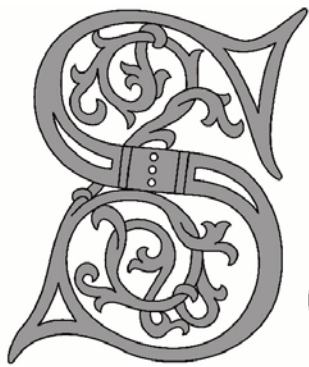


Geoff



Metagaming Sourcebook

Version 2.1

May 22, 2002

Welcome to the Geoff Meta-Campaign Sourcebook. Inside you will find the rules for a lot of things your PC can do outside the game at the table. This document will go through changes and updates and your character must conform to the newest version of these rules at all times. If any changes are made we will make announcements on the lists below as to the changes and when they take affect.

Geoff Website: www.rpgageoff.com

Geoff Talk: groups.yahoo.com/group/living-geoff

Geoff Meta-Organizations POC: geoffmetaorgs@yahoo.com

Belonging to any meta-group or using any of the meta-campaign options detailed in this book requires that you be a full member of the RPGA. If at anytime your membership expires you must stop using anything from this book immediately.

Table of Contents

Geoff Class Book Guidelines	Page 3
Meta-Groups	Page 13
Army of Liberation and Specific Units	Page 14
Gnomish Groups	Page 24
Miscellaneous Groups	Page 37
Religious Organizations	Page 51
Adventuring Companies	Page 100
Religions in Geoff	Page 103
Costs of Divine Spellcasting in Geoff	Page 106
Geoff Magic Item Purchase Rules	Page 110
Purchase of Items from Non-Core Sources	Page 112
Character Death	Page 113
Appeal Process	Page 114

Geoff Class Book Guidelines

As both the Living Greyhawk and D&D game expand new character options will be introduced into the campaign. These rules will be introduced through Rules Updates. These updates will expand on the character creation rules and will offer players more options on what they can do. Everything below is based on RUP-1 (Rules Update 1), which will be updated by the Circle every 2nd Monday of even numbered months. All PC's must adhere to the most current version of this and future rules updates. Make sure you are familiar with RUP-1 before reading this document.

Note: You must bring a copy of the appropriate information with you if you use anything from the Class Guidebooks.

The following abbreviations will be used throughout this section.

ARMY GROUPS

AoL – Army of Liberation
Cyf – Cyfrin
GC – Griffon's Claws
LoG – Longbowmen of Geoff
Mar – Marchawgi
OgG – Olwythi gan Gyrudd
Rhy – Rhyfelwri
Sae – Saethwri
Teu – Teulu

GNOMISH GROUPS

ASC – The Ambassador's Step-Children
Ill – Illuminators
IC – Illusionary College
KM – Kristen Monastery
MHV – Midlothian Hospital Volunteers
Rid – The Riders

MISCELLANEOUS GROUPS

CSC – Clear Sky Camp
CoGS – Company of Giant Slayers
HTW – Hochoch Town Watch
KoW – Knights of the Watch
KoD – Knights of Dispatch
MR – Midnight Ravens
PoG – Prydythi of Gyrudd
WU – Wayfarer's Union

RELIGIOUS GROUPS

CoA – Church of Allitur
CoB – Church of Beory
CoE – Church of Ehlonna

CoF – Church of Fharlanghn
CoH – Church of Heironeous
CoO – Church of Obad-Hai
CoP – Church of Pelor
CoPho – Church of Pholtus
CoPhy – Church of Phytton
CoSC – Church of St. Cuthbert
CoT – Church of Tritheron
CoC – College of Canaith
DwP – Dwarven Pantheon
EP – Elven Pantheon
FoSC – Fists of St. Cuthbert
GP – Gnomish Pantheon
GOF – Guardians of the Old Faith
Gyr – Gyrfalcons
HP – Halfling Pantheon
IOH – Illustrious Order of Heironeous
Key – Keynsuroressi
OF – Old Faith
OoSB – Order of Shining Beacons
Wan – Wanderers
WAF – Wardens of the Ancient Forest

OTHER ABBREVIATIONS

DotF – Defenders of the Faith
S&F – Sword and Fist
T&B – Tome and Blood
S&S – Song and Silence
MotW – Masters of the Wild
ALL – Any character may use these if they are a paying member of the RPGA.

Feats:

Any of the feats from the class books require campaign documentation to be used. This documentation does not give you the feat, but shows that you are eligible to take the feat when you can gain a feat and have the necessary prerequisites. Below is a list of feats by class book. Listed next to them is where you can look to find information on how to attain them if applicable.

Notes:

Unknown: It is unknown how to learn this feat at the present

Sword & Fist

Blindsight, 5-Foot Radius
Circle Kick
Close-Quarters Fighting
Death Blow
Dirty Fighting
Dual Strike
Eagle Claw Attack
Expert Tactician
Extra Stunning Attacks
Eyes in the Back of your Head
Feign Weakness
Fists of Iron
Hold the Line
Improved Overrun
Improved Sunder
Knock-Down
Lightning Fists
Mantis Leap
Monkey Grip
Off-Hand Parry
Pain Touch
Pin Shield
Power Lunge
Prone Attack
Rapid Reload
Remain Conscious
Sharp-Shooting
Shield Expert
Snatch Arrows
Throw Anything
Zen Archery

FoSC, OoSB
KM, FoSC, GOF
GC, Rhy, KM, HTW, FoSC, GOF, DwP
AoL
OgG, CSC, CoGS, HTW, CoC, HP
GC, OgG, Rhy, Teu, CSC, CoGS, HTW
KM, FoSC, GOF
See the entry for S&S. Note: S&S has the latest update of this feat.
KM, HTW, FoSC, GOF
OgG, CoA, CoGS, HTW, CoH, DwP, EP, FoSC, GOF, HP
Unknown
KM, FoSC, GOF
GC, Teu, HTW, KoW, CoH
Mar, Teu, MHV
GC, KoW, IOH, Key
GC, Mar, Teu, MHV, CoGS, HTW, FoSC, GOF
KM, FoSC, GOF
FoSC, GOF
Mar, Rhy, Teu, CSC, CoGS, KoW, KoD, DwP
OgG, CoGS
Unknown
GC, Teu, CoGS, HTW
GC, OgG, Rhy, CSC, CoGS, KoW
OgG, KM, HTW, FoSC, GOF
Rhy, Sae, Rid, HTW, KoD
GC, Teu, FoSC
LoG, OgG, Sae, Rid, KoD, EP, Gyr
GC, Teu, CoGS, HTW, CoH, CoSC, DwP, IOH, Key, WAF
KM, FoSC, GOF
FoSC
LoG, Sae, Rid, KoD, CoE, EP, Gyr, WAF

Defenders of the Faith

Divine Cleansing
Divine Might
Divine Resistance
Divine Shield
Divine Vengeance
Divine Vigor
Empower Turning
Extra Smiting
Heighten Turning
Improved Shield Bash
Quicken Turning
Reach Spell
Sacred Spell
Shield Charge

Any registered follower of a church with turning attempts
CoH, CoSC, CoT, DwP, OoSB
Any registered follower of a church with turning attempts
Any registered follower of a church with turning attempts
CoA, CoE, CoH, CoP, CoPho, CoPhy, CoSC, DwP, IOH, OoSB
CoF, CoH, DwP, HP, OoSB
Any registered follower of a church with turning attempts
KoW, CoH, CoP, CoSC, IOH
Any registered follower of a church with turning attempts
GC, Teu, CoGS, HTW, KoW, CoH, DwP, IOH
Any registered follower of a church with turning attempts
CoF, CoP, CoSC, HP, OoSB
CoB, CoP, CoPho, DwP, HP, OoSB
GC, Teu, CoGS, HTW, CoH, DwP, IOH

Tome & Blood

Arcane Defense
Arcane Preparation

IC
Unknown

Augment Summoning	CoA, CoB, CoE, CoP, CoSC, EP, OF, OoSB, WAF
Chain Spell	Cyf, OoSB
Cooperative Spell	III, WU, CoA, CoP
Delay Spell	III, GP
Energy Admixture	Unknown
Energy Substitution	PoG, CoA, CoB (not fire)
Eschew Materials	Cyf, III, IC, CSC
Extra Slot	ALL
Extra Spell	III, IC, CoC
Greater Spell Focus	ALL
Greater Spell Penetration	ALL
Improved Familiar (see groups for additional restrictions)	III, IC
Innate Spell	Unknown
Persistent Spell	ALL
Repeat Spell	IC
Sanctum Spell (see group for sanctum)	MHV, WU
Sculpt Spell	Cyf
Spell Specialization	IC, OoSB
Split Ray	OoSB
Subdual Substitution	HTW, GP
Twin Spells	IC
Widen Spell	Cyf, IC

Song and Silence

Acrobat	AoL, KM, CoF, HP
Alluring	ASC, PoG, CoP, CoC
Arterial Strike	LoG, Rid
Athletic	AoL, CSC, CoE, CoF, CoH, HP, IOH, Key, Wan
Charlatan	ASC, GP
Chink in the Armor	OgG, LoG, Rid, CoC, IOH
Dash	AoL, ASC, KM, CSC, CoF, GP, HP, Wan
Disguise Spell	ASC, III, CoC
Expert Tactician	GC, OgG, Rhy, KM, CoGS, KoD, CoC, DwP, IOH, Key
Extra Music	III, PoG
Fleet of Foot	LoG, Rhy, Sae, ASC, CSC, CoF, Key, Wan
Flick of the Wrist	Rhy, HP
Green Ear	CoC
Hamstring	Rid, CSC
Jack of All Trades	ASC, PoG, CoA, Wan
Lingering Song	PoG
Multicultural	ASC, IC, PoG, CoE (see group for restrictions), CoF, CoC, Wan, WAF
Obscure Lore	PoG, CoC
Persuasive	ASC, PoG, CoP, CoPho, CoC, GP, Key, OF
Pyro	Unknown
Quicker Than the Eye	Rhy, ASC
Requiem	PoG, OoSB
Shadow	Rhy, ASC, Rid, HTW
Snatch Weapon	Rhy
Subsonics	PoG, CoC
Trustworthy	ASC, PoG, CoA, CoP, CoPho, CoSC, CoC, GP

Masters of the Wild

Animal Control	CoB, CoE, CoO, EP, GP, Gyr, OF, WAF
----------------	-------------------------------------

Animal Defiance	CoB, CoE, CoO, EP, GP, Gyr, OF, WAF
Blindsight	Unknown
Brachiation	CoO, EP, Key
Create Infusion	Unknown
Clever Wrestling	Sae, KM, HP, GOF
Destructive Rage	ALL
Dragon's Toughness	ALL
Dwarf's Toughness	ALL
Extended Rage	ALL
Extra Favored Enemy	LoG, OgG, Rid, CoE, EP, Gyr, Wan
Extra Rage	ALL
Extra Wild Shape	CoB, CoO
Fast Wild Shape	CoB, CoO
Faster Healing	ALL
Favored Critical	LoG, OgG, Rid, CoE, EP, Gyr
Flyby Attack	CoF, CoO
Giant's Toughness	ALL
Greater Resiliency	ALL
Greater Two-Weapon Fighting	ALL
Improved Flight	CoF, WAF
Improved Swimming	CoF, Wan, WAF
Instantaneous Rage	ALL
Intimidating Rage	ALL
Multiattack	CoO, WAF
Multidexterity	Unknown
Natural Spell	GP, OF
Off-Hand Parry	See Sword and Fist above.
Plant Control	CoB, CoE, CoO, EP, GP, Gyr, OF, WAF
Plant Defiance	CoB, CoE, CoO, EP, GP, Gyr, OF, WAF
Power Critical	CSC
Proportionate Wild Shape	Unknown
Remain Conscious	DwP, Gyr
Resist Disease	CoB, CoP, Key, OF
Resist Poison	CoB, Key, OF
Resistance to Energy	CoB, OF
Scent	CoO, OF
Shadow	GP, Gyr, HP, Wan
Snatch	Unknown
Speaking Wild Shape	OF
Supernatural Blow	LoG, OgG, CoE, EP, Gyr, OoSB
Wingover	Unknown

Spells:

Any of the spells from the class books require campaign documentation to be used. This documentation does not give you the spell, but shows that you are eligible to take the spell when you reach the appropriate level. Below is a list of spells by class book. Listed next to them is where you can look to find information on how to attain them if applicable.

Notes:

Domain: This spell may be taken if you qualify for the domain.

Banned: This spell is illegal to cast in Geoff. Knowing the spell is not a crime, but nobody in Geoff will teach you how to cast it and anyone caught casting the spell can be arrested.

Unknown: It is unknown at this time how to acquire this spell.

You may not trade a spell from a class book to another wizard unless that wizard has documentation allowing them to have that spell.

Sword & Fist

No Spells

Defenders of the Faith

Aspect of the Deity	Domain
Bear's Heart	Domain, CSC, CoB, CoE, CoO, CoP, CoPhy, DwP
Beast Claws	CSC, CoB, CoE, CoO
Beastmask	Domain, CoE, CoO, CoPhy, OF
Blessed Aim	ALL (clerics and paladins only)
Blight	CoB, CoPhy, OF
Bolt of Glory	Domain
Bolts of Bedevilment	Domain
Brain Spider	Domain, CoSC
Brambles	CSC, CoB, CoO, EP, Gyr, OoSB
Briar Web	CSC, CoB, CoE, Gyr, OF, WAF
Burial Blessing	MHV, CoA, CoE, CoP, CoPho, CoSC, CoT, DwP, EP, GP, HP, OoSB
Castigate	CoH, CoP, CoPho, CoSC, CoT, DwP, EP, GP
Chain of Chaos	Unknown
Chain of Eyes	CoB, CoE, EP
Crown of Glory	Domain
Curse of the Brute	CoO, CoPhy, IOH
Curse of Lycanthropy	Domain
Divine Agility	CoF, GP, HP
Divine Flame	CoA, CoE, CoF, CoH, CoP, CoPho, CoPhy, CoSC, CoT, DwP, EP, GP, HP
Divine Sacrifice	ALL (paladins only)
Divine Storm	DwP
Divine Zephyr	CoA, CoF, CoH, CoP, CoPho, CoPhy, CoSC, CoT, DwP, EP, GP, HP
Flame of Faith	CoE, CoH, CoP, CoPho, DwP, HP, OoSB
Genesis	Domain
Greater Aspect of the Deity	Domain
Harrier	CoE, CoF, CoH, CoP, CoPho, CoT, EP, HP, OoSB
Knife Spray	CoF
Lesser Aspect of the Deity	Domain, ALL (paladins only)
Lesser Telepathic Bond	Domain, CoA, CoSC, OoSB
Maddening Scream	Domain
Monstrous Thrall	Domain
Otyugh Swarm	Domain
Plague of Rats	Domain
Probe Thoughts	Domain, ASC, HTW, CoSC
Rage	Domain
Recitation	CoA, CoB, CoF, CoH, CoO, CoP, CoPho, CoSC, CoT, DwP, EP, GP, HP
Righteous Wrath of the Faithful	CoH, CoO, CoP, CoPho, CoSC, DwP, HP
Scourge	Domain
Slime Wave	Unknown
Spikes	CSC, CoB, CoO, CoSC, EP, OoSB
Sweet Water	ALL (clerics and druids only)
Sword Stream	CoO
Touch of Madness	Domain
True Creation	Domain
True Domination	Domain
Unbinding	Domain, HTW, WU
Unfailing Endurance	CoA, CoB, CoF, CoO, CoPhy, CoSC, CoT, DwP, GP, OoSB
Weapon of the Deity	Domain, ALL (clerics and paladins only)

(see Religions section for additional choices)

Weather Eye CoB, CoE, CoO, CoPhy, OF, WAF
Zeal ALL (paladins only)

Tome & Blood

Absorption	Unknown
Acid Orb	Unknown
Arcane Sight	Cyf, IC, HTW, OoSB
Chain Contingency	Cyf, WU
Choke	Unknown
Cold Orb	Unknown
Command Undead	Banned
Corpse Candle	Cyf, ASC, HTW, OoSB
Dimensional Lock	Cyf, CoA, CoSC
Disguise Undead	IC
Eagle's Splendor	ALL (bards, clerics, sorcerers, and wizards only)
Electric Orb	Unknown
Energy Buffer	Cyf
Energy Immunity	Cyf, MHV, CoA, CoF, CoH, CoPho, CoPhy, CoSC, CoT, DwP, EP, GP, HP
Enhance Familiar	IC, HTW, WU
Familiar Pocket	Cyf, III, IC, HTW, WU
False Life	MHV
Feign Death	Unknown
Filter	Cyf, IC, MHV, WU, CoA, CoF, CoH, CoP, CoPhy, CoT, DwP, EP, GP, HP
Fire Orb	Unknown
Fortify Familiar	IC, HTW, WU
Fox's Cunning	ALL (bards, clerics, sorcerers, and wizards only)
Gaze Screen	CoA, CoF, CoP, CoPho, CoT, DwP, EP, GP, HP
Ghostform	ASC, HTW, OoSB
Great Shout	PoG, CoC
Hide Life	Unknown
Ice Burst	Unknown
Ice Knife	Unknown
Imbue Familiar with Spell Ability	III, IC, WU
Indifference	IC
Lesser Acid Orb	Unknown
Lesser Cold Orb	Unknown
Lesser Electric Orb	Unknown
Lesser Fire Orb	Unknown
Lesser Sonic Orb	Unknown
Mass Darkvision	Cyf, IC, HTW, OoSB
Mass Fly	Cyf, HTW
Mass Resist Elements	Cyf, MHV, HTW, CoA, CoE, CoF, CoH, CoO, CoP, CoPho, CoPhy, CoSC, CoT, DwP, EP, GP, HP, OoSB
Mass Teleport	Cyf, HTW, WU
Mordenkainen's Private Sanctum	ASC, IC
Negative Energy Burst	Unknown
Negative Energy Ray	Unknown
Negative Energy Wave	Unknown
Otiluke's Dispelling Screen	Unknown
Otiluke's Greater Dispelling Screen	Unknown
Owl's Wisdom	ALL (bards, clerics, sorcerers, and wizards only)
Polymorph Other	Banned
Polymorph Self	Banned
Repair Critical Damage	Unknown
Repair Light Damage	IC

Repair Minor Damage
Repair Moderate Damage
Repair Serious Damage
Sonic Orb
Spiritwall
Undeath to Death

IC
Unknown
Unknown
Unknown
Banned
CoP, OoSB

Song and Silence

Allegro
Ambient Song
Blunt Weapon
Choir
Crescendo
Easy Math
Fanfare
Fine-Tuning
Focusing Chant
Follow the Leader
Fortissimo
Harmonic Chorus
Harmonize
Healthful Slumber
Hymn of Praise
Improvisation
Infernal Threnody
Insidious Rhythm
Joyful Noise
Listening Coin
Lullaby
Otto's Resistible Dance
Percussion
Protégé
Song of Discord
Spectral Weapon
Summon Instrument
Sympathetic Vibration
Wail of Doom
Zone of Silence

Unknown
III, PoG, CoC
PoG, CoC
III
PoG, CoC
PoG, CoC
PoG, CoC
Unknown
PoG, CoC
Unknown
PoG, CoC
III
PoG, CoC
MHV
PoG, CoC, OoSB
PoG, CoC
Banned
Unknown
Unknown
ASC, PoG, CoC
Unknown
Unknown
III
Unknown
Unknown
PoG, CoC
Unknown
Unknown
PoG, CoC
ASC, PoG, CoC

Masters of the Wild

Adrenaline Surge
Animal Reduction
Animal Trick
Beget Bogun
Big Sky
Blight
Bloodhound
Body of the Sun
Bottle of Smoke
Briar Web
Camouflage
Cloak of the Sea
Cloudwalkers
Contagious Touch

WAF
Gyr
Gyr
Unknown
Unknown
See Defenders of the Faith above.
CSC, Gyr
WAF
Gyr
See DotF
CSC, EP, Gyr, WAF
OF
Unknown
Unknown

Countermoon	OF, WAF
Creeping Cold	Unknown
Darkseed	Unknown
Dawn	Gyr
Daze Animal	Unknown
Decomposition	Unknown
Detect Favored Enemy	Gyr
Druid Grove	OF, WAF
Embrace the Wild	CSC, Gyr, WAF
Epidemic	Banned
False Bravado	Unknown
Feathers	Unknown
Fire Eyes	OF, WAF
Forestfold	CSC, Gyr, OF
Greater Call Lightning	Unknown
Greater Creeping Cold	Unknown
Green Blockade	CSC, Gyr
Hawkeye	CSC, Gyr, OF
Invulnerability to Elements	Unknown
Kiss of Death	Unknown
Languor	Unknown
Last Breath	Unknown
Lookingglass	Unknown
Mandragora	Unknown
Mass Awaken	Unknown
Mass Calm	OF
Mass Trance	Unknown
Miasma	Unknown
Might of the Oak	CSC, WAF
Nature's Avatar	Unknown
Nature's Favor	Gyr
Persistence of the Waves	Unknown
Power Sight	OF
Protection from All Elements	WAF
Regenerate Circle	OF
Regenerate Critical Wounds	MHV, CoB, CoP
Regenerate Light Wounds	MHV, CoB, CoE
Regenerate Moderate Wounds	MHV, CoB, CoE, CoP, EP, GP
Regenerate Ring	OF
Regenerate Serious Wounds	MHV, CoB, HP, WAF
Sandblast	Unknown
Scarecrow	Unknown
Slime Wave	See Defenders of the Faith above.
Speak with Anything	OF, WAF
Speed of the Wind	Unknown
Standing Wave	Unknown
Thunderswarm	Unknown
True Reincarnate	Unknown
Waterball	Unknown
Wood Wose	Unknown

Prestige Classes:

Per RUP-1, all prestige classes fall into one of three categories.

Core: Any character in the Living Greyhawk campaign that meets the requirement of a core prestige class may take that prestige class without any other requirements.

Adaptable: These classes may or may not be available depending on your region. They may also have additional requirements to join added to them. Below you will find a list of adaptable prestige classes in Geoff and their specific rules. If you gained a prestige class outside of Geoff, you may use it in Geoff, but may not advance in level without meeting the Geoff requirements.

Special: PC's cannot take special prestige class unless a campaign certificate specifically grants the right to do so.

Note on Special Requirements for Prestige Classes: Many prestige classes possess a special requirement to take a level of the class. Examples of this include the ownership of Masterwork Heavy Armor for Cavalier and the suffering of an energy drain attack for Hunters of the Dead. If a player ever obtains a special requirement of this nature, the event must be noted on the Adventure Certificate in the notes section. Without the appropriate annotation, the PC cannot take levels in that prestige class.

Special requirements must be mentioned directly in the module. They cannot be contrived by the players in any way. For example, a PC cannot create a wight to level drain a friend so she can take the Hunter of the Dead class. If the special requirement is a particular event (such as a peaceable discussion with an elemental for Elemental Savant or meeting an agent of one's deity such as Contemplative), the event must occur in the module and must be written in the text.

Geoff Adaptable Prestige Classes:

Sword & Fist

Drunken Master: KM

Being accepted into the brotherhood of Drunken Masters is not guaranteed. Any player who wishes to attempt to meet the special requirement for this class must contact the meta-org coordinator or the group POC. They will arrange for a special mission that gives no XP or treasure but meets the special requirement. No player under the age of 18 is allowed to play a character of this class. Players of this class must be sensitive to the feelings of other players at the table and must comply with the RPGA's rules of conduct. Repeated complaints concerning a player's behavior will cause them to be kicked out of the order, losing all class abilities.

Master of Chains: CoGS

Order of the Bow Initiate: LoG, GSF, KoD, CoE, EP, Gyr

Red Avenger: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Warmaster: Though PCs of at least Cymorth rank in AoL can take the class; you may only take the class with the permission of the Geoff triad. Their involvement is required because of the strict rules governing land ownership in Geoff.

Defenders of the Faith

Church Inquisitor: CoH, CoPho, CoSC, DwP

The special requirement of this class is the only exception of a special requirement that must be gained during adventure play. Because of module limits and ongoing plot lines, there will be no opportunity to include opportunities to uncover corruption within their church.

Hospitaler: MHV, CoH, CoP, CoSC, OoSB

Hunter of the Dead: CoH, CoP, Gyr, OoSB, WAF

NOTE: You must have a judge note on the adventure cert of the module where you received your 'Scar of Life' and the nature of the scar. If this happened in a past module ask that judge to sign a new log entry on your sheet with the circumstances and that will work as well. You may have this 'Scar' restored at a future time without losing access to the class or the ability to take the class.

Knight of the Chalice: CoH, CoP, CoPho, CoSC, DwP, OoSB

Knight of the Middle Circle: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Tome & Blood

Alienist: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Dragon Disciple: This class might become available but requires a special cert. If you are interested in this class, you must submit a request to the Geoff Meta-org coordinator. Not all requests will be approved. When submitting the request, you must describe in character the reasons why you think your character might have a dragon ancestor. You must also provide a description of your character (traits, classes, physical description, etc.). The character description combined with the in character reasons will be used to determine what type of dragon your ancestor was, if you are approved.

Mage of the Arcane Order: IC (see description for more info)

Mindbender: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive. Because of their distrust of each other, this class will never be offered as part of a meta-org.

Wayfarer Guide: Cyf, WU

Song and Silence

Dread Pirate: Due to a lack of large, navigable waterways, this class is not currently an option in Geoff. Barring a major shift in terrain, it will likely never be a Geoff prestige class.

Outlaw of the Crimson Road: This class will not be assigned to any meta-group. It is a possible benefit of an adventuring company, however, that adventuring company will have many negative modifiers because of their outlaw status. Individuals who feel they qualify for this class should contact the meta-organizations coordinator with their reasoning.

Royal Explorer: At the current time it is not possible to take this class. It may or may not turn up as an option in a future module or interactive.

Spymaster: ASC, CoC

Masters of the Wild

King/Queen of the Wild: This class is available to all residents of Geoff who meet the requirements. The terrains must be chosen from Forest, Hills, Mountain, Plains, or Underground. Any character that has a certified stay of at least 20 Time Units with flying creatures may choose Skies.

Watch Detective: HTW, GP

Windrider: Currently, this class is only available to someone who has a certified opportunity to obtain an unusual mount. Horses and dogs do not count as unusual mounts. The only mount currently approved is a giant eagle. If you acquire a mount that you feel is qualified, you must have it approved by the Geoff meta-org coordinator.

Meta-Groups

This is to go over the basics of joining meta-group organizations in Geoff. Most meta-groups in Geoff are going to be recorded on your adventure certificate. To join these groups, you must simply write in the notes section that you are spending any required gold and/or time units to join the group and have the judge sign the adventure certificate. If an organization has any special requirement (such as the Hunter of Dead prestige class requirement to have lost a level), you must also show the judge a notation on a previous adventure certificate that this occurred.

