bonuses are based on the Hirebrand's Wisdom modifier.

**Wood-Touch:** This is extension of the natural trained ability of Woodhelven to shape wood. The Hirebrand has taken this power and improved upon it to create even more powerful and wondrous effects. Each time he uses the ability, the Hirebrand may choose which effect to use.

- **Shaping:** As a spell-like ability, a Hirebrand may join and shape wood with his bare hands, for a number of rounds equaling his Intelligence bonus, for a minimum of 1 round. With this ability, solid walls of wood may be erected, wooden tools and weapons may be repaired or crafted. A full-round action fuses 5 cubic feet of wood planks or timbers into a wall, or a single piece of wood no larger than 1 cubic foot to another. Anything built in this way may not have any moving parts. She can use the ability once per day at level 1, twice per day at level 2 and then once more per day at 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, 11<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup> and 20<sup>th</sup> level.
- **Light** Creates a source of light from the wood, anything from a very dim light, for very close work equivalent to a lit match, through to bright light illuminating huge halls and corridors. The light can shed some heat too, but this is optional and it is really only used for warmth, nothing more. It is up to the Hirebrand how much illumination he creates, up to 10' radius per level. He can also create a short bright burst, to cause a dazzling effect, to blind his opponents. It will blind up to 1HD of creatures per level of the Hirebrand. They get a Will save with a DC of 10 plus the level of the Hirebrand.
- **Flame** Creates a burst of flame from the wood. This flame will burn and cause damage to whomever is caught in it. It will light up an area briefly, but will burn out quite quickly, so is more of an immediate effect thing. It will cause d6 damage (+1 d6 per 4 levels of Hirebrand) to any creature in a 10' radius (+10' per 4 levels).
- **Toughen** This use of the Earthpower enables a Hirebrand to put added strength into the wood. This makes the wood more resistant to attack, toughens it against fire or makes it last longer. Used on weapons it improves the damage caused and used on armour it can improve the armour class of the armour. It lasts one round per level.
  - Improve the wood's resistance (saving roll) +1 per 2 levels of Hirebrand
  - Improve a wooden weapons damage rating (staves, arrows, wooden knives, spears etc) +1 per 3 levels of Hirebrand
  - Improve armour protection of wooden shields or armour +1 armour class per 4 levels of Hirebrand

**Consonance:** With her finely attuned discernment of energy, the Hirebrand becomes able to detect or locate naturally occurring supernaturally or extraordinarily restorative substances. She also innately understands their proper preparation, preservation and administration. Three such substances are:

*Rillinure Dust:* a healing wood dust, which is rarely found in nature in its useable form. The Hirebrand can get this dust from its mother tree without either destroying the tree or denaturing its healing factors. An application of rillinure dust will cure fevers and natural diseases. When taken as a tisane, rillinure dust may also cure some forms of blindness or deafness, especially those brought on by nonmagical means. The DM decides how much rillinure dust a Hirebrand may retrieve from a source, though it rarely takes longer than 4 hours for her to do so.

*Treasure Berries:* a nourishing fruit. These dark blue or black berries are about 5mm in size. One treasure berry will nourish and restore an individual as a scant meal might. When eaten hydrated, treasure berries also satisfy water or fluid requirements. Treasure berries can be dried and then rehydrated before they are eaten, to the same effect.

*Test of Truth*

*Gildenlode Arrows*

**Wood Wisdom;** Using Earthpower through wood gives the Hirebrand some of the ancient wisdom and power of the wood that they work with. At level 5 and then once more at each 5 levels thereafter, as long as they have their staff or are in contact with a tree or large wooden item or object, (door, table, wooden flooring, palisade etc) they can draw some of its power, gaining a temporary boost to their wisdom rating. This boost increases the wisdom of the Hirebrand by d4+1 points and it lasts for a number of turns equal to the level of the Hirebrand, provided he is still in contact with the wood.

**Hirebrand's Staff:** At level 7, the Hirebrand can create a Hirebrand's staff, through which he channels many of his Earthpower effects. It is classed as a Masterwork staff and always causes a slight flare when it strikes, causing an additional point of fire damage. The staff will protect its wielder against damage from fire and saves are made against Will, rather than Ref. This rates as an extra +2 to the Hirebrand's Will save

vs. magic or normal fire. In addition, a successful save results in no damage and a failed save results in only half damage from fire. This protection can be extended in a 10' radius around the wielder at 12<sup>th</sup> level.. Once per day, at 8th level, and then once more at level 11, 13, 16 and 18 the Hirebrand can bash the end of his staff against the ground, creating a tremor that can knock enemies off their feet and/or cause them to drop what they are holding. The area of affect is a 30' radius around the Hirebrand, +20' at each level of 11, 14, 17 & 20. Alternatively, the tremor can be directed in a cone shape away from the Hirebrand, of 50' length, widening to half of the range of the tremor (+20' at each of the 4 additional levels) Anyone caught in the area must make a Ref save vs. DC 10 + the level of the Hirebrand, to avoid falling. Falling also results in d6 damage/4 levels of Hirebrand. If the surface is wooden (floorboards and so on) the DC is 12 plus the level of Hirebrand and the radius is +20'. If lost, destroyed or given away (rare) the Hirebrand can make another at a cost of 2000 experience points.

#### Ex-Hirebrands

A Hirebrand who grossly violates the Oath of Peace loses all spells and class features, except for armor proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a Hirebrand until he atones.

### GRAVELINGAS (RHADAMAERL)

A Gravelingas channels Earthpower through stone. The stone is not destroyed or consumed, even if fire is brought forth. A Gravelingas will never use metal tools to carve stone – he melds it into shape using the Magic of Earthpower. In this way, he can create tools, artifacts, weapons, utensils, furniture and even dwellings. The Stonedowns are all made from rock and stone and contain only stone implements.

**Alignment:** Lawful Good or Lawful Neutral

**Hit Die:** d10.

**Class Skills:** The Gravelingas class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Str or Cha), Knowledge (Flora & Fauna), Knowledge (Kevin's Lore) (Int), Knowledge (Stone Lore) (Int), Profession (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) x\_4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Table: The Gravelingas**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Earthsight, Stone-Touch
2 <sup>nd</sup>	+1	+3	+0	+3	Stone-Touch x2
3rd	+2	+3	+1	+3	Consanance
4 <sup>th</sup>	+3	+4	+1	+4	Stone-Touch x3
5 <sup>th</sup>	+3	+4	+1	+4	Stone Strength
6th	+4	+5	+2	+5	Stone-Touch x4
7th	+5	+5	+2	+5	Graveling Pot
8 <sup>th</sup>	+6/+1	+6	+2	+6	Stone-Touch x5
9 <sup>th</sup>	+6/+1	+6	+3	+6	
10 <sup>th</sup>	+7/+2	+7	+3	+7	Stone Strength x2
11 <sup>th</sup>	+8/+3	+7	+3	+7	Stone-Touch x6
12 <sup>th</sup>	+9/+4	+8	+4	+8	
13 <sup>th</sup>	+9/+4	+8	+4	+8	
14 <sup>th</sup>	+10/+5	+9	+4	+9	Stone-Touch x7
15 <sup>th</sup>	+11/+6/+1	+9	+5	+9	Stone Strength x3
16 <sup>th</sup>	+12/+7/+2	+10	+5	+10	
17 <sup>th</sup>	+12/+7/+2	+10	+5	+10	Stone-Touch x8
18 <sup>th</sup>	+13/+8/+3	+11	+6	+11	
19 <sup>th</sup>	+14/+9/+4	+11	+6	+11	
20 <sup>th</sup>	+15/+10/+5	+12	+6	+12	Stone Strength x4, Stone Touch x9

### Class Features

All of the following are class features of the 'Gravelingas'.

**Weapon and Armor Proficiency:** Gravelingas's are proficient with the following weapons: club, dagger, shortsword, sling, – with the requirement that they are made from stone (or in the case of the sling that they fire stone bullets). Gravelingas are proficient with light natural armor such as padded, leather, or hide armor. Gravelingas's do not use shields.

**Earthsight:** Working with Earthpower gives Gravelingas a special awareness enabling them to sense the 'wrong' or evil of something or even someone. The Earthsight can only be used on things or creatures within easy visual range (60' in good light, within 10' in poor light, or touching in darkness). The normal DC is 20 for most circumstances. Bonuses are based on the Gravelingas Wisdom modifier.

**Stone-Touch:** This is extension of the natural trained ability of Stonedowners to shape stone. The Gravelingas has taken this power and improved upon it to create even more powerful and wondrous effects. Each time he uses the ability, the Gravelingas may choose which effect to use.

- **Shaping:** As a spell-like ability, a Gravelingas may join and shape stone with his bare hands, for a number of rounds equaling his Intelligence bonus, for a minimum of 1 round. With this ability, solid walls of wood may be erected, wooden tools and weapons may be repaired, and wooden tools may be crafted. A full-round action fuses 5 cubic feet of wood into a wall, or a single piece of wood no larger than 1 cubic foot to another. Anything built in this way may not have any moving parts. He can use the ability once per day at level 1, twice per day at level 2 and then once more per day at 4<sup>th</sup>, 6<sup>th</sup>, 8<sup>th</sup>, 11<sup>th</sup>, 14<sup>th</sup>, 17<sup>th</sup> and 20<sup>th</sup> level.
- **Light:** Creates a source of heat from the stone, anything from a very mild warmth to take the chill off, to a very intense heat to ward off the coldest of winter chills. The stone will shed a little light too, but this is optional. It is up to the Gravelingas how much heat he creates, up to 10' radius per level.
- **Flame:** Creates a burst of flame from the stone. This flame will burn and cause damage to whomever is caught in it. It will light up an area briefly, but will burn out quite quickly, so is more of an immediate effect thing. It will cause d6 damage (+1 d6 per 4 levels of Gravelingas) to any creature in a 10' radius (+10' per 4 levels).
- **Toughen:** This use of the Earthpower enables a Gravelingas to put added strength into the stone. This makes the stone more resistant to attack, toughens it against fire or makes it last longer. Used on weapons it improves the damage caused and used on armour it can improve the armour class of the armour. It lasts one round per level.
  - Improve the stone's resistance (saving roll) +1 per 2 levels of Gravelingas
  - Improve a stone weapons damage rating (axes, stones, stone knives, stone spears etc) +1 per 3 levels of Gravelingas
  - Improve armour protection of stone (giant) armour +1 armour class per 4 levels of Gravelingas
- **Soften:** The opposite of the above. It can also create a zone of clay or mud-like consistency from bare rock, making creatures crossing the area sink into it, slowing them down.

**Consonance:** With her finely attuned discernment of energy, the Gravelingas becomes able to detect or locate naturally occurring supernaturally or extraordinarily restorative substances. He also innately understands their proper preparation, preservation and administration. Three such substances are:

*Hurtloam:* a healing clay, applied when moist. The Lorewarden can locate and extrude hurtloam without scarring the area in which it is harvested. An application of hurtloam will heal 6hp. The DM decides how much hurtloam a Lorewarden may retrieve from a source, though it rarely takes longer than 4 hours for her to do so.

*Treasure Berries:* a nourishing fruit. These dark blue or black berries are about 5mm in size. One treasure berry will nourish and restore an individual as a scant meal might. When eaten hydrated, treasure berries also satisfy water or fluid requirements. Treasure berries can be dried and then rehydrated before they are eaten, to the same effect.

*Test of Truth (Orcrest)*

**Graveling Pot:** At level 7, the Gravelingas can create a pot of Graveling, through which he channels many of his Earthpower effects. It is an earthenware pot containing small stones that are kept constantly glowing, shedding both warmth and a little light. Carrying the pot, will protect its wielder against damage from fire

and saves are made against Fort, rather than Ref. This rates as an extra +2 to the Gravelingas Fort save vs. magic or normal fire. In addition, a successful save results in no damage and a failed save results in only half damage from fire. This protection can be extended in a 10' radius around the wielder at 12<sup>th</sup> level.

The fact that there is a Graveling pot in a group of travelers can boost morale and so it provides a +1 morale bonus to all attacks, saves and skills of the Gravelingas and his companions. This bonus rises to +2 at 12<sup>th</sup> level.

If lost, destroyed or given away (rare) the Gravelingas can make another at a cost of 1000 experience points.

**Stone Strength;** Using Earthpower through stone gives Gravelingas's some of the strength of the stone that they work with. At level 5 and then once more at each 5 levels thereafter, as long as they are in contact with a large area of solid rock or worked stone (flagstone floor, stone wall, rock surface, huge boulder, cliff face etc) they can draw some of its strength, gaining a temporary boost to their strength rating. This boost increases the strength of the Gravelingas by d4 points and it lasts for a number of turns equal to the level of the Gravelingas, provided he is still in contact with the stone surface.

#### **Ex-Gravelingases**

A Gravelingas who grossly violates the Oath of Peace loses all spells and class features, except for armor proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a Gravelingas until he atones.

## FIGHTER (EOMAN)

**Alignment:** Any.

**Hit Die:** d10

**Class Skills:** The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Table: The Eoman**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Bonus feat
2 <sup>nd</sup>	+2	+3	+0	+0	Bonus feat
3 <sup>rd</sup>	+3	+3	+1	+1	
4 <sup>th</sup>	+4	+4	+1	+1	Bonus feat
5 <sup>th</sup>	+5	+4	+1	+1	
6 <sup>th</sup>	+6/+1	+5	+2	+2	Bonus feat
7 <sup>th</sup>	+7/+2	+5	+2	+2	
8 <sup>th</sup>	+8/+3	+6	+2	+2	Bonus feat
9 <sup>th</sup>	+9/+4	+6	+3	+3	
10 <sup>th</sup>	+10/+5	+7	+3	+3	Bonus feat
11 <sup>th</sup>	+11/+6/+1	+7	+3	+3	
12 <sup>th</sup>	+12/+7/+2	+8	+4	+4	Bonus feat
13 <sup>th</sup>	+13/+8/+3	+8	+4	+4	
14 <sup>th</sup>	+14/+9/+4	+9	+4	4	Bonus feat
15 <sup>th</sup>	+15/+10/+5	+9	+5	+5	
16 <sup>th</sup>	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17 <sup>th</sup>	+17/+12/+7/+2	+10	+5	+5	
18 <sup>th</sup>	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19 <sup>th</sup>	+19/+14/+9/+4	+11	+6	+6	
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+6	Bonus feat

### Class Features

All of the following are class features of the Eoman.

**Weapon and Armor Proficiency:** An Eoman is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

**Bonus Feats:** At 1st level, an Eoman gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The Eoman gains an additional bonus feat at 2nd level and every two Eoman levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. An Eoman must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. An Eoman is not limited to the list of fighter bonus feats when choosing these feats.

## FIGHTER (SWORDMAIN)

**Alignment:** Any.

**Hit Die:** d12

**Class Skills:** The Swordmain's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), and Swim (Str).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Table: The Swordmain**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+2	+0	+0	Weapon Focus feat (own sword only)
2 <sup>nd</sup>	+2	+3	+0	+0	Bonus feat
3 <sup>rd</sup>	+3	+3	+1	+1	
4 <sup>th</sup>	+4	+4	+1	+1	Bonus feat
5 <sup>th</sup>	+5	+4	+1	+1	
6 <sup>th</sup>	+6/+1	+5	+2	+2	Bonus feat
7 <sup>th</sup>	+7/+2	+5	+2	+2	
8 <sup>th</sup>	+8/+3	+6	+2	+2	Bonus feat
9 <sup>th</sup>	+9/+4	+6	+3	+3	
10 <sup>th</sup>	+10/+5	+7	+3	+3	Bonus feat
11 <sup>th</sup>	+11/+6/+1	+7	+3	+3	
12 <sup>th</sup>	+12/+7/+2	+8	+4	+4	Bonus feat
13 <sup>th</sup>	+13/+8/+3	+8	+4	+4	
14 <sup>th</sup>	+14/+9/+4	+9	+4	+4	Bonus feat
15 <sup>th</sup>	+15/+10/+5	+9	+5	+5	
16 <sup>th</sup>	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17 <sup>th</sup>	+17/+12/+7/+2	+10	+5	+5	
18 <sup>th</sup>	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19 <sup>th</sup>	+19/+14/+9/+4	+11	+6	+6	
20 <sup>th</sup>	+20/+15/+10/+5	+12	+6	+6	Bonus feat

### Class Features

All of the following are class features of the Swordmain.

**Weapon and Armor Proficiency:** A Swordmain is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields). Swordmains wear special Giant-made armour of thick plates or scales of treated granite, that is heavier than standard armour but affords greater protection too. Details are in the equipment (armour) section.

**Bonus Feats:** The Swordmain gains an additional bonus feat at 2nd level and every two fighter levels (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted here Blind-Fight, Endurance, Exotic Weapon Proficiency, Improved Disarm, Great Fortitude, Improved Critical, Iron Will, Leadership, Power Attack, Cleave, Improved Bull Rush, Sunder, Great Cleave, Quick Draw, Toughness, Weapon Focus. A Swordmain must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A Swordmain is not limited to the list of swordmain bonus feats when choosing these feats.

**Swordmains and their sword:** When a Giant becomes a Swordmain, he receives a sword made especially for him and with which he has trained and practiced and used above all other weapons. Because of this focus, Giants automatically gain the Weapon Focus feat at first level, but this applies only to that particular weapon. If lost, they need to find or have made a new weapon of the same characteristics and use it for at least one experience level, before the Weapon Focus can be applied to the new weapon.

## HARUCHAI WARRIOR

Haruchai Warriors are the ultimate martial-arts warriors. The Haruchai were once an aggressive race that entered the Land as an army, on a mission from their home, the Westron mountains to overrun Revelstone. It did not come to a fight though, when they met Lord Kevin, they were astounded by his compassion and swore an oath of service to the Lords of Revelstone which defies time. Those who actively serve the lords are called the Bloodguard. In game terms; the Bloodguard are Haruchai Warriors with the Bloodguard template (see below). The Haruchai Warriors disdain all use of weapons, except for their bare hands and feet. This makes them no less dangerous though, in the contrary no other class embodies such a seamless combination of strength, reflexes and stamina, as the Haruchai Warrior. The Haruchai Warrior is way of living for the Haruchai. All Haruchai men are warriors and are always at war.

**Adventures:** Haruchai never willingly go on adventure just for the adventure alone. They will go on adventure when their homes in the mountains are threatened, or if they are sent on missions by their leaders or Lore Lords. The Haruchai are most likely to serve as protectors and vital manpower in dangerous quests, but as said earlier never for their own personal gain.

**Characteristics:** Unlike the barbarian, the Haruchai fighter has discipline and focus. They never have chaotic or wild outbursts of stress or emotions like anger. The Haruchai warrior is the single most powerful martial artist. Their focus lies on brutal strength and precise attacks.

**Races:** Since the Haruchai Warrior is a natural way of living for the Haruchai, other races cannot advance in this class. They are particularly fond of their ancient relationship with Giants.

