

Dungeons & Dragons Scarred Lands Feat Index

<http://www.cresswell.org/scarred/>

Compiled by Alex Cresswell (alex@cresswell.org)

Last Updated November 22, 2004

Resist Nightmares[General] (HF p. 53) **Prerequisites:** Must be one of the original participants in the merging with the Hornsaw Forest or a blood descendant thereof. Must have at least 4 ranks in Concentration.

Benefit: When a Broadreach elf with this feat is affected by Hornsaw nightmares, she may perform a brief ritual (lasting no more than five minutes) upon waking. Should the elf have nightmares for three or more nights in a row, requiring a save versus madness, she can add a +1 bonus to her saving throw for every consecutive morning that she performed her ritual.

Rite of Tattoos[General] (HF p. 53) **Prerequisites:** Must be a fully recognized adult in a Broadreach elf clan.

Benefit: The ritual and ceremony involved in the tattooing process for Broadreach elves is so intense and profound that, even though it is entirely non-magical, all who undergo it emerge with a +1 bonus to all Will saves. In addition, tattoos applied in Broadreach ceremonies are specifically designed to conceal the recipient in a forest setting, granting a +3 circumstance bonus to all Hide checks within any forest. This Hide bonus applies only if 25% or less of the elf's body is covered in clothing, however, but as most Broadreach elves wear little more than loincloths, this is not normally an issue for them.

These tattoos cover half or more of the elf's body, but do not interfere with the application of magical tattoos or Broadreach ritual tattoos.

Normal: Non-magical tattoos applied outside an official Broadreach elven ceremony do not aid in Hide checks or have any lasting effect on the recipient's willpower, no matter how extensively they cover the body.

Defender of the Wilds[General] (PGCD p. 78) **Prerequisites:** Animal companion.

Benefits: If a druid or ranger witnesses his animal companion wounded in combat, he immediately enters a boiling rage. While in this state, he gains a +2 bonus to Strength and Constitution but suffers a -1 penalty to AC and cannot cast spells. This rage lasts 5 rounds plus his Constitution modifier.

Friend of the Wild[General] (PGCD p. 78) **Prerequisites:** Nature sense(Druid ability).

Benefit: A character with this feat chooses one of the following terrain types: arctic, desert, forest, mountain, plains, swamp or water. When in this native terrain her druid spells are stronger than normal, and she gains a +2 bonus to her save DCs.

Invocation of Spirit[General] (PGCD p. 78) **Prerequisites:** Ability to cast 3rd level divine spells.

Benefit: When preparing spells normally, the spellcaster may select as many spell slots as he likes to be "spirit spells." Each spell slot so designated, may then be expended at any time in order to cast any single spell (normally accessible to the spellcaster) that is one or more levels lower than the spell slot. Casting this spell is a full-round action.

Normal: Clerics and druids must prepare specific spells.

Speaker of the Ancestors[General] (PGCD p. 79) **Prerequisite:** 1st level druid.

Benefit: A character with this feat gains proficiency with one exotic, martial, or simple weapon appropriate to her culture. This weapon counts as a druidic weapon. She also counts Knowledge(history) as a class skill. This skill applies specifically to her home culture.

Special: This feat may only be taken at 1st level.

Student of Nature[General] (PGCD p. 79) **Prerequisite:** 1st level druid.

Benefit: Choose one spell for each druid spell level. When casting those spells, the druid's caster level counts as one higher than normal and the save DC to resist the spell increases by 2.

Special: This feat may only be taken at 1st level.

Albadian Sorcery [General] (RR2 p. 15) **Prerequisite:** Con 13+, trained in Albadia to cast arcane spells.
Benefit: The caster's resistance to cold and cold effects gained from casting arcane spells lasts for 10 minutes per level of any spell cast, rather than only 1 round.