Some organizations, while not requiring certificates for membership, do require anyone who joins them to notify the POC. If this is the case, there will be a notation after the POC's name and e-mail. Notification must be done via e-mail so the POC has a record.

Some organizations will still require an actual certificate. If an organization requires a certificate for membership, it will indicate this in the group's description. Meta-organization certs will come in many different forms and there are many ways to go about acquiring the necessary paperwork to join. We are going to do this the best way we can think of to make it as easy as possible for the majority of you. Below we will list the possible ways to join the groups in Geoff.

1. Come to a Meta-Group activity booth at any convention that is premiering Geoff regional modules.
2. Go to a Meta-Group activity booth being run at your local convention or gameday. If you are running one and wish to have it there contact me about arranging one. It is not going to be possible to get to all of them, but we will do our best to be fair.
3. Eventually, mail-in forms will be made available and a meta-org coordinator will be designated.

This should let anybody who wishes to join a group do so with just a small bit of effort on their part.

Residency:

Many meta-groups require that the PC be a resident of Geoff. The following describes how to determine if you are a resident of Geoff and if not how to go about becoming one.

- The PC was created with a Home Region of Geoff and has never changed Home Regions.
- The PC has not always had a Home Region of Geoff but has spent his/her most recent 52 TU's with a Home Region of Geoff. (i.e. Paying 1 TU for all Geoff and Geoff-adapted modules, and 2 TU's for all other modules.)

- If you recently moved to Virginia, West Virginia, Maryland, Delaware, or Washington, DC, you may immediately change your character's residency to Geoff as if the character had been created in Geoff. If you later change your character's residency, the normal rules apply.

Reaction Bonus:

Many groups provide a reaction bonus when dealing with certain NPC's in the game. This bonus (or penalty) applies only during Geoff regional scenarios or scenarios adapted to Geoff. The bonus applies to the following skills at the DM's discretion. If he says no then no is no. Respect that.

- Bluff (Cha)
- Diplomacy (Cha)
- Gather Information (Cha)
- Intimidate (Cha)
- Perform (Cha, does not effect checks to make money at the conclusion of an adventure)

Feat Access:

If you take a feat from a meta-organization, you must be a member of the organization for 52 TU's before you can leave the group. This length of time is your total time as a member, not the time from when you take the feat. If you leave an organization before the 52 TU, you must pay 2 TU per year to maintain the feat. If you have more than one feat that meets this criteria, you must spend 2 TU per year for each feat. Some organizations are an exception to this rule. See the specific organizations for these exceptions.

Spell Access:

For arcane casters, you do not lose access to spells already learned if you leave a meta-organization. For divine casters, you no longer have access to spells that a meta-organization provides if you leave that organization.

Prestige Classes:

If you take levels in an adaptable prestige class, you do not lose those levels upon leaving the organization. You are not permitted to continue taking levels of that class if you are no longer a member.

For more information head to the website at www.rpgageoff.com. There you will find full rosters of the meta-groups. More background information as well as special events that might be going on in the future for them will also be posted on the Geoff web site. Remember these groups will be as fun as the effort you put into them.

Army of Liberation and Specific Units

The meta-organizations in this section are all related to the Army of Liberation. There are certain special rules relating to these related groups that supercede other rules listed in this text.

- 1) A member of the Army of Liberation may only be assigned to one unit at a given time. All requests for a change of assignment must be approved by the AoL POC.
- 2) All members of the Army of Liberation are required to have a certificate indicating their current unit. These will be provided by the meta-organizations POC upon approval of the AoL POC.
- 3) Feats gained from previous units are exempt from the rules regarding feat access presented on page 13. As long as you are still in the AoL, you suffer no penalty for leaving a unit that provided access to a feat. For example, Illian ap Methwyn joins the AoL and asks to be assigned to the Marchawg. While in the unit, he takes the Monkey Grip feat. Later, but before being in the Marchawg for 52 TU, Illian requests to move to the Saethwr. He does not have to pay any penalty for having the Monkey Grip feat from being in the Marchawg. If he leaves the AoL completely before 52 TU, then he does pay the penalty.
- 4) You still cannot take levels of a prestige class if your current AoL unit does not provide access to the class. You do not lose levels you already have.
- 5) All units of the AoL require that a PC be a member of the AoL. This means that a PC in a unit must pay the TU costs associated with being the AoL. If a unit has a cost listed in its entry, this cost is in addition to the base cost of the AoL.

<u>List of Units</u>	<u>Page</u>
Army of Liberation (Base membership required for all units)	15
Cyfrin (arcane corps)	16
Griffon's Claws (heavy foot)	17
Longbowmen of Geoff (elite archers)	18
Marchawgi (light cavalry)	19
Olwythi gan Gyrudd (rangers/scouts)	20
Rhyfelwri (light foot)	21
Saethwri (archers)	22
Teulu (elite cavalry)	23

Army of Liberation

The Army of Liberation was created through the office of the Brenin (Duke) Owen. The Army has been created with the sole purpose of driving the Giant Armies out of Geoff. Once the Giants are defeated, and all Geoff lands have been reclaimed, the Army will be disbanded, and the previous system of Cantrev (Provincial) militaries will be reinstated. There is a separate Army of Liberation document. Please refer to that document for more detailed information.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Duke Owen
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- An enlistment application must be filled out and signed or the PC must have an interview with an enlistment officer at interactive.
- 8 Time Units must be spent to reflect Basic Training.
- On the anniversary date of enlistment, 4 Time Units must be spent to reflect Refresher Training.

Benefits:

- Access to feats from source books. The availability of feats is determined by the unit to which you are assigned. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to spells from source books. The availability of spells is determined by the unit to which you are assigned. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- May choose any prestige classes offered by unit to which you are assigned. To use these prestige classes, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Spell Access: The overall Army of Liberation does not grant access to any spells. Certain units may.

Feat Access: Every unit in the Army of Liberation has access to the following feats (other feats may be accessible by individual units):

Acrobatic (S&S)	Dash (S&S)
Athletic (S&S)	Death Blow (S&F)

Prestige Classes: Every unit in the Army of Liberation may grant levels in the following prestige classes (other prestige class levels may be accessible by individual units):

War Master (S&F) (Adaptable – special requirement, must be of Cymorth rank or higher – see Army of Liberation document for requirements of Cymorth)

Cyfrin

(Certed Organization)

Since the time of Vecna until recently in Geoff, organized magic-using organizations have been banned from existence. The practice of the arcane arts was tolerated, as long as its practitioners did not organize. In most cases the nobles that feared their art monitored even these lone practitioners closely. So it was for many years, until the giant invasion, when the need for the arcane in repelling the giant invaders was recognized. Still fearful of the arcane, the nobles have sanctioned a division of arcane spell casters under the watchful eye of the Army of Liberation, the Cyfrin, as the only allowable congress of mages in Geoff.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Army of Liberation
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- 5 Ranks in Spellcraft
- 5 Ranks in Concentration
- Restricted from researching, containing in a spellbook, or taking as a spell known any spell from the school of necromancy other than the following expressly allowed spells: Corpse Candle, Disrupt Undead, False Life, Gentle Repose, Halt Undead, and Undeath to Death. Spells allowed that are not in the PHB are not provided by the Cyfrin, they simply allow their members to have them in their spellbook.

Benefits:

- A Cyfrin gains access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- May take levels in Wayfarer Guide. To use this prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Spell Access: The Cyfrin are given access to the following spells:

Arcane Sight (T&B)	Familiar Pocket (T&B)
Chain Contingency (T&B)	Filter (T&B)
Corpse Candle (T&B)	Mass Darkvision (T&B)
Dimensional Lock (T&B)	Mass Fly (T&B)
Energy Buffer (T&B)	Mass Resist Elements (T&B)
Energy Immunity (T&B)	Mass Teleport (T&B)

Feat Access: The Cyfrin are given access to the following feats:

Chain Spell (T&B)	Sculpt Spell (T&B)
Energy Substitution (T&B) (Not Sound)	Widen Spell (T&B)
Eschew Materials (T&B)	

Prestige Classes: The Cyfrin are encouraged to focus in Elemental Magic, but may take any of the following adaptable prestige classes:

Wayfarer Guide (T&B)

Griffon's Claws

(Certed Organization)

Griffon's Claws: The Griffon's Claws are heavily armored foot soldiers. They are the Brenin's personal bodyguard if he is on the battlefield. They are an elite unit. The Guards are chosen from soldiers who started in light foot soldier braichi. These soldiers showed an aptitude and ability to handle heavier armor and close ranks training. The Claws will remain a separate organization with allegiance to the Brenin following the war.

The Griffon's Claws should not be confused with the Griffon Guard. The Duke's Griffon Guardsmen are granted their rank to the Duke directly by him. Each Griffon Guard member wears the insignia, but not all are heavy troopers. Some are Mages, Clerics and Rogues. It is also a position that can and often was passed down from father to son with the Duke's permission. At full strength they numbered less than 75 before the invasion. They now number around 15 and never leave the Brenin's side.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Duke Owen
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- Must hold rank of Corfforol or higher.
- Must provide own weapons and armor, armor must be medium weight or heavier.
- Must have +3 BAB
- Must have heavy armor proficiency.
- Must have recommendation of Braichdyn (rank) or higher (triad).

Benefits:

- Access to feats from source books listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- May take levels in prestige classes listed below. To use the prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Spell Access: Griffon Claw's units do not grant access to any spells.

Feat Access: Griffon Claw's units grant access to the following feats:

Close-Quarters Fighting (S&F)	Knockdown (S&F)
Dual Strike (S&F)	Pin Shield (S&F)
Expert Tactician (S&S)	Power Lunge (S&F)
Hold the Line (S&F)	Remain Conscious (S&F)
Improved Sunder (S&F)	Shield Charge (DotF)
Improved Shield Bash (DotF)	Shield Expert (S&F)

Prestige Classes: Griffon Claw's units do not grant access to any prestige classes.

Longbowmen of Geoff

(Certed Organization)

An important part of any army is its archery corps. In Geoff, the archers have taken it upon themselves to be more than the traditional unit. Instead, they take much greater pride in their skills and they have also trained some to serve as scouts in non-combat situations. Chosen from the elite of these archers are the Longbowmen of Geoff. Historically, the Longbowmen were made entirely of those who focused on the longbow. Today, with the threat of the giants looming over all of Geoff, the restrictions have been loosened to allow those who use short bows and composite varieties of either bow.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Army of Liberation
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- 4 Ranks in Hide
- 4 Ranks in Move Silently
- Feat: Weapon Focus (Any Bow)
- Must hold rank of Corforrol or higher
- Must have +3 BAB
- Must have recommendation of Braichdyn (rank) or higher (Triad)

Benefits:

- A Longbowmen of Geoff gains access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- May take levels in Order of the Bow Initiate. To use the prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Spell Access: The Longbowmen of Geoff are not spellcasters by nature though one could certainly join their ranks. As a result, no spell access is given by the group.

Feat Access: The Longbowmen of Geoff provide training on mastering the art of archery. As such, access to the following feats is provided:

Arterial Strike (S&S)	Fleet of Foot (S&S)
Chink in the Armor (S&S)	Sharp Shooting (S&F)
Extra Favored Enemy (MotW)	Supernatural Blow (MotW)
Favored Critical (MotW)	Zen Archery (S&F)

Prestige Classes: Longbowmen of Geoff often choose to focus on their skill almost as if it is a religion. As a result, they may take levels of Order of the Bow Initiate (S&F) provided they meet the requirements listed. In addition, members of the Longbowmen are strongly encouraged to take levels in Deepwood Sniper (MotW).

Marchawgi

(Certed Organization)

Light Cavalry: These troops provide and care for their own light warhorse or war pony. They are proficient at hit and run tactics, and many are able to shoot bows from horseback. They are used to screen other troops as well as mounted scouts. Marchawg is the term for a mounted cavalry trooper.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Duke Owen
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- Must provide own weapons and armor and light war-mount or greater.
- 2 ranks in Ride.
- 2 ranks in Handle Animal.

Benefits:

- Access to feats from source books listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: Marchawgi units do not grant access to any spells.

Feat Access: Marchawgi units grant access to the following feats:

Improved Overrun (S&F)
Knockdown (S&F)

Monkey Grip (S&F)

Olwythi gan Gyruff

(Certed Organization)

Rangers: These are the famed Olwythi gan Gyruff (Rangers of Geoff). Although the Rangers are organized into a braich, they will rarely ever fight together as a large unit. Rangers are individually assigned to other braichi to provide scouting services. Rangers are often given dangerous mission behind enemy lines. The First Ward of the Olwythi is the Braichdyn of the Ranger Braich. The Olwythi is a separate meta-organization. They are considered “attached” to the Army for the time being.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Duke Owen
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- Must hold rank of Corfforol or higher.
- Must have +4 BAB
- Must have Ranger levels as the primary class (not counting prestige classes).
- Must have Racial Enemy of Giants, Orcs, or Goblinoids.
- Must have recommendation of Braichdyn (rank) or higher (triad).

Benefits:

- Access to feats from source books listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: Olwythi units do not grant access to any spells.

Feat Access: Olwythi units grant access to the following feats:

Chink in the Armor (S&S)	Favored Critical (MotW)
Dirty Fighting (S&F)	Off Hand Parry (S&F)
Dual Strike (S&F)	Power Lunge (S&F)
Expert Tactician (S&S)	Prone Attack (S&F)
Extra Favored Enemy (MotW)	Sharp Shooting (S&F)
Eyes in the Back of Head (S&F)	Supernatural Blow (MotW)

Rhyfelwri

(Certed Organization)

Light Foot soldiers: Lightly armed rhyfelwri (warriors). These are basic foot soldiers. They arm and armor themselves with the weapons and armor of their choice. Spears and swords are common weapons. Leather armor and shield are common armors. They are not trained to fight in large groups in close quarters. They are skirmishers who fight best in small groups, dwrthi or squads.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Duke Owen
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- Must provide own weapons and armor.

Benefits:

- Access to feats from source books listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: Rhyfelwri units do not grant access to any spells.

Feat Access: Rhyfelwri units grant access to the following feats:

Close-Quarters Fighting (S&F)	Power Lunge (S&F)
Dual Strike (S&F)	Quicker than the Eye (S&S)
Expert Tactician (S&S)	Rapid Reload (S&F)
Fleet of Foot (S&S)	Shadow (S&S)
Flick of the Wrist (S&S)	Snatch Weapon (S&S)
Monkey Grip (S&F)	

Saethwri

(Certed Organization)

Archers: These troops are proficient in archery, and have bows as their primary weapon. Archers are the easiest to enlist, as most of Geoff's populace are proficient with bows. These troops train in mass aerial attacks against enemy formations. They are lightly armored and often only carry a dagger for close melee fighting. Saethwr is the term for an archer.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Duke Owen
Contact: James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- Must provide own weapons (bow or crossbow) and armor.

Benefits:

- Access to feats from source books listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: Saethwri units do not grant access to any spells.

Feat Access: Saethwri units grant access to the following feats:

Clever Wrestling (MotW)	Sharp Shooting (S&F)
Fleet of Foot (S&S)	Zen Archery (S&F)
Rapid Reload (S&F)	

Teulu

(Certed Organization)

Teulu: These are elite mounted knights. They are heavily armed and armored and are able to fight both on foot and horseback. They must provide and care for their own warhorse. They are used as shock troops against heavy concentrations of the enemy. They are an elite unit and draw their ranks from the light cavalry. The Teulu is a separate organization and will keep their allegiance to the Brenin following the disbandment of the Army of Liberation.

The original Teulu were known as the Griffon Knights. That unit was completely destroyed during the Fall of Gorna when they abandoned the rear gate defense and rode towards the Stark Mounds. The original leader of the Griffon Knights, the only survivor of the unit, was found guilty of Treason and banished forever from the lands of Geoff.

Base of Operation:	Hochoch
Area of Influence:	Geoff
Sponsor:	Duke Owen
Contact:	James Quick, bnimblejq@yahoo.com

Requirements to Join:

- Member in good standing of the Army of Liberation.
- Must hold rank of Corfforol or higher.
- Must provide own weapons and armor, armor must be medium weight or heavier.
- Must have +3 BAB
- Must have 5 ranks in ride.
- Must have 5 ranks in handle animal.
- Must have recommendation of Braichdyn (rank) or higher (triad).

Benefits:

- Access to feats from source books listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: Teulu units do not grant access to any spells.

Feat Access: Teulu units grant access to the following feats:

Dual Strike (S&F)	Monkey Grip (S&F)
Expert Tactician (S&S)	Pin Shield (S&F)
Hold the Line (S&F)	Remain Conscious (S&F)
Improved Overrun (S&F)	Shield Charge (DotF)
Improved Shield Bash (DotF)	Shield Expert (S&F)
Knockdown (S&F)	

Gnomish Groups

The gnomes of the Stark Mounds represent a major population that is not overrun by the giant armies. As a result, they are one of the few areas that have access to specialized training for adventurers and other citizens. While the gnomes sponsor most of these groups, they are not all restricted to gnomes (see the specific group entries for more details).

<u>List of Groups</u>	<u>Page</u>
The Ambassador's Step-Children	25
Illuminators	27
Illusionary College	28
Kristen Monastery	32
Midlothian Hospital Volunteers	33
The Riders	34

The Ambassador's Step-Children

(Certed Organization)

The Ambassador's Step-Children is a sort of Gnomish Intelligence Agency tasked with keeping the Gnomish King and his advisors up to date on what is happening in the Mounds, Gyruuff and the surrounding regions. The Step-Children accepts persons of all skill sets and races because you never know what you might need to find out or from whom.

As a result of their loyalties to the Gnomish King, members of the Ambassador's Step-Children are not permitted to join organizations that require any sort of fealty to another political ruler unless given special permission (must have an e-mail from POC stating that dual membership is permitted).

Base of Operation: Stark Mounds
Area of Influence: Primarily Stark Mounds, though they have a presence throughout Geoff and lands surrounding the Stark Mounds (this does not grant any special benefit in regions outside of Geoff).
Sponsor: King Garnet Carrock
Contact: David Darnell, DTD@SIRresearch.com

Requirements to Join the Ambassador's Step-Children:

- Citizen of Geoff (In addition, character must declare the Stark Mounds as his "home" in Geoff. This provides no game play mechanic, instead just indicating your allegiance to King Carrock.).
- Must have 5 ranks in at least two of the following skills: Bluff, Diplomacy, Disguise, Forgery, Gather Information, Innuendo, and Sense Motive.
- Must speak at least 3 languages.
- Members must apply to the Gnomish POC for membership; you do not have to be a Gnome to be a Step-Child.
- 8 Time Units initial training (first year only).
- 4 Time Units per year serving the Step-Children. These TU's are to be paid the anniversary month of initial entry.

Benefits:

- The PC may declare one portion of Geoff as their assigned "territory." The POC will maintain a list of acceptable territories approved by the triad.
- In their "territory", the PC gains a +2 circumstance bonus to Gather Information checks due to her extensive contacts in the area. In addition, the cost for using this skill is halved while in their "territory."
- A member of the Step-Children begins each Geoff regional or Geoff adaptable module with 1 Lesser Favor of a temple of their choice in their assigned "territory." These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module. This reflects the contacts they have established in that "territory." Once a temple is chosen in the territory, it cannot be changed and the temple should be noted on the adventure cert.
- The Step-Children provides access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- May take levels in prestige classes listed below. The player must bring a copy of the prestige class to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the special abilities of the class for that event.

Feat Access: The Step-Children provides training to its members in the following feats:

Alluring (S&S)	Jack-of-all-Trades (S&S)
Charlatan (S&S)	Multicultural (S&S)
Dash (S&S)	Persuasive (S&S)
Disguise Spell (S&S)	Quicker than the Eye (S&S)
Fleet of Foot (S&S)	Shadow (S&S)

Trustworthy (S&S)

Spell Access: The Step-Children does have spellcasters among their ranks. As a result, the following spells are available for arcane casters in the membership:

Corpse Candle (T&B)

Ghostform (T&B) – It is illegal to use this spell to gain access to an abode without a warrant. Though GIA does not punish its members for violating this law, membership does not protect you from prosecution if caught.

Listening Coin (S&S)

Mordenkainen's Private Sanctum (T&B)

Probe Thoughts (DotF) – This spell can only be used with a warrant. Though GIA does not punish its members for violating this law, membership does not protect you from prosecution if caught.

Zone of Silence (S&S)

Prestige Classes: The Step-Children provides training to its members allowing them to take levels in the following adaptable prestige classes provided they meet the necessary requirements:

Spymaster (S&S)

Illuminators

(Contact POC on joining)

The Illuminators are a group of gnomes that provide gnomish religious and historical education through the use of Illusion spells. They are well-respected individuals within the Stark Mounds and among gnomes in other areas of Geoff. Most Illuminators are retired adventurers, but occasionally an active adventurer chooses to join the ranks. Most Illuminators teach in the Stark Mounds, but a few have traveled to Hochoch in recent times to teach there. The Illuminators primarily teach gnomes, but some sages and other scholarly types can be found at the performance lectures.

There are two main groups of Illuminators. Most of them only spend a small part of each year teaching the citizens of the Geoff are assigned the rank of Journeyman. A few, however, retire from the adventuring ways and decide to teach much more. These few are given the extra prestige of the title Grand Illuminator.

Base of Operation: Stark Mounds
Area of Influence: Geoff
Sponsor: Clan Clinktock
Contact: David Darnell, DTD@SIRresearch.com

Requirements to Join the Illuminators:

- 10 Ranks in either Knowledge (Religion) or Knowledge (History).
- 5 Ranks in Perform (one perform skill must be storytelling).
- Ability to cast major image.
- Must be a gnome.
- 2 Time Units per year as a Journeyman.
- 26 Time Units per year as a Grand Illuminator.

Benefits:

- A Journeyman Illuminator receives a +1 reaction bonus from all gnomes if she indicates her membership in the organization. Refer to page 13 for more information on reaction bonuses.
- Access to feats from source books. The availability of feats is determined by the unit to which you are assigned. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to spells from source books. The availability of spells is determined by the unit to which you are assigned. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- May choose any adaptable prestige classes offered by the Illuminators. To use these prestige classes, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Feat Access: The Illuminators provide training to its members in the following feats:

Cooperative Spell (T&B)	Extra Music (S&S)
Delay Spell (T&B)	Extra Spell (T&B)
Disguise Spell (S&S)	Improved Familiar (T&B) – Any celestial form of a
Eschew Materials (T&B)	standard familiar or pseudodragon.

Spell Access: The Illuminators are spellcasters, so they naturally have a collection of spells they can share among themselves. As a result, the following spells are available for arcane casters in the membership:

Ambient Song (S&S)	Harmonic Chorus (S&S)
Choir (S&S)	Imbue Familiar with Spell Ability (T&B)
Familiar Pocket (T&B)	Percussion (S&S)

Prestige Classes: The Illuminators do not currently provide access to any adaptable prestige classes.

Illusionary College

(Certed Organization)

Being natural masters of illusionary magic, the gnomes of the Stark Mounds have created a college for instruction in the use of illusion magic. The college is located underground within the Stark Mounds. Persons of all race are permitted to attend the college, though it is extremely difficult for non-gnomes to be admitted. The college offers numerous courses of study regarding illusions, and most wizards only attend a few classes to gain polish in a particular area. A few wizards do attend the college full-time, learning a great deal more about illusions, but obviously spending a much more time in study.

The college also maintains an Alumni Association, the most famous member of which is Grand Duke Owen of Geoff. The Alumni Association is a group of great prestige, but it too has its benefits.

Base of Operation: Stark Mounds
Area of Influence: Benefits apply throughout Geoff
Sponsor: Stark Mound Gnomes
Contact: David Darnell, DTD@SIRresearch.com

Requirements to Become a Part-time Student:

- Must be a gnome or have the recommendation of an important person. Currently, Grand Duke Owen and Methos the Cat are the only recommendations that carry any weight (i.e. one Favor or Influence of either will gain entrance). Other persons will be introduced in the future to provide recommendations.
- Must have Int 15 to pass the entrance exams.
- Must be a wizard.
- Each course of instruction costs 4 Time Units and 100 gp.

Benefits of Part-time Students:

- Each course allows a PC to take one feat or two spells from the lists below. If a spell is chosen, the PC is also responsible for the cost of scribing the spell into her spellbook unless the spell is chosen as one of the automatic two gained for advancing a level. The spellcraft check to learn the spell is automatically successful. To use one these, the player must bring a copy of it to the table for a judge to review. If the player does not have a copy, the judge can disallow access to that feat, spell, or prestige class for that event.
- In lieu of the spells listed below, the PC may also take courses that teach any illusion spell from the PHB. Again, the PC must still pay the cost of scribing the spell into her spellbook. Spellcraft checks are automatically successful if a course is taken.
- If a PC wishes to learn spells from the list below when advancing a level, she must immediately take a course after gaining the experience points needed to advance a level. The PC may then designate either or both of the spells from the course as learned with level advancement, avoiding the cost of scribing them into her spellbook.
- Ferrets and hedgehogs are added to the list of allowed familiars for the PC.
- The PC may purchase an Illusionary College Alumnus Ring for 150 gp. after the completion of one course of study. Wearing this ring provides a +1 reaction bonus with Stark Mounds gnomes and other alumni when worn openly. You do not need to actually belong to the Alumni Association to receive this bonus. Refer to page 13 for more information on reaction bonuses.
- Once you have taken a single course, you qualify for the Alumni Association.

Requirements to Attend Full-Time:

- Must be a gnome or have the recommendation of an important person. Currently, Grand Duke Owen and Methos the Cat are the only recommendations that carry any weight (i.e. one Favor or Influence of either will gain entrance). Other persons will be introduced in the future to provide recommendations.
- Must have Int 15 to pass the entrance exams.
- Must be a wizard.
- A full time student must expend 52 Time Units and 1000 gp.

Benefits of Full-Time Graduates:

- Access to the feats and spells listed below. To use one these, the player must bring a copy of it to the table for a judge to review. If the player does not have a copy, the judge can disallow access to that feat, spell, or prestige class for that event.
- Ferrets and hedgehogs are added to the list of allowed familiars for the PC.
- Full time-students may take refresher courses gaining the same benefits of part-time students above. The cost per course for a full-time graduate is only 75 gp. per course.
- The PC may purchase an Illusionary College Alumnus Ring for 75 gp. (full time students receive them for half-price) after the completion of their year of study. Wearing this ring provides a +1 reaction bonus with Stark Mounds gnomes and other alumni when worn openly. You do not need to actually belong to the Alumni Association to receive this bonus. Refer to page 13 for more information on reaction bonuses.
- You may take one level of Mage of the Arcane Order provided you meet the additional requirements listed below.
- You qualify for membership in the Alumni Association or to take a staff position.