**Other Classes:** Do to their neutrality, Haruchai Warriors are comfortable in the company any other class.

### Game Rule Information

Haruchai Warriors have the following game statistics.

**Abilities:** Strength improves the warrior's unarmed combat ability, while constitution improves the already tough Haruchai with more hit points. Dexterity is also very useful, since the Haruchai fighter cannot wear any armor.

**Alignment:** Lawful/Neutral, Lawful/Good, Neutral Good, Neutral

**Hit Die:** d10

**Class Skills:** The Bloodguard's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Intimidate (Str or Cha), Jump (Str), Heal (Wis), Knowledge (Kevin's Lore) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Swim (Str), and Tumble (Dex).

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

**Skill Points at Each additional Level:** 4 + Int modifier.

Table: The Haruchai warrior

Level	BAB (Unarmed)	Fort Save	Ref Save	Will Save	Armour Class	Unarmed Damage	Special
1	+1	+2	+2	+2	+1	1d6	Unarmed Strike, Fast Movement, Dodge,
2	+2	+3	+3	+3	+1	1d6	Uncanny dodge
3	+3	+3	+3	+3	+2	1d6	Trap Sense +1
4	+4/+1	+4	+4	+4	+2	1d8	Bonus Feat, Earthmight
5	+5/+2	+4	+4	+4	+3	1d8	Improved Uncanny Dodge
6	+6/+3	+5	+5	+5	+3	1d8	Trap Sense +2
7	+7/+4/+1	+5	+5	+5	+4	1d8	Damage Reduction 1/-
8	+8/+5/+2	+6	+6	+6	+4	1d10	Bonus Feat
9	+9/+6/+3	+6	+6	+6	+5	1d10	Trap Sense +3, Earthmight
10	+10/+7/+4/+1	+7	+7	+7	+5	1d10	Damage Reduction 2/-
11	+11/+8/+5/+2	+7	+7	+7	+6	1d10	
12	+12/+9/+6/+3	+8	+8	+8	+6	2d6	Earthmight, Trap Sense +4, Bonus Feat,
13	+13/+10/+7/+4/+1	+8	+8	+8	+7	2d6	Damage Reduction 3/-
14	+14/+11/+8/+5/+2	+9	+9	+9	+7	2d6	
15	+15/+12/+9/+6/+3	+9	+9	+9	+8	2d6	Trap Sense +5
16	+16/+13/+10/+7/+4	+10	+10	+10	+8	2d10	Damage Reduction 4/-, Bonus Feat
17	+17/+14/+11/+8/+5	+10	+10	+10	+9	2d10	
18	+18/+15/+12/+9/+6	+11	+11	+11	+9	2d10	Trap Sense +6
19	+19/+16/+13/+10/+7	+11	+11	+11	+10	2d12	Damage Reduction 5/-
20	+20/+17/+14/+11/+8	+12	+12	+12	+10	2d12	Bonus Feat

## Class Features

All of the following are class features of the Haruchai Warrior.

**Weapon and Armor Proficiency:** The Haruchai is proficient with unarmed combat. They cannot fight with weapons, relying only on their natural combat abilities (thus his unarmed strike). They never use ranged weapons and the Haruchai Warrior never uses any form of armor or shield.

**Haruchai philosophy:** The Haruchai philosophy distains weapons of any kind. It relies solely on the capability of the body, mind and soul of the Haruchai. Thus Haruchai also don't ever use any sort of magic item, armor or shield. The Haruchai also don't amass wealth beyond what is required to live simply from day to day. The Haruchai philosophy also has its benefits, however. As Haruchai work fluently together with each other especially in combat. The Haruchai warrior receives a +1 insight bonus on Attack, AC, listen and spot checks when working together with other Haruchai warriors. At the player's option, the Haruchai can for go this bonus and bestow it upon a non-Haruchai he is defending.

**Unarmed Strike:** The Haruchai warrior is solely trained in fighting unarmed, giving them considerable advantages. First of all they deal more base damage than normal and second they have an increased rate of attack as shown on the table. The unarmed strike is similar to the monk's unarmed strike. Since the Haruchai fight with no other weapons, the normal base attack bonus table is left out of the table.

**Armour class:** The Haruchai Warrior receives a bonus to his armour class, due to his training at avoiding blows. This increases as he gains levels.

**Earthmight:** At 4th level, power of the land is infused with the body of the Haruchai. The Haruchai warrior adds half his Constitution modifier (rounded down) to his unarmed Attack and Damage rolls. This modifier counts as a magical plus to negate damage reduction. At 9th level, the Haruchai warrior adds his total Constitution modifier to his unarmed Attack and Damage rolls. At 12th level, his unarmed attacks are treated as an adamantine weapon for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

**Bonus Feat:** At 1st level, a Haruchai warrior gains the Dodge feat. Starting at 4th level the Haruchai warrior gains bonus feats every 4 levels (8th, 12th, 16th and 20th level). They can choose from the following feats: Blind-Fight, Close Quarters Fighting, Combat Reflexes, Deflect Arrows, Expertise, Improved Critical (unarmed strike), Improved Grapple, Mobility, Spring attack, Weapon focus (unarmed strike). The Haruchai warrior must meet the normal prerequisites in order to select them.

**Fast Movement:** A Haruchai warrior's speed is faster than the norm for his race. The Haruchai warrior has a base speed of 40 feet.

**Uncanny Dodge (Ex):** At 2nd level, the Haruchai Warrior gains the ability to react to danger before her senses would normally allow her to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or stuck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

**Trap Sense (Ex):** Starting at 3rd level, a Haruchai warrior has a intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three Haruchai warrior levels thereafter (6th, 9th, 12th, 15th, and 18th level).

**Improved Uncanny Dodge (Ex):** At 5th level and higher, the Haruchai warrior can no longer be flanked; he can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogue the ability to sneak attack the Haruchai warrior by flanking him, unless the attacker has at least four more rogue levels than target has Haruchai warrior levels.

**Damage Reduction (Ex):** At 7th level, the Haruchai warrior gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 damage the Haruchai warrior takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three Haruchai warrior levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

### **The Bloodguard**

This is a template that can be added to a Haruchai warrior. It can only be added if you are playing a campaign that doesn't follow the end of the first trilogy, because after that time the Bloodguard Vow had been broken.

**Immunities (Ex):** The Bloodguard do not age (this even extends to magical aging). Very experienced Bloodguard keep their youth and strength while getting wiser over the decades. They don't sleep, eat or drink and they never tire. A Bloodguard cannot become exhausted or fatigued. Bloodguard are immune to poison and diseases, including supernatural ones.

**Enchantment Immunity (Ex):** The Bloodguard are immune Enchantment spells and abilities, like charms, compulsions, morale effects and psionic mind-affecting powers.

**Ranyhyn:** The Bloodguard's mounts known as the Ranyhyn. Ranyhyn are the great, free horses of the Plains of Ra. They choose their riders, and the Bloodguard can summon the Ranyhyn to do their bidding. If the Ranyhyn perishes in service of his rider, the rider cannot call another Ranyhyn. However, when the Bloodguard is slain, the Ranyhyn will take the Bloodguard back to his homeland. Another Bloodguard then may call that Ranyhyn into service.



## RAMEN HUNTER

**Alignment:** Any.

**Hit Die:** d8.

**Class Skills:** The Ramen Hunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Knowledge (flora & fauna), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at 1st Level:** (6 + Int modifier) x 4.

**Skill Points at Each Additional Level** 4 + Int modifier

**Table: The Ramen Hunter**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+2	+0	Sneak attack +1d6, trapfinding Track
2nd	+1	+1	+3	+0	Evasion
3rd	+2	+2	+3	+1	Sneak attack +2d6, trap sense +1 Endurance
4th	+3	+2	+4	+1	Uncanny dodge
5th	+3	+2	+4	+1	Sneak attack +3d6; Run with the Ranyhyn
6th	+4	+3	+5	+2	Trap sense +2
7th	+5	+3	+5	+2	Sneak attack +4d6
8th	+6/+1	+4	+6	+2	Improved uncanny dodge, Swift tracker
9th	+6/+1	+4	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+4	+7	+3	Special ability;
11th	+8/+3	+5	+7	+3	Sneak attack +6d6
12th	+9/+4	+5	+8	+4	Trap sense +4 Camouflage
13th	+9/+4	+6	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+6	+9	+4	Hide in plain sight
15th	+11/+6/+1	+6	+9	+5	Sneak attack +8d6, trap sense +5
16th	+12/+7/+2	+7	+10	+5	Special ability
17th	+12/+7/+2	+7	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+8	+11	+6	Trap sense +6
19th	+14/+9/+4	+8	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+8	+12	+6	Summon Ranyhyn

### Class Features

All of the following are class features of the Ramen Hunter.

**Weapon and Armor Proficiency:** Ramen Hunters are proficient with all simple weapons. However, they will only use them if they no longer have their *cord*. It is a simple length of rope, used as a garrote, which is tied around the waist as a belt when not in use. This is the only weapon they receive all their sneak attack bonuses with. Ramen Hunters are not proficient with armour or shields.

**Track:** A Ramen Hunter gains Track as a bonus feat.

**Trapfinding:** Ramen Hunters (and only Ramen Hunters) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Ramen Hunters (and only Ramen Hunters) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A Ramen Hunter who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

**Evasion (Ex):** At 2nd level and higher, a Ramen Hunter can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Ramen Hunter is wearing light armor or no armor. A helpless Ramen Hunter does not gain the benefit of evasion.

**Trap Sense (Ex):** At 3rd level, a Ramen Hunter gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the Ramen Hunter reaches 6th level, to +3 when she reaches

9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.

**Endurance:** A Ramen Hunter gains Endurance as bonus feat at 3rd level.

**Uncanny Dodge (Ex):** Starting at 4th level, a Ramen Hunter can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

**Run with the Ranyhyn:** At 5th level, the Ramen is able to run at speeds capable of keeping up with the Ranyhyn for short distances. For a number of minutes equal to the level of the Ramen Hunter + her constitution bonus, she can run at 12 times her normal speed, instead of the usual four times.

**Improved Uncanny Dodge (Ex):** A Ramen Hunter of 8th level or higher can no longer be flanked. This defense denies another Ramen Hunter the ability to sneak attack the character by flanking her, unless the attacker has at least four more Ramen Hunter levels than the target does.

**Swift Tracker (Ex):** Beginning at 8th level, a Ramen Hunter can move at her normal speed while following tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

**Camouflage (Ex):** A Ramen Hunter of 12th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a Ramen Hunter of 14th level or higher can use the Hide skill even while being observed.

**Sneak Attack:** If a Ramen Hunter can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The Ramen Hunter's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Ramen Hunter flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two Ramen Hunter levels thereafter. Should the Ramen Hunter score a critical hit with a sneak attack, this extra damage is not multiplied. Usually this attack is aimed at breaking the enemies neck, or failing that strangling the enemy to death. A Ramen Hunter can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Ramen Hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Ramen Hunter cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Special Abilities:** On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a Ramen Hunter gains a special ability of her choice from among the following options.

*Crippling Strike (Ex):* A Ramen Hunter with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

*Defensive Roll (Ex):* The Ramen Hunter can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the Ramen Hunter can attempt to roll with the damage. To use this ability, the Ramen Hunter must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Ramen Hunter's evasion ability does not apply to the defensive roll.

*Improved Evasion (Ex):* This ability works like evasion, except that while the Ramen Hunter still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless Ramen Hunter does not gain the benefit of improved evasion.

*Opportunist (Ex):* Once per round, the Ramen Hunter can make an attack of opportunity against an opponent who has just round. Even a Ramen Hunter with the Combat Reflexes feat can't use the opportunist ability more than once per round.

*Skill Mastery:* The Ramen Hunter becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if

stress and distractions would normally prevent her from doing so. A Ramen Hunter may gain this special ability multiple times, selecting additional skills for it to apply to each time.

*Slippery Mind (Ex):* This ability represents the Ramen Hunter's ability to wriggle free from magical effects that would otherwise control or compel her. If a Ramen Hunter with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

*Feat:* A Ramen Hunter may gain a bonus feat in place of a special ability.

**Marrowmeld:** At 11th level the ramen hunter's understanding of creature anatomy and nature brings forth in her the spell-like ability to sculpt bones instantly, either within a living creature or as an art form. The ramen hunter can form an existing piece of bone into any shape that suits her purpose. For example, she can make a stone weapon, repair a foreleg break, or create a bone idol. Marrowmeld also permits her to reshape objects already sculpted from bone, whether they were shaped magically, normally or through the use of tools. While it's possible to make crude coffers, book covers, and so forth with Marrowmeld, fine detail isn't possible. Note that any particular shape may not be a durable shape for bone; Marrowmeld does not make bone stronger, it simply allows the ramen hunter to reshape it. The ramen hunter can affect a bone object or bone touched (touching a creature counts as touching the bone within them) up to 1 cu. ft./every 2 levels of the ramen hunter. Marrowmeld cannot be used to instantly kill creatures; any unwilling creature or attended item may make a saving throw at DC 10 + the ramen hunter's level to resist the effects of Marrowmeld.

**Summon Ranyhyn:** On reaching 20th level the Ramen Hunter is able to call the Ranyhyn to her. They will arrive within 1d6 minutes and there will be 1d6 (x the Ramen Hunters Charisma modifier) Ranyhyn that answer the summons. (Negative charisma modifiers count as zero).



## LOREWARDEN

Highly respected, Lorewardens have located and deeply connected with the true forces of nature, which it is their solemn duty to guide and teach everyone within, regardless of race, class or alignment. The Lorewarden does not use magic, psionics or technology to acquire or maintain her skills; she is in harmony with energies beyond the ken of most people, and it is that fact which gives her life and purpose.

Since their focus is strict yet their duty is wide, Lorewardens remain poorly able to physically defend themselves, and are frequently left open to dubious or nefarious manipulative acts and intentions from others. It is through their dedication to the natural forces that they have attracted the loyalty of the Bloodguard, their staunch companions and protectors. The at times eerie bond between Bloodguard and Lorewarden seems a perfect symbiosis.

**Adventures:** To the Lorewarden, there is no adventure outside their duty of learning and teaching knowledge of the first ward. Adventure itself is an incidental, if interesting, part of the role they play on life, and so it is not seen separate from or special to anything they feel they are drawn to do. Consequently, from the perspective of all others, Lorewardens seem to do nothing but adventure.

**Characteristics:** Lorewardens believe that there are seven wards of natural energy, each ward representing a step toward an ultimately profound connection and understanding of the forces of renewal and destruction within nature. But six of these steps have been lost through disuse. It is the Lorewarden's mission to teach and utilize the known ward (the first ward) so widely that the second and successive wards will manifest or become known thereby. This is a natural progression to their minds, and they dedicate their lives to it. Lorewardens also believe firmly in their financial independence and will not live from the wealth of others unless or until they have earned it as their own. Thus, Lorewardens retain and actively pursue excellence within their professions. It is through their consistent manifestation of these beliefs that they have obtained the loyalty of the Bloodguard, on whom they must rely for protection and essential manpower to meet their duties of freely teaching and using the first ward knowledge.

**Alignment:** Chaos is an essential part of nature, though the first ward knowledge depends upon rigorous attention and study. Thus those of chaotic alignment are neither drawn to Lorewarden ways nor are they able to keep pace with it should they become interested. Additionally, the ideals of self-maintenance and continuous teaching for the sake of sharing knowledge are not ideals found within evil alignments, therefore evil Lorewardens do not arise.

**Game Rule Information:** This class has the following game statistics.

**Abilities:** Intelligence is the most important ability score for a Lorewarden, as it affects her ability to understand, gain and retain knowledge, which she does above all else. A good Charisma score is necessary to correctly teach and handle the communication tasks of this knowledge, as well as being the operating force behind her later level class abilities. Wisdom helps a Lorewarden stay sharp and keep one foot in the world, honing her professions into excellence and permitting her the common sense skills to maintain her activities without dependence upon the goodwill of others.

**Alignment:** LG or LN

**Hit Die:** d6

**Class Skills:** The class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Use Magic Device (Cha).

Typical professions for Lorewardens are: Librarian, Scholar, Scribe, Poet, Singer, Healer, Tutor

### **Class Skills:**

Skill points at 1st level: (4 + Int modifier) x 4.

Skill points at Each Additional Level: 4 + Int modifier.

**Class Features:** All of the following are class features of this class.

**Weapon and Armor Proficiency:** Lorewardens are proficient with all simple weapons and tend to favor the quarterstaff. They are not proficient with any type of armor or shield.

**Lorewarden's Staff:** At 1<sup>st</sup> level the Lorewarden receives a masterwork quarterstaff, which she uses as a focus for many of her later abilities.

**Set Lifespan:** Lorewardens live to five centuries, unless they are slain, regardless of their race. This fact is of no moment to them as it is clearly a measure of their bond with the natural forces, though it may limit the longer lived races who may become Lorewardens well into their lifespan. Lorewardens retain youth well, taking only half the normal penalties of aging for their race (rounded down), until their time is ended.

**Quickening Lore:** As students, Lorewardens learn the basic patterns involved in natural things and the ways of life. This training, along with the Lorewarden propensity for making note of details, endows them with three supernatural abilities.

*Weather-Wise:* The Lorewarden may unerringly judge what the weather will be on the following day. She will know if the weather has been or is being altered magically or by some other means. She can also sense the cycles of nature and is never surprised by freak ice storms or whatnot; they seem normal to her though she will realize that they are difficult for others to comprehend, appreciate, or survive. This is a supernatural ability.

*Earthsight:* Working intensely with the vitality and personality of nature gives Lorewardens a special awareness regarding any warped qualities found within someone or something nearby. When the Lorewarden employs this spell-like ability, she is able to note untruth spoken by a creature, including even a minor evasion of the truth. The knowledge of the deception does not expose the particular words uttered or other details which are an untruth, just the presence and degree of untruth. Additionally, the Lorewarden can detect minor illusions, secret doors, and misdirection, although here, too, the information gleaned is not specific. The Lorewarden must be within 60' of the subject in good light, 10' in poor light, or touching it in darkness. The Lorewarden may use this ability 1/ day per level.

*Kenning:* A Lorewarden may make a special kenning check with a bonus equal to her level + her Intelligence modifier to see whether she knows some relevant information about demographics, historic geography, or natural phenomenon. She may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge	Examples
10	Common, known by at least a substantial minority of the local population.	A local population's reputation for drinking; common legends about a haunted house or grove.
20	Uncommon but available, known by only a few people in the area.	A set of tunnels beneath the town; legends about the conquered people who used to live locally.
25	Obscure, known by a few, hard to come by.	A bloodline with forgotten dragon ancestry; legends about a minor place of mystery.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.	A river's 5 century cycle of change that will flood a nearby town soon; the history of a way station.

**Lay on Hands:** A Lorewarden can heal wounds by touch. Each day she can cure a total number of hit points equal to her Charisma bonus (if any) times her level. For example, a 7th-level Lorewarden with a 16 Charisma (+3 bonus) may cure up to 21 points of damage. The Lorewarden can cure herself. She may choose to divide her curing among multiple recipients, and she doesn't have to use it all at once. Lay on hands is a spell-like ability whose use is a standard action.