Chain Spell [Metamagic] (RR p. 25) **Benefit:** This feat allows the caster's spells to arc from target to target. Only spells with an area of "ray" or "cone" are affected by this feat. (GM's discretion to allow other spells to be used as well.) Spells with an area of "cone" become rays when cast with the chain spell feat. Provided that the caster succeeds at his ranged touch attack, the chained spell hits a primary target first. Once the spell hits the primary target, secondary rays then arc from the primary to hit a number of secondary targets. The caster may generate a maximum number of secondary rays equal to his caster level. The caster makes a single ranged touch attack as normal to strike each secondary target. The caster may choose which secondary targets he hits, but they must all be within 30 feet of the primary target. While more than one secondary bolt may be targeted at a secondary target, the target will suffer only the results of one secondary bolt no matter how many succeed in striking him. The caster may choose to affect fewer secondary targets than the feat allows.

The primary target is affected by the spell as normal, but secondary targets half damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives a +4 to any applicable save.

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

Hide Spell [Metamagic] (RR p. 25) **Benefit:** This feat cloaks audible and visual manifestations of evocations. The sense of touch, taste and smell are unaffected. Only the manifestation of the spell is hidden, not its casting components or its effects. Use of this feat eliminates any Reflex save bonus gained from Dexterity unless the victim possesses *uncanny dodge*. This feat applies only to spells from the Evocation school of magic.

A hidden spell uses up a spell slot two levels higher than the spell's actual level.

Cabalist [Metamagic] (RR2 p. 15) **Prerequisite:** Knowledge(arcana) 6 ranks, Knowledge (religion) 6 ranks.

Benefit: The caster gains the use of the cabalistic bonuses detailed under "Cabalists" in RR2. Upon taking this feat, she learns a number of cabalistic invocations equal to 1 + her Intelligence modifier. Note that she must adhere at all times to the alignment restrictions of these cabalistic invocations.

Casting a spell cabalistically adds both a verbal and a spell focus component to the casting, regardless of whether the spell normally has such components. Further, the casting time of the spell increases to a full-round action. Those spells that are already full-round actions or longer do not have their casting time increased.

Special: This feat may be taken multiple times, granting new cabalistic invocations each time.

Example invocation:

Invocation of the Purifying Flames: The spellcaster may call upon Corean's purifying flames when casting spells with the [fire] descriptor. This increases the spell save DC against such spells by +3 for evil targets. This benefit cannot be used by chaotic or evil spellcasters.

Ritualist[Metamagic] (RR2 p. 16) **Prerequisites:** Ritual Casting 4 ranks.

Benefit: A character with this feat who performs ritual magic reduces the total time required by 25%, although this bonus applies to combined ritual casting only if the character is the one leading the ritual. Additionally the XP cost for casting true rituals is reduced by 25% for a caster with this feat.

Specialist Dispel[Metamagic] (RR2 p. 16) **Prerequisites:** Specialist wizard class levels.

Benefit: The specialist wizard is able to counterspell by expending a prepared spell from his school of specialization, rather than the exact spell being cast. In order to counter spells of his opposed school, the counterspeller must use a spell of a level equal to or higher than that of the spell to be countered; all other spells require a spell at least one level higher than the one being countered. Specialists may not use this feat to counter spells of their own school; they must use normal counterspelling for those spells.

Star-Lucky[General] (RR2 p. 16) **Benefit:** The character receives a +2 luck bonus to all saving throws while the moon is in the zodiac house that presided over her birth. Additionally, she always gains a +1 luck bonus to certain checks related to that sign, as listed on the following chart:

Zodiacal Sign	+1 Luck Bonus to:
Ursos, the Bear	Heal, Profession(herbalist); untrained Wis checks
Lycaeus, the Wolf	Survival; untrained Wis checks
Rukha, the Roc	Diplomacy, Gather Information, Survival
Sikklos, the Scythe	Concentration, Knowledge(anatomy); untrained Int checks
Destrios, the Warhorse	Handle Animal; untrained Str checks
Khepira, the Scarab	Diplomacy, Knowledge(any one); untrained Wis checks
Imperatus, the Emperor	Diplomacy, Knowledge(arcana and religion); untrained Cha checks
Drachys, the Dragon	Intimidate, Spot
Charys, the Siren	Gather Information, Perform; untrained Cha checks
Astarra, the Mother	Heal, Survival; untrained Con checks
Kylos, the Wheel	Craft(any artistic), Survival; untrained Int checks
Malneus, the Hammer	Craft(any) and Profession(any)
Delphos, the Dolphin	Profession(sailor), Sense Motive, Swim; untrained Wis checks
Vespiis, the Bat	Listen, Search; untrained Int checks
Turros, the Tower	Any Craft or Knowledge pertaining to building; untrained Cha checks
Nekheros, the Vulture	Bluff, Sleight of Hand, Profession(miner)

Special: This feat may only be taken at 1st level.