Requirements to Join the Staff:

- Must have graduated as a full-time student from the college.
- Must have at least one level of Mage of the Arcane Order.
- Other requirements are described below under Mage of the Arcane Order.

Benefits of Staff Members:

- Staff members are the only persons allowed to take more than one level of Mage of the Arcane Order.

Requirements to Join the Alumni Association:

- Must have completed at least one course or the full-time program.
- Must pay 50 gp. per year in Alumni Association dues.
- Must spend 1 TU and 50 gp. each year attending the alumni ball.

Benefits of Alumni:

- Because of the alumni network, members of the Alumni Association who are current on all requirements are permitted to learn one additional spell per spell level. Unlike the two automatic spells, this spell does require that the PC pay to scribe into his spellbook. If the PC is a full-time graduate, bonus spells may be selected from the PHB or the list below. If the PC is not a full-time graduate, the additional spell may only be from the PHB.
- Members of the Alumni Association receive an additional +1 reaction bonus that stacks with the bonus from above (total of +2) when dealing with other members of the alumni association. Refer to page 13 for more information on reaction bonuses.
- Due to their contacts, a member of the Alumni Association may purchase items after Geoff regional adventures up to 3000 gp. market value. Additions to this amount apply normally.

Spell Access: The Illusionary College provides access to the following spells:

- | | |
|---|--|
| Arcane Sight (T&B) | Indifference (T&B) |
| Disguise Undead (T&B) | Mass Darkvision (T&B) |
| Enhance Familiar (T&B) | Mordenkainen's Private Sanctum (T&B) |
| Familiar Pocket (T&B) | Repair Light Damage (T&B) |
| Filter (T&B) | Repair Minor Damage (T&B) – This is a 0-lvl spell, |
| Fortify Familiar (T&B) | so every part-time and full-time student receives |
| Imbue Familiar with Spell Ability (T&B) | this spell automatically. |

Feat Access: The Illusionary College provides access to the following feats:

Arcane Defense (T&B)
 Eschew Material (T&B)
 Extra Spell (T&B)
 Improved Familiar (T&B) – May choose Shocker Lizard, Stirge, Formian Worker, Pseudodragon, Celestial form of any standard familiar, or Small Earth Elemental.

Multicultural (S&S) – Only non-gnomish, full-time students may select. Alternate culture must be gnome.
 Repeat Spell (T&B)
 Spell Specialization (T&B)
 Twin Spell (T&B)
 Widen Spell (T&B)

Prestige Classes: The Illusionary College provides training for the following prestige class:

Mage of the Arcane Order (T&B) – This class has many features and requirements. Because all staff members have at least one level of this class, these requirements are mandatory for members of that group. In the following description and the T&B description, all references to the guild refer to the Illusionary College. The following are additional restrictions to the class for this meta-group.

In addition to the listed requirements, a PC must have

- Graduated as a full-time student of the college.
- Spell focus (Illusion).
- The ability to cast and prepare arcane spells of at least 3rd lvl (this supersedes the requirement of the class in T&B).
- Must be able to cast at least 4 spells from the school of illusion, one of which must be of 3rd lvl or above.
- All other requirements remain the same.

The guild member class feature requires some mechanics. The following is how these work and are considered to suffice in lieu of the description in T&B:

- The 30 gp dues per month are paid at the rate of 7.5 gp per Time Unit. This cost must also be paid for non-adventuring time units (i.e. Using craft feats to make money or TU requirements of other meta-orgs). If you end a calendar year with a positive Time Unit balance, you must make a single payment equal to the remaining Time Units X 7.5 gp during your first adventure the following calendar year. For example, RunRunNose plays a core adventure costing 2 TU. In addition to the normal costs for that adventure, RunRunNose must pay 15 gp. of his dues. His next adventure is set in Geoff, and he decides to spend 2 TU after the adventure using Craft Arms and Armor to make money. That adventure costs a total of 3 TU, so RunRunNose must pay 22.5 gp in addition to normal costs. At the end of the year, RunRunNose has 10 TU remaining. During his first adventure the next year, he must pay 75 gp in addition to the normal cost of the adventure.
- The duties of the guild require the PC to spend 2 TU per year working for the college. At the decision of the triad, the college may also task individuals with specific duties that cost additional TU. TU spent meeting these requirements are also subject to the dues described above.
- PCs may not fall in arrears on their dues. This is a change from T&B. If you miss a payment, you are immediately cut-off from the Spell Pool and may not take any other benefits listed below until the back dues are paid.
- The boarding costs are reflected by the PC being allowed to pay for the Adventurer's Standard at the rate of 6 gp per Geoff Regional scenario. Adaptable adventures played in Geoff also receive this benefit.
- The library and laboratory access is reflected by the PC being considered to have access to an alchemist's lab for use of the alchemy skill or ownership of a lab, workshop, or smithy for use of magic item creation feats. There is no cost in TU or gp. for this benefit.
- Access to the college notices allows a PC to purchase items up to 4000 gp market value. Normal methods for increasing this amount still apply.

New Spell: Whenever a guild member receives a new spell according to the special abilities of the class, the PC may choose any spell from the PHB or the list above. The PC must still pay the cost of scribing the spell into her spellbook.

Regent: If a PC reaches this level, she no longer pays the dues described above. The TU costs above remain and an additional 6 TU per year must be spent to reflect the minimum 6 Council meetings the PC must attend. The +2 competence bonus translates to a +2 reaction bonus that stacks with the bonuses above. In addition to members of the college, however, this bonus applies to all gnomes of the Stark Mounds because of the notoriety of the position. If

a non-gnome reaches the level of Regent, he is recognized by any native of Geoff if the NPC makes an Int check DC20 due to the rarity of human regents of the College.

Spellpool: Each PC with spellpool access must add three categories to each adventure cert they complete. The first value is entering spellpool debt. This is normally a negative number, but spellpool balance can accrue making this value positive. Category two is the spellpool debt/balance gained during the adventure. Again, negative values indicate a debt and positive values indicate a balance. The final category is ending spellpool debt. This value is simply calculated by adding the entering spellpool debt to the spellpool debt gained during the adventure.

Additional rules for spellpool are provided below:

- Spellpool allows a PC to call a spell to fill an empty spell slot that has not been used for the day. For example, a Wiz5/MAO1 may choose to prepare one less 3rd lvl spell for a given day to use with spellpool. The PC could not use spellpool to replace a memorized haste spell with a fireball nor could spellpool be used to fill the slot that a used major image once filled.
- If the empty slot is the bonus slot for being a specialist wizard, only spells of that school can be called to fill the slot.
- Spellpool only replaces memorizing a spell. It does not provide needed focuses, material components, or XP costs. These costs are also not paid if a PC pays his debt.
- Calling a spell is a full round action that provokes attacks of opportunity. Because it is a spell-like ability, this can be done defensively. The Concentration DC is equal to 15+spell level being called. Combat Casting applies as if a spell was being cast. If successfully attacked, a Concentration DC 10+damage dealt+spell level being called is required. Failure of the check counts towards the daily use of this ability. For example, a 10th lvl caster attempting to call a 5th lvl spell may attempt to do so defensively requiring a Concentration DC20. No attacks of opportunity can be taken on the caster because she is calling defensively, but if the check fails, she has used her entire allotment of the spellpool for the day.
- Spells that can be called from the spellpool are limited to wizard and sorcerer spells from the PHB or the spell list above. A PC cannot call a spell from a school they have given up for specialization.
- Because the spellpool is not infinite and many people are using it simultaneously, it is a dynamic resource. As a result, a spell being called might not be available at any given time. The following table indicates the percentage chance that a spell is available based on the spell level and school. It is considered a free action to determine if the desired spell is available and a full-round action to obtain the spell. If the percentage chance fails, that spell cannot be checked again for one hour. Checking for the availability of a spell can only be attempted twice per round.

School	1 st lvl	2 nd lvl	3 rd lvl	4 th lvl	5 th lvl	6 th lvl	7 th lvl	8 th lvl	9 th lvl
Abjuration	85%	85%	85%	75%	65%	55%	40%	25%	10%
Conjuration	85%	85%	85%	75%	65%	55%	40%	25%	10%
Divination	80%	80%	80%	70%	60%	50%	35%	20%	5%
Enchantment	85%	85%	85%	75%	65%	55%	40%	25%	10%
Evocation	85%	85%	85%	75%	65%	55%	40%	25%	10%
Illusion	100%	100%	100%	90%	80%	70%	55%	40%	25%
Necromancy	80%	80%	80%	70%	60%	50%	35%	20%	5%
Transmutation	85%	85%	85%	75%	65%	55%	40%	25%	10%
Universal	90%	90%	90%	80%	70%	60%	45%	30%	15%

Kristen Monastery

(Contact POC on joining)

The Gnomish-Halfling monastery named Kristen was established in 1844 FR (CY-306). The Kristen Monastery is built in what had once been the cellars beneath the abandoned Halfling community of Bigofffoot. The rest of the place is now known as the Bigofffoot Clanhold. Gnomes, halflings, and the occasional dwarf wishing to learn the monastic arts or wishing to perfect them may apply to join the Monastery.

Base of Operations: Kristen Monastery
Area of Influence: None, monks of the monastery come from all over Oerth. After completing their studies, they are as likely to return to their homeland as remain in Geoff.
Sponsor: None.
Contact: David Darnell, DTD@SIRresearch.com

Requirements to Study at the Monastery:

- Gnome or halfling.
- Dwarves no taller than 4 ft. are rarely accepted. They must use an influence or favor of Parn, Duke Owen, or the gnomes to be accepted. Alternatively, a dwarven monk who successfully participated in Cat and Mouse, Shh, and Pressing Matters without receiving a negative influence will be admitted.
- Must be a monk with AL LG.
- Must have a Dex 12 and Wis 12 to pass required initiations.
- Must spend 8 TU each year to maintain training.

Benefits of the Monastery:

- A student of the Kristen Monastery gains access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- May take levels in the prestige classes listed below. To use the prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Feat Access: The Kristen Monastery trains its followers for various activities. As a result, the members may choose the following feats:

Acrobatic (S&S)	Expert Tactician (S&S)
Circle Kick (S&F)	Extra Stunning Attacks (S&F)
Clever Wrestling (MotW)	Fists of Iron (S&F)
Close-quarters Fighting (S&F)	Lightning Fists (S&F)
Dash (S&S)	Prone Attack (S&F)
Eagle Claw Attack (S&F)	Snatch Arrows (S&F)

Prestige Classes: The Kristen Monastery provides access to the following adaptable prestige classes:

Drunken Master (S&F) – Being accepted into the brotherhood of Drunken Masters at the Kristen Monastery is not guaranteed. Any player who wishes to attempt to meet the special requirement for this class must contact the meta-org coordinator or the Kristen Monastery POC. They will arrange for a special mission that gives no XP or treasure but meets the special requirement. No player under the age of 18 is allowed to play a character of this class. Players of this class must be sensitive to the feelings of other players at the table and must comply with the RPGA's rules of conduct. Repeated complaints concerning a player's behavior will cause them to be kicked out of the order, losing all class abilities.

Midlothian Hospital Volunteers

(Contact POC on joining)

The sisters Taryl Ramsees and Kari Jerafaynes established the Midlothian Clinic in CY476. Since CY583 it has grown into a hospital with almost half of the village of Midlothian working there full time, and almost everyone else helping out from time to time. The village children even think up entertainments that they put on for the sick. Some magical healing is available; it's very expensive and only used on the poor in emergencies. This is because there isn't enough for everyone. The money is used to hire adventurers to obtain rare and potent herbs that can't be grown in their limited space. They'd like to grow more locally but don't want to attract the attentions of the giant's herbalists. The clinic staff meets each morning to discuss cases. After which they're expected to share a prat fall, joke or funny story. The sisters feel that a happy staff helps the patients heal faster. Also the caregivers are expected to share the best jokes with their wards as they make rounds. The sisters spend their mornings making their rounds checking on progress and sharing jokes with the patients. "Laughter is the best medicine" is actually a Gnomish saying that Humans have adopted.

Another service provided by the Midlothian Hospital Volunteers is to serve as guards for small groups of pilgrims looking to journey to various religious shrines in the Stark Mounds. Occasionally, they also escort groups to areas outside the mounds, but never to areas too entrenched with giants or their allies.

Base of Operation: Midlothian
Area of Influence: Stark Mounds and Southeast Geoff
Sponsor: Town of Midlothian
Contact: David Darnell, DTD@SIRresearch.com

Requirements to Join as a Volunteer:

- Alignment any non-evil, non-chaotic.
- 5 Ranks in Heal.
- 4 Ranks in two of the following: Handle Animal, Knowledge (Anatomy), Profession (Herbalism), or Ride.
- 4 Time Units per year spent at the Hospital.

Benefits of the Midlothian Volunteers:

- May choose any offered prestige classes listed below. To use the prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.
- Access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.

Spell Access: The Midlothian Hospital provides access to the following spells:

Burial Blessing (DotF)	Mass Resist Elements (T&B)
Energy Immunity (T&B)	Regenerate Critical Wounds (MotW)
False Life (T&B)	Regenerate Light Wounds (MotW)
Filter (T&B)	Regenerate Moderate Wounds (MotW)
Healthful Slumber (S&S)	Regenerate Serious Wounds (MotW)

Feat Access: The Midlothian Hospital trains its followers for various activities. As a result, the members may choose the following feats:

Improved Overrun (S&F)	Sanctum Spell (T&B) – PCs may only select the
Knock-down (S&F)	Midlothian Hospital as their sanctum.

Prestige Classes: The Midlothian Hospital provides access to the following prestige classes:

Hospitaller (DotF) – The PC must spend an additional 2 time units per year either escorting pilgrimages to religious sites in the Stark Mounds or escorting sick and injured to the hospital from elsewhere.

Gnomish Special Forces

(Contact POC on joining)

The Gnomish Special Forces, or Riders as they are frequently called, are a group of select volunteers from the gnomish adventuring community called upon to take special missions. The Riders are not all called for every mission, but each one is chosen and required to participate in some missions each year. In addition, the volunteers must all get together for training to maintain their skills and techniques. Usually, Riders work in groups of 1 to 16, though sometimes two groups will be assigned the same task. An example of this was the Battle of Bloody Ridge. In that case, one group consisted entirely of illusionists while the other was tasked to protect the illusionists during the battle from engagement with enemy troops. Normally, the Riders are given their orders directly from the King, but occasionally they are called upon to take missions for others.

Base of Operation: Stark Mounds
Area of Influence: Geoff
Sponsor: King Garnet Carrock
Contact: David Darnell, DTD@SIRresearch.com

Requirements to Join the Riders:

- Must be a gnome.
- AL any good
- Must be a resident of Geoff (more specifically, must be a resident of the Stark Mounds).
- Must have 7 Ranks of Ride.
- Must have 5 Ranks of Move Silent and Hide.
- Must have the track feat.
- Must have a +6 BAB.
- Must have a min Cha of 8 and all other stats must be at least 10.
- Must spend 8 TU per year in training and missions.
- Must have a mount.

Benefits:

- The Riders provide access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- May take levels in prestige classes listed below. The player must bring a copy of the prestige class to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the special abilities of the class for that event.
- After being in the Riders for one year, a player may choose to request a special bred mount. These are typically larger dogs (use wolf stats except advanced to 4 HD) but occasionally other mounts are available. If you qualify for a special mount and wish to request one, contact the POC or meta-org coordinator to arrange for your mount. The available choices will be presented with their costs (which will be a combination of time and/or money) and you will get to choose which one you want. A cert of the mounts stats will be provided. The standard mount is listed below.

Feat Access: The Riders provide training to its members in the following feats:

Arterial Strike (S&S)	Rapid Reload (S&F)
Chink in the Armor (S&S)	Shadow (S&S)
Extra Favored Enemy (MotW)	Sharp-shooting (S&F)
Favored Critical (MotW)	Zen Archery (S&F)
Hamstring (S&S)	

Prestige Classes: The Riders provide training to its members allowing them to take levels in the following adaptable prestige classes provided they meet the necessary requirements:

Order of the Bow Initiate (S&F)

Standard Special Mount: The following are the stats for the standard special mount benefit. This mount requires an upkeep of 1 gp per TU, and the PC is required to pay an initial cost of 350 gp for the mount, its training, a military saddle, and other tack.

Exceptional Riding Dog: Large Animal; HD 4d8+16; hp 39; Init +1 (Dex); Spd 50 ft.; AC 14 (+1 Dex, +4 Natural, -1 Size), touch 10, flat-footed 13; Atks +7 melee (1d8+7 bite); Face 5 ft. by 10 ft.; SA Trip; SQ Scent, Tricks; AL N; SV Fort +7, Ref +5, Will +2.

Str 21, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: +0 (includes size penalty), Listen +6, Move Silently +6, Spot +4, Wilderness Lore +1 (+4 when tracking with scent).

Feats: Weapon Finesse (Bite).

SA: Trip – An exceptional riding dog that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 of the PHB) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

SQ: Scent - See page 10 of the MM. Tricks – The exceptional riding dog is trained in the following tricks. The reference page for the trick is provided. Armor (MotW pg 18), Attack (DMG pg 46), Come (DMG pg 46), Defend (DMG pg 46), and Track (DMG pg 46). The dog can also be taught one additional trick at the player's discretion following the rules in RUP-2. This final trick must be taught by the PC.

Miscellaneous Groups

The groups in this section are various groups that have formed over time in different parts of Geoff.

<u>List of Groups</u>	<u>Page</u>
Clear Sky Camp	38
Company of Giant Slayers	40
Evro Lygadi (The Vigilant Eyes)	41
Hochoch Town Watch	43
Knights of the Watch/Dispatch	45
Midnight Ravens	46
Prydythi of Gyruff (Scops)	48
Wayfarer's Union	50

Clear Sky Camp

(Contact POC on joining)

The Camp of the Clear Sky was organized after the retaking of Hochoch by influential half-orcs within Geoff. The camp's primary functions are to provide a haven for the dozens of unwanted half-orc children born each year and to increase the legitimacy of Half-orcs within Geoff. To that end, Clear-Sky is organized like a primitive Flan tribe, with its elders emphasizing traditional Flan ways. The camp works very hard to maintain good relationships with the rest of Geoff, primarily through insisting on adherence to the teachings of good gods of the Flan. In fact, the tribal leader is a NG Druid of Pelor, Eliseg ap Gell.

Many natives of Geoff have come to give the Camp a grudging bit of respect. The Temple of Allitur has helped this process by sending priests to teach the half-orcs to read and write, both common and Flan. The Old Faith Druids work closely with the Camp Elders, adding even more legitimacy to the "tribe."

Despite this newfound respect, however, there are still many within Geoff who are worried about Clear Sky Camp. The Knights of the Watch are known to be wary of the Camp, worried that it serves as a perfect place for giant loyalists to hide and spy on army and knight movements around Hochoch. In addition, many individuals in Hochoch are still not willing to treat the half-orcs as people.

In general, the half-orcs of Clear Sky Camp recognize the wariness of their presence and do their best to behave. They avoid creating scenes in Hochoch, preferring to do their part to push the giants from the lands of Geoff.

Base of Operations:	Clear Sky Camp, a semi-mobile village about twelve miles northeast of Hochoch.
Area of Influence:	Clear Sky Camp, though their presence is felt throughout Geoff.
Sponsor:	Eliseg ap Gell, NG Druid of Pelor
Point of Contact:	Jim Ghiloni, jghiloni@wizard.net

Requirements to Join the Tribe:

- Must be a half-orc.
- Alignment any non-evil.
- By 5th level, must be literate.
- By 8th level, must speak Flan.
- Must spend 2 TU per year working in the camp. This involves planting and harvesting crops, hunting for food, or helping build new structures.

Benefits:

- A member of Clear Sky Camp receives a +2 reaction bonus from all non-evil half-orcs in Geoff if she indicates her membership in the tribe. Refer to page 13 for more information on reaction bonuses.
- A member gains access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Requirements to become a Clear Sky Camp Elder:

- Must be a member of Clear Sky Camp.
- The character must have been created with a homeland of Geoff or must be a member of Clear Sky Camp for one year.
- Must maintain membership in the tribe (i.e. Meet literacy requirement and continue to pay 2 TU per year).
- Must have a +3 BAB.
- Must show your dedication to the camp by donating 100 gp. to the camp.
- Must continue to donate 50 gp. per year to help maintain the camp.
- Must pay an additional 2 TU per year in tribe duties.

Benefits:

- Allowed to wear the marking of a Clear Sky Camp Elder.
- While wearing marking of an Elder, an Elder receives an additional +2 reaction bonus from all non-evil half-orcs in Geoff that stacks with the bonus from being a tribal member. Refer to page 13 for more information on reaction bonuses.
- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.

Feat Access: The Clear Sky Camp provides training in the following feats:

Athletic (S&S)	Fleet of Foot (S&S)
Augment Summoning (T&B)	Hamstring (S&S)
Dash (S&S)	Monkey Grip (S&F)
Dirty Fighting (S&F)	Power Critical (MotW)
Dual Strike (S&F)	Power Lunge (S&F)
Eschew Materials (T&B)	

Spell Access: The Old Faith Druids have shared the secrets of casting a few spells with the Tribal Elders:

Bear's Heart (DotF)	Embrace the Wild (MotW)
Beast Claws (DotF)	Forestfold (MotW)
Bloodhound (MotW)	Green Blockade (MotW)
Brambles (DotF)	Hawkeye (MotW)
Briar Web (DotF)	Might of the Oak (MotW)
Camouflage (MotW)	Spikes (DotF)

Clear Sky Camp Tribal Protectors: Though tribal protector is a core prestige class, any PC who wishes to be a tribal protector of Clear Sky Camp must meet the following requirements. This does not prevent a PC from choosing another tribe; it only sets the rules for Clear Sky Camp.

- Must be a Clear Sky Camp Elder.
- Clear Sky Camp has an alignment of CN (more of its members are this alignment than any other). Therefore, all tribal protectors for Clear Sky Camp must also be CN.
- The only current enemy of Clear Sky Camp is the giant army.
- Clear Sky Camp Tribal Protectors have a homeland of Geoff.
- Characters who have levels of tribal protector of Clear Sky Camp prior to the release of this document may keep those levels. They are not permitted to take new levels, however, unless they meet the above requirements.

Company of Giant Slayers

At best a social outlet for the weapon bearing citizens of Geoff, some also call the Company of Giant Slayers little more than a mercenary group. Undoubted by all, however, is the training programs they have set up for their members. Currently, the Company is not affiliated with any noble house, political group, or a temple. The members prefer it this way and can only hope that no ties are ever established. The organization remains neutral in many areas, but works where it can to defeat the giant armies. Their favorite tactic is to use reach weapons against the giants to counter the natural reach of the beasts.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: None
Contact: TBD

Requirements to Join the Company of Giant Slayers:

- Must have participated in the slaying of a giant or giant kin and have it noted by the judge on your adventure cert.
- Payment of 100 gp. initiation fee and annual fee of 25 gp. The funds are used to maintain the Company Training Center in Hochoch.

Benefits:

- A member gains access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- A member can choose the Master of Chains prestige class. To use the prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Feat Access: The Company of Giant Slayers provides training to its members in the following feats:

Dirty Fighting (S&F)	Monkey Grip (S&F)
Dual Strike (S&F)	Off-Hand Parry (S&F)
Expert Tactician (S&S)	Pin Shield (S&F)
Eyes in the Back of Your Head (S&F)	Power Lunge (S&F)
Improved Shield Bash (DotF)	Shield Charge (DotF)
Knock-down (S&F)	Shield Expert (S&F)

Prestige Classes: The Company of Giant Slayers provides access to the Master of Chains prestige class.

The Evro Lygadi (“The Vigilant Eyes”)

(Certed Organization)

Rumors speak of a spy network in Geoff. Legends have the Evro Lygadi “Vigilant Eyes” thwarting enemy spies and their nefarious plots throughout Geoff’s long history. The Lygadi, according to the bards, protect the Duke from treachery from within and without Geoff and act to further the interests of the nation. Some tales portray the group as noble agents of Geoff, while others hint at a sinister and dark purpose -- even alleging that the Lygadi assassinates any they consider an enemy of Geoff. It has been reported that former High Chancellor Withington, while in power, was the directing force behind the organization. It is unknown who controls the organization now.

A very small few believe the organization is quite strong and has its agents everywhere. Even more, people that research the Lygadi legend have an unfortunate habit of ending up dead or missing.

Base of Operations:	Suspected to be Hochoch, but unknown for certain.
Area of Influence:	Rumored to be Geoff, Keoland, Gran March, others
Sponsor:	Unknown. Rumors are that they find you.
Contact:	Unknown, Contact EvroLygadi@yahoo.com

Requirements to Join the Evro Lygadi:

Unlike most groups, the Evro Lygadi do not have a well known set of criteria for taking members. The following guidelines are provided so PC’s interested in the group can build their PC towards possibly being invited to join. The requirements below are a guide. Additional requirements might be needed if the Evro Lygadi actually contacts a character about joining.

- 4 Ranks in Listen.
- 4 Ranks in Spot.
- 4 Ranks in one of the following skills: Knowledge (Geoff – Local: Geoff), Any craft or profession, Gather Information, Read Lips, Search, or Innuendo.
- Must speak Flan and Common.
- Unknown TU for duties.
- Unknown financial dues.
- Some sort of recognition from the Duke or member of the Evro Lygadi.

Benefits:

Again, due to their secretive nature, the benefits of belonging to the Evro Lygadi are unknown. Many guesses could be made, but no one really has much clue of how this group works. It is even possible that different benefits could be offered to different individuals based on their value to the organization. It is possible the Spy Master prestige class is accessible through this organization.

How to Join: As a fairly secret organization, the Evro Lygadi tend to find those that they deem acceptable to join their ranks. Unfortunately, this is difficult to handle and still allow PC members without creating a “good ole boys” network. As such, if you feel that your character has the stuff to be an operative in the Evro Lygadi and she meets any of the following conditions, contact the Evro Lygadi POC via e-mail.

- You meet an Evro Lygadi operative and you secretly reveal that you know of his affiliation to him or her. You must have the results marked in the notes section of your adventure cert. When you send the e-mail, you must send the NPC involved and the circumstances surrounding the meeting including names, places, times, and topics of conversation plus the names of the judges from those scenarios.
- If you owe at least two favors to the Evro Lygadi, you might be asked to call in those favors. Contact the Evro Lygadi POC with your levels, classes, stats, and skills. Depending on the mood of the Evro Lygadi, a task might be given to you that will be role-played out by the POC. Depending on your level of success an invitation to join the group could be in the offing. Note that no XP or gp will result from this task. The mission will be picked based on your skills.
- Other opportunities could arise in mini-missions. If these occur, they will not be advertised. You have to play and find out.