**Lore's Song:** Once per day per level, a Lorewarden can use her Lore's Song abilities to produce supernatural effects on those around her. She can inspire courage in allies, hold the rapt attention of another, or defy a spell user's magic. The hearer must be able to hear the Lorewarden. A deaf Lorewarden suffers a 20% chance to fail with Lore's Song. If she fails, the attempt still counts against her daily limit. Lore's Song is supernatural ability.

*Inspire Courage:* A Lorewarden may inspire courage in her allies, bolstering them against fear and improving their combat abilities. To be affected, an ally must hear the Lorewarden for a full round. The effect lasts as long as the Lorewarden speaks and 5 rounds after the ally can no longer hear the Lorewarden. While speaking, the Lorewarden can fight but cannot cast spells, activate magic items either by spell completion or by magic word. Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls.

*Fascinate:* The Lorewarden may cause a single creature to become fascinated with her. The creature must be able to see and hear her, must be able to pay attention to her, and must be within 90 feet. The Lorewarden must also see the creature. The target can negate the effect with a Will saving throw equal to or greater than the Lorewarden's check result. If the save succeeds, the Lorewarden cannot attempt to fascinate that creature again for 24 hours. The Lorewarden must concentrate to hold the attention of a target. Fascinate is a mind-affecting ability.

*Countersong:* The Lorewarden may counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage the Lorewarden may not take magical actions while using countersong. Each round of the countersong, she makes a check (d20 + Lorewarden level + Charisma modifier). Any creature within 30 feet of the Lorewarden (including the Lorewarden herself) who is affected by a sonic or language-dependent magical attack may use the Lorewarden's check result in place of his saving throw if, after rolling the saving throw, the check result proves to be better. The Lorewarden may keep up the countersong for 10 rounds.

**Nature Sense:** At 2nd level the Lorewarden can identify plants and animals (their species and special traits) with perfect accuracy. She can also tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

**Consonance:** With her finely attuned discernment of energy, the Lorewarden becomes able to detect or locate naturally occurring supernaturally or extraordinarily restorative substances. She also innately understands their proper preparation, preservation and administration. Three such substances are:

*Rillinure Dust:* a healing wood dust which is rarely found in nature in its useable form. The Lorewarden can get this dust from its mother tree without either destroying the tree or denaturing its healing factors. An application of rillinure dust will cure fevers and natural diseases. When taken as a tisane, rillinure dust may also cure some forms of blindness or deafness, especially those brought on by nonmagical means. The DM decides how much rillinure dust a Lorewarden may retrieve from a source, though it rarely takes longer than 4 hours for her to do so.

*Hurtloam:* a healing clay, applied when moist. The Lorewarden can locate and extrude hurtloam without scarring the area in which it is harvested. An application of hurtloam will heal 6hp. The DM decides how much hurtloam a Lorewarden may retrieve from a source, though it rarely takes longer than 4 hours for her to do so.

*Treasure Berries:* a nourishing fruit. These dark blue or black berries are about 5mm in size. One treasure berry will nourish and restore an individual as a scant meal might. When eaten hydrated, treasure berries also satisfy water or fluid requirements. Treasure berries can be dried and then rehydrated before they are eaten, to the same effect.

**Steward:** The Lorewarden's affection for living her understanding of the first ward becomes larger than herself in very real ways. At 4th level, the Lorewarden, is considered a Steward of the first ward and gains the following spell-like abilities. She may use her choice of Steward abilities once per week per level:

*Empathy:* The Lorewarden can read the general thoughts or feelings a person or creature touched. The amount of information revealed depends on how long a particular subject is touched and its intelligence level. The information is not terribly specific, but can reveal whether the being is angry, hungry, nervous, tired &c and very likely why. In the 1st round of contact, the Lorewarden can sense the presence or absence of strong or focused emotion or thoughts in the subject and possibly scant details regarding them. The 2nd round of contact will reveal general details about these and underlying or motivating thoughts and emotions. The 3rd round of contact allows the Lorewarden enough time to sort the subject's thoughts and emotions in order to identify them with some specificity and relate them to circumstances or more obscure causes. For example, Celise is using empathy on a semiconscious war dog found at the side of the road. In the first round she realizes that the dog is in extreme pain. Because the dog is not especially intelligent, the second round only reveals that the dog is also very hungry and thirsty, but the third round allows Celise to realize that the dog's master was slain nearby at the same time the dog was hurt, and he has been lost since, without food or assistance. A subject's Will save prevents the Lorewarden from reading its thoughts or emotions, when applicable, and she must make another use against her weekly limit to proceed.

*Inspire Competence:* The Lorewarden may help an ally succeed at a task. The ally must be able to see, hear, and understand her and must be within 30 feet. Depending on the task that the ally has at hand, the Lorewarden may use her steward ability to lift the ally's spirits, to help the ally focus mentally, or in some other way. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the Lorewarden. The DM may rule that certain uses of this ability are infeasible. The Lorewarden can maintain the effect for 2 minutes (long enough for the ally to take 20).

*Lore's Fire:* Using the raw energy of the first ward, the Lorewarden may create a blast of force. She may use it to damage her enemies, defensively to destroy the black vitriol of an ur-Vile Loremaster's attacks, to topple structures and so on. Emanating as a blue burst with a fluid, though electric quality from the staff or hands of the Lorewarden, Lore's Fire has a range of 20 ft, a width of 1 ft and can cause 1d8 damage. The burst may be enhanced by stacking the Lorewarden's steward ability use. Each extra d8, each extra 10' range, or each 1' width will cost another use of the steward ability for that week.

**Remove Disease:** Beginning at 4th level, a Lorewarden can remove disease as per the spell *remove disease* once per week. She can use this ability more often as she advances in levels (twice per week at 8th level, three times per week at 12th level, and so forth). Remove disease is a spell-like ability.

**Versatility:** Every 5 levels, the Lorewarden's astonishing versatility of self allows her to train or advance within a level in another class as a Lorewarden level. All prerequisites for the desired class must be met, including training time in special locations and specific tutelage. The Lorewarden acquires all of the special abilities, hit dice, and class skills of the chosen class, advancing her saves and base attack as though she were multiclassing, while drawing no multiclass penalties for that level. As an example, Celise is a 10th level Lorewarden who chose the Rogue class for her versatility at 5th level. If she were to choose Rogue again she would be a 10th level Lorewarden with 2nd level Rogue skills, but she is thinking of taking a level in Fighter instead, to boost her hit points, base attack bonus and feats. If she takes the Fighter level, she is a 10th level Lorewarden with 1st level Rogue and Fighter capabilities. Therefore, in all things Lorewarden, she is 10th level, but if called upon for Roguish duties, she acts as either 1st or 2nd, based on her final decision.

**Neutralize Poison:** Beginning at 6th level, a Lorewarden can neutralize poison as per the spell *neutralize poison* once per week. She can use this ability more often as she advances in levels (twice per week at 12th level, three times per week at 18th level, and so forth). Remove disease is a spell-like ability.

**Melding:** Starting 7th level, their common pursuits and desires enable Lorewardens to speak to each other telepathically over short distances (60 ft or line of sight up to 100 ft). This ability increases incrementally by 60 ft per level after 6th, with line of sight adding 40 ft to that range. Hence, a 7th level Lorewarden can use this ability up to 120', with line of sight up to 160'. Melding is a supernatural ability. Only one Lorewarden needs to have this ability to open communication, though in groups of three or more where only one Lorewarden has this ability, there is only communication to and from her; she must relay information between the other Lorewardens. The Lorewarden may use this ability once per month per level.

**Elder Lore:** The rigors of the first ward yield further tangible benefits at 8th level, when the steward becomes considered an elder of lore. The Lorewarden may choose from her supernatural Elder Lore abilities once per week per her Charisma modifier.

*Crush Item:* A Lorewarden can destroy any weapon or item of their size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between her hands or using her staff. This is a standard action. The Lorewarden must make a successful disarm attack to grab an item held by an opponent. For example, Celise is a Medium-sized creature, so she can crush any Medium size item or smaller.

*Make Whole:* Lorewardens can repair any object as though with *make whole* as cast by an 8th level cleric. This is a full-round action for the Lorewarden.

*Shielding:* Using her staff, shielding creates a field of energy that will adapt to protect those behind it from physical attacks. Shielding will stop arrows or vitriol attacks from ur-Vile Loremasters as well as magic missiles. The shielding is centered on the Lorewarden and can protect up to 2 other creatures or objects of Medium size or within a 5 ft radius from the Lorewarden. The Lorewarden and companions receive 1/2 cover due to the wavering, compensatory nature of the shield when it is spread out in this way, but the Lorewarden receives 3/4 cover when she is shielding only herself. The shielding will last as long as the Lorewarden concentrates, preventing the use of other abilities. DC for Concentration checks is at DM's discretion.

*Lords Fire:* The Lorewarden may produce a burst of bright fiery light from her staff. It effectively creates a cone of damaging power, causing d6 damage per two levels to creatures caught in the cone (reflex save for half damage). The range is 60', with a 20' spread.

**Nature's Way:** At 11th level the Lorewarden gains the supernatural ability to speak with stones, plants, and unintelligent creatures and beings. These relate to her who or what has either been near or touched them as well as revealing what is concealed by them, where they lair, what they have seen and so on. The information given to the Lorewarden can be complete descriptions, if asked. Note that the subject's perspective, perception, and knowledge may prevent them from providing the details the Lorewarden is

looking for (as determined by the DM). The Lorewarden can speak with natural as well as enchanted or otherwise worked targets once per week per her Charisma modifier.

**Eldest Lore:** At 12th level, the Lorewarden has completed her portfolio of knowledge of the first ward, becoming considered an Eldest of the first ward. More subtle use of the first ward now becomes available to the Lorewarden. She may use her Eldest abilities once per month per her Charisma modifier.

**Concord:** Through use of Melding, a Lorewarden can establish Concord to link her abilities with other Lorewardens, creating an entity more powerful than the sum of its parts. Up to 9 Lorewardens may be linked in this way, using the individual ranges represented by their Melding. Note that all the Lorewardens participating must have both a Concord and a Melding use available and all must be within their range of another, though their connection may be configured as a line or extended starburst rather than a multi-sided closed shape or standard starburst. When this ability is manifested, each Lorewarden chooses the abilities and number of uses (where applicable) to contribute to the whole. One individual is chosen as the conductor by mutual consent of the other participants. This entity cannot take any more actions than he could normally, though expended uses of his Lorewarden abilities may be "refreshed" through concord. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply as well as to that entity's saving throws. Any damage suffered by the conductor is divided among all the members as determined by the conductor and any XP cost is divided equally among all participants with the conductor paying any non-divisible part. Once linked the group must move as a whole and may only move at 10 ft speed. If any Lorewarden drops the concord, all ability uses contributed by that Lorewarden are lost. Note that a Lorewarden who drops concord may also disconnect other Lorewardens if the configuration is not a closed shape or standard starburst. Concord may be kept up for 1 minute per level of the conductor. Concord is an extraordinary ability.

**Suggest:** The Lorewarden can telepathically place suggestions in the minds of others as per the spell *suggestion* with a modified range of 50 ft + 5 ft per level. Note that a telepathic use of this spell is neither language nor sight dependent. Suggest is a spell-like ability.

**Warding:** Creates a potential energy for any of a wide variety of uses by the Lorewarden. Warding can be used simply to give a notification to the Lorewarden of someone or something passing through (see the *alarm* spell description), it can be used as a trigger for another of her abilities (see the *contingency* spell description), it can be used to bend or break magic or other Wardings that have been set up, perhaps by an enemy or Vile Loremaster (see *dispel magic*), or it can be used as raw energy. When used as raw energy, Warding contributes 1 extra die, one range, target or duration increment or one level to DC or checks for every 3 levels of the Lorewarden (rounded down). Warding is a supernatural ability.

**Lore Lord:** At 16th level the intuitive workings of the first ward become clear to the Lorewarden. This is well beyond rote memorization and functional use of its knowledge. The Lorewarden is considered a Lore Lord, and may use her Lore Lord abilities once per month per 1/2 her Charisma modifier (rounded up).

**Greater Dispel:** A Lorewarden can dispel magic as per the spell *greater dispel*. Greater Dispel is a spell-like ability.

**Imbue with Lorewarden Ability:** The Lorewarden may transfer one use of her currently available abilities, regardless of their prerequisites, to another creature. The recipient must have an Intelligence score of at least 5 and a wisdom score of at least 9 to receive this bestowal. Any ability or spell the Lorewarden has learned (note that spells would be learned as part of the abilities obtained through classing as a magic user with the Versatility trait) may be transferred. The number and type of abilities that the subject can be granted depends on his HD; imbue with Lorewarden ability cannot exceed this limit. Until the recipient uses this ability, it is not available to the Lorewarden.

HD of Recipient	Ability or Spell Level Imbued
1 – 2	Ability acquired at 1st level or 1st level spell
3 – 4	Up to two abilities acquired at 1st level or two 1st level spells
5 +	Up to 2 abilities acquired at 1st level and one ability acquired at 2nd level or two 1st level and one 2nd level spell

The transferred ability or spell's variable characteristics function according to the Lorewarden's level, not the level of the recipient, though to use an ability or spell with a verbal, somatic or material component the recipient must be able to speak, use humanlike arms, or have possession of the material component. Imbue with Lorewarden Ability is a supernatural ability.

*Refresh Ability:* The Lorewarden may use this ability to regain one use of a Lorewarden ability obtained at a lower level that she has used within the past 24 hours. For example, Celise has used all of her Melding for this month, but she wishes to establish Concord. She may refresh her Melding ability if she last used Melding within the past 24 hours. Refresh Ability is an extraordinary ability.

**Lord's staff:** At 18th level the Lorewarden may establish her staff as her spellstaff. She may charge it with any spell or Lorewarden ability that she has available any time it is empty. See the *spellstaff* spell description for details. Spellstaff is an extraordinary ability.

**Focal Stone:** The 19th level Lorewarden may generate focal stones into which she may place a spell or Lorewarden ability without fear of ruining any crystal or gem used and without material component beyond the crystal or gem to be used. See the *focal stone* spell description for details. Focal Stone is an extraordinary ability the Lorewarden may use once per day for every 5 of her levels (rounded down).

**High Lord:** The Lorewarden has the fullest grasp of the first ward, its subtleties and intuitive measure at 20th level, when she is considered a High Lord. The Lorewarden may use her choice of High Lord abilities once per year.

*Geas/Quest:* As the spell *Geas/Quest*. Geas/Quest is a spell-like ability.

*Locate:* As the spell *locate object*, except relative to any specific object, area, person, source of wrongness, magical power or anything/anyone clearly visualized that the Lorewarden wishes to find. Locate is an extraordinary ability.

*Summons:* This ability enables the Lorewarden to summon an intelligent entity from anywhere on the plane where the Lorewarden is located or from another plane to the Lorewarden's location. Its effects are similar to the *refuge* spell, though a command word is not required. Summons may be used on an item so that when the item is willingly accepted by a specified (clearly visualized or well-known) individual, he or she is transported to the Lorewarden. Summons is a supernatural ability.

### **Hurtloam**

A healing clay or soil, applied when moist. An application of hurtloam will heal 6hp. It occurs naturally, though it is quite rare and won't be found in areas frequented by evil creatures.

### **Rillinure Dust**

A healing wood dust. An application of rillinure dust will cure fevers and natural diseases. When taken as a tisane, rillinure dust may also cure some forms of blindness or deafness, especially those brought on through nonmagical means. It occurs naturally, though it is quite rare.

### **Treasure Berries**

A nourishing fruit. One treasure berry will nourish and restore an individual as a scant meal might. When eaten hydrated, treasure berries also satisfy water and fluid requirements. Treasure berries can be rehydrated before they are eaten, to the same effect. They occur naturally, though they can be difficult to find.

**Advancement Chart:**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Quickening Lore, Lay on Hands, Lorewarden's Staff
2nd	+1	+0	+0	+3	Lore's Song, Nature Sense
3rd	+1	+1	+1	+3	Consonance
4th	+2	+1	+1	+4	Steward, Remove Disease
5th	+2	+1	+1	+4	Versatility
6th	+3	+2	+2	+5	Neutralize Poison
7th	+3	+2	+2	+5	Melding
8th	+4	+2	+2	+6	Elder Lore
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Versatility
11th	+5	+3	+3	+7	Nature's Way
12th	+6/+1	+4	+4	+8	Eldest Lore
13th	+6/+1	+4	+4	+8	
14th	+7/+2	+4	+4	+9	
15th	+7/+2	+5	+5	+9	Versatility
16th	+8/+3	+5	+5	+10	Lore Lord
17th	+8/+3	+5	+5	+10	
18th	+9/+4	+6	+6	+11	Spellstaff
19th	+9/+4	+6	+6	+11	Focal Stone
20th	+10/+5	+6	+6	+12	Versatility, High Lord



## SEAFARER

**Alignment:** Any.

**Hit Die:** d10

**Class Skills:** The seafarer's class skills (and the key ability for each skill) are Balance (Dex), Boat Handling (Dex), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Sea-Lore), Knowledge (History) (Int), Listen (Wis), Perform (Cha), Spot (Wis), Swim (Str) and Use Rope (Dex).

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

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Table: The Seafarer**

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus Feat, Weather - Wise, Survivor +1
2nd	+2	+3	+3	+0	Expert Pilot
3rd	+3	+3	+3	+1	
4th	+4	+4	+4	+1	Survivor +2
5th	+5	+4	+4	+1	Bonus Feat
6th	+6/+1	+5	+5	+2	Call Porpoise
7th	+7/+2	+5	+5	+2	Survivor +3
8th	+8/+3	+6	+6	+2	
9th	+9/+4	+6	+6	+3	
10th	+10/+5	+7	+7	+3	Bonus Feat, Survivor +4
11th	+11/+6/+1	+7	+7	+3	
12th	+12/+7/+2	+8	+8	+4	Call Nicor
13th	+13/+8/+3	+8	+8	+4	Survivor +5
14th	+14/+9/+4	+9	+9	+4	
15th	+15/+10/+5	+9	+9	+5	Bonus Feat
16th	+16/+11/+6/+1	+10	+10	+5	Survivor +6
17th	+17/+12/+7/+2	+10	+10	+5	
18th	+18/+13/+8/+3	+11	+11	+6	
19th	+19/+14/+9/+4	+11	+11	+6	Survivor +7
20th	+20/+15/+10/+5	+12	+12	+6	Bonus Feat

### Class Features

All of the following are class features of the seafarer.

**Weapon and Armor Proficiency:** A seafarer is proficient with all simple and martial weapons and with all light and medium armour, but not with shields.

**Bonus Feat:** At levels 1, 5, 10, 15 and 20 the seafarer gains a bonus feat from the following Alertness, Athletic, Endurance, Great Fortitude, Iron Will, Self-Sufficient and Toughness.