Student of Ritual[Special] (RR2 p. 17) **Prerequisites:** Ability to cast spells spontaneously like a sorcerer. **Benefit:** Casters who take this feat gain the ability to understand, prepare, and cast true rituals as wizards, clerics, or druids, whichever may be appropriate for their original spellcaster class. The caster must prepare the ritual, studying it's form from a text and investing power into it when it is cast, using a spell slot of an appropriate level to do so. Casters may only cast rituals of spell levels they may normally cast. **Normal:** Sorcerers, favored souls, and shamans cannot normally use true rituals, due to the lack of the ability to prepare spells.

Zodiac Focus[Metamagic] (RR2 p. 17) **Prerequisites:** Intelligence 13+, Knowledge(astrology) 4 ranks **Benefit:** During any given month, the caster's save DCs for spells from the school augmented by that month's zodiac sign is raised by 2. For instance, in Chardot, under the sign of Destrios, the DC to save against any of the caster's evocation spells is raised by 2. When the month passes to Madrot, the sign of Khepira, this bonus to evocation spells ends, but the DC for illusion spells is increased by 2. This bonus stacks with that from the Spell Focus feat.

Miracle Feats

These feats are only available to those who channel the essence of divinity, only clerics may choose these feats.

Healer's Benediction[Miracle] (RR2 p. 17, PGCD p. 81) **Prerequisites:** Ability to turn undead. **Benefit:** By expending a turn undead attempt while casting any cure spell, the cleric may maximize the result of a number of dice of healing potential from that spell equal to her Charisma modifier (minimum of 1 die).

Reaver's Sacrament[Miracle] (RR2 p. 17, PGCD p. 82) **Prerequisites:** Ability to rebuke or control undead. Worshipper of Vangal. **Benefit:** By expending one rebuke undead attempt, the cleric may charge a melee weapon that he holds with nevasive energy, enabling it to inflict deadly wounds that resist magical healing. Weapons so

empowered remain charged for a number of rounds equal to the cleric's Charisma bonus (minimum 1 round); all wounds inflicted by the weapon during that time cannot be healed by magic, but must heal normally.

This negative energy effect may be negated by any creature capable of channeling positive energy if the creature makes a turning check and rolls high enough to effectively turn a creature with Hit Dice equal to the level of the cleric who used Reaver's Sacrament.

Sacred Defender[Miracle] (RR2 p. 18) **Prerequisites:** Ability to channel positive energy.

Benefit: By expending one turn undead attempt, the cleric may channel positive energy by touch, granting the recipient a sacred bonus to AC equal to the cleric's Charisma bonus (minimum +1). This bonus lasts for 1 round per cleric level.

Casting Out the Unclean[Miracle] (PGCD p. 79) **Prerequisites:** Ability to turn undead.

Benefit: By expending one turn undead attempt, the cleric may endeavor to turn evil creatures of the outsider type. In most respects, this feat functions exactly like an ordinary turning attempt, except that outsiders are treated as undead of twice their HD to determine success or failure.

Charisma of the Crusader[Miracle] (PGCD p. 79) **Prerequisites:** Ability to turn undead.

Benefit: By expending a turn undead attempt, while leading troops in a cause favored by his god or ethos, the cleric grants a morale bonus to attack rolls and saving throws. This bonus is either +1 for a number of rounds equal to the cleric's Wisdom score, or the bonus is equal to the cleric's Wisdom modifier and only lasts for one round. This ability affects all allies within 25 ft of the cleric.

Cleansing Flames[Miracle] (PGCD p. 80) **Prerequisites:** Ability to turn undead or rebuke undead.