Oath of Secrecy: Again, the Evro Lygadi is a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If any judge determines that you have let someone find out in character that you are a member of the Evro Lygadi, the judge must report this to the Evro Lygadi POC and you will most likely suffer some consequences. If you report the breach of security to your judge willingly, the consequences will likely be far less severe. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet. This certificate is your campaign documentation that you belong to the group and must be presented at the beginning of each Geoff regional scenario to the judge.

Hochoch Town Watch

(Certed Organization)

The Town Council of Hochoch has recently been empowered to provide for the enforcement of laws within the limits of Hochoch. Currently, this extends to a distance within one league of the old oak tree. With this power, the council now needs dedicated persons to join the Town Watch. This position pays well, but is also a large demand on a person's time. Many people have applied, and all positions other than patrol officers have been filled. Future positions might open up, but the council only needs citizens who are willing to patrol the streets.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: Hochoch Town Council
Contact: geoffmetaorgs@yahoo.com, The PC Town Council members will review applications.

Requirements to Join the Hochoch Town Watch:

- Citizen of Geoff.
- Must not have a criminal record.
- Must complete application for the position.
- 2 Ranks in Diplomacy.
- 2 Ranks in Sense Motive.
- 4 Ranks in Gather Information.
- 39 Time Units per year.

Benefits:

- The Town Watch provides access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- The Town Watch provides access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.
- Pay of 10 gp. per week. This is logged each year as 390 gp. when the log entry is made for the 39 time units.
- Specific modules adapted for Geoff or written for Geoff may award a member of the Watch with compensatory time. The "comp time" must be mentioned in the adaptation or the module and will always be at the discretion of the judge. In the case that "comp time" is awarded, the PC should note this in the notes section of his or her log sheet and pay one less time unit for the module than is normal. No Watch Member may be awarded more than 10 "comp times" in a year. Pay is still received for all 39 weeks no matter how much "comp time" is awarded.
- A member of the town watch is considered a Class 1 follower of all temples. This benefit only applies while in Hochoch.
- A member of the town watch begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Temple of Allitur in Hochoch. These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module.

Feat Access: The Town Watch provides training to its members in the following feats:

Close-Quarters Fighting (S&F)	Improved Shield Bash (DotF)
Dirty Fighting (S&F)	Knock-down (S&F)
Dual Strike (S&F)	Pin Shield (S&F)
Extra Stunning Attacks (S&F)	Prone Attack (S&F)
Eyes in the Back of Your Head (S&F)	Rapid Reload (S&F)
Hold the Line (S&F)	Shadow (MotW)

Shield Charge (DotF)
Shield Expert (S&F)

Subdual Substitution (T&B)

Spell Access: The Town Watch does accept spellcasters among their ranks. Some particular spells that have proven useful in investigations are taught to wizards who join the ranks. Some spells have special limits placed on them. A Watch Member found to violate these limits will be reprimanded as deemed appropriate to the offense.

Arcane Sight (T&B)

Corpse Candle (T&B)

Enhance Familiar (T&B)

Familiar Pocket (T&B)

Fortify Familiar (T&B)

Ghostform (T&B) – It is illegal to use this spell to gain access to an abode without a warrant unless in direct pursuit of a criminal. A first violation will place a member of the watch under probation. Further violations may result in dismissal.

Mass Darkvision (T&B)

Mass Fly (T&B)

Mass Resist Elements (T&B)

Mass Teleport (T&B)

Probe Thoughts (DotF) – This spell can only be used with a warrant. Any person caught using it otherwise will be removed from the watch and face possible jail time of 6 months to 5 years depending on the extent of the crime.

Unbinding (DotF)

Prestige Classes: The Hochoch Town Watch provides access to the following adaptable prestige classes:

Watch Detective (MotW)

Knights of the Watch and Dispatch

(Certed Organization)

The Knights of the Watch have a long tradition in Geoff. They have defended the country with others against invaders and they have protected the people of Geoff as they lived so near the giants. More recently, and largely as a result of problems perceived with Watcher tactics during the giant invasion, another group has branched off and called themselves the Knights of Dispatch. The two groups work together, but have differing philosophies on how best to beat back the invaders. For more information, review the Knights of the Watch Handbook.

Base of Operation: Hochoch
Area of Influence: Sheldomar Valley, Keoland, Geoff, Sterich, Bissel, and Gran March
Sponsor: Knights of the Watch
Contact: Chris Jensen, chrisandcharlene@cox.net

For more information on the requirements and process to become a squire, read the Knights of the Watch Handbook. The most recent copy can be found in the files section of the Living Geoff Yahoo Group site.

There are two subgroups of the Knights of the Watch organization, the traditional Knights of the Watch and the newer Knights of Dispatch. The two groups have different requirements for becoming a squire and provide different access to feats and prestige classes.

Knight of the Watch Feat Access: The Knights of the Watch train their members for various activities. As a result, the members may choose the following feats:

Extra Smiting (DotF)	Improved Sunder (S&F)
Hold the Line (S&F)	Monkey Grip (S&F)
Improved Shield Bash (DotF)	Power Lunge (S&F)

Knight of the Dispatch Feat Access: The Knights of the Dispatch train their members for various activities. As a result, the members may choose the following feats:

Expert Tactician (S&S)	Sharp-shooting (S&F)
Monkey Grip (S&F)	Zen Archery (S&F)
Rapid Reload (S&F)	

Knight of the Watch Prestige Classes: The Knights of the Watch do not provide access to any adaptable prestige classes.

Knight of the Dispatch Prestige Classes: The Knights of the Dispatch provide access to the following adaptable prestige classes:

Order of the Bow Initiate (S&F)

Midnight Ravens

(Certed Organization)

Very little is known about the Midnight Ravens except that which has been reported by a few brave adventurers. The Midnight Ravens seem to be a Thieves Guild of some sort, but suspicions are that their influence goes beyond that of a simple thieves guild. The few reported contacts with the guild indicate that they have a great deal of information and they demand gold or favors in exchange for sharing it. The leader of the guild is unknown, but reports indicate dealings with someone using a female voice and identifying herself as the Aspect of Knowledge.

The Midnight Ravens claim to be interested in knowledge, apparently to use for future power grabs. When asked, they did not admit to committing the normal nefarious acts of a thieves guild, but they did not deny those acts either. The only thing that the Midnight Ravens vehemently denied is being engaged with murder or other violent activities. As a result, many suspect that they are mainly into smuggling, protection rackets, and burglary. Unfortunately, no evidence has ever surfaced regarding the group's involvement in a crime.

Base of Operations:	Suspected to be Hochoch, but unknown for certain.
Area of Influence:	Again, suspicions include Hochoch, but their tendrils might well reach elsewhere.
Sponsor:	Unknown. Rumors are that they find you.
Contact:	Unknown, Contact midnight_ravens@yahoo.com

Requirements to Join the Midnight Ravens:

Unlike most groups, the Midnight Ravens do not have a well known set of criteria for taking members. The following guidelines are provided so PC's interested in the group can build their PC towards possibly being invited to join. The requirements below are a guide. Additional requirements might be needed if the Midnight Ravens actually contact a character about joining.

- 4 Ranks in Hide.
- 4 Ranks in Move Silent.
- 2 Ranks in each skill from one of the following groups:
 1. Knowledge (Geography – Geoff), Knowledge (Geoff – Criminal Elements), and Knowledge (Geoff – Nobility).
 2. Disguise, Gather Information, and Perform.
 3. Bluff, Diplomacy, and Knowledge (Law).
 4. Bluff, Profession (Merchant), and Sense Motive.
 5. Disable Device, Open Locks, and Search.
 6. Climb, Jump, and Tumble.
 7. Bluff, Disguise, and Pick Pockets.
- Unknown Dues.
- Unknown TU for duties.

Benefits:

Again, due to their secretive nature, the benefits of belonging to the Midnight Ravens are unknown. Many guesses could be made, but no one really has much clue of how this group works. It is even possible that different benefits could be offered to different individuals based on their value to the organization. The only certain benefit is that anyone who talks to non-members about the Midnight Ravens is likely to find themselves on the bad end of the Ravens Favor.

How to Join: As a fairly secret organization, the Midnight Ravens tend to find those that they deem acceptable to join their ranks. Unfortunately, this is difficult to handle and still allow PC members without creating a “good ole boys” network. As such, if you feel that your character has the stuff to be a Midnight Raven and she meets any of the following conditions, contact the Midnight Ravens POC via e-mail.

- Attempt to pick pockets on at least a typical mark after 2 scenarios set in Geoff. You must have the results marked in the notes section of your adventure cert. When you send the e-mail, you must send the pickpocket check result, the level of success, and the amount gained, plus the names of the judges from those scenarios.
- If you owe at least two favors to the Midnight Ravens, you might be asked to call in those favors. Contact the Midnight Ravens POC with your levels, classes, stats, and skills. Depending on the mood of the Midnight Ravens, a task might be given to you that will be role-played out by the POC. Depending on your level of success an invitation to join the group could be in the offing. Note that no XP or gp will result from this task. These tasks could be anything from defending someone in a trial, to fencing some stolen goods, or even burglarizing a home. The mission will be picked based on your skills.
- Other opportunities could arise in mini-missions. If these occur, they will not be advertised. You have to play and find out.

Oath of Secrecy: Again, the Midnight Ravens are a secret organization. If you are allowed to join, you must do your best to keep this fact secret from any other PC. While the actual players might well know you are a member, their characters must not have any reason to suspect you. If any judge determines that you have let someone find out in character that you are a member of the Midnight Ravens, the judge must report this to the Midnight Ravens POC and you will most likely be removed from the organization. If you are accepted as a member, you will be e-mailed a certificate that details your benefits and other requirements you must meet. This certificate is your campaign documentation that you belong to the group and must be presented at the beginning of each Geoff regional scenario to the judge.

Prydythi of Gyrudd

(Contact POC on joining)

Founded by the mythic bard Kindler centuries ago, a Prydyth of Gyrudd, or Scop as they are commonly known, seeks only two things: To preserve the ancient ways and traditions of the Gyri and to journey the land seeking to inspire others with their tales. Though their numbers come primarily from bards, rangers, and even the occasional sorcerer, all Prydythi share a common love for their homeland and the customs and traditions that set it apart from the other nations of the Flanaess. In this respect, music and storytelling are central to the mission of the Prydyth. Many are also capable outdoorsmen, as their travels take them far and wide across the land. Often seen as folk heroes in the eyes of the peasantry and lay people of Geoff, it is not rare for a Scop to stir up quite a commotion when he visits an outlying steading or croft.

Base of Operation: None; The Prydythi in days past roamed Geoff freely. Now, by necessity most operate out of Hochcoch.
Area of Influence: Geoff
Sponsor: None
Contact: Carl Bender, avatar345@aol.com

Requirements to Join as a Prydyth:

- Must have Flan blood; Human, Half-Elf, or Half-Orc
- Must speak Flan
- Alignment: Any non-evil
- 4 Time Units per year (Spent traveling Geoff in search of inspiration.)
- 4 Ranks in Performance (Harp and/or Storytelling)
- 4 Ranks in Knowledge: Local (Geoff)
- 4 Ranks in Knowledge: History (Geoff)
- Resident of Geoff
- A Scop may not perform for additional coin during any adventure. The common folk recognize a Prydyth for what she is and due to longstanding tradition provide housing and meals but no coin for any performances.
- Must take an oath to preserve the culture and ways of the Gyri; the oath is sealed by the tattooing of the left palm

Benefits of being a Prydythi:

- A Prydyth gains a +1 reaction bonus with Gyric commoners and lay people. Refer to page 13 for more information on reaction bonuses.
- A Prydyth begins each Geoff regional module with 2 Lesser Favors of the Church of Allitur. These favors are a sign of respect from the Church of Allitur because the cause of the Prydyth works closely with the goal of the church to maintain the culture of Geoff and its history. The two groups are not actually related in any formal manner, just in this common goal. Multi-round events count as a single module for this purpose, and unused favors cannot be saved for later use.
- Due to the Prydyth's close ties to the common people of Geoff, the Scop automatically receives the benefits of a 'Common' upkeep without having to pay the requisite 12 gp when playing a Geoff regional.
- A Prydyth has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.
- A Prydyth has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- A Prydyth has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- A Prydyth may take advantage of the 'Bardic Music' abilities of various instruments as described in Chapter 3 of Song & Silence.

Spell Access: Joining the ranks of the Prdythi provides access to the following spells:

Ambient Song (S&S)

Blunt Weapon (S&S)
Crescendo (S&S)
Easy Math (S&S)
Fanfare (S&S)
Focusing Chant (S&S)
Fortissimo (S&S)
Great Shout (T&B)

Harmonize (S&S)
Hymn of Praise (S&S)
Improvisation (S&S)
Listening Coin (S&S)
Spectral Weapon (S&S)
Wail of Doom (S&S)
Zone of Silence (S&S)

Feat Access: Joining the ranks of the Prydythi provides access to the following Feats:

Alluring (S&S)
Energy Substitution: Sonic (T&B)
Extra Music (S&S)
Jack of All Trades (S&S)
Lingering Song (S&S)
Multicultural (S&S)

Obscure Lore (S&S)
Persuasive (S&S)
Requiem (S&S)
Subsonics (S&S)
Trustworthy (S&S)

Prestige Classes: Joining the ranks of the Prydythi does not currently provide access to any adaptable prestige classes.

Wayfarer's Union

After the giant invasion, a group wizards came to Hochoch to investigate the disturbing nature of teleportation magic being disrupted during the war. This group consisted of members of the Greyhawk Wayfarer's Union and they wanted to know what would stop them from practicing their craft. To this day, they have not discovered what caused the problems, but some of them settled permanently in Hochoch and with the blessing of the nobles created a Hochoch Wayfarer's Union.

Base of Operation: Hochoch
Area of Influence: Hochoch
Sponsor: Council of Nobles
Contact: TBD

Requirements to Join:

- 5 Ranks in Knowledge (Arcana)
- 5 Ranks in Knowledge (Geography)
- Ability to cast one spell with the teleportation descriptor
- Fee of 100 gp. to join
- Annual fee of 10 gp. to help maintain the Wayfarer's Union building in Hochoch
- Commitment of 2 time units per year working for the union on various tasks

Benefits:

- Access to the spells listed below from other source books. To use the spell, the player must bring a copy of the spell to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- May choose any offered prestige classes listed below. To use the prestige class, the player must bring a copy of the pclass to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.
- The Wayfarer's Union provides access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Wayfarer's Union provides access to a few select spells. These spells are very restricted because of requirements placed upon the Wayfarer's Union by Geoff nobility.

Chain Contingency (T&B)
Enhance Familiar (T&B)
Familiar Pocket (T&B)
Filter (T&B)

Fortify Familiar (T&B)
Imbue Familiar with Spell Ability (T&B)
Mass Teleport (T&B)
Unbinding (DotF)

Feat Access: The Wayfarer's Union provides training on the following feats:

Cooperative Spell (T&B)

Sanctum Spell (T&B) – The Wayfarer's Union building in Hochoch is the only eligible place for a PC to designate as a sanctum.

Prestige Classes: The Wayfarer's Union specializes in teleportation magic and highly encourages its members to continue their studies in the fields of arcana and geography. A PC who has been a member of the Wayfarer's Union for one year (as annotated on her log sheet/adventure cert) and who meets the requirements of the Wayfarer Guide prestige class will be taught the secrets necessary to take levels in that class.

Religious Organizations

The following section details various religious organizations available in Geoff. The Flan people predominantly worship Flan deities, with great reverence being given to Beory, Ehlonna, Obad Hai, and Pelor. Nerull is often shown respect by the people of Geoff, but only for his winter aspect and not because of his death spheres.

Many other deities are often found in Geoff, with evil and Baklunish deities being the only true disliked deities. Of course, there are many issues between different religious factions, but this document is not intended to detail of those. More information can be found in the religion section provided later in this document or on the Geoff website.

If a character is a member of a religious group that is closely tied with another group, the PC is only required to pay a 10% tithe to one organization. This will be noted in the group description.

If a PC has taken a position of greater responsibility within a church's hierarchy, the PC only pays the TU for the highest "rank" he or she has obtained. For example, an archdiacom in the Church of Allitur only pays the 4 TU per year for being an archdiacom, not the TU for being an archdiacom, a diacom, and a lay follower. TU costs of different groups still must be paid (i.e. a priest of the Church of Beory pays those costs plus the cost of the Old Faith if she belongs to both).

<u>List of Groups</u>	<u>Page</u>
Church of Allitur	52
Church of Beory	55
Church of Ehlonna	57
Church of Fharlanghn	59
Church of Heironeous	61
Church of Obad-Hai	63
Church of Pelor	65
Church of Pholtus	67
Church of Phyton	69
Church of St. Cuthbert	71
Church of Tritherion	73
College of Canaith (Old Lore Bards)	75
Dwarven Pantheon	77
Elven Pantheon	80
Fists of St. Cuthbert	83
Gnomish Pantheon	84
Guardians of the Old Faith (Monks)	86
Gyrfalcons (Rangers of Solonor Thelandira)	87
Halfling Pantheon	89
Illustrious Order of Heironeous (Paladins of Heironeous)	91
Keynsuroressi (Holy Liberators of Corellon Larethian)	92
Old Faith	93
Order of Shining Beacons	95
Wanderers (Rangers of Fharlanghn)	97
Wardens of the Ancient Forest (Druids of Ehlonna/Ehlenestra)	98

Church of Allitur

(Contact POC on joining or changing membership)

The Gyric Church of Allitur is the foremost proponent in Gyruuff of Respect for the Law, the Written Word, and the preservation-through-documentation of Customs and Traditions. To achieve these goals, it documents Legal Decisions and provides Law Advisors to the Nobility, teaches people to read and write, trains and provides clerks for both government and private businesses, and preserves the Customs and Traditions of Gyruuff by writing them down. During this time of crises, it also seeks to teach the Giants and their allies the folly of attacking a literate people.

All PC and Cohort members with the rank of Diacom or above begin in the Order of Allitur the Teacher.

The Church of Allitur has one temple in Hochoch at this time.

Base of Operation: Hochoch.
Area of Influence: Geoff
Sponsor: Gyric Church of Allitur
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Allitur.
- Alignment LG, NG, CG, LN, N, CN.
- 1 Time Unit per year (Spent in various Church-related activities).
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff.
- Tithe of 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Gyric Church of Allitur for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Diacom (Deacon) of Allitur the Teacher:

- Laymember of the Gyric Church of Allitur.
- At least one level of cleric or paladin.
- Alignment LG, NG, LN.
- 2 Time Units per year (Spent in various Church-related activities).
- 2 Ranks in Knowledge (Religion).
- 1 Rank in any other Knowledge skill.
- Speak and write Flan and Common.
- Resident of Geoff.
- Tithe of 10% of earnings (per module).

Benefits of a Diacom:

- A Diacom has all the benefits of a Laymember.
- A Diacom may claim sanctuary in any holy place of Allitur in Geoff.
- A Diacom receives a +1 reaction bonus with worshippers of Allitur while openly wearing a holy symbol of Allitur. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.

- A Diacom has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as an Archdiacom (High Deacon) of Allitur the Teacher:

- Diacom of the Gyric Church of Allitur (Any PC who was a member of the party that discovered the Gonfalon may become an Archdiacom without first having been a Diacom.)
- At least three levels of cleric or paladin.
- Alignment LG, NG, LN.
- 4 Time Units per year (Spent in various Church-related activities).
- 3 Ranks in Knowledge (Religion).
- 1 Rank in any other Knowledge skill.
- Speak and write Flan and Common.
- Resident of Geoff.
- Tithe of 10% of earnings (per module).

Benefits of a Diacom:

- An Archdiacom has all the benefits of a Diacom.
- An Archdiacom begins each Geoff regional or Geoff adaptable module with 1 Lesser Favor of the Church of Allitur. These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module.

Requirements to Join as a Periglor (Minister) of Allitur the Teacher:

- Archdiacom of Allitur.
- At least five levels of cleric or paladin.
- Alignment of LG, NG, LN.
- 6 Time Units per year (Spent in various Church-related activities).
- 4 Ranks in Knowledge (Religion).
- 2 Ranks in any other Knowledge skill.
- Speak and Write Flan and Common.
- Resident of Geoff.
- Tithe of 10% of earnings (per module).

Benefits of a Periglor:

- A Periglor has all the benefits of a Diacom.
- A Periglor gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Diacom. This bonus applies in the same manner as the Diacom bonus.
- A Periglor has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- A Periglor begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Church of Allitur. These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module.

Spell Access: The Gyric Church of Allitur provides access to the following spells:

Burial Blessing (DotF)	Gaze Screen (T&B)
Dimensional Lock (T&B)	Lesser Telepathic Bond (DotF)
Divine Flame (DotF)	Mass Resist Elements (T&B)
Divine Zephyr (DotF)	Recitation (DotF)
Energy Immunity (T&B)	Unfailing Endurance (DotF)
Filter (T&B)	

Feat Access: The Gyric Church of Allitur provides access to the following Feats:

Augment Summoning (T&B)
Cooperative Spell (T&B)
Divine Vengeance (DotF)
Energy Substitution (T&B)

Eyes in the Back of Your Head (S&S)
Jack of All Trades (S&S)
Trustworthy (S&S)

Prestige Classes: The Gyrlic Church of Allitur provides training and accepts among its followers any of the following prestige classes:

Church Inquisitor (DotF)

Church of Beory

(Contact POC on joining or changing membership)

The small Gyric Church of Beory has very close ties to the Old-Faith worship of Beory. Currently, the Church has one shrine near Hochoch.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Beory
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Beory
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module) (Members of the Old Faith pay a tithe to only one group).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Beory for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad. This does not apply to Shrines of the Old Faith.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy of it to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Chwaer (KOO-aier - Sister) / Brodyr ("BRO-dur" - Brother)

- At least one level of cleric or druid of Beory.
- Alignment of N, NG, LN, CN.
- 2 Time Units per year (Spent in various Church-related activities).
- 2 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of both the Church of Beory and the Old Faith are only required to tithe to one group).

Benefits of a Chwaer / Brodyr:

- A Chwaer / Brodyr has all the benefits of a Laymember.
- A Chwaer / Brodyr may claim sanctuary in any holy place of Beory.
- A Chwaer / Brodyr gains a +1 reaction bonus with followers of Beory while openly wearing a holy symbol of Beory. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Chwaer / Brodyr has access to the spells listed below from other source books. To use the spell, the player must bring a copy of it to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Mam (Mother) / Ewythr (eh-WEETH-er, Uncle):

- Chwaer / Brodyr of Beory. (Any qualified character who helped recover the Gonfalon may become a Mam / Ewythr without first having been a Chwaer / Brodyr.)

- At least five levels of cleric or druid.
- Alignment of N, NG, LN, CN.
- 6 Time Units per year (Spent in various Church -related activities)
- 4 Ranks in Knowledge (Religion)
- 2 Ranks in Knowledge (Nature)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of both the Church of Beory and the Old Faith are only required to tithe to one group.

Benefits of a Mam / Ewythr:

- A Mam / Ewythr has all the benefits of a Laymember.
- A Mam / Ewythr an additional +1 circumstance bonus to social skills that stacks with the bonus of a Chwaer / Brodyr. This bonus applies in the same manner as the Chwaer / Brodyr bonus.
- A Mam / Ewythr has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- A Mam / Ewythr begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Church of Beory. These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module.

Spell Access: The Gyric Church of Beory provides access to the following spells:

Bear's Heart (DotF)	Regenerate Critical Wounds (MotW)
Beastmask (DotF)	Regenerate Light Wounds (MotW)
Blight (MotW)	Regenerate Moderate Wounds (MotW)
Brambles (DotF)	Regenerate Serious Wounds (MotW)
Briar Web (DotF)	Spikes (DotF)
Chain of Eyes (DotF)	Unfailing Endurance (DotF)
Recitation (DotF)	Weather Eye (DotF)

Feat Access: The Gyric Church of Beory provides access to the following Feats:

Animal Control (MotW)	Plant Control (MotW)
Animal Defiance (MotW)	Plant Defiance (MotW)
Augment Summoning (T&B)	Resist Disease (MotW)
Energy Substitution (T&B) – May not choose fire.	Resist Poison (MotW)
Extra Wildshape (MotW)	Resistance to Energy (MotW)
Fast Wildshape (MotW)	Sacred Spell (DotF)

Prestige Classes: The Gyric Church of Beory does not currently provide access to any adaptable prestige classes.

Church of Ehlonna

(Contact POC on joining or changing membership)

The Gyric Church of Ehlonna is the second-largest and most connected Church in Geoff. It has strong ties to the Old Faith, the Gyric Churches of Allitur, Beory, and Pelor, and the Elven Pantheon. Its members include substantial numbers of Elves, Half-elves, Halflings, and Gnomes. In addition, it co-sponsors the independent Order of Shining Beacons.

All PC and Cohort clerics with a rank above Laymember begin in the Order of Ehlonna the Huntress.

The Gyric Church of Ehlonna has one temple and two chapels in or near Hochoch.

Base of Operation:	Hochoch.
Area of Influence:	Geoff
Sponsor:	Gyric Church of Ehlonna
Contact:	James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Ehlonna
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Church of Ehlonna and either the Old Faith or Wardens of the Ancient Forest are only required to tithe to one group).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Gyric Church of Ehlonna for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event

Requirements to Join as a Helvarch Ivanc (HALE-vark EE-vanc, Young Hunter/Huntress):

- Laymember of the Gyric Church of Ehlonna.
- At least one level of cleric, druid, paladin, or ranger.
- Alignment NG, LG, N, CG.
- 2 Time Units per year (Spent in various Church-related activities).
- 2 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Church of Ehlonna and either the Old Faith or Wardens of the Ancient Forest are only required to tithe to one group).

Benefits of a Young Huntress:

- A Young Huntress has all the benefits of a Laymember.
- A Young Huntress may claim sanctuary in any holy place of Ehlonna in Geoff.
- A Young Huntress gains a +1 reaction bonus with followers of Ehlonna while openly wearing a holy symbol of Ehlonna. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.

- A Young Huntress has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Helvarch (HALE-vark, Huntress):

- Young Huntress of Ehlonna (Any PC who was a member of the party that discovered the Gonfalon may become a Huntress without first having been a Young Huntress.)
- At least five levels of cleric, druid, ranger, or paladin.
- Alignment of NG, LG, N, CG.
- 6 Time Units per year (Spent in various Church-related activities).
- 4 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Church of Ehlonna and either the Old Faith or Wardens of the Ancient Forest are only required to tithe to one group).

Benefits of a Huntress:

- A Huntress has all the benefits of a Young Huntress.
- A Huntress gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Young Huntress. This bonus applies in the same manner as the Young Huntress bonus.
- A Huntress has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- A Huntress begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Church of Ehlonna. These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module.