**Weather Wise:** At level 1, the seafarer gains the feat of Weather Wise (see new feats)

**Survivor (Ex):** At level 1 the seafarer gains an insight bonus on all Listen, Spot, Swim and Concentration checks whilst at sea. This bonus increases by +1 at every three levels.

**Expert Pilot (Ex):** At level 2 seafarers gain +2 competence bonus on all Boat Handling and Knowledge (Sea Lore) checks.

**Call Porpoise (Ex):** At level 6, the Seafarer gains the ability to call dolphins to come to the Giants' vessel. The porpoises will perform limited tasks (perhaps pull small boats through the water) that are within their power for the Giant for up to an hour plus one hour for each Charisma bonus the Giant has. The Giant can only make this call up to once per day and a d6 dolphins will answer the call.

**Call Nicor (Ex):** The Nicor is a huge whale-like sea creature.

## PITCHWIFE (GIANT PRESTIGE CLASS)

(NO RULES FOR THE PITCHWIFE YET)

### Ranks

Rank seems quite important in the Land – with the Warmark, High Lord, Staff-Elders, First Mark, Cords and so on. These could either just be titles assumed when characters reach a certain level (as in the old AD&D level titles), or they could be feats that can be taken at certain levels with associated bonuses or they could be dealt with in another way as in Prestige Classes. I'm looking for ideas here.

#### Bloodguard

Third Mark  
Second Mark  
First Mark

#### Gravelingas

Student  
Gravelingas  
Craftmaster  
Hearthrall

#### Hirebrand

Student  
Hirebrand  
Craftmaster  
Hearthrall

#### Ramen

Winhome  
Cord  
Thrall  
Manethrall

#### Lorewarden

Student  
Lorewarden  
Elder  
Eldest  
Lore Lord  
High Lord

#### Seafarer

Sailor  
Second Mate  
First Mate  
Captain

#### Warrior

Eoman  
Warhaft  
Haft  
First Haft  
Hiltmark  
Warmark

*KNOWLEDGE: Mainly unchanged, but some example Knowledges are:*

- Knowledge (Flora & Fauna)
- Knowledge (Giants)
- Knowledge (The Demondim)
- Knowledge (Sea Lore)
- Knowledge (History of The Land)

### New Feats for The Land

**Weather Wise:** The ability to judge what the weather will be on the following day. The means of doing so depends on the character class or race. Stonedowners with the feat use stone to predict the weather, Woodhelven use wood. Loremasters use their staffs and Ramen use portents in the sky.

**Stone-wise:** Allows the character to effect very minor uses of Earthpower through stone. So blemishes in a piece of stone could be found and repaired, or a secret door located in a wall. The age of a stone item can be determined. Characters with this feat can effect works of craft with the medium much more quickly and so on. It gives all of the stonemasonry skills of the Dwarf in the PHB, as well as the equivalent of the mending spell (only on stone items).

**Wood-wise:** Allows the character to effect very minor uses of Earthpower through wood. So blemishes in a piece of wood could be found and repaired, or a secret compartment found in a chest. The age of a tree could be determined, or how long ago a wooden item was created. Characters with this feat can effect works of craft with the medium much more quickly and so on.

# CREATURES OF THE LAND

CAVEWIGHTS  
DEMONDIM  
EVIL CORMORANT  
GRIFFINS  
JHEHERRIN  
KHRESH  
LIONS  
MARAUDERS  
RAVERS  
STONE-BREAKERS  
TIGERS  
WARDER OF RIDJEK THOME  
WAYNHIM  
WRAITHS OF ANDELAIN

## Cavewight

### Large Humanoid (Earth)

**Hit Dice:** 4d8 +16 (32 hp)  
**Initiative:** +1 (Dex)  
**Speed:** 30 ft.  
**AC:** 17 (-1 size, +1 Dex, +7 natural)  
**Attacks:** Slam +4 melee, claw +3 melee  
**Damage:** Slam 1d8+7, claw 1d6+3  
**Face/Reach:** 5 ft. by 5 ft. / 10 ft.  
**Special Attacks:** Earth mastery, push  
**Special Qualities:** Stone wise, darkvision 90 ft.  
**Saves:** Fort +8, Ref +2, Will +2  
**Abilities:** Str 21, Dex 12, Con 18, Int 6, Wis 12, Cha 10  
**Skills:** Climb +5, Hide +0\*, Listen +4, Move Silently +4  
**Feats:** Power Attack, Combat Reflexes

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**Climate/Terrain:** Any mountain and underground  
**Organization:** Solitary, gang (2 – 4) or pack (5 – 10)  
**Challenge Rating:** 3  
**Treasure:** 1/10 coins; 1d6 gems; standard items  
**Alignment:** Always neutral evil  
**Advancement:** 5 – 8 HD (Large)

Living amongst their own wightwarrens in the heart of Mount Thunder the cavewights lead by Drool Rockworm, cause terrible trouble for the humans of the Land. Although they are naturally opposed to the ways of the Lords, and all they stand for, the cavewights only assist Lord Foul, whilst persuing their own ends. Their tough existence has bred a hardy race, intellect can lead them to overestimate their place in Lord Foul's scheme. Cavewights are a hardy race of cave or tunnel dwelling creatures that have come to resemble the rock which surrounds them. Their skin is colored dully, they have rough complexions, little hair and wide if sometimes sharp features. When a cavewight is at rest among stone it can be difficult to determine where the stone and the cavewight are separate. The word "wight", meaning "man", truthfully indicates that cavewights were at one time human, but over time they become directly associated with earth; now they are more earth than man. Like Dwarves, they are instinctive stoneworkers, but have also attained a connection with the forces of nature through stone, so that they may effect minor magic in relation to stone and stone items. Strong and in peculiar ways agile, a cavewight can gain a clinging handhold by sinking its claws into natural stone. It can also grab a partial handhold in rough stone while jumping to vault higher or further; it is common for cavewights to jump upward 20 feet or more and make lateral leaps of 40 to 60 feet in this manner.

Living within the bowels of mountains, cavewights create elaborate and idiosyncratic networks of tunnels and underground dwellings called wightwarrens. It is from these lairs that cavewights attack, rob, and destroy nearby human settlements. Their tough existence among an element where few can live well have caused cavewights to believe they are much smarter than they actually are. Cavewights enact a certain arrogance that does not befit their level of intellect or cunning and often causes them to become the tool of more powerful, more intelligent evil creatures and beings.

Cavewights have a tendency to believe that all gems belong to their race even while they do not have the same connection with gems that they have with rough stone. They do not range far from their wightwarrens without sufficient motivation. There is not much that can tempt a cavewight short of gems or a site for a lair near an excellent supply of gems. They are opposed to the ways of the Lords and first ward magic used by humans, so they are easily tricked into lengthy or distant campaigns of war against humans and humanoid races while believing they are pursuing their own ends.

**COMBAT** Cavewights attack by slamming their foes, maneuvering the opponent against rocks whenever possible. They use their claws once an opponent is trapped or when they themselves are trapped and unable to use their slam. When attacking human settlements, cavewights will knock buildings down onto the families of their opponents and try not to leave any building standing in their wake.

**Stone Wise (Ex):** Cavewights are stone wise, a trait that grants them a +2 racial bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A cavewight who merely comes within 10 feet of unusual stonework can make a check as if he were actively searching, and a cavewight can use the Search skill to find stonework traps as a rogue can. A cavewight can also intuit depth and density, sensing its approximate depth underground and the relative hardness of rock or stone as naturally as a human can sense which way is up. Furthermore, cavewights can determine the age and type of natural stone unerringly, and are able to repair blemishes or flaws in stone and stone items as with a *mending* spell for up to 10 pounds of stone per HD of the cavewight.

**Earth Mastery (Ex):** A cavewight gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the cavewight suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

**Push (Ex):** Cavewights can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the cavewight's opposed Strength checks.

**Skills:** Cavewights receive a +8 bonus to Hide in caves, tunnels and on rocky terrain. Cavewights who turn their attention to crafting stone get a +4 racial bonus to any attempts made on craft skills related to stone.

## Evil Cormorant

### Small Magical Beast

**Hit Dice:** 1/2 d10 (5hp)

**Initiative:** +2 (Dex)

**Speed:** 10 ft., fly 40 ft. (average)

**AC:** 13 (+1 size, +2 Dex)

**Attacks:** Claws +4 melee

**Damage:** Claws 1d4

**Face/Reach:**

**Special Attacks:** Acid blood 1d4

**Special Qualities:** Spell immunities, acid resistance 5, DR 2

**Saves:** Fort +2, Ref +4, Will +2

**Abilities:** Str 2, Dex 15, Con 12, Int 2, Wis 14, Cha 8

**Skills:** Listen +6, Spot +6

**Feats:** Weapon Finesse (claws)

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**Climate/Terrain:** Temperate lands by lakes, rivers, swamps, bays and coasts

**Organization:** Colony (10 – 100)

**Challenge Rating:** 1/2

**Treasure:** None

**Alignment:** Always Neutral Evil

**Advancement:** --

Evil cormorants are a cursed relative of the normal cormorant that always have black feathers and deep red talons and bills. They are majestic, largely nocturnal, long necked fowl who enjoy the flesh of any animal including others of their kind and colony when food becomes spare. They commonly nest on rocky patches or high in trees and usually lay a five mile area of land barren of small animal life within a year. Evil cormorants eat almost incessantly, war among colonies, and migrate as each site is ruined. Evil cormorant chicks are either abandoned to survive on their own or thrown from the nest within days of hatching.

When an evil cormorant's blood touches air it becomes a weak acid that splashes easily, as a grenade-like weapon. A successful Reflex save will reduce this acid damage by half. Evil cormorants are not affected by each others' acid. They are magical beasts, thus they have darkvision to 60 feet.

**COMBAT** Evil cormorants attack from above and stay over their opponents. They fight in a frenzy of feathers and claws, dropping their prey by their sheer number. When one is separated from the group it tries to rejoin the group, but if it cannot it will fly off to wait until it can. Evil cormorant do not hesitate to attack small or tiny creatures, and will leave groups of 2 or more Medium-size or larger creatures alone unless they are hungry, threatened, or in twice normal numbers (200 or more).

**Spell Immunities (Ex):** Evil cormorants are immune to the following spells: *animal trance*, *calm animals*, *charm monster*, and *sleep*.

**Brathair:**

A people met by the wandering Giants. They live across the Sea, on the verge of the Great Desert.

**Courser:**

Beast of transport made by the Clave by the power of the Sunbane.

**Croyel:**

Mysterious creatures which bargain for power.

**Elohim:**

A faery people, first met by the wandering Giants.

**Griffin:**

Lionlike beast with wings. Evil.

**Jheherrin**

**Tiny Vermin**

**Hit Dice:** 1/4 d8 (1 hp)

**Initiative:** +2

**Speed:** 10 ft., swim 20 ft.

**AC:** 14 (+2 size, +2 Dex)

**Attacks:** bite +4 melee

**Damage:** bite 0 damage

**Face/Reach:** 2 1/2 ft x 2 1/2 ft. / 0 ft.

**Special Attacks:** Disease

**Special Qualities:** Darkvision, tremorsense

**Saves:** Fort +2, Ref +4, Will +1

**Abilities:** Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2

**Skills:** Swim +16, Hide +18, Move Silently +10

**Feats:** Weapon finesse (bite)

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**Climate/Terrain:** Wet underground caverns

**Organization:** Band (7 – 15) or colony (16 – 50)

**Challenge Rating:** 1/4

**Treasure:** None

**Alignment:** Neutral

**Advancement:** 1 HD (Small), 2 – 3 HD (Medium)

Jheherrin are mud or clay-like creatures that dwell in wet underground tunnels, the living by-products of magical tamperings with nature. They are often referred to as "soft ones", having the shape of natural creatures formed only of watery earth, though most of them are of tiny or small in size. Where they dwell becomes riddled with quicksand-like quagmires, water saturated with earth. Jheherrin are peaceful and sad, rarely leaving the waters in which they live, though they are able to Climb the walls and rocks of their

environment with relative ease. Each jheherrin may learn the rudiments of one language, spoken locally either in the caverns where they dwell or through exposure to surface dwellers who have ventured into their realm. They refuse to speak when listening is enough, and do not reveal themselves when others are speaking in their lair. Direct sunlight turns them to dust and magical daylight will instantly blind and frighten them but does not harm them otherwise.

**COMBAT** Jheherrin are extremely wary and will avoid direct contact with intelligent creatures. If forced into action, they use their bites to grab opponents and swim below the surface of their waters. Note: creatures float in quicksand unless they struggle.

**Darkvision:** A jheherrin's darkvision has a range of 60 feet.

**Tremorsense (Ex):** Jheherrin can automatically sense the location of anything within 60 feet that is in contact with the water. In smaller pools, jheherrin can also sense the location of anything within 20 feet of the edge of the water.

**Skills:** Jheherrin receive +4 racial bonus on Spot and Listen checks. They use their Dexterity modifier for Climb checks.

## Khresh

### Medium-sized Outsider (Chaotic, Evil)

**Hit Dice:** 3d10 +3 (18 hp)

**Initiative:** +2 (Dex)

**Speed:** 40 ft.

**AC:** 15 (+2 Dex, +3 natural)

**Attacks:** Bite +7 melee, 2 claws +3 melee

**Damage:** Bite 1d6 +10, claw 1d4 +6

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Howl, rage, improved grab, rend 2d4 + 10

**Special Qualities:** Scent, darkvision

**Saves:** Fort +6, Ref +5, Will +4

**Abilities:** Str 20, Dex, 14, Con 17, Int 6, Wis, 12, Cha 10

**Skills:** Hide +4, Jump +4, Listen +4, Move Silently +6

**Feats:** Weapon Finesse (claws, bite)

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**Climate/Terrain:** Any plains

**Organization:** Solitary, pair, or pack (6 – 10)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 4 – 8 HD (Large); 9 – 12 HD (Huge)

These are savage, large yellow wolves, a few growing to dire wolf size. Khresh prey on intelligent creatures, preferring Ranyhyn to all else. They were made from ordinary wolves by those who created ur-viles and used as war dogs. Khresh that roam the plains in search of Ranyhyn are usually the offspring of released or escaped khresh.

Small and Medium-size infernal creatures and outsiders, such as quasits or ur-viles, sometimes use khresh as mounts. Large or huge khresh can carry one ur-vile.

**COMBAT** Khresh prefer to attack in packs, surrounding and flanking prey when they can. They will locate the weakest member of a group they are attacking and concentrate their efforts on that individual, taking measures to protect their own by not overexposing their numbers in order to fell the one.

**Howl (Ex):** As a standard action, a khresh can howl with supernatural eeriness, producing an unsettling effect that works like *daze* cast by a 3rd-level sorcerer (save DC12). If the Will save is successful, that opponent cannot be affected again by that khresh for one day. The howl does not affect other khresh. This is a sonic, mid-affecting attack; deafened creatures are not subject to it.

**Rage (Ex):** A khresh that takes damage in combat or smells the blood of its prey before combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged khresh gains +4 Strength, +4 Constitution and –2 AC. The beast cannot end its rage voluntarily.

**Rend (Ex):** A khresh that hits with both claw attacks latches onto the opponent's body and tears the flesh this automatically deals an additional 2d4 +10 points of damage.

**Ranyhyn:**

The great, free horses of the Plains of Ra.

**Ranyhyn****Large Magical Beast**

Hit Dice: 4d10+16 (36 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 60 ft.

AC: 17 (-1 size, +2 Dex, +6 natural)

Attacks: 2 hooves, +8 melee; bite +3 melee

Damage: Hoof 1d6+4; bite 1d4+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: --

Special Qualities: Earthtouch, Scent, Familiar Bond

Saves: Fort +8, Ref +6, Will +6

Abilities: Str 18, Dex 15, Con 19, Int 10, Wis 18, Cha 13

Skills: Listen +7, Sense Motive +4, Spot +7

Feats: Improved Initiative

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Climate/Terrain: Any land

Organization: Solitary, pair, or family (3 – 5)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful neutral

Advancement: 5 – 8 HD (Large)

Ranyhyn roam free over plains, forests and hillsides, preferring higher lands and those farther away from oceans or seas. These magnificent horses have human like intelligence, which gives them the ability to understand their environment and what is spoken to or around them in various languages even though they cannot talk. They have a culture and ideology of their own and have developed a fighting style that suits them well. Typically, ranyhyn are ridden only by the Bloodguard and Lords, though it is each ranyhyn who has the free will to consciously decide whether he or she will be ridden.

Ranyhyn are the size of heavy war horses with a wide array of colorings from pale beiges through bluish blacks. All ranyhyn have light to white markings on their foreheads, roughly in the shape of a star. They are considered magical beasts due to the fact that they have a supernatural relationship with the plane they inhabit and they may initiate a familiar link to their chosen rider.

Carrying Capacity: The light load capacity for ranyhyn is up to 300 pounds; a medium load, 301-600 pounds; a heavy load, 601-900 pounds. A ranyhyn can drag 4,500 pounds.

COMBAT: Ranyhyn use strategy in combat, positioning for the most effective attack in relation to their goals for any given battle. They are not aggressive by nature, choosing to delay or avoid combat when possible, though they will always fight to protect their mate or family. When combat ensues, ranyhyn will use their hoof attacks to disable or drive away an opponent rather than their bite attacks which are generally reserved for lethal combat, extreme anger, or dire circumstances. Ranyhyn can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (DC 10).

Earthtouch: Ranyhyn are supernaturally attuned with their plane and its inherent magic. Each ranyhyn will know the overall best course of action to take (relative to its individual ideology) when presented with a choice. The effect is similar to that of an augury spell, but may see years into the future. It is up to the ranyhyn's intelligence to direct it regarding which course of action will be heeded. Each ranyhyn also knows where and when it will be called so that it may start for the place ahead of time; a ranyhyn must appear immediately when its chosen rider whistles for it, regardless of where that rider is, unless the horse has been killed en route.

Familiar Bond: Ranyhyn are magically linked to their riders. In some ways, the horse and rider act as one being. Ranyhyn acquire the Endurance feat when bonded to a rider. The rider obtains special abilities based on how many levels he or she has spent with the ranyhyn as given on the Ranyhyn Rider Special Abilities Table. If a ranyhyn perishes in service of a rider, no other ranyhyn will ever choose him or her again, however ranyhyn may dismiss their rider and choose another with minimal difficulty.

Ranyhyn Rider Special Abilities

<b>Rider Class Level</b>	<b>Special</b>
1 – 3	Alertness, improved evasion
4 – 6	Speak with ranyhyn
7 – 9	Empathic link

**Alertness:** The presence of the ranyhyn sharpens its rider's senses. While the ranyhyn is within arm's reach, the rider gains the Alertness feat.

**Improved Evasion:** If the rider is subjected to an attack that normally allows a Reflex saving throw for half damage while mounted or within arm's reach of the ranyhyn, the rider takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Speak with Ranyhyn:** The rider and ranyhyn can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help, but other ranyhyn may also speak with the rider in this way. Note that a ranyhyn sees the world differently than a humanoid; their species culture and individual perspective may be inscrutable to the rider, even after years of communication.