Benefit: By expending a turn undead attempt, the cleric temporarily gives one of her weapons the "flaming" descriptor, dealing +1d6 fire damage per hit. This descriptor does not stack with a weapon that already possesses it, but it does stack with other descriptors. The extra damage capability lasts for a number of rounds equal to the cleric's Wisdom modifier (minimum 1 round).

Cloak of Righteousness[Miracle] (PGCD p. 80) **Prerequisites:** Ability to turn undead.

Benefit: By expending a turn undead attempt, the cleric can extend any resistances he currently possesses, whatever their origin, to an ally. This includes, for example, resist energy and similar spells, as well as spell resistance. This feat allows the cleric to extend his own resistance to a single ally, per turn undead attempt expended. The extended resistances last for a number of rounds equal to the cleric's Wisdom bonus (minimum 1 round).

Death Blessing[Miracle] (PGCD p. 81) **Prerequisites:** Ability to rebuke undead.

Benefit: By expending one rebuke undead attempt, the cleric may add his Wisdom bonus to the fortitude save DC of any one death attack that he is able to make. By expending two rebuke undead attempts, he may grant this bonus to another.

Divine Protection[Miracle] (PGCD p. 81) **Prerequisites:** Ability to turn undead.

Benefit: By expending a turn undead attempt, a cleric may exclude one or more beings within the area of effect of a spell cast by the same cleric. The number of beings who can be excluded is equal to the cleric's Intelligence modifier. Each use of this feat affects only one spell. Any subsequent area of effect spell requires the expense of an additional turn undead attempts.

Great Exorcism[Miracle] (PGCD p. 81) **Prerequisites:** Ability to turn undead, Casting Out the Unclean.

Benefit: By expending one turn undead attempt, a cleric may endeavor to turn evil creatures of the outsider type. This feat functions exactly like an ordinary turning attempt.

Holy/Unholy Flames[Miracle] (PGCD p. 81) **Prerequisite:** Ability to turn or rebuke undead, Cleansing Flames.

Benefit: By expending one turn undead attempt, the cleric may add the "holy" (for clerics who turn undead) or "unholy" (for clerics who rebuke undead) descriptor to his weapon, dealing +2d6 damage to creatures of evil or good alignments respectively. This descriptor does not stack with weapons that already

possess it, but it does stack with other descriptors, including “flaming” granted by the feat Cleansing Flames - although the use of both requires the expenditure of two turn undead attempts. This feat remains in effect for as many rounds as the cleric’s Wisdom modifier (minimum 1 round.)

Persistence of Agony[Miracle] (PGCD p. 81) **Prerequisite:** Ability to rebuke undead.

Benefit: By expending one rebuke undead attempt, a cleric may inflict one point of permanent hit point damage per die of his damage roll (in a single successful melee attack against an enemy of an opposing faith). Once a blow is struck, the feat’s effect on that weapon ends, and the cleric must expend another rebuke attempt if he wishes to again deal permanent damage. On the other hand, the effect may be “stored” in a weapon for up to 24 hours beforehand without penalty. No more than one effect may be stored at a time, however.

The amount of permanent damage is modified by the cleric’s Wisdom bonus (if any). Permanent damage cannot be healed through ordinary *cure* spells or through natural healing. Instead, such damage is treated like ability damage and can only be healed through *lesser restoration* or *restoration*.

For the purposes of this feat, “an opposing faith” is any that does not share the same ethical (good, evil, neutral) axis as the alignment of the cleric. The only further restriction is that the opponent cannot worship the same deity as the cleric.

Redeemer’s Unction[Miracle] (PGCD p. 82) **Prerequisites:** Ability to turn undead.

Benefit: By expending one turn undead attempt, the cleric may resist negative energy attacks by undead for a number of rounds equal to his Wisdom bonus (minimum 1 round). A negative energy attack is any attack that drains levels or ability scores. Necromantic spells, magic items or special abilities that mimic these effects can overcome this feat’s protection. So long as the effect of this feat is active, it does not matter how many negative levels or ability points an undead attack drains. The cleric is completely immune to these attacks for the duration of this power. By expending two turn undead attempts, the cleric may bless another with this benefit.

