

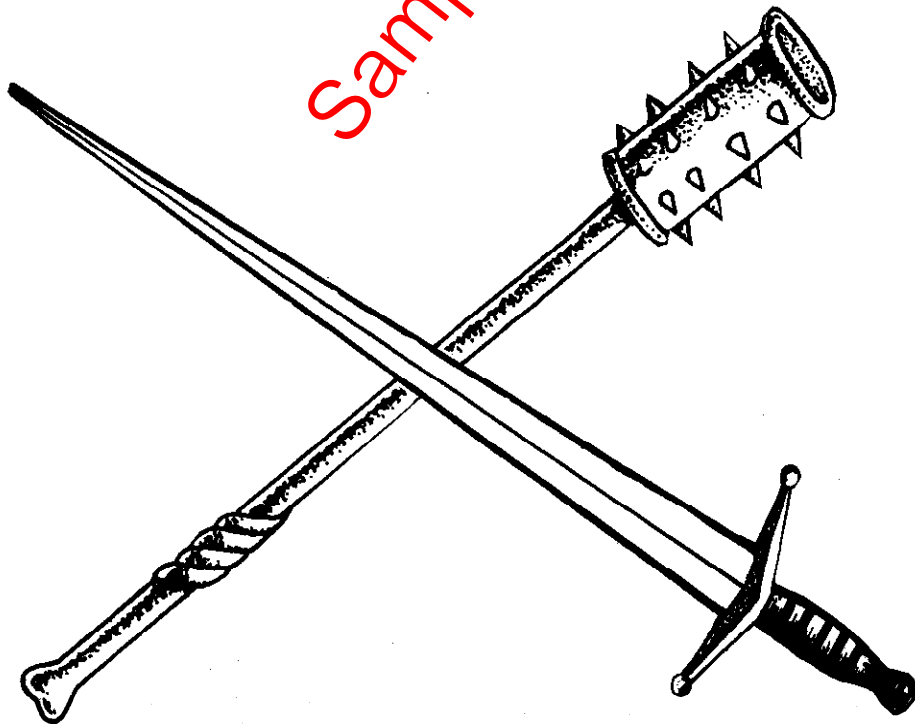
Advanced
Dungeons & Dragons



Official Game Accessory

Warriors and Priests of The Realms

by
John Terra



Advanced Dungeons & Dragons



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This book is dedicated to my wonderful friends who let me run them through the Forgotten Realms. Some of the neat things they do with their Realms characters have wound up in these pages: Joel Emery, Tom Gosselin, Ken Hart, Don Manning, Milton McGorrill, Denise Rabidou, John Rennie, Tim Royappa, Bryan Villarreal, Doris Wells, Kevin Wells, Colleen Wetzel, Dave Wetzel, and of course my lovely wife Ellen, whose character is arguably the worst bard in the entire Realms.

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INTRODUCTION



As anyone who does not have his head stuck in the ground well knows, Faerûn is a place of much wonder and variety. Being a bard, I have been able to experience much of this variety firsthand and even convey it – in my own humble way – through song, poetry, and prose.

Oh, didn't I introduce myself? How odd, as I enjoy hearing the sound of my name, especially when chanted by adoring crowds. I am Mendryll Belarod the Half-elven, a bard of renown, worshiper of Oghma, and constant seeker of knowledge.

I have spent the majority of my thirty-six summers on Faerûn making my living by crafting beautiful songs, gathering all manner of knowledge, and pursuing attractive women. It is for the second of my pursuits – alas, not the third – that I am being employed here. Ah well.

I am a Waterdhavian by birth, born of a human father and an elven mother. As Waterdeep is a rather open-minded place, I grew up with no stigma against me. Both my parents still live in peace and prosperity in the City of Splendors, and they raised me well. I most certainly had a happy childhood, raised in a tolerant city where artistic skill, knowledge, and gossip are as prized as gold. Is it any wonder that the work of the bard lay ahead of me?