Spell Access: The Gyric Church of Ehlonna provides access to the following spells:

Bear's Heart (DotF)	Flame of Faith (DotF)
Beast Claws (DotF)	Harrier (DotF) – The magical bird is always in the form of a peregrine falcon.
Beastmask (DotF)	Mass Resist Elements (T&B)
Briar Web (DotF)	Regenerate Light Wounds (MotW)
Burial Blessing (DotF)	Regenerate Moderate Wounds (MotW)
Chain of Eyes (DotF)	Weather Eye (DotF)
Divine Flame (DotF)	

Feat Access: The Gyric Church of Ehlonna provides access to the following Feats:

Animal Control (MotW)	Multicultural (S&S) – Elves, fey, gnomes, halflings, or humans only.
Animal Defiance (MotW)	Plant Control (MotW)
Athletic (S&S)	Plant Defiance (MotW)
Augment Summoning (T&B)	Supernatural Blow (MotW)
Divine Vengeance (DotF)	Zen Archery (S&F)
Extra Favored Enemy (MotW)	
Favored Critical (MotW)	

Prestige Classes: The Gyric Church of Ehlonna provides access to the following Prestige Classes:

Order of the Bow Initiate (S&F)

Church of Fharlanghn

(Contact POC on joining or changing membership)

The small Church of Fharlanghn in Gyruuff (Geoff) has little formal hierarchy. The various clerics minister to the faithful in a loose confederation and coordinate with the rangers known as Wanderers. The Church does check for minimum standards of orthodoxy for all of the faithful, but otherwise lets its members act as they will. Currently, the Church of Fharlanghn has one shrine.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Fharlanghn
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Fharlanghn
- Alignment N, NG, LG, CG, LN, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module). (Members of the Church of Fharlanghn and the Wanderers of Fharlanghn are only required to tithe to one group).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Fharlanghn for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember may choose any prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Junior Priest:

- At least one level of cleric or ranger of Fharlanghn.
- Alignment of N, NG, LN, CN.
- 2 Time Units per year (Spent in various Church-related activities).
- 2 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Church of Fharlanghn and the Wanderers of Fharlanghn are only required to tithe to one group).

Benefits of a Junior Priest:

- A Junior Priest has all the benefits of a Laymember.
- A Junior Priest may claim sanctuary in any holy place of Fharlanghn in Geoff.
- +1 reaction bonus with worshippers of Fharlanghn while openly wearing a holy symbol of Fharlanghn. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Junior Priest has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Priest:

- At least three levels of cleric or ranger of Fharlanghn.

- Alignment of N, NG, LN, CN.
- 6 Time Units per year (Spent in various Church-related activities).
- 4 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Church of Fharlanghn and the Wanderers of Fharlanghn are only required to tithe to one group).

Benefits of a Priest:

- A Priest has all the benefits of a Junior Priest.
- A Priest gains a +1 circumstance bonus on social skills that stacks with the bonus of a Junior Priest. This bonus applies in the same manner as described for the Junior Priest above.
- A Priest has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gyric Church of Fharlanghn provides access to the following spells:

Divine Agility (DotF)	Harrier (DotF)
Divine Flame (DotF)	Knife Spray (DotF)
Divine Zephyr (DotF)	Mass Resist Elements (T&B)
Energy Immunity (T&B)	Recitation (DotF)
Filter (T&B)	Unfailing Endurance (DotF)
Gaze Screen (T&B)	

Feat Access: The Gyric Church of Fharlanghn provides access to the following Feats:

Acrobatic (S&S)	Improved Flight (MotW)
Athletic (S&S)	Improved Swimming (MotW)
Dash (S&S)	Multicultural (S&S)
Divine Vigor (DotF)	Reach Spell (DotF)
Fleet of Foot (S&S)	Shadow (S&S)
Flyby Attack (MotW)	

Prestige Classes: The Gyric Church of Fharlanghn does not currently provide access to any adaptable prestige class.

Church of Heironeous

(Contact POC on joining or changing membership)

The small Church of Heironeous in Geoff has strong ties to the Church of Heironeous in the Gran March, but is independent of it. Currently the Church of Heironeous has two shrines.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Heironeous
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Heironeous
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module) (Members of the Church of Heironeous and the Illustrious Order of Heironeous are only required to tithe to one group).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Heironeous for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Valorous:

- At least one level of cleric or paladin of Heironeous.
- Alignment LG, NG, LN.
- 2 Time Units per year (Spent in various Church-related activities).
- 2 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module) (Members of the Illustrious Order of Heironeous pay tithe to one group).

Benefits of a Valorous

- A Valorous has all the benefits of a Laymember.
- A Valorous may claim sanctuary in any holy place of Heironeous in Geoff.
- A Valorous gains a +1 reaction bonus with worshippers of Heironeous while openly wearing a holy symbol of Heironeous. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Valorous has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as an Honorable:

- Valorous of Heironeous (Any qualified veteran of the Battles of Bloody Ridge or Preston may become an Honorable without first having been a Valorous.)
- At least five levels of cleric or paladin.

- Alignment of LG, NG, LN.
- 6 Time Units per year (Spent in various Church-related activities).
- 4 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module) (Members of the Church of Heironeous and the Illustrious Order of Heironeous are only required to tithe to one group).

Benefits of an Honorable:

- An Honorable has all the benefits of a Valorous.
- An Honorable gains an additional +1 reaction bonus on that stacks with the bonus of a Valorous. This bonus applies in the same manner as described for the Valorous above.
- An Honorable has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Church of Heironeous in Geoff provides access to the following spells:

Castigate (DotF)	Flame of Faith (DotF)
Divine Flame (DotF)	Harrier (DotF)
Divine Zephyr (DotF)	Mass Resist Elements (T&B)
Energy Immunity (T&B)	Recitation (DotF)
Filter (T&B)	Righteous Wrath of the Faithful (DotF)

Feat Access: The Church of Heironeous in Geoff provides access to the following Feats:

Athletic (S&S)	Eyes in the Back of Your Head (S&F)
Divine Might (DotF)	Hold the Line (S&F)
Divine Vengeance (DotF)	Improved Shield Bash (DotF)
Divine Vigor (DotF)	Shield Charge (DotF)
Extra Smiting (DotF)	Shield Expert (S&F)

Prestige Classes: The Church of Heironeous in Geoff provides access to the following Prestige Classes:

- Church Inquisitor (DotF)
- Hospitaler (DotF) - The PC must spend an additional 2 TU's per year tending to the poor and sick of Geoff.
- Hunter of the Dead (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC suffered a permanent ability point or experience level loss due to an attack by undead.
- Knight of the Chalice (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC has defeated a demon or driven it back to its home plane.

Church of Obad-Hai

(Contact POC on joining or changing membership)

The small Gyric Church of Obad-Hai is very closely tied to the Old-Faith worship of Obad-Hai. Currently, the Church has one shrine near Hochoch, and one shrine in the Stark Mounds.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Obad-Hai
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Obad-Hai
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module) (Members of the Church of Obad-Hai and the Old Faith are only required to tithe to one group).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Obad-Hai for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy of it to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Diacom Shalm (Shalm Deacon):

- At least one level of cleric or druid of Obad-Hai
- Alignment of N, NG, LN, CN
- 2 Time Units per year (Spent in various Church-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Old Faith only pay tithe to one group).

Benefits of a Diacom Shalm:

- A Diacom Shalm has all the benefits of a Laymember.
- A Diacom Shalm may claim sanctuary in any holy place of Obad-Hai in Geoff.
- A Diacom Shalm gains a +1 reaction bonus with worshippers of Obad-Hai while openly wearing a holy symbol of Obad-Hai. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Diacom Shalm has access to the spells listed below from other source books. To use the spell, the player must bring a copy of it to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Periglor Shalm (Shalm Minister):

- Diacom Shalm of Obad-Hai. (Any qualified character that helped recover the Gonfalon may become a Periglor Shalm without first having been a Diacom Shalm.)
- At least three levels of cleric of Obad-Hai or druid.

- Alignment of N, NG, LN, CN.
- 6 Time Units per year (Spent in various Church -related activities)
- 2 Ranks in Knowledge (Religion)
- 2 Ranks in Knowledge (Nature)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Church of Obad-Hai and the Old Faith are only required to tithe to one group).

Benefits of a Periglor Shalm:

- A Periglor Shalm has all the benefits of a Laymember.
- A Periglor Shalm gains an additional +1 reaction bonus on social skills that stacks with the Diacom Shalm bonus. This bonus functions in the same manner as the Diacom Shalm bonus above.
- A Periglor Shalm has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gyric Church of Obad-Hai provides access to the following spells:

Bear's Heart (DotF)	Recitation (DotF)
Beast Claws (DotF)	Righteous Wrath of the Faithful (DotF)
Beastmask (DotF)	Spikes (DotF)
Brambles (DotF)	Sword Stream (DotF)
Curse of the Brute (DotF)	Unfailing Endurance (DotF)
Mass Resist Elements (T&B)	Weather Eye (DotF)

Feat Access: The Gyric Church of Obad-Hai provides access to the following Feats:

Animal Control (MotW)	Flyby Attack (MotW)
Animal Defiance (MotW)	Multiattack (MotW)
Brachiation (MotW)	Plant Control (MotW)
Extra Wild Shape (MotW)	Plant Defiance (MotW)
Fast Wild Shape (MotW)	Scent (MotW)

Prestige Classes: The Gyric Church of Obad-Hai does not provide access to any adaptable prestige classes.

Church of Pelor

(Contact POC on joining or changing membership)

The Gyric Church of Pelor is the largest and most prestigious Church in Geoff. It maintains ties with the Old Faith, and the Gyric Churches of Allitur, Beory, and Ehlonna. In addition, it co-sponsors the independent Order of Shining Beacons. Because of the close ties between the followers of Mayaheinne and the Pelor, followers of Mayaheinne are welcomed into the Church of Pelor.

All PC and Cohort clerics with a rank above Laymember begin in the Order of Pelor the Shepherd.

The Gyric Church of Pelor has one temple and two chapels in or near Hochoch.

Base of Operation:	Hochoch.
Area of Influence:	Geoff
Sponsor:	Gyric Church of Pelor
Contact:	James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Pelor or Mayaheinne.
- Alignment LG, NG, CG, LN, N, CN.
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Church of Pelor and the Old Faith are only required to tithe to one group).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Gyric Church of Pelor for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Bugail Haul Ivanc (BUG-eye HEEL EE-vank, Young Sun Shepherd):

- Laymember of the Gyric Church of Pelor.
- At least one level of cleric or paladin.
- Alignment NG, LG.
- 2 Time Units per year (Spent in various Church-related activities).
- 2 Ranks in Knowledge (Religion).
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Old Faith only pay tithe to one group).

Benefits of a Young Sun Shepherd:

- A Young Sun Shepherd has all the benefits of a Laymember.
- A Young Sun Shepherd may claim sanctuary in any holy place of Pelor or Mayaheinne in Geoff.
- A Young Sun Shepherd gains a +1 reaction bonus with worshippers of Pelor or Mayaheinne while openly wearing a holy symbol of Pelor or Mayaheinne. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.

- A Young Sun Shepherd has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Bugail Haul (BUG-eyel HEEL, Sun Shepherd):

- Young Sun Shepherd of Pelor (Any PC who was a member of the party that discovered the Gonfalon may become a Sun Shepherd without first having been a Young Sun Shepherd.)
- At least five levels of cleric or paladin.
- Alignment of NG, LG.
- 6 Time Units per year (Spent in various Church-related activities)
- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Church of Pelor and the Old Faith are only required to tithe to one group).

Benefits of a Sun Shepherd:

- A Sun Shepherd has all the benefits of a Young Sun Shepherd.
- A Sun Shepherd begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Gyric Church of Pelor. Unused Lesser Favors go away at the end of each module and cannot be saved. Multi-round events count as a single module.
- A Sun Shepherd gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Young Sun Shepherd. This bonus applies in the same manner as the Young Sun Shepherd bonus.
- A Sun Shepherd has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gyric Church of Pelor provides access to the following spells:

Bear's Heart (DotF)	Harrier (DotF) – The magical bird is always in the form of an eagle.
Burial Blessing (DotF)	
Castigate (DotF)	Mass Resist Elements (T&B)
Divine Flame (DotF)	Recitation (DotF)
Divine Zephyr (DotF)	Regenerate Moderate Wounds (MotW)
Filter (T&B)	Regenerate Critical Wounds (MotW)
Flame of Faith (DotF)	Righteous Wrath of the Faithful (DotF)
Gaze Screen (T&B)	Undeath to Death (T&B)

Feat Access: The Gyric Church of Pelor provides access to the following Feats:

Alluring (S&S)	Persuasive (S&S)
Augment Summoning (T&B)	Reach Spell (DotF)
Cooperative Spell (T&B)	Resist Disease (MotW)
Divine Vengeance (DotF)	Sacred Spell (DotF)
Extra Smiting (DotF)	Trustworthy (S&S)

Prestige Classes: The Gyric Church of Pelor provides access to the following Prestige Classes:

- Hospitaler (DotF) - The PC must spend an additional 2 TU's per year tending to the poor and sick of Geoff.
- Hunter of the Dead (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC suffered a permanent ability point or experience level loss due to an attack by undead. Because Pelor has a special hatred of Undead, the PC may get a greater restoration spell cast by the Church of Pelor at a later date to recover this loss without losing access to the class.
- Knight of the Chalice (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC has defeated a demon or driven it back to its home plane.

Church of Pholtus

(Contact POC on joining or changing membership)

The Church of Pholtus in Geoff has strong ties to the Keoish and Grand March Churches of Pholtus, but is independent of them. Currently the Church of Pholtus has one shrine in Hochoch.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Pholtus
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Pholtus
- Alignment LG, NG, LN, N
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Pholtus for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as an Acolyte:

- At least one level of cleric or paladin of Pholtus
- Alignment of LN, NG, LG
- 2 Time Units per year (Spent in various Church-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of an Acolyte:

- An Acolyte has all the benefits of a Laymember.
- An Acolyte may claim sanctuary in any holy place of Pholtus in Geoff.
- An Acolyte gains a +1 reaction bonus with worshippers of Pholtus while openly wearing a holy symbol of Pholtus. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- An Acolyte has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Prior:

- Acolyte of Pholtus (Any qualified veteran of the Battles of Bloody Ridge or Preston may become a Prior without first having been an Acolyte.)
- At least five levels of cleric or paladin.
- Alignment of LG, NG, LN
- 6 Time Units per year (Spent in various Church-related activities)

- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Prior:

- A Prior has all the benefits of an Acolyte.
- A Prior gains an additional +1 reaction bonus on social skills that stacks with the bonus of an Acolyte. This bonus applies in the same manner as described for the Acolyte above.
- A Prior has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gyric Church of Pholtus provides access to the following spells:

Burial Blessing (DotF)	Gaze Screen (T&B)
Castigate (DotF)	Harrier (DotF)
Divine Flame (DotF)	Mass Resist Elements (T&B)
Divine Zephyr (DotF)	Recitation (DotF)
Energy Immunity (T&B)	Righteous Wrath of the Faithful (DotF)
Flame of Faith (DotF)	

Feat Access: The Gyric Church of Pholtus in Geoff provides access to the following Feats:

Divine Vengeance (DotF)	Sacred Spell (DotF)
Persuasive (S&S)	Trustworthy (S&S)

Prestige Classes: The Gyric Church of Pholtus provides access to the following Prestige Classes:

Church Inquisitor (DotF)
 Knight of the Chalice (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC has defeated a demon or driven it back to its home plane.

Church of Phyton

(Contact POC on joining or changing membership)

The Gyric Church of Phyton has no formal hierarchy. The various clerics minister to the faithful independently of each other and work together only when they choose. Currently, the Church of Phyton has only one shrine.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Phyton
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Phyton
- Alignment CG, LG, NG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Phyton for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Junior Priest:

- At least one level of cleric of Phyton
- Alignment CG, NG, CN
- 2 Time Units per year (Spent in various Church-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module)

Benefits of a Junior Priest:

- A Junior Priest has all the benefits of a Laymember.
- A Junior Priest may claim sanctuary in any holy place of Phyton in Geoff.
- A Junior Priest gains a +1 reaction bonus with worshippers of Phyton while openly wearing a holy symbol of Phyton. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Junior Priest has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Priest:

- At least three levels of cleric
- Alignment of CG, NG, CN
- 6 Time Units per year (Spent in various Church-related activities)
- 4 Ranks in Knowledge (Religion)

- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Priest:

- A Priest has all the benefits of a Junior Priest.
- A Priest gains an additional +1 reaction bonus on social skills that stacks with the bonus of a Junior Priest. This bonus applies in the same manner as for the Junior Priest above.
- A Priest has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gyric Church of Phytan provides access to the following spells:

Bear's Heart (DotF)	Energy Immunity (T&B)
Beastmask (DotF)	Filter (T&B)
Blight (DotF)	Mass Resist Elements (T&B)
Curse of the Brute (DotF)	Unfailing Endurance (DotF)
Divine Flame (DotF)	Weather Eye (DotF)
Divine Zephyr (DotF)	

Feat Access: The Gyric Church of Phytan provides access to the following feats:

Divine Vengeance (DotF)

Prestige Classes: The Gyric Church of Phytan does not currently provide access to adaptable prestige classes.

Church of Saint Cuthbert

(Contact POC on joining or changing membership)

The Church of Saint Cuthbert is the most important Church in Geoff that is not affiliated with the Old Faith. Due to the hard work of its followers, it is respected by many and has seen a substantial increase in membership since the Invasion.

Clerics entering the Church of Saint Cuthbert will begin as Billet.

The Church of Saint Cuthbert has one temple in Hochoch at this time.

Base of Operation:	Hochoch.
Area of Influence:	Geoff
Sponsor:	The Church of Saint Cuthbert
Contact:	James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Saint Cuthbert
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Church of Saint Cuthbert for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Billet Minor:

- Laymember of the Church of Saint Cuthbert
- At least one level of cleric or paladin.
- Alignment LN, LG
- 2 Time Units per year (Spent in various Church-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module)

Benefits of a Billet Minor:

- A Billet Minor has all the benefits of a Laymember.
- A Billet Minor may claim sanctuary in any holy place of Saint Cuthbert in Geoff.
- A Billet Minor gains a +1 reaction bonus with worshippers of St. Cuthbert while openly wearing a holy symbol of St. Cuthbert. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Billet Minor has access to the spells listed below (except for Probe Thoughts). To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Billet Major:

- Billet Minor of Saint Cuthbert (Any PC who was a member of the party that discovered the Gonfalon may become a Billet Major without first having been a Billet Minor.)
- At least five levels of cleric or paladin.
- Alignment of LN LG
- 6 Time Units per year (Spent in various Church-related activities)
- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Billet Major:

- A Billet Major has all the benefits of a Billet Minor.
- A Billet Major begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Church of Saint Cuthbert. Unused Lesser Favors go away at the end of each module and cannot be saved. Multi-round events count as a single module.
- A Billet Major gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Billet Minor. This bonus applies in the same manner as the Billet Minor bonus.
- A Billet Major has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Church of Saint Cuthbert provides access to the following spells:

Brain Spider (DotF)	Probe Thoughts (DotF) – Use of this spell requires the explicit approval of the head of the Church of St. Cuthbert. Without this approval, a PC loses all clerical abilities until he or she atones.
Burial Blessing (DotF)	
Castigate (DotF)	
Dimensional Lock (T&B)	
Divine Flame (DotF)	Recitation (DotF)
Divine Zephyr (DotF)	Righteous Wrath of the Faithful (DotF)
Energy Immunity (T&B)	Spikes (DotF)
Lesser Telepathic Bond (DotF)	Unfailing Endurance (DotF)
Mass Resist Elements (T&B)	

Feat Access: The Church of Saint Cuthbert provides access to the following Feats:

Augment Summoning (T&B)	Persuasive (S&S)
Divine Might (DotF)	Reach Spell (DotF)
Divine Vengeance (DotF)	Shield Expert (S&F)
Extra Smiting (DotF)	Trustworthy (S&S)

Prestige Classes: The Church of Saint Cuthbert provides access to the following Prestige Classes:

- Church Inquisitor (DotF)
- Hospitaler (DotF) - The PC must spend an additional 2 TU's per year tending to the poor and sick of Geoff.
- Knight of the Chalice (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC has defeated a demon or driven it back to its home plane.

Church of Tritherion

(Contact POC on joining or changing membership)

The Gyric Church of Tritherion has no formal hierarchy other than recognizing the difference between a cleric who is still wet behind the ears (a Diacom) and a cleric with some experience (Offeriad). The various clerics minister to the faithful independently of each other and work together only when they choose. Currently, the Church of Tritherion has only one shrine, near Hochoch.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of Tritherion
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of Tritherion
- Alignment CG, LG, NG, LN, N, CN
- 1 Time Unit per year (Spent in various Church-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered a registered follower of Tritherion for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Diacom (Deacon):

- At least one level of cleric of Tritherion
- Alignment CG, NG, CN
- 2 Time Units per year (Spent in various Church-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module)

Benefits of a Diacom

- A Diacom has all the benefits of a Laymember.
- A Diacom may claim sanctuary in any holy place of Tritherion in Geoff.
- A Diacom gains a +1 reaction bonus with worshippers of Tritherion while openly wearing a holy symbol of Tritherion. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Diacom has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as an Offeriad (Priest):

- At least three levels of cleric
- Alignment of CG, NG, CN
- 6 Time Units per year (Spent in various Church-related activities)

- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of an Offeriad:

- An Offeriad has all the benefits of a Diacom.
- An Offeriad gains an additional +1 reaction bonus on social skills that stacks with the bonus of a Diacom. This bonus applies in the same manner as for the Diacom above.
- An Offeriad has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gyric Church of Tritherion provides access to the following spells:

Burial Blessing (DotF)	Gaze Screen (T&B)
Castigate (DotF)	Harrier (DotF)
Divine Flame (DotF)	Mass Resist Elements (T&B)
Divine Zephyr (DotF)	Recitation (DotF)
Energy Immunity (T&B)	Unfailing Endurance (DotF)
Filter (T&B)	

Feat Access: The Gyric Church of Tritherion provides access to the following feats:

Divine Might (DotF)

Prestige Classes: The Gyric Church of Tritherion does not provide access to any adaptable Prestige Classes.

College of Canaith (Old Lore Bards)

(Contact POC on joining or changing membership)

The College of Canaith is one of the seven orders of bards who follow the Old Faith. Members of the College serve the Old Faith druids in many ways. Their roles include being an emissary of or agent for the Old Faith Druids and an envoy to foreign lands for the Brenin. Sometimes their missions are public; sometimes they are not. Due to the wide variety of their tasks, Bards of Canaith are expected to be capable in the arts of diplomacy, secrecy, and war.

Regarding the bards and war training, it is a well-known fact that at least a few of Grand Duke Owen's military advisors and some of Cadofyth Parn's have been trained at the College. Their study of past wars are comprehensive, though not all of the Bards at the College show much interest in studying those histories.

Base of Operation:	The Isle of Rhun in Lake Avon Ffyn
Area of Influence:	Geoff
Sponsor:	The Old Faith
Contact:	Carl Bender, avatar345@aol.com

Requirements to Join as a Bard:

- Human or Half-elf, with blood ties to Gyric Nobility
- Must speak Flan
- Follower of Allitur, Beory, Ehlonna, Obad-Hai, the Old Faith, or Pelor
- Alignment N, NG, LN, CN; NPC's may be NE
- 4 Time Units per year (Spent in various Old Faith-related activities.)
- 4 Ranks in Diplomacy
- 4 Ranks in Performance (including mandolin)
- 4 Ranks in one of the following Knowledges: Local (Geoff), History, or Nobility & Royalty.
- Resident of Sheldomar Valley
- Tithe of 10% of earnings (per module). (Members of the Church of Allitur, Beory, Ehlonna, Obad-Hai, or Pelor, or members of the Old Faith pay tithe to one group).
- A Bard of Canaith is inducted into the College at a special ritual held on the Isle of Rhun. There, he is expected to take an oath of allegiance to the Land and to the Old Faith. If a conflict of interests ever arises, the Bard is expected to hold the interests of the Old Faith and/or Brenin above all others. Should the Bard ever break his vow or go directly against the interests of the Old Faith, the Bard should be prepared to face serious consequences.

Benefits of a Bard of Canaith:

- A Bard of Canaith is considered to be a registered follower of the Old Faith for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Bard of Canaith gains a +2 reaction bonus with worshippers of the Old Faith and Gyric Nobility while openly wearing the symbol of the College of Canaith. At the same time, this can cause negative reactions with those opposed to the Old Faith or the Brenin. Refer to page 13 for more information on reaction bonuses.
- A Bard of Canaith begins each Geoff regional module with 1 Lesser Favor of the Old Faith. Multi-round events count as a single module for this purpose, and unused favors cannot be saved for later use.
- A Bard of Canaith has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.
- A Bard of Canaith has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the spell for that event.
- A Bard of Canaith has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.
- A Bard of Canaith may take advantage of the 'Bardic Music' abilities of various instruments as described in Chapter 3 of Song & Silence.

- A Bard of Canaith may purchase the following magic items at the end of any Geoff regional: Mandolin of the Inspiring Muse, Strings of Spell Storing. These items are described on pages 57 and 58 of Song & Silence, respectively. All purchases must be in accordance with the rules presented in RUP-3. The legal purchase of these items is an exception to the GP limit imposed by the Geoff regional magic item purchase rules.

Spell Access: The College of Canaith provides access to the following spells:

Ambient Song (S&S)	Harmonize (S&S)
Blunt Weapon (S&S)	Hymn of Praise (S&S)
Crescendo (S&S)	Improvisation (S&S)
Easy Math (S&S)	Listening Coin (S&S)
Fanfare (S&S)	Spectral Weapon (S&S)
Focusing Chant (S&S)	Wail of Doom (S&S)
Fortissimo (S&S)	Zone of Silence (S&S)
Great Shout (T&B)	

Feat Access: The College of Canaith provides access to the following Feats:

Alluring (S&S)	Green Ear (S&S)
Chink in the Armor (S&S)	Multicultural (S&S)
Dirty Fighting (S&F)	Obscure Lore (S&S)
Disguise Spell (S&S)	Persuasive (S&S)
Expert Tactician (S&S)	Subsonics (S&S)
Extra Spell (T&B)	Trustworthy (S&S)

Prestige Classes: The College of Canaith provides access to the following adapted Prestige Classes:

Spymaster (S&S)	Warmaster (S&F) – Coordination with the Geoff triad must be made to handle the land ownership portion of this class.
-----------------	--

Dwarven Pantheon

(Contact POC on joining or changing membership)

Known as the Morndinsamman, the Dwarven pantheon consists of Berronar Truesilver (the Reverend Mother), Clangeddin Silverbeard (the Father of Battle), Dumathoin (The Silent Keeper), Gendwar Argrim (the Doomed Dwarf), Moradin (the Soul Forger), Muamman Duathal (the Finder of Trails), and Vergadain (the Laughing Dwarf). In Dwarven society, all clerics of the Morndinsamman are expected to minister to all the followers of the Morndinsamman.