**Empathic Link:** The ranyhyn has an empathic link with the rider out to a distance of up to one mile. Neither can see through the others' eyes, but they can communicate telepathically. Because of the empathic link, they have the same connection to an item or place as each other. For instance, if the ranyhyn has seen a room, the rider can teleport into that room as if he or she has seen it too. This is a supernatural ability.

## **Raver**

### **Medium-Sized Undead (Incorporeal)**

<b>Hit Dice:</b>	7d12 (45 hp)
<b>Initiative:</b>	+4 (Dex)
<b>Speed:</b>	Fly 40 ft. (perfect), or as host
<b>AC:</b>	14 (+4 Dex,)
<b>Attacks:</b>	Incorporeal touch +4 melee
<b>Damage:</b>	Touch d8, or by host ability or weapon
<b>Face/Reach:</b>	5 ft. x 5 ft./ 5 ft., or as body
<b>Special Attacks:</b>	Possession
<b>Special Qualities:</b>	Detect good, evil wind, stone dead, command lesser creatures
<b>Saves:</b>	Fort --, Ref +6, Will +9
<b>Abilities:</b>	Str --, Dex 19, Con --, Int 17, Wis 15, Cha 17
<b>Skills:</b>	Bluff +12, Hide +12, Intimidate +9, Knowledge (all, taken individually) + 10, Listen +7, Search +5, Sense Motive +9, Spot +7
<b>Feats:</b>	Dodge, Iron Will, Negotiator
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<b>Climate/Terrain:</b>	Any
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	As host
<b>Alignment:</b>	Always Neutral Evil
<b>Advancement:</b>	by host body class, see below

Ravers may once have been a race, but now only three exist. A raver has no body of its own, so it possesses humanoid creatures to obtain positions of respect and power with which to further its master's goals. Each of the ravers has a master and cannot be killed as long as their master exists. Once the master is killed, a raver may be destroyed by being driven from the body it possesses into a circle of *protection from evil*.

Each raver has a lair, the centre of which is a jet black star-shaped stone weighing about 50 pounds that cannot be broken. If the stone is moved, the raver's lair has, effectively, been moved, though a raver will always know exactly where their lair is should they need to return to it for any reason. Lord Foul's three ancient servants. They cannot be killed as long as Lord Foul exists. They have no bodies of their own, so they possess others, preferably those strong in Earthpower. There are only three ravers in the World: Sheol (samadhi), Jehannum (moksha) and Herem (turiya).

**COMBAT** Ravers prefer to persuade others to fight for them, but are relentless and vicious when they are in combat. They will exploit any advantage they may take over an opponent, and are rarely cautious

regarding the well being of any bodies that house them because it is easy for them to throw off one body and seize another. Ravers tend to select hosts carefully, according to the body's physical ability, magical aptitude and station unless they are ordered into a specific individual by their master.

**Incorporeal Touch:** A raver adds its Dexterity modifier to attack rolls against material targets when using its incorporeal attack. The raver's incorporeal touch does 1d8 points of damage.

**Possession (Ex):** Once per round, a raver can enter a new host of evil or neutral alignment on the material plane. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that raver's possession, though another raver may be able to successfully possess that creature. If the save fails, the raver enters the host's body and seizes control of its physical functions, including its abilities, class abilities and special abilities but not its feats or skills. The host is also affected by *Body Destruction*, and the determination of the host body's duration must be made immediately. Note: while each raver has the knowledge that the seized body will suddenly crumble to dust, and that it can take a while based on what use it gives any body, the raver won't know the die result.

A raver may attempt to possess any humanoid creature within 100 feet of it. A *circle of protection from evil* or *globe of invulnerability* spell will shield those inside from possession attempts, though this does not count as a successful save against the attempt. A raver may be driven from a host body by the body's death or by a *banishment*, *dismissal* or *dispel evil* spell, driving the raver back to its lair. The original personality of the abandoned body regains control if the raver leaves prior to its destruction.

During the raver's possession of the base entity, its Strength and Constitution scores drop by 4, returning to normal when the raver leaves unless permanent ability damage has ensued during the raver's occupation. The raver does not have access to the host body's skills (skill ranks) or feats, but may use class abilities as though they were the raver's own accomplishment. Hence, ravers can use the body's acquired magical powers and class abilities without difficulty. The raver has the physical characteristics of the body it inhabits, but always at least the values listed in its description above. As the raver does its work through the body, the body gains experience as the body's class would normally, thus, the raver's hit dice, feats, saves and special abilities will advance as the body's levels increase. Levels obtained through a raver's possession are lost upon the raver's departure, both by the raver and the host.

**Detect Good (Su):** A raver sees good alignments as physical elements and automatically knows the location of good creatures and strength of good in the alignment of any creature it sees as a *detect good* spell in the 3rd round of concentration.

**Evil Wind (Sp):** Once per week, a raver with 13 or more HD can summon a whirlwind as the *whirlwind* spell with a range of 500 feet and a duration of 5 rounds. 10-100 Evil Cormorants are summoned along with the whirlwind that attack any creatures which are not part of the raver's party.

**Stone Dead (Sp):** Once per week, a raver with 15 or more HD can cause 10-100 sandstone analogs of animals to rise from a ditch which must be dug in sandy soil and have dimensions no less than 20 ft. x 5 ft x 2 1/2 ft deep. The preparation for this spell-like ability takes a full day to complete and each ditch may be used only once. The analogs are considered Medium-sized Animated Objects, regardless of their appearance (horse, lion, wolf, pig, etc.). The analogs are immune to mind-influencing effects, poison, and disease and are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. However, *lightning* or *fireball* spells will disintegrate them. When these monsters reach 0 hit points they become piles of sandy soil.

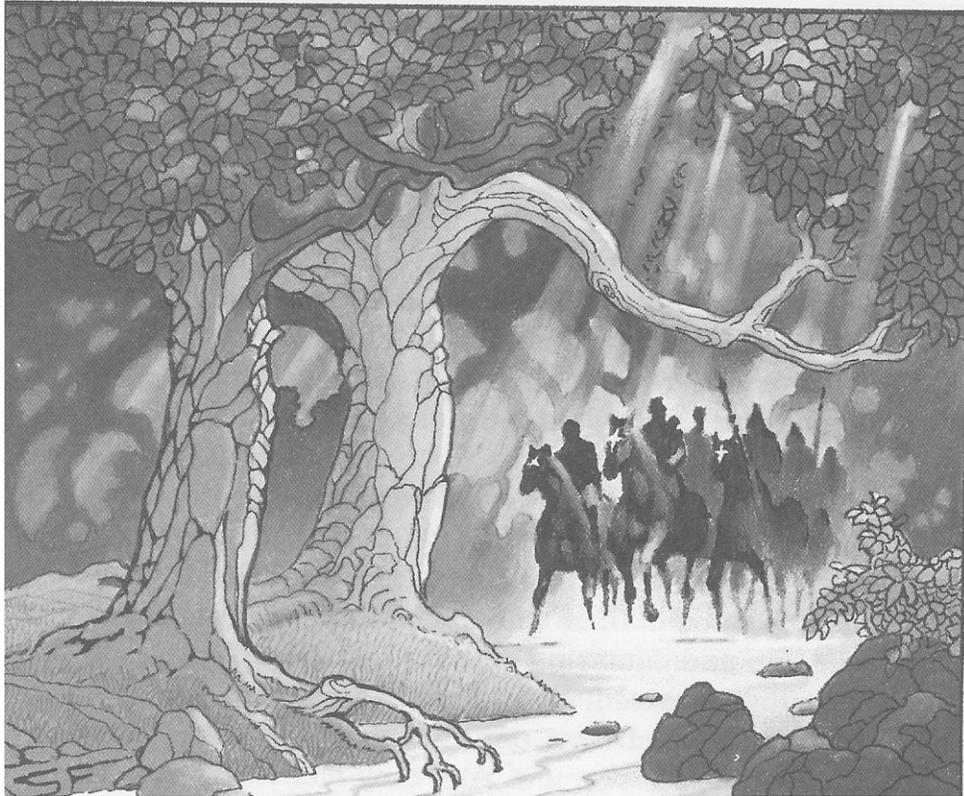
**Command Lesser Creatures (Su):** While possessing a host, the raver can control any number of incorporeal undead creatures with fewer HD than those of its host. Any creatures the raver targets must succeed at a Will save or follow the raver's commands as though affected by a *dominate person* spell cast by a 10th-level sorcerer (DC 17). This ability has a range of 150 feet and is telepathic, therefore line of sight is not required.

**Body Destruction (Ex):** The host body will be destroyed after gaining 6 – 11 levels (d6+5) while being possessed. This is unavoidable and irreversible. When the host body gains experience to raise it the number of levels previously determined, it crumbles into dust, leaving the raver to find a new host.

**Undead:** Ravers are immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Neither are they subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The body a raver inhabits is similarly immune while occupied, with the exception of ability damage.

**Incorporeal:** When not possessing a creature, a raver may only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic and has a 50% chance to ignore any damage from any corporeal source. It can also pass through solid objects at will, and its own attacks pass through armor. It always

moves silently. While incorporeal, a raver is invisible. Since the raver has no body, this prevents the use of mundane Spot or Listen checks to find it.



## Ur-Vile

	<b>Ur-Vile Medium-sized Outsider</b>	<b>Vile Small Outsider</b>	<b>Waynhim Medium-sized</b>
<b>Outsider</b>			
<b>Hit Dice:</b>	3d10 (15hp)	2d10 (10 hp)	1d10 (5 hp)
<b>Initiative:</b>	+4 (Improved Initiative)	+1 (Dex)	+0
<b>Speed:</b> (quadriped)	30 ft., 90 ft. run (quadriped)	30 ft., 90 ft. run (quadriped)	30 ft., 90 ft. run
<b>AC:</b>	13 (+3 natural)	14 (+1 size, +3 natural)	13 (+3 natural)
<b>Attacks:</b>	Short sword +2 melee, loremaster staff +4 melee	Short sword +2 melee	Dagger +1 melee, fist
<b>Damage:</b> subdual	short sword 1d6,  Loremaster staff 1d8	short sword 1d6	dagger 1d4, fist 1d4
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	wedge, loremaster abilities	wedge	wedge
<b>Special Qualities:</b> blink	enhanced senses, loremasters	enhanced senses	enhanced senses,
<b>Saves:</b> +3	Fort +3, Ref +3, Will +5	Fort +3, Ref +4, Will +3	For +2, Ref +2, Will
<b>Abilities:</b> 10	Str 10, Dex 10, Con 10,  Int 13, Wis 14, Cha 9	Str 10, Dex 12, Con 10,  Int 10, Wis 10, Cha 9	Str 10, Dex 10, Con  Int 11, Wis 12, Cha
<b>Skills:</b>	Hide +4, Move Silently +8, Listen +6, Search +4	Move Silently +8, Listen +4, Search +2	Move Silently +8
<b>Feats:</b> -----	Improved Initiative	Weapon finesse (short sword) --	
<b>Climate/Terrain:</b>	Any	Any	Temperate land
<b>Organization:</b>	band (1 – 10), troupe (10 - 40 plus one 4 – 6 HD leader per 20 and 1 loremaster per 25)	corps (10 – 100), war band (50 – 500)	solitary
<b>Challenge Rating:</b>	2, loremaster 3, wedge varies	1, wedge varies	1/2, wedge varies
<b>Treasure:</b>	Standard	Standard	Standard
<b>Alignment:</b>	Always Neutral Evil	Always Neutral Evil	Always Neutral
<b>Advancement:</b>	4 – 6 HD (Medium-size)	--	--

Ur-viles are sexless creatures spawned in vats through magical processes, though they are outsiders in nature. Black skinned and eyeless, an ur-vile's wide-nostril nose and enhanced senses enable them to "see" well in dark or light. They normally stand and walk erect on two legs, but drop down to all fours for greater speed when running. All limbs are of equal length, much shorter than their long torsos. Ur-viles use a barking language to communicate amongst themselves. As outsiders, a slain ur-vile cannot be raised or resurrected, although a *wish* or a *miracle* spell can restore it to life.

**Enhanced Senses (Ex):** Ur-viles smell four times as well as humans and hear twice as well. They also have vibration sense, which is the ability to automatically interpret tactile sensations that others do not typically notice. With these enhanced senses, ur-viles can detect the approach of creatures with which they are familiar from a quarter mile.

**COMBAT** Ur-viles bark when fighting to convey points of information and commands to each other. Individually, ur-viles are not very dangerous, but when they form wedges their combined power is formidable. Ur-viles form wedges when battle is imminent and will attempt to re-form wedges of smaller size rather than to fight outside of a wedge.

**Wedge (Ex):** Forming a wedge is an instinctive response for ur-viles and does not require concentration. An ur-vile wedge may include anywhere from 10 to hundreds of individuals. A 10-creature wedge takes the same form as 10 pins in a bowling alley or balls racked up on a pool table. In large wedges the symmetry of place is lost in the rear, which becomes a shapeless mass, but the apex (point) retains an orderly pattern.

After the ur-viles are in the right places to form a wedge, one round per 20 creatures is required to effectively convey the proper commands to form a functional, moveable wedge. A wedge moves at a maximum speed of 30 ft and cannot hustle or all out run.

A wedge without a leader (an ur-vile with 4 or more HD) at the point has no special traits. However, with a leader at its point, the wedge form gives advantages to all individuals within it. See the Wedge Modifications Table for details. Note: the armor class bonus is circumstantial and applies to both melee and ranged attacks, the number of attacks each individual in the wedge can make changes supernaturally, the damage each creature can do with their primary weapon (that is, short sword for ur-viles and viles, dagger for waynhim) increases supernaturally, and all members obtain spell resistance. These advantages are lost immediately if the wedge is broken apart, once the wedge has less than two-thirds of its original functioning individuals within it or when any individual voluntarily leaves the wedge. Also, only the creatures on the edge of the wedge are able to attack.

#### Wedge Modifications Table

# in Wedge	Wedge "Level"	-----Weapon Damage-----				Attacks per rd	AC Bonus	Spell Resistance
		Leader	Ur-Vile	Vile	Waynhim			
10-25	1	1d8	1d6	1d6	1d4	2	+2	1
26-50	2	1d10	1d8	1d8	1d6	3	+3	2
51-200	3	1d12	1d8	1d8	1d8	2	+4	3
201+	4	1d12	1d10	1d8	1d8	1	+5	4

Large wedges have astonishing cohesiveness and momentum. A wedge of 21 individuals could break through a single line of fighters without difficulty. A wedge of 200 could break through 10 ranks of fighters. For such purposes, the weight of the entire wedge is, in effect, transferred to the 10 individuals at the apex for overrun actions.

#### UR-VILES

Ur-Viles are intelligent evil outsiders. They were originally created as servants and fodder for armies, but have proven to be versatile and somewhat difficult to control. Ur-viles have gone beyond the original intent of their creators by making loremasters from their number who serve as capable commanders. Ur-viles have persisted in their own goals due to their wisdom and ability to command their own kind. They are aggressive and war-like, finding war and destruction to be their purpose when left to their own devices. The dark lore of the ur-vile loremasters defies even the Lords in its power, though it is clearly touched by the same forces of nature as the first ward.

**Loremaster:** Where ur-viles dwell in groups larger than 25, a loremaster is sure to be made. This loremaster will usually be one of the leader (more HD) ur-viles from the troupe, and does not regress if or when the size of the group decreases to less than 25. Loremasters often leave their troupe while another loremaster is made so that the group will be stronger overall. Loremasters have special abilities as follows: *Acid Strike (Ex):* Loremasters may project a strong acid from their weapon (usually a staff). The range increment for this attack is 10 ft. with an additional 10 ft per level any wedge the loremaster is leading. The loremaster targets one individual with the acid and must make a ranged touch attack to succeed, though their acid is considered a grenade-like weapon and may splash those adjacent as well. Anyone struck by the loremaster's acid takes 2d6 damage the first round, Reflex save for half damage. During the second and third rounds of effect, a successful Fortitude save (DC 10 + HD of loremaster + wedge level), will halve the continuing 2d6 damage. If the loremaster takes damage in a round, he cannot strike with acid; unsuccessful attacks on him do not disturb his ability to strike.

*Censor (Sp):* Loremasters are able to render captives unable to communicate specified information after their release, either by spoken or written word. For example, a prisoner might be unable to warn his rescuers of a trap. The censor ability is a standard action, as *suggestion* cast by a 6th level sorcerer (DC 13).

*Forbidding (Sp):* The loremaster who is leading a wedge may establish a field of force, a forbidding, which resists passage of material objects, spells and creatures of differing alignments. The loremaster (and wedge) gains the loremaster's HD (+ wedge level) as a bonus to armor class when a forbidding is in effect. A spell of higher level than the loremaster's HD (+ wedge level) will break through the forbidding while those of lower level are negated. Creatures attempting to break through are treated as though a *forbiddance* spell were in effect with the amount of damage multiplied by the wedge level if the loremaster initiating the forbidding is leading a wedge. The spell like description of forbidding is as *fobiddance* with the exceptions that level is HD (+ wedge level), duration is up to 10 rounds per HD of the loremaster or level of the

wedge, whichever is higher, and the forbidding may be established as a full round action by the loremaster. An hour's rest is required before any participating ur-vile (or wedge) may form another forbidding once one is broken.

*Summon Ur-Vile (Sp)*: Once per day the loremaster can summon 1d3 ur-viles (ur-viles, viles or waynhim) as the spell *summon monster III* with a duration of 1 hour per level of the loremaster. Loremasters often use this ability to locate viles and waynhim, interviewing them regarding their initial position and the location of other, unsuspecting ur-viles so that the troupe may enslave them.

## VILES

Viles resemble ur-viles, yet no one could mistake one for the other. The magic that constructed viles was intended to produce far larger numbers of less powerful and less willful creatures. Smaller than ur-viles, they are less intelligent and less wise but more dexterous. Viles prefer to fight in wedges to gain magic resistance and armor class advantages but will flee from combat if their wedge is broken apart. They are less aggressive than ur-viles, though more volatile emotionally and easily manipulated thereby. A group of viles without an ur-vile leader or loremaster will form its own goals. Typically these are uncomplicated goals centered around continued freedom from the influence of ur-viles.

## WAYNHIM

Waynhim are related to viles and ur-viles, though the relation is unclear due to their obvious divergence from their cousins. Waynhim have curiously individual features in a wide variety of ways, such as having more humanoid faces or taller and thinner than other ur-viles. The waynhim also form wedges to fight, but are fiercely solitary; more than one or two are found together only in dire emergencies or when summoned by an ur-vile loremaster. They are almost placid by comparison to their cousins and are content to merely live and roam free of the oppression of ur-vile loremasters. They oppose ur-viles whenever they can. Waynhim normally stock and maintain the travelers' shelters formed of living trees which are called waymeets.