When I reached my twentieth summer, I left the relative safety of Waterdeep's walls and began my exploration of the Realms. I had occasion to meet many interesting personalities, and even shared some of their people and subsequent rewards. While meaning no slight to former thief or wizard comrades, there is little doubt to me that the strength of the sword and the power of the gods are among the mightiest forces in Faerûn. Many tales have I spun about the bravest of heroes and their weapons. Never to be outdone, the gods themselves have affected many changes to our blessed world by acting through their mortal agents.

There is little surprise, then, in my desire to record my findings about the warriors and priests of Faerûn. After all, a refined warrior from cosmopolitan Waterdeep varies greatly from his sullen counterpart from the wretched Moonsea region. Just the same, the Lifewardens of Chauntea certainly represent their god differently than the Greenlords of Silvanus. Both gods command nature, true, but their priests are altogether different.

Should you become inspired by my findings, you too might seek to take up the Way of the Sword or the Path of the Devout. Stranger things have happened in response to my tales. Perhaps my next epic song shall be about the great warrior or priest you shall become!

Just bear in mind that there are many as eager as yourself, and not all fight fairly. All priests have piety, but remember that gods of good and neutrality gird their priests with truth and honesty to do their biddings while gods of evil arm their servants with cruelty. You have been warned.

Till swords part!

– Mendryll Belarod the Halfelven, devoted of Oghma. DR 1369



Using This Book

The *Warriors and Priests of the Realms* book is a FORGOTTEN REALMS® game accessory that fleshes out the Warrior and Priest groups, presenting them from the unique perspective of the Realms. With this supplement, a player can create a warrior who hails from a specific place in Faerûn or a priest of a particular Realms deity. Of course, the player and character enjoy both benefits and drawbacks connected to these features.

Warriors

In the Warriors section, the book is divided into geographical location entries. Many entries are then further broken down into individual cities or special separate kits. This closely follows the format in this supplement's companion volume entitled *Wizards and Rogues of the Realms*.

Geographical kits are usable by any warrior class (fighter, ranger, paladin), and in conjunction with kits found in the *Complete Fighter's Handbook*. Dungeon Masters must use discretion, however, as some *Fighter's Handbook* kits are inappropriate for Realms warriors. For instance, it is certainly possible to have a Sembian Swashbuckler, but it is not possible to have a desert-dwelling Anauroch Pirate, or a Waterdhavian Barbarian due to kit and setting specifics. A good rule of thumb is this: If there is a contradiction between the *Fighter's Handbook* kit and the Realms kit, the latter takes precedence, and all finally defer to particular character class limits.

Each kit entry contains expanded class information, covering things such as ability requirements, hit die type, starting cash, and bonus proficiencies. Things like special advantages, special disadvantages, and role-playing notes are included in the text section.

Priests

The Priests section of this book is arranged somewhat differently than the Warrior section. Rather than geographical locations, the Priest section is arranged alphabetically by deities.

Like the Warriors section, the Priests section contains the usual class information. After that, though, each entry deals with a particular type of priest found within a particular deity's faith. Note that the information can be used only with straightforward clerics, not specialty priests of a particular deity.

Each entry deals with the special benefits and draw-

backs of each priest kit. Each kit, by virtue of its unique place in a deity's hierarchy, supplements the standard cleric class rules but does not supplant the particular benefits and drawbacks of that god's specialty priest. Detailed information on Realms deities' is available in the major sourcebook entitled *Faiths and Avatars*. It provides details on each god's ethos, allowable spheres, specifics of worship, and the granted powers and abilities of their specialty priests.

Evil Priests as NPCs

DMs and players alike will notice that priest kits have been included for the evil deities as well. This has been done solely for purposes of giving player characters some heavily detailed enemies that can match the expanded abilities granted to good priest kits. Why settle for bashing a plain old priest of Cyric when you can fight a Sword of Cyric, a crazed fanatical priest whose madness comes from being touched by the Dark Sun himself? Thus, the kits of evil deities are not intended for player use; they are for nonplayer characters only!

Faith Versus Alignment

It is possible to worship a deity who is not of a PC's alignment. After all, Tempus is Lord of Battles, and any who raise a sword are doing so with his blessing, regardless of alignment.