Sacred Defender[Miracle] (PGCD p. 82) **Prerequisites:** Ability to turn undead.

Benefit: By expending one of his turn undead uses the cleric may channel (through touch) positive energy into either himself or an ally, granting a sacred bonus to AC equal to his Charisma bonus. This lasts for one round per cleric level.

Tyrant’s Blessing[Miracle] (PGCD p. 82) **Prerequisites:** Ability to rebuke undead.

Benefit: By expending one rebuke undead attempt, the cleric increases the save DC for a single casting of a spell with the “Mind-Affecting” descriptor. This grants a bonus equal to the cleric’s Charisma bonus (minimum 1).

Trickster’s Insight[Miracle] (PGCD p. 82) **Prerequisites:** Ability to turn or rebuke undead.

Benefit: By expending a single turn or rebuke undead attempt, the cleric gains a bonus equal to her Wisdom modifier to Spot and Search checks, as well as to Will saves against illusions. The effects of this feat last for a number of rounds equal to the cleric’s Wisdom modifier (minimum 1 round).

Valediction of the Huntress[Miracle] (PGCD p. 83) **Prerequisites:** Ability to turn undead.

Benefit: By expending one turn undead attempt, a cleric of Tanil gains the effective use of the Power Attack feat, but only with ranged weapons used against targets within 30 feet. This feat otherwise functions exactly like Power Attack. For the purpose of this ability, ranged weapons are considered a one-handed weapon. The effects of this feat last for a number of rounds equal to the cleric’s Wisdom modifier (minimum 1 round).

Scion Feats

These feats apply only to those who have the very essence of magic running through their blood: only sorcerers may choose these feats. Each scion feat includes a list of spells that, by virtue of the sorcerer’s heritage, must be chosen by her at the earliest opportunity, before all other spells, by level advancement.

The sorcerer scion always casts these spells at +1 caster level (this bonus does not apply to spells cast from magic items such as scrolls or wands).

Special: Anyone who witnesses the character with this feat casting one of her scion spells may make a Spellcraft check (DC 25 minus spell level) to identify the energy signature that indicates the possession of this feat.

Bloodline of Power[Scion] (RR2 p. 19) **Prerequisites:** Sorcerer class levels.

Benefit: Sorcerers with this feat gain a +2 to all Spellcraft checks. The spells associated with Bloodline of power are:

0th level: detect magic, prestidigitation; 1st level: identify, magic missile; 2nd level: protection from arrows, spectral hand; 3rd level: dispel magic, haste; 4th level: minor globe of invulnerability, remove resistance; 5th level: dismissal, teleport; 6th level: analyze dweomer, globe of invulnerability; 7th level: limited wish, spell turning; 8th level: rapid journey, symbol; 9th level: Mordenkainen's disjunction, wish.

Child of the Heavens[Scion] (RR2 p. 19) **Prerequisites:** Sorcerer class levels.

Benefit: Sorcerers with this feat gain a +2 to all Sense Motive checks. The spells associated with Child of the Heavens are:

0th level: disrupt undead, light; 1st level: protection from evil, summon monster I; 2nd level: daylight, summon monster II; 3rd level: magic circle against evil, summon monster III; 4th level: purifying flames, summon monster IV; 5th level: contact other plane, summon monster V; 6th level: power word, thunder, summon monster VI; 7th level: plane shift, summon monster VII; 8th level: summon monster VIII, sunburst; 9th level: gate, summon monster IX.

Special: The creatures summoned through the use of *summon monster* spells must be celestial creatures.

Witch of the Old Blood[Scion] (RR2 p. 19) **Prerequisites:** Sorcerer class levels.

Benefit: Sorcerers with this feat gain a +2 bonus to all Fortitude saves against poison. The spells associated with Witch of the Old Blood are:

0th level: daze, detect poison; 1st level: acid spittle, chameleon skin; 2nd level: Melf's acid arrow, summon swarm; 3rd level: animal infusion, haste; 4th level: Evard's black tentacles, Yaral's totemic transformation; 5th level: greater familiar, nethergaze; 6th level: acid fog, awaken titan avatar; 7th level: Mormo's serpent hands, seve; 8th level: horrid wilting, power word, blind; 9th level: power word, kill, shapechange.