In the immediate Hochoch area, the current dwarven clerics are dedicated Moradin and Clangeddin.

At this time, it is generally unknown what clerics of the Morndinsamman still reside in the hills and mountains of Geoff.

The Dwarven Pantheon has one shrine underground near Hochoch.

Base of Operations:	Hochoch
Area of Influence:	Geoff
Sponsor:	The Dwarven Pantheon
Contact:	James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of the Morndinsamman (see list of allowed deities in the description above)
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Dwarven Pantheon-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Dwarven Pantheon services regularly.
- Resident of Geoff
- Tithe 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered a registered follower of the Dwarven Pantheon for purposes of the Temple Spell List and other, generic benefits for followers of specific deities as approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Junior Priest*:

- Dwarf worshipper of any of the Morndinsamman (see list of allowed deities in the description above)
- At least one level of cleric or paladin.
- Alignment any allowed by chosen deity (see below for specifics)
- 2 Time Units per year (Spent in various Dwarven Pantheon-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module)

Benefits of a Junior Priest:

- A Junior Priest has all the benefits of a Laymember.
- A Junior Priest may claim sanctuary in any holy place of the Dwarven Pantheon in Geoff.
- A Junior Priest gains a +1 reaction bonus with worshippers of Morndinsamman while openly wearing a holy symbol of Morndinsamman. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.

- A Junior Priest has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Priest*:

- Junior Priest of any of the Morndinsamman (Any qualified Dwarf veteran of the Battles of Bloody Ridge or Preston may become a Priest without first having been a Junior Priest.) (see list of allowed deities in the description above)
- At least five levels of cleric or paladin.
- Alignment any allowed of chosen deity.
- 6 Time Units per year (Spent in various Dwarven Pantheon-related activities)
- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Priest:

- A Priest has all the benefits of a Junior Priest.
- A Priest gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Junior Priest*. This bonus applies in the same manner as the Junior Priest* bonus.
- A Priest has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Dwarven Pantheon provides access to the following spells:

Bear's Heart (DotF)	Filter (T&B)
Burial Blessing (DotF)	Flame of Faith (DotF)
Castigate (DotF)	Gaze Screen (T&B)
Divine Flame (DotF)	Mass Resist Elements (T&B)
Divine Storm (DotF)	Recitation (DotF)
Divine Zephyr (DotF)	Righteous Wrath of the Faithful (DotF)
Energy Immunity (T&B)	Unfailing Endurance (DotF)

Feat Access: The Dwarven Pantheon provides access to the following Feats:

Close Quarters Fighting (S&F)	Improved Shield Bash (DotF)
Divine Might (DotF)	Monkey Grip (S&F)
Divine Vengeance (DotF)	Remain Conscious (MotW)
Divine Vigor (DotF)	Sacred Spell (DotF)
Expert Tactician (S&S)	Shield Charge (DotF)
Eyes in the Back of Your Head (S&F)	Shield Expert (S&F)

Prestige Classes: The Dwarven Pantheon provides access to the following Prestige Classes:

Church Inquisitor (DotF)
 Knight of the Chalice (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC has defeated a demon or driven it back to its home plane.

***Priest Titles and Alignments:** Priests of the Morndinsamman have different titles and permissible alignments depending on the deity worshipped.

Berronar Truesilver: (LG, NG, LN)

- Reverend Younger Sister / Reverend Younger Brother (Junior Priest)
- Reverend Sister / Reverend Brother (Priest)
- Revered Elder Sister / Reverend Elder Brother (Senior Priest)

- Sacred Heart (Priate)

Clangeddin Silverbeard: (LG, NG, LN)

- Junior Axebrother / Junior Axesister (Junior Priest)
- Axebrother / Axesister (Priest)
- Senior Axebrother / Senior Axesister (Senior Priest)
- Knight Commander (Priate)

Dumathoin: (N, NG, LN)

- Junior Keeper of the Shield (Junior Priest)
- Keeper of the Shield (Priest)
- Senior Keeper of the Shield (Senior Priest)
- Diamond (Priate)

Gendwar Argrim: (LN, LG)

- Junior Bane (Junior Priest)
- Bane (Priest)
- Senior Bane (Senior Priest)
- Bane Commander (Priate)

Moradin: (LG, NG, LN)

- Junior Forgesmith (Junior Priest)
- Forgesmith (Priest)
- Senior Forgesmith (Senior Priest)
- High Forgesmith (Priate)

Muamman Duathal: (NG, LG, CG)

- Junior Trail Finder (Junior Priest)
- Trail Finder (Priest)
- Senior Trail Finder (Senior Priest)
- Trailblazer (Priate)

Vergadain: (N, NG, CN)

- Junior Guilded Merchant (Junior Priest)
- Guilded Merchant (Priest)
- Senior Guilded Merchant (Senior Priest)
- High Aurak (Priate)

Elven Pantheon

(Contact POC on joining or changing membership)

Known as the Seldarine, the Elven pantheon consists of Aerdrie Faenya, Corellon Larethian, Ehlenestra (the elven aspect of Ehlonna), Erevan Ilesere, Gadheyn, Hanali Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandira, and Ye'Cind. In Elven society, all clerics of the Seldarine are expected minister to all the followers of the Seldarine.

In the immediate Hochoch area, the current elven clerics are dedicated to Ehlenestra and Corellon Larethian.

In the Dim Forest the current elven clerics are dedicated to Corellon Larethian, Solonor Thelandira, Ehlenestra, and/or Erevan Ilesere.

In the Oytwood area, the current elven clerics are dedicated to Corellon Larethian, Labelas Enoreth, Aerdrie Faenya, Sehanine Moonbow, and Ye'Cind.

At this time, it is generally unknown what clerics of the Seldarine still reside in the Hornwood.

The Elven Pantheon has one shrine near Hochoch and several shrines and groves in the Dim Forest. Shrines in the Oytwood will become accessible when unthreatened routes between Hochoch and the Oytwood are established (as determined by the Triad).

Base of Operation:	Hochoch, the Dim Forest near Hochoch, and the Oytwood.
Area of Influence:	Geoff
Sponsor:	The Elven Pantheon
Contact:	James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Any worshipper of one of the Seldarine (see the list in the description above)
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Elven Pantheon-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Elven Pantheon services regularly.
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Elven Pantheon and either the Gyrfalcons, the Gyric Church of Ehlonna, the Keynsuoressi, or the Wardens of the Ancient Forest are required to tithe to one group only).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Elven Pantheon for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Surnar Sarash (Small Priest):

- Elf or Half-elf worshipper of the Seldarine (see the list in the description above)
- At least one level of cleric, druid, or ranger.
- Alignment any allowed of chosen deity (see below for specifics).
- 2 Time Units per year (Spent in various Elven Pantheon-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff, the Dim Forest, the Oytwood, or the Hornwood

- Tithe of 10% of earnings (per module). (Members of the Elven Pantheon and either the Gyrfalcons, the Gyric Church of Ehlonna, the Keynsuoressi, or the Wardens of the Ancient Forest are required to tithe to one group only).

Benefits of a Surnar Sarash:

- A Surnar Sarash has all the benefits of a Laymember.
- A Surnar Sarash may claim sanctuary in any holy place of the Elven Pantheon in Geoff.
- A Surnar Sarash gains a +1 reaction bonus with worshippers of the Seldarine while openly wearing a holy symbol of the Seldarine. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Surnar Sarash has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Surnar (Priest):

- Elf or Half-elf worshipper of the Seldarine (see the list in the description above)
- At least three levels of cleric, druid, or ranger.
- Alignment any allowed of chosen deity (see below for specifics).
- 6 Time Units per year (Spent in various Elven Pantheon-related activities)
- 4 Ranks in Knowledge (Religion)
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Elven Pantheon and either the Gyrfalcons, the Gyric Church of Ehlonna, the Keynsuoressi, or the Wardens of the Ancient Forest are required to tithe to one group only).

Benefits of a Surnar:

- A Surnar has all the benefits of a Surnar Sarash.
- A Surnar gains an additional +1 reaction bonus on social skills that stacks with the bonus of a Surnar Sarash. This bonus applies in the same manner as for the Surnar Sarash above.
- A Surnar has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Elven Pantheon provides access to the following spells:

Brambles (DotF)	Filter (T&B)
Burial Blessing (DotF)	Gaze Screen (T&B)
Camouflage (MotW)	Harrier (DotF)
Castigate (DotF)	Mass Resist Elements (T&B)
Chain of Eyes (DotF)	Recitation (DotF)
Divine Flame (DotF)	Regenerate Moderate Wounds (MotW)
Divine Zephyr (DotF)	Spikes (DotF)
Energy Immunity (T&B)	

Feat Access: The Elven Pantheon provides access to the following Feats:

Animal Control (MotW)	Favored Critical (MotW)
Animal Defiance (MotW)	Plant Control (MotW)
Augment Summoning (T&B)	Plant Defiance (MotW)
Brachiation (MotW)	Sharp Shooting (S&F)
Extra Favored Enemy (MotW)	Supernatural Blow (MotW)
Eyes in the Back of Your Head (S&F)	Zen Archery (S&F)

Prestige Classes: The Elven Pantheon provides access to the following adaptable prestige classes:

Order of the Bow Initiate (S&F)

*Priest Alignments: Priests of the Seldarine have different permissible alignments depending on the deity worshipped.

Aerdrie Faenya, Corellon Larethian, Hanali, Celanil, Labelas Enoreth, Sehanine Moonbow, Solonor Thelandira, & Ye'Cind: CG, NG, CN

Ehlenestra: NG, CG, LG

Erevan Ilesere & Gadheyn: CN, CG

Fists of St. Cuthbert

(Contact POC on joining or changing membership)

The Church of St. Cuthbert sponsors a monastic order known as the Fists of St. Cuthbert. These individuals often travel with priests of St. Cuthbert as they journey about the lands. The Fists are very religious individuals who have found their calling in lending aid to these priests, defending them in their travels and assisting in spreading the word of St. Cuthbert.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: Gyric Church of St. Cuthbert
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Fist of St. Cuthbert:

- Follower of St. Cuthbert.
- At least 3 levels of monk.
- Alignment LN or LG.
- 2 Time Unit per year (Spent working for the church in various activities).
- 1 Rank in Knowledge (Religion) (Reflects that the PC has attended services regularly).
- 2 Ranks in Knowledge (Arcana).
- Resident of Geoff.
- Tithe of 10% of earnings (per module) (Members of the Fists of St. Cuthbert and the Church of St. Cuthbert are required to tithe to one group only).
- Oath of Obedience to the Primate of the Church of St. Cuthbert.

Benefits of Fists of St. Cuthbert:

- May claim sanctuary in any Temple of St. Cuthbert in Geoff.
- Considered a registered follower of St. Cuthbert for purposes of the Temple Spell List.
- A Fist gains access to the feats listed below. To use the feat, the player must bring a copy of the feat to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Feat Access: Fists of St. Cuthbert may choose feats from the following list:

Blindsight, 5-foot Radius (S&F)	Knock Down (S&F)
Circle Kick (S&F)	Lightning Fists (S&F)
Close-Quarters Fighting (S&F)	Mantis Leap (S&F)
Eagle Claw Attack (S&F)	Prone Attack (S&F)
Extra Stunning Attacks (S&F)	Remain Conscious (S&F)
Eyes in the Back of Your Head (S&F)	Snatch Arrows (S&F)
Fists of Iron (S&F)	

Gnomish Pantheon

(Contact POC on joining or changing membership)

Often known as the Lords of the Golden Hills, the Gnomish pantheon consists of Baervan Wildwanderer (the Masked Leaf), Baravar Cloakshadow (the Sly One), Flandal Steelskin (Master of Metal), Gaerdal Ironhand (the Stern), Garl Glittergold (the Joker), and Segojan Earthcaller (Earthfriend). (Also revered is Nebelun Qumancer (the Meddler), a quasi-deity known only in the Stark Mounds.) All followers of these deities are welcomed at any place holy to the Gnomish Pantheon.

In the immediate Hochoch area, the current Gnomish clerics are dedicated to Garl Glittergold, Baravar Cloakshadow, and Baervan Cloakshadow.

In the Stark Mounds the current Gnomish clerics are dedicated to Garl Glittergold, Baervan Wildwanderer, Flandal Steelskin, Segojan Earthcaller, Baravar Cloakshadow, and Gaerdal Ironhand.

The Gnomish pantheon has one hidden shrine in the Hochoch area. The number of shrines and other religious places in the Stark Mounds is currently a well-held secret. Shrines, etc., in the Stark Mounds will become accessible when the situation is safe enough to allow unthreatened routes between Hochoch and the Stark Mounds (as determined by the Triad).

Base of Operation:	Hochoch.
Area of Influence:	Geoff
Sponsor:	The Gnomish Pantheon
Contact:	James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of any of the Gnomish pantheon (see the list in the description above)
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Gnomish Pantheon-related activities.)
- 1 Rank in Knowledge (Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Gnomish Pantheon for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as a Lesser Jewel*:

- Gnomish worshipper of any of the Gnomish Pantheon (see the list in the description above)
- At least one level of cleric, ranger, or paladin.
- Alignment any allowed of chosen deity (see below for specifics).
- 2 Time Units per year (Spent in various Gnomish Pantheon-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module)

Benefits of a Lesser Jewel:

- A Lesser Jewel has all the benefits of a Laymember.

- A Lesser Jewel may claim sanctuary in any holy place of the Gnomish Pantheon in Geoff.
- A Lesser Jewel gains a +1 reaction bonus with worshippers of the Gnomish Pantheon while openly wearing a holy symbol of the Gnomish Pantheon. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Lesser Jewel has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Jewel*:

- Gnomish Lesser Jewel of any of the Gnomish Pantheon (Any qualified Gnomish veteran of the Battles of Bloody Ridge or Preston may become a Jewel without first having been a Lesser Jewel.) (see the list in the description above)
- At least three levels of cleric, ranger, or paladin.
- Alignment any allowed of chosen deity (see below for specifics).
- 6 Time Units per year (Spent in various Gnomish Pantheon-related activities)
- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Jewel:

- A Jewel has all the benefits of a Lesser Jewel.
- A Jewel gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Lesser Jewel. This bonus applies in the same manner as the Lesser Jewel bonus.
- A Jewel has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Gnomish Pantheon provides access to the following spells:

Burial Blessing (DotF)	Filter (T&B)
Castigate (DotF)	Gaze Screen (T&B)
Divine Agility (DotF)	Mass Resist Elements (T&B)
Divine Flame (DotF)	Recitation (DotF)
Divine Zephyr (DotF)	Regenerate Moderate Wounds (MotW)
Energy Immunity (T&B)	Unfailing Endurance (DotF)

Feat Access: The Gnomish Pantheon provides access to the following Feats:

Animal Control (MotW)	Persuasive (S&S)
Animal Defiance (MotW)	Plant Control (MotW)
Charlatan (S&S)	Plant Defiance (MotW)
Dash (S&S)	Shadow (MotW)
Delay Spell (T&B)	Subdual Substitution (T&B)
Natural Spell (MotW)	Trustworthy (S&S)

Prestige Classes: The Gnomish Pantheon provides access to the following Prestige Classes:

Watch Detective (MotW) – Only followers of Gaerdal Ironhand may choose this class.

***Priest Titles and Alignments:** Traditionally priests of the Gnomish Pantheon have had different titles based on the particular deity worshipped. However, since the invasion the Gnomes have called all priests "Jewels". In addition, all Jewels now use the same Holy Symbol (of Garl Glittergold). The purpose of this is to confuse further all non-Gnomes.

Priests of the Gnomish Pantheon have different permissible alignments depending on the deity worshipped.

Baervan Wildwanderer, Baravar Cloakshadow, Flandal Steelskin, Garl Glittergold, & Segojan Earthcaller: NG, LG, CG

Gaerdal Ironhand: LG, NG, LN

Guardians of the Old Faith

(Contact POC on joining or changing membership)

The oldest monastic order in Geoff is the Guardians of the Old Faith. Originally sponsored by the Church of Allitur for the Old Faith, the Guardians have been defenders for their druidic counterparts as they tend to the scars of the land. Now more than ever, the members of this order are vital to the success of the Old Faith since they provide the defense of the few Old Faith outposts that have not been overrun by the giants or creatures of the Dim Forest.

Base of Operation: The Isle of Run in Lake Avon Ffyn
Area of Influence: Geoff
Sponsor: The Old Faith
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Guardian:

- A majority of the total levels of the PC must be in monk
- Laymember of the Gyric Church of Allitur or the Old Faith
- Alignment LN
- 2 Time Units per year (Spent in various Old Faith-related activities)
- 2 Ranks in Knowledge (Nature)
- Resident of Geoff
- Tithe of 10% of earnings (per module).
- Oath of Obedience to the Old Faith Druids.
- Guardians of the Old Faith may not become Initiates or Druids of the Old Faith and may not join any other meta-organization.

Benefits of a Guardian:

- A Guardian may claim sanctuary in any place (i.e. shrine, grove, etc.) dedicated to the Old Faith in Geoff. This benefit does not apply to the holy structures of a particular deity, only those places specifically dedicated to the Old Faith.
- A Guardian is considered a registered follower of the Old Faith for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Guardian has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Feat Access: The Guardians of the Old Faith train their followers for various activities. As a result, the members may choose the following feats:

Circle Kick (S&F)	Fists of Iron (S&F)
Clever Wrestling (MotW)	Knock Down (S&F)
Close-Quarters Fighting (S&F)	Lighting Fists (S&F)
Eagle Claw Attack (S&F)	Mantis Leap (S&F)
Extra Stunning Attacks (S&F)	Prone Attack (S&F)
Eyes in the Back of Your Head (S&F)	Snatch Arrows (S&F)

Prestige Classes: The Guardians of the Old Faith do not currently provide access to any adaptable prestige classes.

Gyrfalcons

(Contact POC on joining or changing membership)

Long ago the rangers of Solonar Thelandira banded together to form the Gyrfalcons. Although their traditional hunting grounds were in the Dim Forest, they have recently been allowed to operate in parts of the Oytwood.

Base of Operation: Hochoch and the Dim Forest near Hochoch
Area of Influence: Geoff
Sponsor: Gyrfalcons
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Gyrfalcon (Ranger of Solonar Thelandira):

- Elf or Half-elf follower of Solonar Thelandira
- At least four levels of Ranger
- Species enemy of goblinoids, giants, magical beasts, or undead.
- Alignment of CG, NG, CN
- 4 Time Units per year (Spent in various Gyrfalcons activities)
- 4 Ranks in Knowledge (Nature)
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Gyrfalcons and the Elven Pantheon are required to tithe to one group only).

Benefits of a Gyrfalcon:

- A Gyrfalcon may claim sanctuary in any holy place of the Elven Pantheon in Geoff.
- A Gyrfalcon has access to the spells listed below. To use the feat, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.
- A Gyrfalcon has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.
- A Gyrfalcon has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Spell Access: The Gyrfalcons provide access to the following spells:

Animal Reduction (MotW)	Dawn (MotW)
Animal Trick (MotW)	Detect Favored Enemy (MotW)
Bloodhound (MotW)	Embrace the Wild (MotW)
Bottle of Smoke (MotW)	Forestfold (MotW)
Brambles (DotF)	Green Blockade (MotW)
Briar Web (DotF)	Hawkeye (MotW)
Camouflage (MotW)	Nature's Favor (MotW)

Feat Access: The Gyrfalcons provide access to the following Feats:

Animal Control (MotW)	Remain Conscious (MotW)
Animal Defiance (MotW)	Shadow (MotW)
Extra Favored Enemy (MotW)	Sharp Shooting (S&F)
Favored Critical (MotW)	Supernatural Blow (MotW)
Plant Control (MotW)	Zen Archery (S&F)
Plant Defiance (MotW)	

Prestige Classes: The Gyrfalcons provide access to the following prestige classes:

Hunter of the Dead (DotF) – A judge must annotate the scar of unlife on the adventure cert when it occurred. This scar can be regenerated without loss of the class abilities.

Order of the Bow Initiate (S&F)

Halfling Pantheon

(Contact POC on joining or changing membership)

The Halfling pantheon consists of Arvoreen (the Defender), Brondobaris (Master of Stealth), Charmalaine (the Lucky Ghost), Cyrollalee (the Hand of Friendship), Sheela Peryroyl (Green Sister), and Yondalla (the Protector and Provider).

In Halfling society, all clerics of the Halfling Pantheon are expected to minister to all Halfling Pantheon followers. At this time only Clerics of Yondalla are present in Hochoch.

Base of Operation: Hochoch
Area of Influence: Geoff
Sponsor: The Halfling Pantheon
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Follower of any of the Halfling pantheon (see the description above for a list).
- Alignment LG, NG, CG, LN, N, CN
- 1 Time Unit per year (Spent in various Halfling Pantheon-related activities.)
- 1 Rank in Knowledge(Religion) to reflect the knowledge gained by the PC while attending Church services regularly.
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Halfling Pantheon for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event

Requirements to Join as a Diacom:

- Halfling worshipper of any of the Halfling Pantheon (see the description above for a list).
- At least one level of cleric or paladin.
- Alignment any allowed by chosen deity
- 2 Time Units per year (Spent in various Halfling Pantheon-related activities)
- 2 Ranks in Knowledge(Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module)

Benefits of a Diacom:

- A Diacom has all the benefits of a Laymember.
- A Diacom may claim sanctuary in any holy place of the Halfling Pantheon in Geoff.
- A Diacom gains a +1 reaction bonus with worshippers of the Halfling Pantheon while openly wearing a holy symbol of the Halfling Pantheon. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Diacom has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Periglor:

- Halfling Diacom of any of the Halfling Pantheon (Any qualified Halfling veteran of the Battles of Bloody Ridge or Preston may become a Periglor without first having been a Diacom.) (see the description above for a list).
- At least five levels of cleric or paladin.
- Alignment any allowed by chosen deity
- 6 Time Units per year (Spent in various Halfling Pantheon-related activities)
- 4 Ranks in Knowledge(Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module).

Benefits of a Periglor:

- A Periglor has all the benefits of a Diacom.
- A Periglor gains an additional +1 reaction bonus to social skills that stacks with the bonus of a Diacom. This bonus applies in the same manner as the Diacom bonus.
- A Periglor has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Halfling Pantheon provides access to the following spells:

Burial Blessing (DotF)	Gaze Screen (T&B)
Divine Agility (DotF)	Harrier (DotF)
Divine Flame (DotF)	Mass Resist Elements (T&B)
Divine Zephyr (DotF)	Recitation (DotF)
Energy Immunity (T&B)	Regenerate Serious Wounds (MotW)
Filter (T&B)	Righteous Wrath of the Faithful (DotF)
Flame of Faith (DotF)	

Feat Access: The Halfling Pantheon provides access to the following Feats:

Acrobatic (S&S)	Eyes in the Back of Your Head (S&F)
Athletic (S&S)	Flick of the Wrist (S&S)
Clever Wrestling (MotW)	Reach Spell (DotF)
Dash (S&S)	Sacred Spell (DotF)
Dirty Fighting (S&F)	Shadow (S&S)
Divine Vigor (DotF)	

Prestige Classes: The Halfling Pantheon does not currently provide access to any adaptable prestige classes.

Illustrious Order of Heironeous

(Contact POC on joining or changing membership)

The Illustrious Order of Heironeous is a small Order of Gyrlic paladins of Heironeous who seek to increase the presence of and respect for the Church of Heironeous in Geoff.

Base of Operations: Hochoch
Area of Influence: Geoff
Sponsor: The Illustrious Order of Heironeous
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as an Illustrious (Paladin of Heironeous)

- At least five levels of paladin.
- Alignment of LG
- 4 Time Units per year (Spent in various Church-related activities)
- 4 Ranks in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module) (Members of the Illustrious Order of Heironeous and the Church of Heironeous are required to tithe to one group only).

Benefits of an Illustrious:

- An Illustrious may claim sanctuary in any holy place of Heironeous in Geoff.
- An Illustrious gains a +2 reaction bonus with worshippers of the Heironeous while openly wearing the symbol of the Illustrious Order. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- An Illustrious has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.
- An Illustrious has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Illustrious Order of Heironeous provides access to the following spells:
Curse of the Brute (DotF)

Feat Access: The Illustrious Order of Heironeous provides access to the following Feats:

Athletic (S&S)	Improved Shield Bash (DotF)
Chink in the Armor (S&S)	Improved Sunder (S&F)
Divine Vengeance (DotF)	Shield Charge (DotF)
Expert Tactician (S&S)	Shield Expert (S&F)
Extra Smiting (DotF)	

Keynsuroressi

(Contact POC on joining or changing membership)

Long ago a number of dedicated followers of Corellon Larethian formed a loose confederation of Holy Warriors known as the Keynsuroressi. Although much reduced in numbers, there are still some to be found in the Dim Forrest. Since the Invasion, many a Keysuroress has realized that a larger membership and teamwork with others will be the keys to victory. Thus the Keynsuroressi are looking for a few good Elves, and/or Half-elves.

Base of Operation: The Dim Forest near Hochoch
Area of Influence: Geoff
Sponsor: The Elven Pantheon
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Keynsuoress (Holy Warrior) of Corellon Larethian)

- Elf or half-elf Laymember of the Elven Pantheon who follows Corellon Larethian
- At least one level of Holy Liberator
- Alignment of CG
- 2 Time Units per year (Spent in various Elf or Fey Community-related activities)
- 2 Ranks in Knowledge (Religion)
- Resident of Geoff.
- Tithe of 10% of earnings (per module) (Members of the Keynsuroressi and the Elven Pantheon are required to tithe to one group only).

Benefits of a Keynsuoress:

- A Keynsuoress may claim sanctuary in any holy place of the Elven Pantheon in Geoff.
- A Keynsuoress gains a +2 reaction bonus with worshippers of the Elven Pantheon while openly wearing the symbol of the Keynsuroressi. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Keynsuoress has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Feat Access: The Keynsuroressi provides access to the following Feats:

Athletic (S&S)	Persuasive (S&S)
Brachiation (MotW)	Remain Conscious (MotW)
Expert Tactician (S&S)	Resist Disease (MotW)
Fleet of Foot (S&S)	Resist Poison (MotW)
Improved Sunder (S&F)	Sharp Shooting (S&F)

Old Faith

(Contact POC on joining or changing membership)

In Geoff, the Old Faith has a tradition several thousand years old of being a defender of the land and nature itself. The Old Faith is currently striving to restore those parts of the land which have been liberated from the Giants, especially the Dim Forest, to their former glory. The Old Faith also anxiously awaits the liberation of the rest of Geoff so that the terrible scars inflicted on the land may be healed.