Hence, it is possible, though not a good idea, to have an evil deity as one's primary being of devotion. A thief can venerate Mask, or a depressed or cynical PC can decide to follow Beshaba, the goddess of bad luck. Once again, the DM must use common sense. After all, it is impossible that a paladin would willingly travel with a devotee of Cyric, for example.

The ADVANCED DUNGEONS & DRAGONS® game is, above all else, a game of heroic fantasy, where heroes (whether good or neutral) put down all manner of evil beings. Be very careful in selecting a deity to follow, especially if there is any evil element in its alignment. At most, evil deities of the Realms are given lip service to stay their wrath and prevent their intervention rather than invoke it!

New Kits

The Warrior and Priest kits presented in this book are all presented in the same format, with a style similar to the standard MONSTROUS COMPENDIUM® appendix layout. Therefore, the most important infor-



mation is in an easy-to-read table, with all the pertinent “numbers” and adjustments from standard class rules in sequence. After the tabular information comes the kit description including all of its role-playing features and its special abilities and restrictions.

Class Information

Each entry begins with a description of the kit’s alterations from the normal base skills of the Warrior or Priest class. While a kit still resembles its parent class in many fundamental ways, the kit changes the class enough for unique and fun characters to develop.

Racial Requirements

Not every kit is available to PCs of every race. This is especially true in cases of geography. For instance, it is impossible to have a gnome warrior of the Ride, since all natives there are human barbarians.

Ability Requirements

Just as some kits aren’t open to all races, other kits require characters to be especially gifted in certain abilities. For instance, one would never find a silkwhisperer of Sune with a Charisma of 6! Any minimum (or, rarely, maximum) ability score requirement is listed in this part of the table.

Prime Requisite

This is the most important ability score for PCs using a given kit. The prime requisite determines if the PC gains the 10% experience point bonus, described in detail in the *Player’s Handbook* (PHB).

Advancement Table

This entry shows which experience point advancement table a player uses with this character kit. Players should pay close attention to this factor when selecting a kit, since not all kits advance at the same pace. In most cases, the more powerful a kit is, the more slowly the character advances in levels.

Hit Die Type

In the standard rules, Warrior kits use the 10-sided Hit Dice and the Priest kits use the 8-sided dice. Any exceptions to these rules will be noted here.

Attack Table

As with the Hit Die type entry, most Warrior and Priest kits use the same attack tables as their respective parent

classes. In rare cases, however, the nature of a kit might result in more or less martial training than is normally expected. When this happens, it will be recorded here.

Saving Throw Table

When kit-based PCs make saving throws, they most often do so on the table of their respective parent classes. However, there are exceptions, and some kits do use the saving throw tables of another class. In extremely rare cases, a kit might note here that a player should split saving throws over different classes. Some of the PC’s saving throws are made as one class, while others are made as if the PC belonged to another class entirely. While rare, it ensures that the PC gains the best possible saving throws against harm.

Exceptional Strength?

The *ADVANCED DUNGEONS & DRAGONS* core rules indicate that only members of the Warrior class are eligible for Exceptional Strength scores, and that rule still applies for the Warrior kits in this book. The entry will spell that out nonetheless, to avoid confusion. In addition, some Priest kits are also entitled to the same bonus by virtue of the deity they serve, provided they have a Strength score of 18.

Exceptional Constitution?

As a rule, only Warrior classes are allowed to have more than a +2 hit point bonus for high Constitution scores above 16. However, some Priest kits may be similarly blessed, and these will be noted here. Naturally, all of the Warrior kits have Exceptional Constitution, but the entry will spell that out to avoid any confusion.

Spell Ability

If a Warrior kit has spell ability, it will be listed here. All Priest kits have spell ability as priests, of course. There are also some rare cases where a certain kit also has access to wizard spells as well. In all cases, further information will be presented in the entry’s text.

Starting Cash

Starting wealth available to PCs using these kits will vary according to the respective kit. The entry here indicates the number and type of dice rolled to determine how much money a player has to equip his PC when starting out. The number rolled on the dice is multiplied by 10 to obtain an exact gold piece total. These dice and starting numbers supersede the standard starting cash dice allowed in the *PHB*.