Special: The spells from this feat's heritage always have a distinctly ophidian nature; in any case where an animal must be chosen or rolled randomly, the result is always snakes or serpents, where possible.

Virtue Feats: These feats apply only to those warriors who have sworn their oaths before Corean to uphold the highest of virtue: only paladins may choose these feats.

Courage[Virtue] (RR2 p. 19) **Prerequisites:** Paladin class levels.

Benefit: For a 1st level paladin, this feat simply grants a +4 sacred bonus to saves against fear effects. If the paladin is 3rd level or higher, this feat increases the range of her aura of courage ability, granting all those within 30 feet of the paladin a +4 morale bonus on saving throws against fear.

A paladin capable of channeling positive energy can gain greater benefit from this feat. If she is subject to any effect with the [fear] descriptor, the paladin may channel positive energy through the Courage feat as a free action, expending one of her daily turn attempts; by doing so, the paladin gains the effects of a *bless* spell for as long as the fear duration would have lasted.

A paladin may also aid an ally caught in the grip of a fear effect by speaking to him of courage and bravery while simultaneously expending one turning attempt, all as a standard action. Doing so grants the ally a second save against the fear effect with a sacred bonus equal to the paladin's class level minus 2.

Finally, a paladin may strengthen her aura of courage ability through the use of positive energy as a standard action. By expending one turn undead attempt, the paladin increases the morale bonus against fear saves to +6 for all allies within 30 feet for a number of rounds equal to the paladin's Charisma bonus.

Special: At the GM's option, overtly cowardly behavior may cause the paladin to lose the ability to channel positive energy through this feat until such time as she *atones* for her cowardice.

Mercy[Virtue] (RR2 p. 20) **Prerequisites:** Paladin class levels.

Benefit: This feat grants the paladin an effective +2 sacred bonus to Charisma, but only for the purposes of determining how many points of healing he may administer through the use of his *lay on hands* ability.

A paladin of 4th level or higher, however, with but a touch and a prayer (as well as the expenditure of a turn undead attempt), may relieve pain and suffering for a number of hours equal to his Charisma modifier (minimum 1 hour). This effectively heals half of any subdual damage currently suffered by the recipient, and negates any penalties that the creature currently suffers due to pain.

Alternately, the paladin may channel positive energy through his melee weapon, allowing him to inflict subdual damage. By expending one turn attempt, the paladin may deal subdual damage without suffering the usual -4 penalty to his attack rolls for a number of minutes equal to his Charisma modifier (minimum 1 minute).

Battle-Mage Training[General] (CA p. 92) **Prerequisites:** The character must have spent some period of time in the martial wizardry academies of Calastia, or otherwise must have been introduced to the technique by a current or former member of that establishment.

Benefit: The character receives a +2 bonus to all Concentration and Spellcraft checks.

Noble Immunity[General] (CA p. 92) **Prerequisite:** The character must have some degree of noble ancestry, however distant in his family history.

Benefit: The character receives a +4 bonus to all Fortitude saving throws against poison or poison effects. This includes both initial and secondary damage.

Special: This feat may be taken multiple times; the effects stack. The benefits of this feat do not extend to supernatural poisons (such as those created by magic items or spells).

Kiss of Mesos[General] (CA p. 92) **Benefit:** The character does not generate the heat normally associated with arcane spellcasting in the Scarred Lands, and thus does not suffer any additional spell failure chance for wearing armor. As a result, however, he also does not enjoy the resist elements(cold) effect normally generated by arcane casting.

Special: This feat may be taken only during character creation.

Thousand Chain Style[Martial Arts] (CA p. 92) **Prerequisites:** Exotic weapon proficiency(spiked chain)

Benefit: This technique allows the wielder to use the spiked chain as a dual weapon. Doing so limits the reach of the weapon to five feet during any round in which this feat is used, however.