A recent change in the Old Faith canon is that Half-Orcs are to be allowed to become Laymembers and Initiates of the Old Faith. This change is provisional and may be rescinded if the Half-Orcs of Gyrudd do not show themselves to be true followers of the Old Faith.

The Old Faith has a major holy site near Hochoch on the easternmost of the Shalm's Shoulders.

Base of Operation: The Isle of Rhun in Lake Avon Ffyn
Area of Influence: Geoff
Sponsor: The Old Faith
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Laymember:

- Human, Half-Elf, or Half-Orc follower of Allitur, Beory, Ehlonna, Obad-Hai, or Pelor
- Alignment N, NG, LN, CN
- 1 Time Unit per year (Spent in various Old Faith-related activities)
- 1 Rank in Knowledge (Nature) to reflect the knowledge gained by the PC while attending Old Faith services regularly.
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Old Faith and either the Churches of Allitur, Beory, Ehlonna, Obad-Hai, Pelor, or Guardians of the Old Faith are required to tithe to one group only).

Benefits of a Laymember:

- A Laymember is considered to be a registered follower of the Old Faith for purposes of the Temple Spell List and other generic benefits approved by the Regional Triad.
- A Laymember has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event.

Requirements to Join as an Initiate of the Old Faith:

- Human, Half-Elf, or Half-Orc Laymember of the Old Faith. Guardians of the Old Faith cannot become Initiates of the Old Faith.
- At least one level of druid
- Alignment N
- 4 Time Units per year
- 2 Ranks in Knowledge (Nature)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Old Faith and either the Churches of Beory, Ehlonna, Obad-Hai, or Pelor are required to tithe to one group only).

Benefits of an Initiate of the Old Faith:

- An Initiate of the Old Faith has all the benefits of a Laymember.
- An Initiate of the Old Faith may claim sanctuary in any holy site of the Old Faith in Geoff.

- An Initiate of the Old Faith gains +1 reaction bonus with worshippers of the Old Faith while openly wearing a holy symbol of the Old Faith. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- An Initiate of the Old Faith has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Requirements to Join as a Druid of the Old Faith:

- Human or Half-Elf Initiate of the Old Faith (Any qualified Laymember who was a member of the party which recovered the Gonfalon of Gyrudd may become a Druid without first being an Initiate. Guardians of the Old Faith cannot become Druids of the Old Faith in this manner)
- At least five levels of druid
- The number of druid levels must be the majority of the total levels of the PC (not counting prestige classes)
- Alignment N
- 8 Time Units per year
- 5 ranks in Knowledge (Nature)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Old Faith and either the Churches of Beory, Ehlonna, Obad-Hai, or Pelor are required to tithe to one group only).
- Druids of the Old Faith may not belong to any other meta-orgs other than the Gyric Churches of Beory, Ehlonna, Obad-Hai, or Pelor.

Benefits of a Druid of the Old Faith:

- A Druid of the Old Faith has all the benefits of an Initiate of the Old Faith.
- A Druid of the Old Faith begins each Geoff regional or Geoff adaptable module with 2 Lesser Favors of the Old Faith. These cannot be saved. Unused favors go away at the end of each module. Multi-round events count as a single module.
- A Druid of the Old Faith gains an additional +1 reaction bonus on social skills that stacks with the bonus of a Initiate of the Old Faith. This bonus applies in the same manner as for the Initiate of the Old Faith above.
- A Druid of the Old Faith has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Old Faith provides access to the following spells:

Beastmask (DotF)	Hawkeye (MotW)
Blight (MotW)	Mass Calm (MotW)
Briar Web (DotF)	Power Sight (MotW)
Cloak of the Sea (MotW)	Regenerate Circle (MotW)
Countermoon (MotW)	Regenerate Ring (MotW)
Druid Grove (MotW)	Speak with Anything (MotW)
Fire Eyes (MotW)	Weather Eye (DotF)
Forestfold (MotW)	

Feat Access: The Old Faith provides access to the following Feats:

Animal Control (MotW)	Plant Defiance (MotW)
Animal Defiance (MotW)	Resist Disease (MotW)
Augment Summoning (T&B)	Resist Poison (MotW)
Natural Spell (MotW)	Resistance to Energy (MotW)
Persuasive (S&S)	Scent (MotW)
Plant Control (MotW)	Speaking Wild Shape (MotW)

Prestige Classes: The Old Faith does not currently provide access to any adaptable prestige classes.

Order of Shining Beacons

(Contact POC on joining or changing membership)

A recent addition to the religious orders of Geoff has been the creation of a multi-faith organization to combat the invasion of undead and shadow creatures in the Dim Forest. The main sponsors of this organization are the Churches of Pelor and Ehlonna. Working together, these two faiths have trained many warriors, clerics, and others to battle the creatures in the wood. The overall goal of the order is to remove the threats and return the Forest to its previous condition. Since this is also a goal of the Old Faith, the two groups often work closely together in this endeavor.

Base of Operations: The Dim Forest, near Hochoch
Area of Influence: Geoff
Sponsor: Gyric Churches of Ehlonna and Pelor
Contact: James Polk, gyricrcpoc@staffnet.com

Requirements to Join as a Beacon:

- Alignment LG, NG, CG, LN, N, CN
- 2 Ranks in Knowledge (Religion)
- 2 Ranks in Knowledge (Undead)
- The ability to cast magic fang, magic weapon, greater magic fang, greater magic weapon, ki strike as a monk, or own a magic weapon. (Wands or other magic items with a limited number of charges do not fulfill this requirement.)
- 4 TU's each year protecting the Dim Forest.
- Oath of Commitment (see below)

Benefits of a Beacon:

- A Beacon is considered to be a registered follower of the Gyric Churches of Ehlonna and Pelor for purposes of the Temple Spell List, even though the member may be faithful to another deity.
- A Beacon has access to the prestige classes listed below. To use the prestige class, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the abilities of the class for that event
- A Beacon has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event
- A Beacon has access to the feats below. To use the feat, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the feat for that event
- A Beacon may wear the Order's emblem, a unicorn horn on a sunburst.

Spell Access: The Order of the Shining Beacons provides access to the following spells:

Arcane Sight (T&B)	Hymn of Praise (S&S)
Brambles (DotF)	Lesser Telepathic Bond (DotF)
Burial Blessing (DotF)	Mass Darkvision (T&B)
Corpse Candle (T&B)	Mass Resist Elements (T&B)
Flame of Faith (DotF)	Spikes (DotF)
Ghostform (T&B)	Undeath to Death (T&B)
Harrier (DotF)	Unfailing Endurance (DotF)

Feat Access: The Order of the Shining provides access to the following feats:

Augment Summoning (T&B)	Reach Spell (DotF)
Blindsight, 5' Radius (S&F)	Requiem (S&S)
Chain Spell (T&B)	Sacred Spell (DotF)
Divine Might (DotF)	Spell Specialization (T&B)
Divine Vengeance (DotF)	Split Ray (T&B)
Divine Vigor (DotF)	Supernatural Blow (MotW)

Prestige Classes: The Order of the Shining Beacons provides access to the following prestige classes:

Hospitaller (DotF) - The PC must spend an additional 2 TU's per year tending to the poor and sick of Geoff.

Hunter of the Dead (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC suffered a permanent ability point or experience level loss due to an attack by undead. Because Pelor has a special hatred of Undead, the PC may get a greater restoration spell cast by the Church of Pelor at a later date to recover this loss without losing access to the class.

Knight of the Chalice (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC has defeated a demon or driven it back to its home plane.

Oath of Commitment: All members of the Order of Shining Beacons must take the following oath of membership:

"I commit myself to the destruction of the undead and shadow creature threat to the Dim Forest. I promise to walk in the light during this quest and will not consider my quest complete until the leaders of the Order declare the Dim Forest clean. I vow to honor the teachings of Pelor and Ehlonna, striving to defeat my foes without damaging the forest. To my deity, the Order, Geoff, and myself I will be true."

Wanderers

(Contact POC on joining or changing membership)

Rangers associated with Fharlanghn are known as Wanderers. Working generally as individuals, the Wanderers are glad to work closely with any local priests of Fharlanghn to resolve local problems. However, they recognize no absolute authority over them except Fharlanghn himself.

Because travel has been restricted in Geoff since the Invasion, an unusually large number of Wanderers have chosen to go there and help free the roads by freeing the country.

Base of Operations: Near Hochoch
Area of Influence: Geoff
Sponsor: Wanderers
Contact: James Polk, gyircrcpoc@staffnet.com

Requirements to Join as a Wanderer (Ranger of Fharlanghn):

- Follower of Fharlanghn
- At least three levels of ranger
- Alignment of N, NG, LN, CN
- 4 Time Units per year (Spent in various Fharlanghn-related activities)
- 4 Ranks in Knowledge (Nature)
- 1 Rank in Knowledge (Religion)
- Resident of Geoff
- Tithe of 10% of earnings (per module). (Members of the Church of Fharlanghn pay tithe to one group).

Benefits of a Wanderer:

- A Wanderer may claim sanctuary in any holy place of Fharlanghn in Geoff.
- A Wanderer gains a +2 reaction bonus with worshippers of Fharlanghn while openly wearing a holy symbol of Fharlanghn. At the same time, this can cause negative reactions with opposed religions. Refer to page 13 for more information on reaction bonuses.
- A Wanderer has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.
- A Wanderer has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If the player does not have a copy, the judge can disallow access to the feat for that event.

Spell Access: The Wanderers of Fharlanghn provides access to the following spells:

Bloodhound (MotW)	Dawn (MotW)
Bottle of Smoke (MotW)	Detect Favored Enemy (MotW)
Briar Web (MotW)	Forestfold (MotW)
Camouflage (MotW)	Hawkeye (MotW)

Feat Access: The Wanderers of Fharlanghn provides access to the following Feats:

Athletic (S&S)	Improved Swimming (MotW)
Dash (S&S)	Jack of All Trades (S&S)
Extra Favored Enemy (MotW)	Multicultural (S&S)
Fleet of Foot (S&S)	Shadow (MotW)

Wardens of the Ancient Forest

(Contact POC on joining or changing membership)

Long ago druids of Ehlenestra and Ehlonna banded together to protect the Hornwood

After the Invasion, a group of the Wardens found themselves in the Dim Forest, near Hochoch and continue to work from there. In addition, this group is negotiating with the Grey Elves of the Oytwood so that they may operate there freely as well.

At this time, it is generally unknown if any Wardens of the Ancient Forests still reside in the Hornwood.

Base of Operation:	Hochoch, the Dim Forest near Hochoch
Area of Influence:	Geoff
Sponsor:	The Elven Pantheon and the Gyrlic Church of Ehlonna
Contact:	James Polk, gylicrcpoc@staffnet.com

Requirements to Join as a Warden (Druid of Ehlenestra or Ehlonna):

- Elf, Half-elf, or Human Druids of Ehlenestra or Ehlonna
- At least three levels of druid
- Alignment of NG
- 4 Time Units per year (Spent in various Warden-related activities)
- 5 Ranks in Knowledge(Nature)
- 1 Rank in Knowledge (Fey)
- Speak Elvish, Flan or Sylvan, plus speak Common
- Resident of Geoff.
- Tithe of 10% of earnings (per module). (Members of the Elven Pantheon or Church of Ehlonna pay tithe to one group).

Benefits of a Warden:

- A Warden gains a +1 reaction bonus with worshippers of the Elven Pantheon, Ehlonna, or members of the Seelie Courts while openly wearing the Wren and Oak symbol of a Warden of the Ancient Forest. At the same time, this can cause negative reactions with opposed religions and the Unseelie Courts. Refer to page 13 for more information on reaction bonuses.
- A Warden has access to the prestige classes listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the prestige class for that event.
- A Warden has access to the spells listed below. To use the spell, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.
- A Warden has access to the feats listed below. To use the feat, the player must bring a copy to the table for a judge to review. If a player does not have a copy, the judge can disallow access to the spell for that event.

Spell Access: The Wardens of the Ancient Forest provides access to the following spells:

Adrenaline Surge (MotW)	Fire Eyes (MotW)
Body of the Sun (MotW)	Might of the Oak (MotW)
Briar Web (DotF)	Protection from all Elements (MotW)
Camouflage (MotW)	Regenerate Serious Wounds (MotW)
Countermoon (MotW)	Speak with Anything (MotW)
Druid Grove (MotW)	Weather Eye (DotF)
Embrace the Wild (MotW)	

Feat Access: The Wardens of the Ancient Forest provides access to the following Feats:

Animal Control (MotW)	Augment Summoning (T&B)
Animal Defiance (MotW)	Improved Flight (MotW)

Improved Swimming (MotW)
Multiattack (MotW)
Multicultural (S&S) - May choose only Human, Elf, or Fey.

Plant Control (MotW)
Plant Defiance (MotW)
Sharpshooting (S&F)
Zen Archery (S&F)

Prestige Classes: The Wardens of the Ancient Forest provides access to the following Prestige Classes:

Hunter of the Dead (DotF) - To take this class, a judge must annotate an Adventure Cert that the PC suffered a permanent ability point or experience level loss due to an attack by undead. Because Ehlenestra has a special hatred of Undead, the PC may get a greater restoration spell cast by the Church of Ehlonna at a later date to recover this loss without losing access to the class.

Adventuring Companies

(Certed Organization)

Adventuring Companies in Geoff are groups of like minded PC's who have decided to band together for the benefit of the group. These companies are generally formed around some idea of commonality, such as religion, social or moral similarities, or just basic profit and opportunity. Adventuring companies must provide the following information as well as meeting the guidelines listed below.

Adventuring Companies are certified organizations.

Information Needed:

- Company Name
- Company Leaders (Characters, their associated player's name, and e-mail addresses)
- A full roster and real life Point of Contact (POC)
- Criteria or trial necessary to join the company
- Company's Patron (Important, coordinate with meta-org coordinator for details)
- Base of Operations

Optional Information:

- Races (allowed or present)
- Company Symbols and/or heraldry
- Company Motto
- Company's preferred Deity

Background (All this is optional, but will help to flesh out and breathe life into the company)

- Base of Operations
- General Alignment
- Chain of Command
- Company features, dress, markings, etc.
- Allies
- Rivals or enemies of the Company
- General History and Founding Members
- Mission History
- Company Laws, Traditions, Rules, and Code of Honor
- Special Events
- Company's Dues, Tithing, and/or requirements

Why be a part of an adventuring company?

Adventuring companies allow a group of regular players to play their PC's together and receive an in-game benefit for doing so. A table with 4 or more characters of the same adventuring company qualifies that table as an adventuring company table. You will gain any benefits that your patron provides while at that table. Each adventuring company must propose a patron, otherwise they will fall under the general adventuring company sponsorship edict set forth by Grand Duke Owen with no patron benefits. The meta-org coordinator will determine the appropriateness of the proposed patron with the proposal and determine benefits that the patron offers.

Adventuring Companies can also request access to feats, spells, prestige classes, and other benefits from S&F, T&B, DotF, S&S, or MotW. Other benefits with their associated costs are listed below.

So what do I need to do to form one?

Read over the information provided above; get a POC (who must be a RPGA guild-level member) for your group. Complete the adventuring company form below and submit it to the meta-org coordinator. Adventuring companies cannot

be larger than 10 PC's nor can they be smaller than 4 PC's. Each player can only have one of his/her PC's in an adventuring company. Cohorts may join an adventuring company if the PC they follow is also a member. Cohorts count towards the maximum of 10 members.

Table of Benefits for Adventuring Companies

The following is a list of approved benefits that an adventuring company may request. Each benefit adds to the company's total points for TU's and initial/annual gold costs. Initial costs are divided equally among the founding members while annual costs are for each PC. Every ten TU points (round up) costs each member 1 TU per year. Every ten gold points (round up) costs the Company 100 gp initially and 2 gp per year. The TU cost is for each member while the gold cost is for the company. Gold costs and other information will be tracked on an Adventuring Company log sheet.

Benefit	TU Points	Gold Points
1 st Spell Access (from S&F, DotF, T&B, S&S, or MotW) 2 spells per group are allowed, this is the first spell.	3	6
2 nd Spell Access (from S&F, DotF, T&B, S&S, or MotW) 2 spells per group are allowed, this is the second spell.	2	4
Feat Access (from S&F, DotF, T&B, S&S, or MotW) Only one feat per group is allowed	5	10
Prestige Class (from S&F, DotF, T&B, S&S, or MotW) Not all pclasses will be approved, only one pclass per group is allowed.	10	10
Registered Follower of a Church Must be the predominant deity of the group.	10	Special Each member must tithe 10% per module.
Increase Geoff Magic Item price cap to 3000 gp.	0	20
Increase Geoff Magic Item price cap to 4000 gp.	0	60
Skill bonuses (typically no more than +1 and require intervention of sponsor)	Varies	Varies
"Ownership" of a smithy Note that the group is only considered to have ownership for the purposes of RUP-2	10	250
"Ownership" of a workshop for magic item creation Note that the group is only considered to have ownership for the purposes of RUP-2	8	150
Other benefits that are proposed	Varies	Varies

Adventuring Company Application Form

Company Name:

Company Leaders: 1) Character Name/Player Name/E-mail Address
(1 required) 2) Character Name/Player Name/E-mail Address
3) Character Name/Player Name/E-mail Address

Roster of Founding Members: 1) Character Name/Player Name/E-mail Address
(include leaders) 2) Character Name/Player Name/E-mail Address
3) Character Name/Player Name/E-mail Address
4) Character Name/Player Name/E-mail Address
5) Character Name/Player Name/E-mail Address
6) Character Name/Player Name/E-mail Address
7) Character Name/Player Name/E-mail Address
8) Character Name/Player Name/E-mail Address
9) Character Name/Player Name/E-mail Address
10) Character Name/Player Name/E-mail Address

Membership Criteria:

Company's Patron:
(Negotiation might be required)

Base of Operations:

Benefits:	Spell 1 –		
(list spells,	Spell 2 –		
feats,	Feat –		
pclasses,	Pclass –		
or skill	Church Affiliation –		
bonuses.)	Increase Cap 3000 gp –		
	Increase Cap 4000 gp –		
	Skill Bonus –		
	Skill Bonus –		
	Skill Bonus –		
	Smithy –	YES	NO
	Workshop –	YES	NO
	Other Benefits (List) –		

All of these fields are required information. Any optional information listed above may be submitted as a separate word document.

Religions in Geoff

The Gyri take their devotion to their gods seriously. When you live as close to nature as we do and under the constant threat of giant raids, there are no atheists. Traditionally, the Flan worshipped many different gods that represented all different aspects of life. While present day Gyri still venerate many of those gods, a select few have risen to special prominence.

Most people revere members of the Old Faith (Beory, Ehlonna, Obad-Hai, and Pelor mainly, though a few also pay respects to Nerull). Some new faiths have sprung up recently, however, and there are some who are offended by this. The list below shows the main deities in Geoff with their allies and enemies. If a Geoff church is an enemy of another deity, this does not mean warfare exists. Instead, this indicates that the churches have opposing views and will look upon followers of the opposition faith with disdain. Lists of disliked and banned deities are also provided.

Deities with Temples in Hochoch

Allitur: Allies - Delleb, dwarf pantheon, Ehlonna, gnome pantheon, halfling pantheon, Heironeous, Jascar, Mayaheine, Pelor, Rao, Saint Cuthbert, and Zodal. Enemies – Kord, Llerg, Norebo, Obad-Hai, Olidammara, Phytton, Rudd, and Trithereon.

Beory: Allies – Berei, elf pantheon, Ehlonna, Obad-Hai, and Pelor. Enemies – Joramy and Phytton.

Corellon: Allies – Beory, Berei, elf pantheon, Ehlonna, Lirr, and Pelor. Enemies – Joramy, Llerg, Obad-Hai, Phytton, and Wastri.

Ehlonna: Allies – Allitur, Beory, Berei, elf pantheon, Fharlanghn, gnome pantheon, halfling pantheon, and Pelor. Enemies – Joramy, Llerg, Obad-Hai, Phytton, and Wastri.

Fharlanghn: Allies – Atroa, Celestian, Dalt, Ehlonna, halfling pantheon, and Osprem. Enemies – None.

Garl Glittergold: Allies – Allitur, Delleb, dwarf pantheon, gnome pantheon, Jascar, Olidammara, and Ulaa. Enemies – Joramy and Wastri.

Heironeous: Allies – Allitur, Bleredd, Delleb, dwarf pantheon, Jascar, Mayaheine, Merikka, Pelor, and Saint Cuthbert. Enemies – Joramy, Llerg, Norebo, Olidammara, Rudd, Telchur, Tritherion, and Wastri.

Moradin: Allies – Allitur, Bleredd, dwarf pantheon, Fortubo, gnome pantheon, Heironeous, Jascar, Mayaheinne, and Ulaa. Enemies – Bralm, Joramy, Norebo, Olidammara, Rudd, Trithereon, and Wastri.

Obad-Hai: Allies – Beory and Pelor. Enemies – Allitur, Corellon, Ehlonna, and Phytton.

Pelor: Allies – Allitur, Beory, Berei, Ehlonna, elf pantheon, halfling pantheon, Heironeous, Lydia, Mayaheinne, Merikka, Myhriss, Obad-Hai, Rao, and Saint Cuthbert. Enemies – Joramy, Llerg, Phytton, and Wastri.

Pholtus: Allies – None. Enemies – All other deities, except Wastri.

Phytton: Allies – None. Enemies – Allitur, Beory, Berei, Corellon, Ehlonna, elf pantheon, Myhriss, Obad-Hai, Pelor, and Wastri.

Saint Cuthbert: Allies – Allitur, Heironeous, Jascar, Lendor, Mayaheine, Pelor, and Rao. Enemies – Kord, Llerg, Norebo, Olidammara, Rudd, Telchur, Trithereon, and Wastri.

Trithereon: Allies – elf pantheon, Lydia. Enemies – Allitur, dwarf pantheon, Heironeous, Mayaheinne, Saint Cuthbert, and Wastri.

Yondalla: Allies – Allitur, Atroa, Ehlonna, Fharlanghn, gnome pantheon, Jascar, Merikka, Norebo, Olidammara, Rao, Rudd, and Sotillion. Enemies – Wastri.

Disliked Gods

Al'Akbar
Azor'alq
Daoud
Geshtai
Istus
Kurrell
Mouqol

Nerull
Pholtus
Ralishaz
Wee Jas
Xan Yae
Zagy
Zuoken

With the exception of Pholtus and Wee Jas, disliked gods have no temples in Geoff proper. Their priests are looked down upon and service is refused to them at many establishments. In addition, all major faiths of Geoff treat followers of disliked deities as enemies.

You may notice that many disliked deities are Baklunish. The dislike of the temples in Geoff for followers of these deities lies more with the ancient enmities between the Baklunish and residents of the Sheldomar Valley. Zagy is on the list only because of the insanity that many of his followers seem to have.

Banned Gods

Beltar
Erythnul
Hextor
Incabulos
Iuz
Kyuss

Pyremius
Raxivort
Roykyn
Syrul
Tharizdun
Vecna

Banned gods have no temples in Geoff proper. Their priests are arrested on sight. If a temple is found it is quickly smashed into pieces by the local citizenry under the watchful eye of priests of Allitur.

Additional Clarifications for Defenders of the Faith

Defenders of the Faith presents new domains that can be accessed by certain prestige classes. If the prestige class provides access to a specific deity, your deity does not need to be listed for you to get access to the domain. If a prestige class offers a choice of any prestige domain, your deity must provide access to the domain either in Defenders of the Faith or in this document. For example, Exorcism is granted by the Sacred Exorcist class. A priest of St. Cuthbert still gets this domain even though St. Cuthbert is not listed under the deities for Exorcism. If the same priest of St. Cuthbert obtained a level of Contemplative, however, he could not choose Exorcism, but could choose Domination.

Beastmaster: Aerdrie Faenya, Baervan Wildwanderer, Beory, Bralm, Gadhelyn, Llerg, Phaulkon, Procan, Segojan Earthcaller, Vatun, Wastri, Xerbo,

Celerity: Baervan Wildwanderer, Brandobaris, Celestian, Charmalaine, Cyndor, Dalt, Dugmaren Brightmantle, Johydee, Kelanen, Keoghtom, Lendor, Lirr, Lydia, Mouqol, Muamman Duathal, Norebo, Rudd, Sehanine Moonbow, Solonor Thelandira, Velnius, Xan Yae.

Community: Al'Akbar, Berei, Berronar Truesilver, Bralm, Cyrollalee, Dumathoin, Fenmarel Mestarine, Fortubo, Gorm Gulthyn, Hanali Celanil, Jascar, Johydee, Mayaheinne, Merikka, Myhriss, Osprem, Rao, Ulaa.

Creation: Atroa, Beory, Berei, Berronar Truesilver, Daern, Dugmaren Brightmantle, Dumathoin, Flandal Steelskin, Keoghtom, Merikka, Nebelum, Phytton, Sheela Peryroyl, Velnius, Wenta.

Divination: Aerdrie Faenya, Celestian, Cyndor, Daoud, Delleb, Istus, Keoghtom, Labelas Enoreth, Lendor, Lirr, Mouqol, Osprem, Procan, Sehanine Moonbow, Tsolorandril.

Domination: Bralm, Pholtus, Rao, Trithereon, Vathris, Wastri, Xan Yae, Zilchus, Zuoken.

Exorcism: Atroa, Jascar, Mayaheinne, Murlynd, Phaulkon, Pholtus, Sehanine Moonbow,

Glory: Atroa, Azor'alq, Gendwar Argim, Gorm Gulthyn, Jascar, Mayaheinne, Murlynd, Rao, Sehanine Moonbow, Uroalan.

Inquisition: Al'Akbar, Allitur, Bralm, Clangeddin Silverbeard, Cyrollalee, Fortubo, Gaerdal Ironhand, Gorm Gulthyn, Mayaheinne, Murlynd, Pholtus, Rao, Vathris, Zilchus.

Madness: Erevan Ilesere, Istus, Llerg, Norebo, Telchur, Vatun, Wastri, Zagy.

Mind: Delleb, Keoghtom, Lirr, Rao, Tsolorandril, Xan Yae, Zagyg, Zuoken.

Mysticism: Any deity that offers good or evil domain.

Pestilence: No additional deities allowed for worship provide access.

Summoning: As noted in DotF, all deities grant this domain.

Defenders of the Faith also presents a new spell called Weapon of the Deity that is granted to all clerics in Geoff. The following list provides weapons for deities not mentioned in DotF.