**Blink (Ex)**: A waynhim can blink as the spell cast by an 8th-level sorcerer 1/day and can evoke or end the effect as a free action.

## Wraiths:

The Wraiths of Andelain are creatures of living light that perform the Dance at the Celebration of Spring. (On the dark of themoon in the middle night of Spring).

## Lord Foul:

The enemy of the Land. Evil. Warps nature to do his will. Most people of the land has their own name for him; Corruption (Bloodguard) , Fangthane the Render (Ramen), Grey Slayer (people of the plains), Satansheart Soulcrusher (Giants). The Lords of the Land are fighting him with all their might, but they cannot suffice on their own.

## NOTE

*What is here really represents the material from the first three books. In the second trilogy, things had changed significantly in the 5,000 years of time that had passed in the Land in just the 5 years between visits for Covenant. Earthpower is no longer the source of magic in The Land. The Sunbane now replaces it. Trade occurs more freely because the Stone and Wood Lore are lost. The Lore Lords are no more, because The Clave now rule. The Bloodguard Vow has been broken and they are no more. We also learn more about the Giants and the rest of the world beyond Th eLand. The second Trilogy deserves a sourcebook all of its own.*

Timeline of the Land	
Epoch of Creation	
Era of Creation	The Creator forges the Arch of Time to provide his creation a place to exist. He forms the alternate Earth and the Land. Lord Foul mars the Creator's handiwork, is revealed as the Enemy and cast into the prison within the Arch of Time. as I understood it, the earth was created first of which 'The Land' is a part. The AoT was placed over it which infact imprisoned Foul who was already found to be on the 'earth'
Era of Destruction (perhaps apocryphal)	The Worm of the World's End takes form and devours the Creator's children in the form of many thousands or even millions of stars. The Worm becomes satiated, curls into a ball and the Earth forms around it; its tail alone is exposed as the One Tree in a tremendous cavern on an isolated island. Perhaps at this time the torpid Worm gives birth to the <i>Nicor</i> that populate the deep oceans.
Unchronicalled Epoch	
Era of the <i>Elohim</i>	If any creatures other than the Enemy, <i>Elohim</i> and <i>Nicor</i> exist, it is not revealed.
Legendary Epoch	
Era of Discovery	Findail the Appointed provides our only tenuous clues to the events that transpired in "a time which we do not deem distant, but which has been long forgotten among your most enduring memories". The <i>Elohim</i> "sojourned all the wide Earth ... participating perhaps not always wisely in that which we encountered."
Era of the Northern Fire	In the farthest North of the world a fire of incredible virulence was born, threatening to rive the shell of the world (perhaps waking the Worm of the World's End). Kastenessen the <i>Elohim</i> lives among humans in "a land to the east, where the <i>Elohim</i> are neither known nor guessed" and loves a human woman. In his absence the <i>Elohim</i> Appoint him to prevent the world's destruction. He refuses, flees with his lover and is caught and bound as a keystone over the fire in the North. He curses Findail.
Epoch of Sentience	
Era of the One Forest	Findail claims that in "the place which you deem the Land, life was not the life of men and women, but of trees." The Ravers come into being and a 'female' <i>Elohim</i> is Appointed to become the Colossus of the Fall to interdict the Ravers. Perhaps in this era the Viles come into being.
Era of Peoples	Findail relates that "people started coming to the Land, started cutting down trees". The loss is later estimated at "perhaps a hundred thousand square leagues". The One Forest creates the Forestale in self defence

	but they are unable to halt the decimation. The watershed supporting the vast southern empire of Doriendor Corishev begins to disappear. Perhaps during this time the race of Viles fashions the Demondim.
Era of Peace	Atiaran relates that "in the eldest days, in the age that marks the beginning of the memory of mankind ... the Demondim were a high and lofty race, and the Cavewights smithed and smelted beautiful metals to trade in open friendship with all the people of the Land. In that time the Land was one great nation, and over it ruled a King and Queen."
Era of Strife	The Ravers are released as the trees of the One Forest become separated and the interdict of the Colossus of the Fall is unbound. The King becomes lustful of power over others. He is opposed by the Queen; her forces are commanded by her principal champion, Berek. War rages in the Land, initially the Queen's forces prevail until Lord Foul's shadow overwhelms all except Berek. The great southern empire of Doriendor Corishev is destroyed. Possibly this era marks the beginning of the corruption of Cavewights and the Demondim who begin breeding the Demondim-spawn: ur-viles and Waynhim, among other abominations from their pits deep under Mount Thunder; the exudations of this spawning poison the Sousease River which becomes the Defiles Course, polluting the Sarangrave Flat and the Great Swamp.
Era of the Earthpower	Berek is pursued by the King's forces to Mount Thunder where he pledges to heal the Earth. The first surge of Earthpower occurs as the Fire Lions of Mount Thunder annihilate the King and his armies.
<b>Epoch of the Old Lords</b>	
Era of Berek Heartthrew	Berek voyages to the Isle of the One Tree, recovering a branch without waking the Worm of the World's End. He creates the Staff of Law, founds the first Council of Lords of which he is High Lord, fathers Damelon, and lives for several centuries.
Era of Damelon Giantfriend	A convoy of Giantish ships becomes lost and arrives at the eastern shore of the Land in the region known as Seareach. They are welcomed by High Lord Damelon, who grants them the region to live in. They fashion Coercri the Grieve as their home in exile, and Revelstone in the Westron Mountains for the Council of Lords. Damelon also lives for centuries and sires Loric.
Era of Loric Vilesilencer	Loric becomes High Lord and forges a mystic shortsword called the <i>krill</i> with a pure white gemstone at its heart for the coming war with the Demondim. He earns his title by stemming "the corruption of the Demondim, rendering them impotent" according to the teachings of the Loesraat. He lives for several centuries and fathers Kevin.
Era of Kevin Landwaster	Kevin becomes High Lord and lives for a thousand years. An army of <i>Haruchai</i> enters the Land through Guards Gap intent on conquest but are overwhelmed by the site of Revelstone and the might of High Lord Kevin and the Staff of Law. They swear a Vow to serve the Council of Lords and five hundred of them become the Bloodguard, warders of the Lords and Lord's Keep, losing the ability to sleep or age.

Era of Lord Foul the Despiser	Lord Foul pretends friendship with the Council of Lords and is accepted by High Lord Kevin who teaches him much secret lore. Foul sets a trap for Kevin near Mount Thunder but Kevin is mistrustful and sends other Lords who are butchered at the spot known thereafter as Traacher's Gorge. Lord Foul corrupts the southeast regions of the Land which are renamed the Spoiled Plains and Shattered Hills surrounding Foul's Creche. He begins breeding monstrous creatures to be his servants and warriors, starting a series of internecene wars against the Lord's Council which results in widespread death and destruction of the Land.
Era of the Desecration	Sickening of the butchery and seeing no respite for the Land or its peoples, High Lord Kevin creates the Seven Wards, giving the First to the Giants who set sail from the Land. He sends the Bloodguard to safety in the mountains and attempts to secure as many innocents as possible before challenging Lord Foul to the Ritual of Desecration. Foul accepts and together they enact the Ritual which temporarily banishes Lord Foul and his Raver servants from corporeal existence and devastates the unprotected substance, creatures and peoples of the Land. High Lord Kevin realizes in the instant before his death that Lord Foul and the Ravers cannot be slain by the Desecration. He dies howling in agony.
<b>Epoch of the New Lords</b>	
Era of the New Lords	Generations pass and the Land slowly begins to heal. The Giants return to the Land with the First Ward of Kevin's Lore which they give to the folks of the Northron Plains who have returned to Revelstone. The new Lords Council swears the Oath of Peace and dedicates itself to the healing of Kevin's Desecration. A thousand years pass as they work to slowly reclaim Kurash Plenethor (Stricken Stone), renamed Trothgard, and other areas of the Land from ruin. Toward the end of this era Lord Foul and the Ravers slowly coalesce back into physical forms.
Era of the Quest for the Staff of Law	The Cavewight Drool Rockworm uncovers the Staff of Law and the Illearth Stone beneath Mount Thunder. Lord Foul tricks him into summoning Thomas Covenant to the Land. Covenant is healed of leprosy by the Stonedownor Lena, rapes her, and accompanies first her mother Atiaran, then the Giant Saltheart Foamfollower, toward Revelstone. He delivers Lord Foul's prophecy to the Council of Lords headed by High Lord Prothall and joins their Quest to recover the Staff of Law beneath Mount Thunder. The Quest is successful and when Drool Rockworm dies Covenant is returned to our Earth.
Era of the Illearth War	Forty years elapse. Lord Foul becomes master of the Illearth Stone upon Drool Rockworm's death and his Ravers succeed in mastering young Giant triplets, each with a fragment of the Stone. Hile Troy of our Earth is summoned to the Land by Atiaran, who dies in the attempt. Elena, daughter of Covenant and Lena, becomes High Lord of the Council and installs Hile Troy as Warmark. One of the Giant-Ravers uses a fragment of the Illearth Stone to commit genocide against the Giants at Coercri but is killed by a small team of Bloodguard who become corrupted by the power of the Stone. Elena resummons Covenant to the Land and heals him of leprosy. Another Giant-Raver leads a tremendous army against the Council of Lords; simultaneously, Covenant accompanies High Lord

	<p>Elena and Amok (High Lord Kevin's sentient Seventh Ward) to Melenkurion Skyweir. After much slaughter Foul's army is exterminated by the trees of Garroting Deep and its Forestal at the price of Hile Troy's transformation. Meanwhile Elena drinks of the puissant Earthblood and Commands dead Kevin's specter to battle Lord Foul. He is mastered by the Despiser and kills Elena, retaking the Staff of Law at which Covenant is returned to our Earth.</p>
<p>Era of the Despiser's Winter</p>	<p>Seven years elapse during which Foul commands Elena's specter to use the Staff of Law to cover the Land west of Landsdrop in unnatural winter. The mastered Bloodguard are maimed and sent against Revelstone; dismayed, the Bloodguard renounce their Vow and abandon Revelstone. Foul unleashes a great army against the Council of Lords, now headed by High Lord Mhoram. Covenant is summoned to the Land by Triock and Saltheart Foamfollower at Kevin's Watch, and begins a long march to Foul's Creche to fight the Despiser. Mhoram uses the <i>krill</i> to slay the last of the Giant-Ravers and defeats Lord Foul's army with the aid of several <i>rhysh</i> of Waynhim. Covenant inadvertently destroys the Staff of Law, reaches Foul's Creche, destroys the Illearth Stone and banishes Lord Foul from corporeal existence. In the destruction of Foul's Creche Saltheart Foamfollower is killed and Covenant is sent back to our Earth.</p>
<p>Epoch of the Interregnum</p>	
<p>Era of the Oath of Peace</p>	<p>High Lord Mhoram renounces the expression of Earthpower contained within Kevin's Lore and vows to find new lore that embodies the Oath of Peace. For nearly two thousand years the Council of Lords continues this work, aided by the destruction of the Staff of Law which has weakened the fabric of Law and Earthpower. Nearly the entire Upper Land is redeemed and even Sarangrave Flat and the ruined lands near the destruction of Foul's Creche are somewhat restored. The ancient forests spread anew and the Forestal of Garroting Deep passes away. The Third Ward is discovered and taken to Revelstone but is not researched.</p>
<p>Era of Corruption</p>	<p>Lord Foul, who has taken refuge at the heart of Earthpower, begins to corrupt its essence and uses it to reform himself and his servants the Ravers. <i>samadhi</i> Raver infiltrates the Council of Lords which renames itself the Clave, headed by the na-Mhoram. The Oath of Peace is abandoned.</p>
<p>Era of the Sunbane</p>	<p>Lord Foul unleashes the Sunbane on the Upper Land (roughly all the area west of Landsdrop), instantly destroying the forests, harvests and livestock of the free peoples. Caer-Caverel retreats to Andelain which he is able to preserve; the Ranyhyn and Ramen flee the Upper Land and relocate to the southern grasslands of the Sunbirth Sea. The Raver-mastered Clave creates the Banefire which strengthens and accelerates the Sunbane. Knowledge of Earthpower is replaced by the Clave's false Rede of bloodshed, enforced by Courser-mounted Riders of the Clave. Stonedowns and Woodhelvennin become isolated. An Unfettered One prophecies Covenant's return and sets up a mission at the base of Kevin's Watch; it is sustained by male descendents of his line from Mithil Stonedown. For the first time in millennia, small parties of <i>Haruchai</i> attempt to return to the Land but are overpowered and sacrificed by the</p>

	Banefire-wielding Riders of the Clave; their potent blood reinforces the power of the Banefire and thus the Sunbane.
<b>Epoch of the Sun-Sage</b>	
Era of the Return	Thomas Covenant and Linden Avery are summoned to the Land by Lord Foul himself. Horrified by the Sunbane's and Clave's effect on the Land, Covenant and Linden journey to Revelstone for answers. Along the way Covenant is repeatedly envenomed by Lord Foul's minions and is rescued by Waynhim who aid his journey to Revelstone. Covenant travels through Andelain where the shades of his dead impart prophetic words and gift him with a perfect yet inscrutable golem named Vain fashioned (apparently without malice) by the ur-viles. Learning at Lord's Keep that his inadvertent destruction of the Staff of Law is at the root of the Land's evisceration, Covenant journeys to the Lower Land in hopes of finding a solution. In Sarangrave Flat he is aided by the <i>sur-jheherrin</i> and the Giantish Search, whose fealty he earns apocalyptically at Coercri the Grieve.
Era of Starfare's Gem	Covenant and his companions accompany the Search and set sail for the Isle of the One Tree. They encounter the mysterious <i>Elohim</i> who reveal the One Tree's location in return for reaving Covenant's will from his body. After a fierce Raver-inspired attack and storm damage the Search is forced to resupply in <i>Bhrathairain</i> , a harbor of humans once allied with the Giants but grown arrogant beneath the sinister shadow rule of Kasreyn of the Gyre. This powerful thaumaturge plots to gain Covenant's white gold ring but is slain in the attempt. Thomas Covenant and Linden Avery become lovers. The Search reaches the One Tree but Covenant discovers he cannot gain wood for a new Staff of Law without waking the Worm of the World's End and destroying the Arch of Time. He tries to return Linden to our Earth to heal his body but she refuses to be parted from him.
Era of Restoration of Law	Dispirited, the Search returns to the northern reaches of the Land and aims for Revelstone, to wage war against the Raver-led Clave. At the cost of much bloodshed they destroy the Clave and eradicate the Banefire, though not the Sunbane. They journey to Mount Thunder where Lord Foul has taken up his abode and though Covenant is killed, his specter tricks Lord Foul into dissipating his life force through the white gold without harming the Arch of Time. Linden Avery fulfills the <i>Elohim's</i> prophecy that she is the Sun-Sage by employing the newly formed Staff of Law and the white gold ring to eliminate the Sunbane and begin the healing of the Land. She returns to our Earth where Thomas Covenant has indeed passed away.
Era of the Land's Renewal	This era and those that follow are as yet unChronicalled.

## Glossary of the First Chronicles of Thomas Covenant

Acence	a Stonedownor, sister of Atiaran
<i>ahamkara</i>	Hoerkin, "the Door"
Ahanna	painter, daughter of Hanna
<i>aliantha</i>	treasure-berries
<i>amanibhavam</i>	horse-healing grass, poisonous to men
Amatin	a Lord, daughter of Matin
Amok	mysterious guide and servant to ancient Lore
Amorine	First Haft, later Hiltmark
<i>anundivian yajña</i>	lost Ramen craft of bone-sculpting
Asuraka	Staff-Elder of the Loesraat
Atiaran Trell-mate	a Stonedownor, daughter of Tiaran
<i>aussat Befylam</i>	child-form of the <i>jheherrin</i>
<i>Banas Nimoram</i>	the Celebration of Spring
Bann	a Bloodguard, assigned to Lord Trevor
Bannor	a Bloodguard, assigned to Covenant
Baradakas	a Hirebrand of Soaring Woodhelven
Berek Halfhand	founder of the line of Lords
<i>Bhrathair</i>	a people met by the wandering Giants
Birinair	a Hirebrand, Hearthrall of Lord's Keep
Bloodguard	the defenders of the Lords
bone-sculpting	ancient Ramen craft, marrowmeld
Borillar	a Hirebrand and Hearthrall of Lord's Keep
Brabha	a Ranyhyn, Korik's mount
<i>caamora</i>	Giantish ordeal of grief by fire
Caer-Caveral	apprentice Forestal of Morinmoss Forest
Caerroil Wildwood	Forestal of Garroting Deep
Callindrill Faer-mate	a Lord
Cavewights	evil creatures existing under Mount Thunder
Celebration of Spring	the Dance of the Wraiths of Andelain on the dark of the moon in the middle night of Spring
Cerrin	a Bloodguard, assigned to Lord Shetra

Circle of elders	Stonedown leaders
<i>clingor</i>	adhesive leather
Close, the	the Council-chamber of Lord's Keep
Colossus, the	ancient stone figure guarding the Upper Land
Cord	Ramen second rank
Cording	ceremony of becoming a Cord
Corimini	Eldest of the Loesraat
Corruption	Bloodguard name for Lord Foul
Creator, the	legendary Enemy of Lord Foul
Crowl	a Bloodguard
Damelon Giantfriend	son of Berek Halfhand, ancient High Lord
Dance of the Wraiths	Celebration of Spring
Demondim	spawners of ur-viles and Waynhim
Desolation, the	era of ruin in the Land, after the Ritual of Desecration
Despiser, the	Lord Foul
Despite	Power of Evil
<i>dharmakshetra</i>	"to brave the enemy", Waynhim name
<i>diamondraught</i>	Giantish liquor
Doar	a Bloodguard
Drinishok	Sword-Elder of the Loesraat
Drinny	a Ranyhyn, Lord Mhoram's mount, foal of Hynaril
Drool Rockworm	a Cavewight, finder of the Staff of Law
<i>dukkha</i>	"victim", Waynhim name
Dura Fairflank	a mustang, Covenant's mount
Earthfriend	title first given to Berek Halfhand
Elena	High Lord during first attack by Lord Foul; daughter of Lena
<i>Elohim</i>	a people met by the wandering Giants
Eoman	a unit of the Warward of Lord's Keep, twenty warriors and a Warhaft
<i>fael Befylam</i>	serpent-form of the <i>jheherrin</i>
Faer	mate of Lord Callindrill
Fangthane the Render	Ramen name for Lord Foul
Fire-Lions	fire-flow of Mount Thunder

fire-stones	graveling
First Haft	third-in-command of the Warward
First Mark	the Bloodguard commander
First Kevin's Lore	primary knowledge left by High Lord Kevin
Fleshharrower	a Giant-Raver, Jehannum, <i>moksha</i>
forbidding	a wall of power
Forestal	protector of the remnants of the One Forest
Foul's Creche	the Despiser's home
Furl Falls	waterfall at Revelstone
Furl's Fire	warning fire at Revelstone
Garth	Warmark of the Warward of Lord's Keep
Gay	a Winhome of the Ramen
Giantclave	a Giantish conference
Giants	the Unhomed, ancient friends of the Lords
Gilden	a maple-like tree with golden leaves
Gildenlode	a power-wood formed from Gilden trees
Glimmermere	a lake on the upland above Revelstone
Gorak Krembal	Hotash Slay
Grace	a Cord of the Ramen
graveling	fire-stones, made to glow by stone-lore
Gravelingas	a master of the stone-lore
Gray Slayer	plains name for Lord Foul
Grieve, the	<i>Coercri</i> , Giant city
<i>griffin</i>	lion-like beast with wings
Haft	commander of an Eoward
<i>Haruchai</i>	a people from whom the Bloodguard come
Healer	a physician
Hearthrall of Lord's Keep	one responsible for light, warmth and hospitality
Heart of Thunder	cave of power in Mount Thunder
Heartthew	Berek Halfhand
heartwood chamber	meeting-place of a Woodhelven
Heers	leaders of a Woodhelven
Herem	a Raver, Kinslaughterer, <i>turiya</i>
High Lord	leader of the Council of Lords