When fighting with Thousand Chain Style, the wielder may use the “off-hand” length of chain either offensively or defensively. Used offensively, this allows a second attack and the wielder is treated as though he had the Two-Weapon Style feat (which applies only to the spiked chain). Defensively, the chain may distract an opponent or be spun around incoming weaponry, effectively granting the chain wielder a +1 bonus to AC against a single opponent.

Totem Feats: These feats represent those individuals who have been adopted by a particular spirit totem; this is usually an animal or nature spirit, but can also be an ancestor or other abstract spiritual concept. Usually a person has only one totem that she is beholden to.

Totem feats represent the ability to channel the essence of the totem into the user. The wielder of the feat must use a standard action to channel her totem. Being imbued with a spirit is physically taxing and a character can only maintain this state for a number of rounds equal to 3 + the character’s Constitution modifier, though the character may end it earlier if she so desires. A character can only channel her totem a number of times per day equal to 1 + the character’s Charisma modifier. Additionally, a totem feat gives a skill bonus to a skill relevant to that totem that applies at all times, whether the character is channeling their totem or not.

Totem feats also have a *taboo*, something that, if done, offends the patron spirit. If a character that has a totem feat, and breaks the taboo, the character loses access to the benefits of the totem feat until he undergoes some rite of contrition. These rites usually take the form of some quest undertaken to regain the favor of the totem. The difficulty of the quest is usually determined by the circumstances around the infraction.

Cobra[Totem] (CST p. 193) **Benefit:** When channeling Cobra, his children gain the ability to make devastating strikes to unaware targets. While channeling, the character gains +2 to hit and damage anytime the enemy is flanked, flatfooted, or unaware of his presence (anytime a rogue could sneak attack a foe). In addition children of Cobra gain a +2 to all Hide skill checks.

Taboo: Having others help accomplish personal goals. Cobra encourages individual accomplishment and discourages teamwork.

Dragon[Totem] (CST p. 193) **Benefit:** While channeling Dragon, the character gains a +1 bonus to all saving throws. In addition, children of Dragon gain a +2 circumstance bonus on all Diplomacy skill checks.
Taboo: Violating elven traditions. Children of Dragon must work to uphold elven society against ennui and the slow decay of hopelessness.

Excess[Totem] (CST p. 194) **Benefit:** While channeling Excess, all of the character's senses are greatly enhanced, granting a +2 circumstance bonus to Spot and Listen checks as well as a +2 primal bonus to saving throws against poison. In addition, children of Excess gain a +2 circumstance bonus on all Bluff skill checks.

Taboo: Refusing to engage in debauchery when the opportunity presents itself. Putting work and responsibility above self-indulgence risks Excess's ire (if the spirit can be roused enough to pay attention).

Fury[Totem] (CST p. 194) **Benefit:** While channeling Fury, the character gains a +2 bonus to Strength but a -1 penalty to AC. This bonus and penalty is cumulative with the rage ability. In addition, children of Fury gain a +2 circumstance bonus on all Intimidate skill checks.

Taboo: Letting an insult pass unanswered. The chosen of Fury must defend their honor regardless of cost, and most take gleeful joy at doing so. Children of Fury are especially unforgiving towards foreigners and outsiders.

Gnoll King[Totem] (CST p. 194) **Benefit:** A character channeling the Gnoll King is rendered resistant to fear or any outside factors that might impede his bravery or his abilities. While channeling, the character gains a +2 to all Will saves.

Children of the Gnoll King also gain a +2 circumstance modifier to all Intimidate skill checks.

Taboo: Cowardice. The Gnoll King and his children can fear (only a fool fears nothing), but they never show that fear or let it affect their actions.

Gjora[Totem] (CST p. 195) **Benefit:** Children of Gjora can perceive moments into the future, allowing them to react more swiftly than their foes. While channeling this Ancestor, they gain a +2 bonus to initiative; if they begin to channel in the midst of combat, they move up in the initiative order as appropriate.

Taboo: Not learning from the past. Children of Gjora must never repeat past mistakes.