High Lord's Furl	banner of the High Lord
High Wood	offspring of the One Tree
Hile Troy	Warmark of High Lord Elena's Warward
Hiltmark	second-in-command of the Warward
Hirebrand	a master of wood-lore
Hoerkin	a Warhaft
Home	original homeland of the Giants
Howor	a Bloodguard, assigned to Lord Loerya
Hurn	a Cord of the Ramen
hurtloam	a healing mud
Hurnyn	a Ranyhyn, Terrel's mount
Hynaril	a Ranyhyn, mount of Tamarantha and Mhoram
Hyrin	a Lord, son of Hoole
Illearth Stone	source of evil power found under Mount Thunder
Imoiran Tomal-mate	a Stonedownor
Irin	warrior of the Third Eoman of the Warward
Jain	a Manethrall of the Ramen
Jehannum	a Raver
<i>jheherrin</i>	soft ones, living by-products of Foul's misshaping
Kam	a Manethrall of the Ramen
<i>Kelenbhrabanal</i>	Father of Horses in Ranyhyn legends
Kevin Landwaster	son of Loric Vilesilencer, last High Lord of the Old Lords
Kevin's Lore	knowledge of power left by Kevin in the Seven Wards
Kinslaughterer	a Giant-Raver, Herem, <i>turiya</i>
Kiril Threndor	Heart of Thunder
Koral	a Bloodguard, assigned to Lord Amatin
Korik	a Bloodguard
<i>kresh</i>	savage, giant, yellow wolves
<i>krill</i> , the	enchanted sword of Loric, a mystery to the New Lords, wakened to power by Thomas Covenant
Kurash Plenethor	region formerly named Stricken Stone, now called Trothgard
Kurash Qwellinir	the Shattered Hills

Lal	a Cord of the Ramen
Land, the	generally, area found on the map
Law of Death, the	the separation of the living and the dead
Lena	a Stonedownor, daughter of Atiaran
Lifswallower	the Great Swamp
<i>lillianrill</i>	wood-lore, or masters of wood-lore
Lithe	a Manethrall of the Ramen
Llaura	Heer of Soaring Woodhelven
Loerya Trevor-mate	a Lord
<i>lomillialor</i>	High Wood
Lord	master of the Sword and Staff parts of Kevin's Lore
Lord-Fatherer	Berek Halfhand
Lord Foul	Lord's name for the Enemy of the Land
"Lord Mhoram's Victory"	a painting by Ahanna
Lords-fire	staff-fire used by the Lords
Lord's Keep	Revelstone
loremaster	a leader of ur-viles
Loesraat	Trothgard school where Kevin's Lore is studied
Lorewarden	teacher in the Loesraat
loreworks	Demondim power-laboratory
Loric Vilesilencer	a High Lord, son of Damelon Giantfriend
<i>lor-liarill</i>	Gildenlode
Lower Land, the	land east of Landsdrop
Maker, the	<i>jheherrin</i> name for Lord Foul
Maker-place	Foul's Creche
Malliner	Woodhelvennin Heer, son of Veinnin
Mane	a Ranyhyn
Maneing	ceremony of becoming a Manethrall
Manethrall	Ramen first rank
Marny	a Ranyhyn, Tuvor's mount
marrowmeld	bone-sculpting
Mehryl	a Ranyhyn, Hile Troy's mount
<i>Melenkurion abatha</i>	phrase of invocation or power
Mhoram	Lord, son of Variol
<i>moksha</i>	a Raver, Jehannum, Fleshharower

Morin	First Mark of the Bloodguard, commander in original <i>Haruchai</i> army
Morril	a Bloodguard, assigned to Lord Callindrill
Murrin Odonoa-mate	a Stonedownor
Myrha	a Ranyhyn, Elena's mount
Oath of Peace	oath by people of the Land against needless violence
Odon Murrin-mate	a Stonedownor
Old Lords	Lords prior to the Ritual of Desecration
Omournil	Woodhelvonnin Heer, daughter of Mournil
One Forest	ancient forest which covered most of the Land
One Tree, the	mystic tree from which the Staff of Law was made
<i>orcrest</i>	a stone of power
Osondrea	Lord, daughter of Sondrea
Padrias	Woodhelvonnin Heer, son of Mill
Peak of the Fire-Lions	Mount Thunder
Pietten	Woodhelvonnin child damaged by Lord Foul's minions, son of Soranal
Porib	a Bloodguard
Power of Command	Seventh Ward of Kevin's Lore
Pren	a Bloodguard
Prothall	High Lord, son of Dwillian
Puhl	a Cord of the Ramen
Quaan	Warhaft of the Third Eoman of the Warward, later Hiltmark, then Warmark
Quest, the	search to rescue the Staff of Law
Quirrel	a Stonedownor, companion of Triock
Ramen	a people who serve the Ranyhyn
Ranyhyn	the great, free horses of the Plains of Ra
Ravers	Lord Foul's three ancient servants
Revelstone	Lord's Keep, mountain city of the Lords
Revelwood	seat of the Loesraat
<i>rhadhamaerl</i>	stone-lore, or masters of stone-lore
<i>rillinlure</i>	healing wood dust

Ringthane	Ramen name for THomas Covenant
Rites of Unfettering	the ceremony of becoming Unfettered
Ritual of Desecration	act of despair by which High Lord Kevin destroyed the Old Lords and ruined most of the Land
Rockbrother, Rocksister	term of affection between men and Giants
<i>roge Befylam</i>	Cavewight-form of the <i>jheherrin</i>
Rue	a Manethrall, formerly named Gay
Ruel	a Bloodguard, assigned to Hile Troy
Runnik	a Bloodguard
Rustah	a Cord of the Ramen
sacred enclosure	Vespers-hall at Revelstone
Salthart Foamfollower	a Giant, friend of Covenant
<i>samadhi</i>	a Raver, Sheol, Satansfist
Sandgorgons	monsters described by the Giants
Satansfist	a Giant-Raver, Sheol, <i>samadhi</i>
Satansheart Soulcrusher	Giantish name for Lord Foul
Seven Wards	collection of knowledge left by High Lord Kevin
Sheol	a Raver
Shetra Verement-mate	a Lord
Shull	a Bloodguard
Sill	a Bloodguard, assigned to Lord Hyrim
Soranal	a Woodhelvennin Heer, son of Thiller
Soulcrusher	Giantish name for Lord Foul
Sparlimb Keelsetter	a Giant, father of triplets
springwine	a mild, refreshing liquor
Staff, the	to distinguish from other staves a branch of Kevin's Lore
Staff of Law, the	formed by Berek from the One Tree
Stonedown	a stone-village
Stonedownor	one who lives in a stone-village
Stricken Stone	now called Trothgard
<i>suru-pa-maerl</i>	a stone craft
Sword, the	a branch of Kevin's Lore
Tamarantha Variol-mate	Lord, daughter of Enesta
Terass Slen-mate	an Elder of Mithil Stonedown, daughter of Annoria

Terrel	a Bloodguard, assigned to Lord Mhoram, a commander of the original <i>Haruchai</i> army
test of truth	test of veracity by <i>lomillialor</i> or <i>orcrest</i>
Thew	a Cord of the Ramen
Thomin	a Bloodguard, assigned to Lord Verement
Tohrm	Gravelingas and Hearthrall of Lord's Keep
Tomal	a Stonedownor craftmaster
treasure-berries	nourishing fruit found throughout the Land
Trell Atiaran-mate	Gravelingas of Mithil Stonedown
Trevor Loerya-mate	a Lord
Triock	a Stondownor, son of Thuler
Tull	a Bloodguard
<i>turiya</i>	a Raver, Herem, Kinslaughterer
Tuvor	First Mark of the Bloodguard, a commander of the original <i>Haruchai</i> army
Unbeliever, the	Thomas Covenant
Unfettered, the	lore-students freed from conventional responsibilities
Unhomed, the	The Giants
upland	plateau above Revelstone
Upper Land	land west of Landsdrop
ur-Lord	title given to Thomas Covenant
ur-viles	Demondim-spawn, evil creatures
Vailant	former High Lord
Vale	a Bloodguard
Valley of Two Rivers	site of Revelwood
Variol Farseer Tamarantha-mate	Lord, former High Lord, son of Pentil, father of Mhoram
Verement Shetra-mate	a Lord
<i>viancome</i>	meeting place at Revelwood
Viles	sires of the Demondim
Vow, the	Haruchai oath which formed the Bloodguard
Ward	a unit of Kevin's Lore
Warhaft	commander of an Eoman
Warlore	Sword knowledge in Kevin's Lore

Warmark	commander of the Warward
Warrenbridge	entrance to the catacombs under Mount THunder
Warward	the army of Lord's Keep
Wavenhair Haleall	a Giant, wife of Sparlimb Keelsetter, mother of triplets
Waymeet	resting place for travelers
Waynhim	tenders of the Waymeets, opponents of ur-viles though Demondim-spawn
Whane	a Cord of the Ramen
Wightwarrens	homes of the Cavewights under Mount Thunder
Winhome	Ramen lowest rank
Woodhelven	wood-village
Woodhelvennin	inhabitants of wood-village
Word of Warning	a powerful, destructive forbidding
Wraiths of Andelain	creatures that perform the Dance at the Celebration of Spring
Yeurquin	a Stonedownor, companion of Triock
Yolenid	daughter of Loerya
<b>Glossary of the Second Chronicles of Thomas Covenant</b>	
Aimil	daughter of Anest; wife of Sunder
a-Jeroth of the Seven Hells	Lord of wickedness; Clave-name for Lord Foul the Despiser
<i>ak-Haru</i>	a supreme <i>Haruchai</i> honorific
Akkasri na-Mhoram-cro	a member of the Clave
<i>aliantha</i>	treasure-berries
Alif, the Lady	a woman Favored of the <i>gaddhi</i>
Amith	a woman of Crystal Stonedown
Anchormaster	second-in-command aboard a Giantship
Andelain, the Hills of	a region of the Land free of the Sunbane
Anest	woman of Mithil Stonedown; sister of Kalina
Annoy	a Courser
Appointed, the	an <i>Elohim</i> chosen to bear a particular burden
Arch of Time, the	symbol of the existence and structure of time

<i>arghule/arghuleh</i>	ferocious ice-beasts
Atiaran Trell-mate	former woman of Mithil Stonedown; mother of Lena
Aumbrie of the Clave	storeroom for former Lore
Auspice, the	throne of the <i>gaddhi</i>
Bahgoon the Unbearable	Character in a Giantish tale
Bandsoil Bounds	region north of Soulsease River
Banefire	fire by which the Clave wields the Sunbane
Bannor	former Bloodguard
Bareisle	island off the coast of <i>Elmesnedene</i>
Benj, the Lady	a woman Favored of the <i>gaddhi</i>
Berek Half-hand	ancient hero; the Lord-Fatherer
Bern	<i>Haruchai</i> lost to the Clave
<i>Bhrathair</i> , the	a people who live on the verge of the Great Desert
<i>Bhrathairain</i>	the town of the <i>Bhrathair</i>
<i>Bhrathairealm</i>	the land of the <i>Bhrathair</i>
Bloodguard	former servants of the Council of Lords
Boulder Fash	region in the Center Plains
Brannil	man of Stonemight Woodhelven
Brinn	a leader of the <i>Haruchai</i> ; protector of Covenant
Brow Gnarlfiist	a Giant; father of the First of the Search
<i>caamora</i>	Giantish ordeal of grief by fire
Cable Seadreamer	a Giant; member of the Search; possessed of the Earth-Sight
Caer-Caveral	Forestal of Andelain; formerly Hile Troy
Caerroil Wildwood	Former Forestal of Garroting Deep
Cail	one of the <i>Haruchai</i> , protector of Linden
Caitiffin	a captain of the armed forces of <i>Bhrathairealm</i>
Callowwail, the River	stream arising from <i>Elmesnedene</i>
Cavewights	evil earth-delving creatures
Ceer	One of the <i>Haruchai</i>
Celebration of Spring, the	the Dance of the Wraiths of Andelain on the dark of the moon in the middle of Spring
Centerpith Barrens	a region in the Center Plains
Chant	one of the <i>Elohim</i>
Chatelaine, the	courtiers of the <i>gaddhi</i>
Chosen, the	title given to Linden Avery

<i>clachan</i> , the	demesne of the <i>Elohim</i>
Clang	a Courser
Clangor	a Courser
Clash	a Courser
Clave, the	the rulers of the Land
<i>Coercri</i>	former home of the Giants in Seareach
Colossus of the Fall, the	ancient stone figure formerly guarding the Upper Land
Consecear Redoin	a region north of the Soulsease River
Corruption	<i>Haruchai</i> name for Lord Foul
Council of Lords	former rulers of the Land
Courser	a beast made by the Clave by the power of the Sunbane
Creator, the	the maker of the Earth
Croft	Graveler of Crystal Stonedown
<i>croyel</i>	mysterious creatures which bargain for power
Crystal Stonedown	home of Hollian
Damelon Giantfriend	son of Berek; former Lord
Dancers of the Sea	<i>merewives</i>
Dawngreeter	highest sail on the foremast of a Giantship
Daphin	one of the <i>Elohim</i>
Dead, the	specters of those who have died
Defiles Course	river in the Lower Land
Demondim, the	spawners of ur-viles and Waynhim
Demondim-spawn	Vain
Despiser, the	Lord Foul
Despite	evil; a name given to the designs of Lord Foul
<i>dhraga</i>	a Waynhim
<i>dhubha</i>	a Waynhim
<i>dhurng</i>	a Waynhim
<i>diamondraught</i>	Giantish liquor
Din	a Courser
Dolewind, the	wind blowing to the Soulbiter
<i>drhami</i>	a Waynhim
<i>dromond</i>	a Giantship
Drool Rockworm	a former Cavewight
<i>durhisitar</i>	a Waynhim

During Stonedown	home of Hamako; former village destroyed by the <i>Grim</i>
Durris	a <i>Haruchai</i>
Earthpower, the	the source of all power in the Land
Earthroot	lake under <i>Melenkurion Skyweir</i>
Earth-Sight	Giantish power to perceive distant dangers and needs
eftmound	gathering-place of the <i>Elohim</i>
eh-Brand	one who can use wood to read the Sunbane
<i>Elmesnedene</i>	home of the <i>Elohim</i>
Elena	former High Lord; daughter of Lena and Covenant
<i>Elohim</i>	people met by the wandering Giants
<i>Elohimfest</i>	a gathering of the <i>Elohim</i>
Emacrimma's Maw	a region in the Center Plains
Enemy	Lord Foul's term of reference for the Creator
Far Woodhelven	a village of the Land
Favored, the	courtesans of the <i>gaddhi</i>
Fields of Richloam	a region in the Center Plains
Findail	one of the <i>Elohim</i> ; the Appointed
Fire-Lions	fire-flow of Mount Thunder
First Betrayer	Clave-name for Berek Halfhand
First Circinate	first level of the Sandhold
First Mark	former leader of the Bloodguard
First of the Search	leader of the Giants
First Ward	primary knowledge left by Kevin
Foamkite	<i>tyrscull</i> belonging to Honninscrave and Seadreamer
Fole	a <i>Haruchai</i>
Foodfendhall	eating-hall and galley aboard a Giantship
Forestal	a protector of the Forests of the Land
Foul's Creche	the Despiser's former home
Furl Falls	waterfall at Revelstone
<i>gaddhi</i> , the	sovereign of <i>Bhrathairealm</i>
Gallows Howe	place of execution in Garroting Deep
Garroting Deep	former forest of the Land
<i>ghohritsar</i>	a Waynhim

<i>ghramin</i>	a Waynhim
Giants	a sea-faring people of the Earth
Giantclave	Giantish conference
Giantfriend	title given first to Damelon, later to Thomas Covenant
Giantship	stone sailing vessel made by Giants
Giantway	path made by Giants
Giant Woods	a forest of the Land
Gibbon	the na-Mhoram; leader of the Clave
Gilden	a maplelike tree with golden leaves
Glimmermere	a lake on the upland above Revelstone
Gossamer Glowlimn	a Giant; the First of the Search
Graveler	one who uses stone to wield the Sunbane
graveling	fire-stones
Gravelingas	former master of stone-lore
Gravin Threndor	Mount THunder
Gray Desert	a region south of the Land
Gray Slayer	Lord Foul the Despiser
Graywightswath	a region north of the Soulsease River
Great Desert, the	a region of the Earth; home of the <i>Bhrathair</i> and the Sandgorgons
Great Swamp, the	Lifswallower; a region of the Land
Greshas Slant	a region in the Center Plains
Grey River, the	a river of the Land
Grieve, the	<i>Coercri</i>
<i>Grim</i> , the	a destructive storm sent as a curse by the Clave
Grimmand Honninscrave	a Giant; Master of Starfare's Gem
Grimmerdhore	former forest of the Land
Guard, the	<i>hustin</i> ; soldiers serving the <i>gaddhi</i>
Guardian of the One Tree, the	mystical figure warding the approach to the One Tree; also <i>ak-Haru Kenaustin Ardenol</i>
Halfhand	title given to Thomas Covenant and to Berek
Hall of Gifts, the	large chamber in Revelstone devoted to artworks of the Land
Hamako	sole unharmed survivor of the destruction of During Stonedown
Harbor Captain	chief official of the port of <i>Bhrathairealm</i>
Harn	one of the <i>Haruchai</i> ; protector of Hollian
<i>Haruchai</i> , the	a people who live in the Westron Mountains
Hearthcoal	a Giant; cook of Starfare's Gem; wife of Seasauce

Heartthew	a title given to Berek Halfhand
Heft Galewrath	a Giant; Storemaster of Starfare's Gem
Herem	a Raver; also known as <i>turiya</i>
Hergrom	one of the <i>Haruchai</i>
High Lord	former leader of the Council of Lords
Hile Troy	a man formerly from Covenant's world who became a Forestal
Hollian	daughter of Amith; eh-Brand of Crystal Stonedown
Home	home of the Giants
Horizonscan	lookout atop the midmast of a Giantship
Horse, the	human soldiery of the <i>gaddhi</i>
Hotash Slay	flow of lava protecting Foul's Creche
hurtloam	a healing mud
<i>husta/hustin</i>	partly human soldiers bred by Kasreyn to be the <i>gaddhi's</i> Guard
Hyrim	a former Lord of the Council
Illearth Stone	green stone, source of evil power
Illender	title given to Thomas Covenant
Infelice	reigning leader of the <i>Elohim</i>
Isle of the One Tree, the	location of the One Tree
Jehannum	a Raver; also known as <i>moksha</i>
<i>jheherrin</i>	soft ones; living by-products of Foul's misshaping
Jous	a man of Mithil Stonedown; son of Prassan; father of Nassic; inheritor of the Unfettered One's mission
Kalina Nassic-mate	mother of Sunder; daughter of Alloma
Kasreyn of the Gyre	a thaumaturge; the <i>gaddhi's</i> Kemper
Kastenessen	an <i>Elohim</i> ; former Appointed
Keep of the na-Mhoram	Revelstone
Kemper, the	chief minister of the <i>gaddhi</i>
Kemper's Pitch	highest level of the Sandhold
<i>Kenaustin Ardenol</i>	a figure of <i>Haruchai</i> legend; paragon and measure of all <i>Haruchai</i> virtues
Kevin Landwaster	son of Loric; former Lord; enactor of the Ritual of Desecration
Kevin's Watch	mountain lookout near Mithil Stonedown
Kiril Threndor	Heart of Thunder; chamber of power within Mount Thunder
Korik	former Bloodguard

<i>krill</i> , the	knife of power formed by Loric Vilesilencer
Kurash Festillin	a region in the Center Plains
Land, the	a focal region of the Earth
Lake Pelluce	a lake in Andelainscion
Landsdrop	great cliff separating Upper and Lower Lands
Landsverge Stonedown	a village of the Land
Law, the	the natural order
Law of Death, the	separation of the living from the dead
Law of Life, the	separation of the dead from the living
Lena	daughter of Atiaran; mother of Elena
<i>lianar</i>	wood of power used by an eh-Brand
Lifswallower	the Great Swamp; a region of the Land
Lord of Wickedness	a-Jeroth
Lord Foul	the Despiser
Lords, the	former rulers of the Land
loremaster	ur-vile leader
Loric Vilesilencer	son of Damelon; former Lord
Lost, the	Giantish name for the Unhomed
Lower Land, the	region east of Landsdrop
lucubrium	laboratory of a thaumaturge
lurker of the Sarangrave	swamp-monster
<i>maidan</i>	open land around <i>Elemesnedene</i>
Marid	a man of Mithil Stonedown
Master	Clave-name for Lord Foul
Master, the	Clave-name for the Creator
<i>master-ruk</i>	iron triangle at Revelstone which feeds and reads all other <i>rukhs</i>
<i>Melenkurion</i> Skyweir	a mountain in the Westron Mountains
Memla na-Mhoram-in	a Rider of the Clave
<i>merewives</i>	the Dancers of the Sea
<i>metheglin</i>	a beverage; mead
Mhoram	former High Lord of the Council
<i>mirkfruit</i>	papaya-like fruit with narcoleptic pulp
Mistweave	a Giant
Mithil River	a river of the Land

Mithil Stonedown	a village in the South Plains
Morninglight	one of the <i>Elohim</i>
<i>moksha</i>	a Raver; also known as Jehannum
Morin	a former First Mark of the Bloodguard
Morinmoss	a former forest of the Land
Mount Thunder	a peak at the center of Landsdrop
na-Mhoram, the	leader of the Clave
na-Mhoram-cro	lowest rank of the Clave
na-Mhoram-in	highest rank of the Clave
na-Mhoram-wist	middle rank of the Clave
Nassic	father of Sunder; son of Jous; inheritor of the Unfettered One's mission
Nelbrin	son of Sunder; "heart's child"
<i>Nicor</i>	great sea-monsters; said to be offspring of the Worm of the World's End
Nom	a sandgorgon
North Plains, the	a region of the Land
Northron Climbs, the	a region of the Land
Oath of Peace	former oath by the poeple of the Land against needless violence
Offin	a former na-Mhoram
Old Lords, the	the Lords of the Land prior to the Ritual of Desecration
One Forest, the	ancient sentient forest which once covered most of the Land
One Tree, the	mystic tree from which the Staff of Law was made
<i>orcrest</i>	Sunstone; a stone of power, used by a Graveler
<i>pitchbrew</i>	a beverage combining <i>diamondraught</i> and <i>vitrim</i> , conceived by Pitchwife
Pitchwife	a Giant; member of the Search; husband of the First of the Search
Prothall	a former High Lord
Prover of Life	title given to Thomas Covenant
Pure One, the	redemptive figure of <i>jheherrin</i> legend
Quest for the Staff of Law	former quest which recovered the Staff of Law from Drool Rockworm
<i>Questsimoon</i> , the	the Roveheartswind

Ramen	a people of the Land; tenders of the Ranyhyn
Rant Absolain	the <i>gaddhi</i>
Ranyhyn	the great horses; they formerly lived on the Plains of Ra
Ravers	Lord Foul's three ancient servants
<i>Raw</i> , the	fiord into the demesne of the <i>Elohim</i>
Rawedge Rim, the	mountains around <i>Elmesnedene</i>
Reader	a member of the Clave who tends and uses the <i>master-ruk</i>
Rede, the	knowledge of history and survival promulgated by the Clave
Revelstone	mountain-city of the Clave
<i>rhysh</i>	a community of Waynhim; "stead"
<i>rhyshyshim</i>	a gathering of <i>rhysh</i> ; a place in which such gathering occurs
Riddenstretch	a region north of the Soulsease River
Rider	a member of the Clave
ring-wielder	<i>Elohim</i> term of reference for Covenant
Rire Grist	a Caitiffin of the <i>gaddhi's</i> Horse
Ritual of Desecration	act of despair by which Kevin Landwaster destroyed much of the Land
Riversward	a region north of the Soulsease River
rocklight	light emitted by glowing stone
Roveheartswind, the	the <i>Questsimoon</i>
<i>ruk</i>	iron talisman by which a Rider wields power
Runnik	former Bloodguard
sacred enclosure	former Vespers hall at Revelstone
Salthear Foamfollower	former Giant
Saltroamrest	bunkhold for the crew in a Giantship
Salttooth	jutting rock in the harbor of Home
<i>samadhi</i>	a Raver; also known as Sheol
Sandgorgon	a monster of the Great Desert
Sandgorgons Doom	imprisoning storm created by Kasreyn to trap the Sandgorgons
Sandhold, the	the <i>gaddhi's</i> castle in <i>Bhrathairealm</i>
Sandwall, the	great wall defending <i>Bhrathairealm</i>
Santonin na-Mhoram-in	a Rider of the Clave
Sarangrave Flat	a region of the Lower Land
Search, the	Quest of the Giants for the wound in the Earth
Seareach	a region of the Land; formerly inhabited by the Giants

Seasauce	a Giant; cook of Starfare's Gem; husband of Hearthcoal
Seatheme	dead wife of Sevinhand
Second Circinate	second level of the Sandhold
Second Ward	second unit of Kevin's hidden knowledge
setrock	a type of stone used with pitch to repair stone
Seven Hells, the	a-Jeroth's demesne; desert, rain, pestilence, fertility, war, savagery, darkness
Seven Wards, the	collection of knowledge hidden by Kevin
Sevinhand	Anchormaster of Starfare's Gem; a Giant
Shattered Hills	a region of the Land near Foul's Creche
Sheol	a Raver; also known as <i>samadhi</i>
Shetra	a former Lord of the Council
Shipsheartthew	the wheel of a Giantship
Sivit na-Mhoram-wist	a Rider of the Clave
<i>skest</i>	acid-creatures serving the lurker of the Sarangrave
soft ones	the <i>jheherrin</i>
soothreader	a seer
soothtell	ritual of prophecy practiced by the Clave
Soulbiter, the	a dangerous ocean of Giantish legend
Soulbiter's Teeth	reefs in Soulbiter
Soulcrusher	former Giantish name for Lord Foul
Spikes, the	guard-towers at the mouth of <i>Bhrathairain</i> harbor
Spray Frothsurge	a Giant; mother of the First of the Search
Staff of Law, the	a tool of power formed by Berek from the One Tree
Starfare's Gem	Giantship used by the Search
Starkin	one of the <i>Elohim</i>
Stell	one of the <i>Haruchai</i> ; protector of Sunder
Stonedown	a village; formerly, a villaged based on stone-lore
Stonedownor	inhabitant of a Stonedown
Stonemight, the	a name for a fragment of the Illearth Stone
Stonemight Woodhelven	a village in the South Plains
Storesmaster	third-in-command aboard a Giantship
Sunbane, the	a power arising from the corruption of nature by Lord Foul
Sunbirth Sea	ocean east of the Land
Sunder	son of Nassic; Graveler of Mithil Stonedown
Sun-Sage	one who can affect the progress of the Sunbane
Sunstone	<i>orcrest</i>

<i>sur-jheherrin</i>	descendants of the <i>jheherrin</i> ; inhabitants of Sarangrave Flat
Swarte	a Rider of the Clave
Swordmain/Swordmainnir	a Giant trained as a warrior
test of silence	interrogation technique used by the people of the Land
The Grieve	<i>Coercri</i> ; former home of the Giants in Seareach
Thelma Twofist	character in a Giantish tale
The Majesty	throne room of the <i>gaddhi</i> ; fourth level of the Sandhold
Third Ward	third unit of Kevin's hidden knowledge
Three Corners of Truth	basic formulation of beliefs promulgated by the Clave
thronehall, the	the Despiser's former seat in Foul's Creche
Tier of Riches, the	showroom of the <i>gaddhi</i> 's wealth; third level of the Sandhold
Toril	<i>Haruchai</i> lost to the Clave
Treacher's Gorge	river-opening into Mount Thunder
treasure-berries	<i>aliantha</i> ; a nourishing fruit
Trell	father of Lena; former Gravelingas of Mithil Stonedown
Triock	a former man of Mithil Stonedown who loved Lena
Trothgard	a region of the Land
<i>turiya</i>	a Raver; also known as Herem
<i>tyrscull</i>	a Giantish training vessel for apprentice sailors
Unbeliever, the	title given to Thomas Covenant
Unfettered, the	formerly, lore-students freed from conventional responsibilities
Unfettered One, the	founder of a line of men waiting to greet Thomas Covenant's return to the Land
Unhomed, the	the former Giants of Seareach
upland	plateau above Revelstone
Upper Land	region west of Landsdrop
ur-Lord	title given to Thomas Covenant
ur-viles	Demondim-spawn; evil creatures of power
<i>ussusimiel</i>	nourishing melon grown by the people of the Land
Vain	a product of ur-viles' breeding experiments
Vespers	former self-consecration ritual of the Lords
Victuallin Tayne	a region in the Center Plains
Viles	a race of beings which created the Demondim

<i>vitrim</i>	nourishing fluid created by Waynhim
<i>voure</i>	a plant-sap which wards off insects
Vow, the	Bloodguard oath of service to the Lords
<i>vraith</i>	a Waynhim
Warrenbridge	bridge leading to the catacombs under Mount Thunder
Wavedancer	Giantship commanded by Brow Gnarlifist
Waynhim	Demondim-spawn, but opponents of the ur-viles
Weird of the Waynhim, the	Waynhim concept of doom, destiny or duty
Westron Mountains	mountains bordering the Land
white gold	a metal of power not found in the Land
white gold wielder	title given to Thomas Covenant
White River, the	a river of the Land
Wightbarrow, the	cairn under which Drool Rockworm is buried
Wightwarren	catacombs; home of the Cavewights under Mount Thunder
wild magic	the power of white gold; considered the keystone of the Arch of Time
Windscour	region in the Center Plains
Windshorn Stonedown	a village in the South Plains
Woodenwold	region of trees surrounding the <i>maidan</i> of <i>Elmesnedene</i>
Woodhelven	a village; formerly, a village based on woodlore
Woodhelvennin	inhabitants of a Woodhelven
Worm of the World's End, the	mystic creature believed by the <i>Elohim</i> to have formed the foundation of the Earth
Wraiths of Andelain	creatures of living light which inhabit Andelain
Würd of the Earth, the	term used by the <i>Elohim</i> to suggest variously their own nature, the nature of the Earth, and their ethical compulsions; could be read as Word, Worm, or Weird

### **From Lord Foul's Bane:**

Atiaran sings the legend of Berek Halfhand to Thomas Covenant

*In war men pass like shadows that stain the grass,  
Leaving their lives upon the green:  
While Earth bewails the crimson sheen,  
Men's dreams and stars and whispers all helpless pass.*

*In one red shadow by woe and wicked cast,  
In one red pool about his feet,  
Berek mows the vile like ripe wheat,  
Though of all of Beauty's guarders he is last:*

*Last to pass into the shadow of defeat,  
And last to feel the full despair,  
And leave his weapons lying there --  
Take his half unhanding hand from battle seat.*

*Across the plains of the Land they all swept --  
Traachers lust at faltering stride  
As Berek fled before the tide,  
Till on Mount Thunder's rock-mantled side he wept.*

*Berek! Earthfriend! -- Help and weal,  
Battle-aid against the foe!  
Earth gives and answers Power's peal  
Ringing, Earthfriend! Help and heal!  
Clean the Land from bloody death and woe!*

The Lords of the Council sing of their renewed devotion to the Land.

*Seven Wards of ancient Lore  
For Land's protection, wall and door:  
And one High Lord to wield the Law  
To keep all uncorrupt Earth's Power core.*

*Seven Words for ill's despite --  
Banes for evil's dooming wight:  
And one pure Lord to hold the Staff  
To bar the Land from Foul's betraying sight.*

*Seven hells for failed faith,  
For Land's betrayers, man and wraith:  
And one brave Lord to deal the doom  
To keep the blacking blight from Beauty's bloom.*

Salthart Foamfollower expresses the lament of the Giants

*Now we are Unhomed,  
bereft of root and kith and kin.  
From other mysteries of delight,  
we set our sails to resail our track  
but the winds of life blew not the way we chose,  
and the land beyond the Sea was lost*

## **From The Illearth War**

Elena sings eloquently of self-doubt, revealing inner turmoil at odds with her blazing determination to defeat the Despiser.

*Where is the Power that protects  
beauty from the decay of life?  
preserves truth pure of falsehood?  
secures fealty from that slow stain of chaos  
which corrupts  
How are we so rendered small by Despite?  
Why will the very rocks not erupt  
for their own cleansing?  
or crumble into dust for shame?  
Creator!  
When You desecrated this temple,  
rid Yourself of this contempt by  
inflicting it upon the Land,  
did You intend  
that beauty and truth should pass utterly from the  
Earth?  
Have You shaped my fate into the Law of life?  
Am I effectless?  
Must I preside over,  
sanction,  
acknowledge with the bitter face of treachery,  
approve the falling of the world?*

## **From The Power That Preserves**

In Morrinmoss Forest the former Unfettered healer sings to build her courage enough to heal Thomas Covenant

*When last comes to last,  
I have little power:  
I am merely an urn.  
I hold the bone-sap of myself,  
and watch the marrow burn.*

*When last comes to last  
I have little strength:  
I am only a tool.  
I work its work; and in its hands  
I am the fool.*

*When last comes to last,  
I have little life.  
I am simply a deed:  
an action done while courage holds:  
a seed.*

## From The Wounded Land

Caer-Caveral laments his vision of the death of Andelain

*"Andelain I hold and mold within my fragile spell,  
While world's ruin ruins wood and wold.  
Sap and bough are grief and grim to me, engrievement fell,  
And petals fall without relief.  
Astricken by my power's dearth,  
I hold the glaive of Law against the Earth.*

*"Andelain I cherish dear within my mortal breast;  
And faithful I withhold Despiser's wish.  
But faithless is my ache for dreams and slumbering and rest,  
And burdens make my courage break.  
The Sunbane mocks my best reply,  
And all about and in me beauties die.*

*"Andelain! I strive with need and loss, and ascertain  
That the Despiser's might can rend and rive.  
Each falter of my ancient heart is all the evil's gain;  
And it appalls without relent.  
I cannot spread my power more,  
Though teary visions come of wail and gore.*

*"Oh, Andelain! forgive! for I am doomed to fail this war.  
I cannot bear to see you die -- and live,  
Foredoomed to bitterness and all the gray Despiser's lore.  
But while I can I heed the call  
Of green and tree; and for their worth,  
I hold the glaive of Law against the Earth."*

Pitchwife sings an ancient Giantish sea-chanty

*"Let breakers crash against the shore --  
let rocks be rimed with sea and weed,  
cliffs carved by the storm --  
let calm becalm the deeps,  
or wind appall the waves, and sting --  
and sting --  
nothing overweighs the poise of Sea and Stone.  
The rocks and water-battery of Home endure.  
We are the Giants, born to live,  
and bold for going where the dreaming goes.*

*"Let world be wide beyond belief,  
the ocean be as vast as time --  
let journeys end or fail,  
seaquests fall in ice or blast,  
and wandering be forever. Roam --  
and roam --  
nothing tarnishes the poise of Sea and Stone.  
The hearth and harborage of Home endure.  
We are the Giants, born to sail,  
and bold to go wherever dreaming goes."*

## **From The One Tree**

Findail laments his fate as the Appointed

*"Let those who sail the Sea bow down;  
Let those who walk bow low:  
For there is neither peace nor dream  
Where the Appointed go.*

*"Let those who sail the Sea bow down;  
For they have never seen  
The Earth-wrack rise against the stars  
And ruin blowing keen.*

*"Mortality has mortal eyes.  
Let those who walk bow low,  
For they are chaff before the blast  
Of what they do not know.*

*"The price of sight is risk and dare  
Or loss of life and all,  
For there is neither peace nor dream  
When Earth begins to fall.*

*"And therefore let the others bow  
Who neither see nor know;  
For they are spared from voyaging  
Where the Appointed go."*

## **From White Gold Wielder**

Pitchwife sings of his bereavement by Cable Seadreamer's death

*"My heart has rooms that sigh with dust  
And ashes in the hearth.  
They must be cleaned and blown away  
By daylight's breath.  
But I cannot essay the task,  
For even dust to me is dear;  
For dust and ashes still recall,  
My love was here*

*"I know not how to say Farewell,  
When Farewell is the word  
That stays alone for me to say  
Or will be heard.  
But I cannot speak out that word  
Or ever let my loved one go  
How can I bear it that these rooms  
Are empty so?*

*"I sit among the dust and hope  
That dust will cover me.  
I stir the ashes in the hearth,  
Though cold they be.  
I cannot bear to close the door,  
To seal my loneliness away  
While dust and ashes yet remain  
Of my love's day."*

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