Horse[Totem] (CST p. 195) **Benefit:** While channeling Horse, the Ushadan is at peace with the equine spirit's children. This grants a +2 circumstance bonus to all Handle Animal and Animal Empathy skill checks related to horses or other equines, which lasts so long as the character channels Horse. The Ushadan can even attempt these checks untrained, providing her total modifier is greater than +0. In addition, children of Horse gain a +2 circumstance bonus on all Ride skill checks.

Taboo: Horse desires that his children be treated with respect. His children may never intentionally cause harm to a horse. Those who ignore this taboo will find that Horse has abandoned them.

Lak[Totem] (CST p. 195) **Benefit:** Characters channeling Lak gain a +2 circumstance bonus to either attack rolls or AC, but only when engaged in executing a particular battle plan that has been worked out ahead of time. The character must choose when he begins channeling Lak whether the bonus applies to attack rolls or AC, and he may not change his mind during that particular engagement.

Not surprisingly, Lak esteems ingenuity and also grants his children a +2 circumstance bonus to all Craft skill checks.

Taboo: Recklessness. The children of Lak are passionate, not foolish. They must always attempt to analyze a situation before acting on it.

Lethargy Blossom[Totem] (CST p. 196) **Benefit:** When channeling Lethargy Blossom, her children gain +2 to any poison-related saving throw, and never accidentally risk poisoning themselves. In addition, her children gain a +2 on all Craft(alchemy) and Knowledge(nature) skill checks and can use these skills untrained.

Taboo: Refusing herbal relief to others. Lethargy Blossom expects her children to offer her sweet gifts to anyone in need of release or escape.

Mountain[Totem] (CST p. 196) **Benefit:** Mountain's children share the endurance of his vast bulk. While channeling Mountain, his children gain +2 to their Constitution, but suffer a -5 penalty to their movement. In addition, children of Mountain gain a +2 circumstance bonus on all Climb skill checks.

Taboo: Bowing before enemies. Mountain's children are far too proud to bend to the will of a foe. Like Mountain, they will stand tall until they are brought tumbling to the earth.

Rose[Totem] (CST p. 196) **Benefit:** Children of Rose may channel her to dazzle opponents; this has the mechanical effect of granting the channeler a +2 bonus to AC, as the foe is vaguely distracted and not quite as able to strike her.

Children of Rose gain a +2 circumstance bonus to all Diplomacy skill checks.

Taboo: Children of Rose can never be alone for more than a few moments at a time.

Skiji[Totem] (CST p. 196) **Benefit:** While channeling Skiji, a character gains a +2 circumstance bonus to attack and damage rolls, but only when attempting to deal nonlethal damage.

Additionally, children of Skiji gain a +2 circumstance bonus to all Diplomacy skill checks.

Taboo: Killing for any reason other than for food is forbidden to the children of Skiji. They must atone even after killing in self-defense.

Sphere[Totem] (CST p. 196) **Benefit:** A character channeling Sphere gains up to a +2 insight bonus, but where that bonus applies depends on the character's actions, for Sphere delights in symmetry. If the character is making a full attack action, the bonus is to attack. If the character is fighting defensively, the bonus is to AC. If the character is doing anything else, the bonus is +1 to attack and +1 to AC.

In addition, Sphere grants a +2 circumstance bonus to all Sense Motive skill checks.

Taboo: Creatures of moderation, children of Sphere never work in extremes. They can be passionate but they will act on that passion by measured degrees and not by radical moves.

Yellowtree[Totem] (CST p. 197) **Benefit:** When channeling Yellowtree, his children become preternaturally tough. The character who is channeling Yellowtree receives damage reduction 2/- for the duration of channeling. In addition, children of Yellowtree gain a +2 on all Survival skill checks.

Taboo: Working to prevent the spread of the yuan-ti empire. The children of Yellowtree actively work to bring yuan-ti dominion to nearby tribes.

Zenith Tree[Totem] (CST p. 197) **Benefit:** While channeling Zenith Tree, the character is treated as though he had damage reduction 2/-. In addition, children of Zenith Tree gain a +2 circumstance bonus on all Survival skill checks.

Taboo: Killing another forsaken elf. The Zenith Tree will not tolerate the destruction of its people, even in the most dire of circumstances.