Aerdrie Faenya: +1 shock rod (treat as club)
Al'Akbar: +1 flaming falchion
Allitur: +1 shock shortspear
Arvoreen: +1 mighty cleaving shortsword
Atroa: +1 distance sling
Azor'alq: +1 flaming scimitar
Baervan Wildwanderer: +1 keen shortspear
Baravar Cloakshadow: dagger of venom
Beory: +1 defending club
Berei: +1 defending sickle
Berronar Truesilver: +1 frost heavy mace
Bleredd: +1 shock warhammer
Bralm: +1 defending quarterstaff
Brandobaris: +1 returning dagger
Celestian: +1 keen shortspear
Charmalaine: +1 defending light mace
Clangeddin Silverbeard: +1 throwing battle axe
Cyndor: +1 frost sling
Cyrrollalee: +1 defending quarterstaff
Daern: +1 frost halfspear
Dalt: +1 flaming dagger
Daoud: +1 defending quarterstaff
Delleb: +1 returning dart
Dugmaren Brightmantle: +1 shock longsword
Dumathoin: +1 mighty cleaving maul (treat as greatclub)
Erevan Ilesere: +1 defending longsword
Fenmarel Mestarine: dagger of venom
Flandal Steelskin: +1 flaming warhammer
Fortubo: +1 returning warhammer
Gadhelyn: +1 hunting longbow (see MotW)
Gaerdal Ironhand: +1 shock hammer
Gendar Argrim: +1 vicious dwarven waraxe
Geshtai: +1 defending shortspear
Gorm Gulthyn: +1 mighty cleaving greataxe
Haela Brightaxe: +1 flaming greatsword
Hanali Celanil: +1 defending quarterstaff
Istus: +1 distance net
Jascar: +1 ghost touch warhammer
Johydee: +1 keen shortsword
Joramy: +1 flaming quarterstaff
Kelanan: +1 keen (any martial sword)
Keoghtom: +1 defending shortsword
Kurell: +1 keen shortsword

Kuroth: +1 returning dagger
Labelas Enoreth: +1 defending quarterstaff
Lendor: +1 flaming greatsword
Lirr: +1 spellstoring shortspear
Llery: +1 mighty cleaving battle axe
Lydia: +1 ghost touch shortspear
Mayaheinne: +1 flaming bastard sword
Merikka: +1 defending sickle
Mouqol: +1 defending dagger
Muamman Duathal: +1 spell storing heavy mace
Murlynd: +1 shock longsword
Myhriss: +1 flaming shortbow
Nazarn: +1 mighty cleaving shortsword
Nebelum: +1 spell storing light mace
Norebo: +1 shock dagger
Osprey: trident of fish command
Phaulkon: +1 frost longbow
Pholtus: +1 shock quarterstaff
Phyton: +1 keen scimitar
Procan: trident of fish command
Rao: +1 defending light mace
Rudd: +1 keen rapier
Segojan Earthcaller: +1 frost rod (treat as club)
Sehanine Moonbow: +1 ghost touch quarterstaff
Sheela Peryroyl: +1 defending club
Solonor Thelandira: +1 distance longbow
Sotillion: +1 spell storing net
Telchur: +1 frost shortspear
Trithereon: +1 frost shortspear
Tsolorandril: +1 defending spiked chain
Urogalan: +1 frost light flail
Vathris: +1 keen longspear
Vatun: +1 frost battle axe
Velnius: +1 shock shortspear
Wastri: +1 keen glaive
Wenta: +1 defending club
Xan Yae: +1 shock falchion
Xerbo: trident of fish command
Ye'Cind: +1 spell storing longsword
Zagyg: +1 spell storing club
Zilchus: +1 defending dagger
Zodal: +1 unarmed attack, defending (deals subdual damage)
Zuoken: +1 mighty cleaving unarmed attack

Temple Spell List

The following is a list of major temples in Geoff and the level of spells that may be purchased there. See the next section for the guidelines and purchasing spells in Geoff. Currently, spells can only be purchased in Hochoch. As other towns are liberated and temples rebuilt, additional towns will be added. Individual modules may have exceptions included, especially in the case of players visiting strongholds of other races such as the Stark Mounds.

Hochoch

Current temples in Hochoch and the maximum level spell available from them. Spells are listed Clr/Drd. NA indicates Not Available.

Allitur – 6th/NA

Beory – 6th/5th

Dwarven Pantheon – 3rd/NA

Ehlonna – 7th/4th

Elven Pantheon – 5th/2nd

Fharlanghn – 3rd/NA

Gnome Pantheon – 5th/NA

Halfling Pantheon – 3rd/NA

Heironeous – 5th/NA

Obad-Hai – 5th/4th

Old Faith – 5th/7th

Pelor – 7th/3rd

Pholtus – 4th/NA

Phyton – 4th/2nd

Saint Cuthbert – 6th/NA

Tritheron – 5th/NA

Rules for Divine Spellcasting in Geoff

Below you will find the rules for the casting of Divine spells before, during, or right after a Geoff regional or adaptable module. If you have any questions or problems with these rules you can contact me at the triad or the metaorg coordinator. Only cleric and druid spells listed in the PHB are permitted for purchase. If a spell is not listed on the table below, use the cost for a spell of the same level. All spells are cast at the minimum caster level to that spell level. Spells from other sources are not available at any temples.

All PC's in Geoff fall into one of four categories. For the purpose of spellcasting it is the class of the recipient that counts, not who is doing the asking.

Class One – Any PC who is considered a registered follower of the temple.

Class Two – Unregistered followers of the same faith as the temple or who belong to a faith considered allied with the temple. Allies for Geoff temples are listed in the previous section on religions.

Class Three – Anyone else who does not follow an enemy of a temple or a disliked deity in Geoff. Enemies of specific temples and disliked deities in Geoff are listed in the previous section. <Note: The judge can refuse service based on a situation that would make the chance of casting virtually impossible>

Class Four – No temple will cast spells on someone of an enemy deity or a disliked deity in Geoff. Because of this, no prices are given for class four.

All spells list two different ways to pay for them. The first is an influence cost. The class of the recipient does not matter for this. You pay the influence and the spell is cast. The second is a gold cost. Figure out what class the recipient falls into and charge the appropriate amount.

Some spells are listed as Not DM useable. If you need one of these spells cast you must contact your local triad member for the spell. They may require additional costs, special missions, or may just not be available at this time.

Influence certs of a higher type may be traded in for 3 of a lower type of Influence if wanted. Any left over points are lost if not used. You can never trade any amount of lower influence points for a higher one.

Any situation written into a Geoff regional module **always** takes precedent over these rules. The judge at the table always has room to make small changes if things seem out of place or unreasonable. Small changes could be limiting of lower spells available, cost of lower spells, and such. This does not include changing the price of any spell over 3rd level. Especially any sort of raise dead type spells.

Chart for Costs of Divine Spellcasting

		Base Cost	DM	Cost in Influence					
Spell Name	Level	Gold	Useable	Lesser	Normal	Greater	Class 1	Class 2	Class 3
0 lvl spells	0	5	Yes	1	-	-	Free ¹	7.5	10
1st lvl spells	1	10	Yes	1	-	-	10	15	20
-Bless Water	1	12.5	Yes	1	-	-	12.5	18.5	25
2nd lvl spells	2	60	Yes	4	2	-	60	90	120
-Augury	2	62.5	Yes	4	2	-	62.5	93.5	125
-Consecrate	2	85	Yes	5	2	-	85	127.5	170
-Fire Trap	2	85	Yes	5	2	-	85	127.5	170
-Shield Other	2	-	No	-	-	-	-	-	-
3rd lvl spells	3	150	Yes	9	3	-	150	225	300
-Animate Dead	3	-	No	-	-	-	-	-	-
-Continual Flame	3	200	Yes	10	3	-	200	300	400
-Glyph of Warding	3	350	Yes	18	5	1	350	525	700
-Nondetection	3	200	Yes	10	3	-	200	300	400
4th lvl spells	4	280	Yes	16	4	1	280	420	560
-Divination	4	305	Yes	17	4	1	305	457.5	610
-Imbue with Spell Ability	4	-	No	-	-	-	-	-	-
-Lesser Planar Ally	4	-	No	-	-	-	-	-	-
-Reincarnate ²	4	280	Yes	16	4	1	280	420	560
-Restoration	4	380	Yes	18	6	1	380	570	760
5th lvl spells	5	450	Yes	N/A	8	2	450	675	900
-Atonement ³	5	Varies	No	N/A	Varies	2 or 3	Varies	Varies	Varies
-Awaken	5	1700	No	N/A	20	6	1700	2650	3400
-Commune	5	950	Yes	N/A	N/A	4	950	1425	1900
-Hallow	5	-	No	-	-	-	-	-	-
-Raise Dead	5	950	Yes	N/A	N/A	4	950	1425	1900
-Scrying	5	460	Yes	N/A	8	2	460	690	920
-True Seeing	5	700	Yes	N/A	16	3	700	1050	1400
6th lvl spells	6	660	Yes	N/A	16	3	660	990	1320
-Forbiddance	6	-	No	-	-	-	-	-	-
-Greater Glyph of Warding	6	1060	Yes	N/A	18	4	1060	1590	2120
-Liveoak	6	-	No	-	-	-	-	-	-
-Planar Ally	6	-	No	-	-	-	-	-	-
-Stoneskin	6	910	Yes	N/A	N/A	4	910	1365	1820
7th lvl spells	7	910	Yes	N/A	N/A	4	910	1365	1820
-Changestaff	7	-	No	-	-	-	-	-	-
-Greater Restoration	7	2410	No	N/A	N/A	8	2410	3615	4820
-Refuge	7	2410	Yes	N/A	N/A	8	2410	3615	4820
-Resurrection	7	1410	Yes	N/A	N/A	5	1410	2105	2820

1 – Free spells from a given temple are limited each day. Cure Minor Wounds is limited to 10 per day for a specific character. All other 0 lvl spells are limited to 5 per day for a specific character.

2 – The judge rolls at the table. If you come back as something other than an allowed PC race, you are removed from play and the character automatically becomes an NPC. If an allowed race is rolled, you lose one level and become a character of that race. The PC's base stats remain the same, but remove the previous racial modifiers per the spell, and follow the rules for modifying your str, dex, and con in the spell description based on the new race.

3 – Atonement requires special calculations and can only be used by the triad, temple coordinator, or metaorg coordinator.

In addition to the costs above, the war effort has taxed many churches. If a PC pays gold for a spell to be cast, he must wait a period of time according to the chart below for someone to be able to help him. This time must actually be spent at the temple. If a PC leaves and returns, the waiting time restarts.

Spell Level	Time to Wait
1	1d4X10 minutes
2	1d4 hours
3	1d8 hours
4	1d4+1 days
5	2d4+3 days
6	2d4+3 days
7	2d8+3 days

If the time waiting is five or more days, the players who wait spend an additional TU for that module.

If the time waiting is 12 or more days, the players who wait spend an additional 2 TU's for that module.

All Time Unit costs for service are waived if the PC's use influence to pay for the spell. TU's spent waiting are not waived.

NO NPC CAN BE HIRED TO CAST EVIL SPELLS!!!

Bluffing a Temple

A PC can attempt to bluff a priest that they follow a different deity than they really do. At best, a PC can convince a cleric at a temple that they are class 2. Here is the process:

- 1) The PC makes a Knowledge (Religion) check DC10. If this fails, the bluff automatically fails and the PC is refused at the temple for the remainder of that module. If the check succeeds, the PC may attempt a Bluff check. For each 5 full points that the Knowledge (Religion) check beats a DC10, the PC gets a +1 synergy bonus to his bluff roll.
- 2) The PC makes his bluff check, applying synergy bonuses from step 1.
- 3) The judge makes a Sense Motive check. For simplicity, all priests at temples are assumed to Sense Motive equal to the cleric's level + 4. The check is made for the cleric casting the spell the PC desires.
- 4) If the cleric's sense motive is lower than the PC's bluff, the player succeeds at convincing the priest he is a follower of a specific deity. If the cleric's sense motive beats the PC's bluff, the cleric sees through the lie and the PC is refused service at the temple for the remainder of the module.

An example: Aranil, a rogue follower of Norebo is trying to convince the Temple of Pelor that she is a follower of Ehlonna. Aranil has tried this before, so she knows some easy questions are going to be asked by the clerics.

As the priest asks her some questions, Aranil gets them all correct and even provides some extra information that only a true follower of Ehlonna might know.

(1) The PC has 2 ranks in Knowledge (Religion) and a +2 Int modifier for a total of +4. The PC rolls a 14+4 for an 18. This beats the DC by 8, giving Aranil a +1 synergy bonus to her bluff check.

After the preliminaries are done, Aranil continues to explain why she follows Ehlonna and starts to ask the priest for a bull's strength. All the time, she plays the role of a true follower of Ehlonna.

(2) Now the PC makes the bluff check for Aranil. Aranil has Bluff +6 (4 ranks and +2 Cha modifier). The player rolls a 5, with Aranil's bonuses and the +1 synergy from step 1, the total is only 12.

The priest is not completely convinced that Aranil is a follower of Ehlonna. If she was a true follower, why didn't she go down the street to the Temple of Ehlonna? Why doesn't she have a holy symbol? He ponders these questions for a bit and thinks the matter over.

(3) *The judge has calculated that for a bull's strength, the cleric must be 3rd level. This means he has Sense Motive +7. The judge rolls a 10, with the +7 this gives a total of 17.*

Get out of here, you scamp. You are no more a follower of Ehlonna than I am a squirrel. If I see you in the temple again, I will have you thrown out.

(4) *The PC has failed to bluff the cleric. Aranil is cannot retry at the Temple of Pelor the rest of this module. She is welcome to try at other temples, however, or she can always come back to the Temple of Pelor in the future.*

Geoff Magic Item Purchase Rules

NOTA BENE: This only applies to Geoff Regional and Geoff adapted modules. The purchase cap does not apply to Core or Unadapted modules.

PCs may purchase magic items after Geoff Regional adventures and adapted adventures with the following restrictions:

1. PCs may only purchase items that are 2,500 gps or less off of all Treasure Tables listed in RUP-3.

Example: A PCs wishes to purchase a +1 longsword. This is listed under table 8-10 and 8-12 in the DMG, which is covered by the RUP. The total cost of a longsword is 2,000 gps plus 315 gps for a total of 2,315 gps. This is under the value cap of 2,500 gps.

Example: A PC wishes to purchase a +1 mercurial longsword. The PC cannot do this because it is not listed on one of the Treasure Tables approved in RUP-3.

2. PCs may increase this cap by spending influence points. All influence/favor points greater than lesser influence/favor can be used in this manner. An influence/favor point increases the cap by 1,000 gps. Additional influence/favor points doubles the increase of the cap.

Example: If a PC spends one influence point, the cap is increased by 1,000 gps (for a total of 3,500 gps). Two influence points increases it by 2,000 gps. Three influence points increases it by 4,000 gps. Four points increases the cap by 8,000 gps, and so forth.)

3. The regional cap of 2,500 gps is based on the full market value of the item. The reduction in price for signature items is not applicable.

Example: A PC has a Cloak of Resistance +1 (valued at 1,000 gps) as a signature item. The PC wishes to increase this to a Cloak of Resistance +2 (valued at 4,000 gps). In order to see if the item is for sale in Geoff, you look at the full market value of the item (4,000 gps), not the cost to increase the cloak as a signature item (3,000 gps). The PC will have to spend two influence points to increase the cap to 4,500 gps to buy a Cloak of Resistance +2. Or the PC can just wait until a Core adventure to purchase the cloak.

4. The Craft Magic Item feats double the purchase cap and the value of influence/favor points for items that correspond to the craft feat.

Example: A PC wizard has the Craft Arms and Armor feat. She can only purchase magic items up to 2,500 gps, but because she has the Craft Arms and Armor feat, she can buy armor or weapons of value 5,000 gps or less. If she spends influence/favor points, those are doubled in value too. So one influence/favor point increases the cap by 2,000 gps. The second influence/favor point increases the cap by 4,000 gps.

5. Some items cannot be purchased in Geoff at all. This typically results from the item being evil or necromantic in nature or the item requires too high of a level caster/spell for Geoff's resources. If the item is one that you have the spells, caster level, and feat to craft, you may purchase the item normally. These items are listed below:

ARMOR ENHANCEMENTS

+5 AC Bonus
Etherealness
Fortification (any)
Ghost Touch
Invulnerability
Spell Resistance

WEAPON ENHANCEMENTS

+5 bonus
Brilliant Energy
Dancing
Unholy

Vorpal

Wounding

POTIONS

No restrictions

SCROLLS

No scrolls of 8th lvl and above spells

SPECIFIC ITEMS

Absorbing Shield
Amulet of Natural Armor +5
Amulet of the Planes
Apparatus of Kwalish
Assassin's Dagger

Bracelet of Friends
Bracers of Armor +8
Breastplate of Command
Candle of Invocation
Censer of Controlling Air Elementals
Chaos Diamond
Circlet of Blasting, Major
Cloak of Etherealness
Cloak of Resistance +5
Cubic Gate
Dagger of Venom
Darkskull
Demon Armor
Efreeti Bottle
Figurine of Wondrous Power: Obsidian Steed
Hand of Glory
Hand of the Mage
Holy Avenger
Iron Flask
Life Drinker
Luck Blade
Mace of Terror
Manual of Bodily Health
Manual of Gainful Exercise
Manual of Quickness in Action
Mask of the Skull
Mattock of the Titans
Maul of the Titans
Mirror of Life Trapping
Mirror of Mental Prowess
Mirror of Opposition
Necklace of Prayer Beads
Nine Lives Stealer
Molzur's Marvelous Pigments
Oathbow
Orb of Storms

Pearl of Power
Ring Gates
Ring of Djinni Calling
Ring of Elemental Command
Ring of Protection +5
Ring of Regeneration
Ring of Shooting Stars
Ring of Spell Turning
Ring of Three Wishes
Ring of Wizardry III
Ring of Wizardry IV
Robe of the Archmagi (Black)
Robe of Scintillating Colors
Robe of Stars
Rod of Absorption
Rod of Cancellation
Rod of Lordly Might
Rod of Negation
Rod of Rulership
Rod of Security
Rod of the Viper
Rod of Withering
Scabbard of Protection
Sovereign Glue
Staff of Defense
Staff of Passage
Staff of Power
Sword of Life Stealing
Sword of the Planes
Talisman of the Sphere
Tome of Clear Thought
Tome of Leadership and Influence
Tome of Understanding
Universal Solvent
Vestments of Faith
Well of Many Worlds

Purchase of Items from Non-Core Sources

The following rules allow characters who are residents (see page 13 for qualifications) of Geoff to purchase items from non-core sourcebooks. This section serves as campaign documentation to own items from Sword and Fist, Defenders of the Faith, Tome and Blood, Song and Silence, and Masters of the Wild. As always, you must bring a copy of the appropriate source book in order to use an item. If you do not have a copy of the book, you cannot use the item for that event.

These rules are only in effect for the purchase of items immediately after a Geoff regional scenario or a scenario adapted for Geoff. Normal rules for purchasing magic items in Geoff still apply (see page 108 for these rules).

The following lists which items **CANNOT** be purchased in Geoff or have additional restrictions on their purchase. All other items on the following tables can be purchased:

Sword and Fist – Table 5-1: Exotic Weapons, Table 5-3: Magic Items

Defenders of the Faith – Table 1-6: Sacred Gear, Table 1-7: Armor and Shield Special Abilities, Table 1-8:

Specific Armors and Shields, Table 1-9: Weapons, Table 1-10: Rods, Table 1-11: Wondrous Items

Tome and Blood – Table 4-1: Mundane Items, Table 4-2: Special Items, Table 4-4: Magic Items

Song and Silence – Table 3-1: Weapons, Table 3-2: Thief Gear, Magic Items pages 55-58

Masters of the Wild – Table 3-1: New Exotic Weapons, Table 3-2: New Magic Items

Sword and Fist

Alchemist 's Arrow (limited to buying 5 per event)

Amulet of Mighty Fists +5

Belt of Mighty Prowess

Bolas, 2-ball

Fukimi-Bari

Headband of Perfect Excellence

Mercurial Longsword

Mercurial Greatsword

Shield Enhancement: Dancing

Weapon Enhancement: Seeking (Allowed for purchase, but note that this does not effect the 50% chance of missing incorporeal creatures per corrections in Magic of Faerun).

Weapon Enhancement: Vicious

Defenders of the Faith

Armor/Shield Enhancement: Antipathy

Armor/Shield Enhancement: Energy Drain

Armor/Shield Enhancement: Speed

Mask of the Dead

Tome and Blood

All Metamagic Feat Rods

Arcane Lab (unless you have a cert for property)

Arcane Library (unless you have a cert for property)

Golem Manual

Vest of Resistance +5

Song and Silence

All Garrotes

Mechanical Burglars (All types)

Singing Sword

Thief Catcher (Hungry Book)

Vial of the Last Gasp

Masters of the Wild

Standing Stone

Interactives, Mini-Adventures, and Special Missions

Geoff has already gained a reputation as an outstanding region, largely because of the quality of our non-module activities. The rules of this section deal with interactives, mini-adventures, and special missions. One thing all of these type events share in common is that they only occur at conventions that the triad designates for an interactive. The triad will designate and announce which conventions each year will host an interactive. In addition, the type of interactive (Battle or Role-playing) will be announced. The presence or absence of mini-adventures or special missions will not be announced in any manner.

If any of the following type events take place, a generic adventure certificate will be issued for time-unit, experience awards, or treasure awards as appropriate. Any special notes will also be made on the adventure cert. These count as regional events set in Geoff, so Geoff characters use skills and feats to make money per approved rules.

Interactives: Interactives in Geoff help further the plot line in significant ways. These events are designated by the triad, who find authors and assign the writing task just as if the event were a regular module. In general, there are two types of interactives in Geoff.

- 1) Battle Interactives – These interactives are the basis for the retaking of Geoff from the giants. These events allow the PCs to become involved in some way to aid the cause of defeating the giant army. During this type interactive of interactive, no other events will occur (i.e. no mini-adventures or special missions). Battle Interactives typically last 4 hours, are combat intensive, cost one time-unit in region or two out of region, and may award experience and/or treasure according to guidelines from the Circle of Six.
- 2) Role-playing Interactives – These interactives create an atmosphere in which players can participate in live-action role-playing. These events have multiple “stations” where players can interact with NPC’s or each other. These type interactives are permitted to have mini-adventures and special missions, though there is no guarantee that they will take place at a given convention. Role-playing Interactives typically last 4 hours. Time-unit costs, experience or treasure rewards, and combat depends on participation in mini-adventures or special missions.

Mini-adventures: These events only take place at role-playing interactives and are either based on the event or help further minor plot lines within Geoff. These events typically last 1 hour, cost time-units, and may award experience and/or treasure based on the current guidelines from the Circle of Six. Players may only participate in one mini-adventure per interactive.

Special missions: These events also only take place at role-playing interactives. These events are only run for a single group of players with the intention of meeting some objective. Special missions can be requested for any reason that does not result in the earning of experience or treasure. Examples of acceptable reasons (this is not a complete list) include: recovering a fallen companion’s corpse for revivification, freeing a captured PC who has been captured, or meeting the special requirements of a prestige class.

Special missions are under strict requirements as follows:

- 1) Must be requested at least six (6) months prior to the interactive the event is planned for.
- 2) Must have a list of characters, including class and levels, in the request.
- 3) Must have a proposed author for the event as part of the request.
- 4) Must specify the reason for the special-mission.
- 5) Must specify the convention for the special mission. As an alternative, this can be a request for the first available interactive after six months.
- 6) The special mission must be completed and submitted to the triad for review at least three (3) months prior to its play. It must represent an appropriate challenge and last no more than 1 hour of play.
- 7) The triad will either approve, disapprove, or provide required edits. If edits are provided, they are all or nothing. There will be no haggling over the changes.
- 8) The triad will designate a judge for the event at the designated convention. Usually, this will be a triad member or the author.
- 9) The special mission will award no experience or treasure, but will have a time-unit cost designated by the triad.
- 10) No player may participate in more than one special mission for a given year. If a player was submitted as part of a disapproved special mission, they are considered to have participated in the one for that year.

Character Death

As much as most characters try to avoid it, death is something that happens in the Living Greyhawk campaign. Below are rules on how to handle this situation in Geoff as a judge and a player. The only people who have the power to change any of these rules are the Geoff Triad. If you believe you have been wronged in some fashion involving a character death or anything else see the Process for Appeals section on how to file a complaint through the proper channels.

Judges: Remember, losing a character is tough for some players so be respectful when it happens. The following guidelines will help you out in the situation.

- There are no 'Character Wills'. When a PC dies unless he is raised all his certs are destroyed. He may not give them to other players nor may the other players loot them from his body. The only exception to this is if the item is vital to the plot line of the current scenario. In this case, the item may be passed to another character at the discretion of the judge.
- All certs say 'Property of Wizards of the Coast' on the bottom of them. PC's must hand them over to you when requested. If they refuse, let the Convention Coordinator or Triad member (if there) know right away.
- Only the player of a dead character or cohort is permitted to direct the sale of items for restoration. In addition, the player alone may decide if the character will even be restored.
- Any character or cohort death must be completed at the table unless there is a dispute over the death. In the case of a dispute, the character or cohort must be restored upon the final decision of the head judge if the need exists.
- Additional information regarding character death can be found in Rules Update 2.

Players: Do not take out dying on your judge. If you have a problem with how it happened or a judgment call you think was incorrect then you need to follow the procedure in Process for Appeals to file a complaint.

- The DM has a right to void your certs if your character had died and is not coming back. If you feel uncomfortable giving him your certs you can ask to turn them over to the convention coordinator instead. Please do not do this often as they have a lot to do already.
- Hiding certs from a judge to prevent them from being destroyed is illegal. If you are found out those certs will be destroyed and you will be reprimanded. If reprimanded, you could be barred from meta-game activities or playing in the Living Greyhawk campaign entirely. You have been warned!

Process of Appeals in the Living Greyhawk Campaign

In a game where a judge must make interpretations or decisions not covered by the rules, not everyone is going to agree on every decision. We have developed a format for handling and processing disagreements. This document describes the process and appeals hierarchy for handling disagreements in the campaign.

At the Game Table

A small debate between player and judge or between two players can take place at the table but shouldn't take up too much time. This is disruptive to the other players at the table. As a player, if you feel that an unjust decision is made at the table, a process of appeals has been set up to ensure a fair course of action.

- 1) At the conclusion of the event, discuss the matter with the judge. Hopefully, all issues can be resolved at this level.
- 2) If you and the judge cannot agree, you may appeal to the head judge appointed by the convention or gameday coordinator. Every convention in Geoff will have at least one designated head judge. Gamedays are not required to have a head judge, but they are permitted to do so. If a member of the triad is present, they are automatically a qualified head judge in addition to those already designated.

The judge is required to collect all of the player's adventure certs, log sheets, and campaign certs. These are to be turned over to the convention/gameday coordinator. The coordinator will contact a head judge for that convention to interview both persons and other players regarding the event in question. At the conclusion of the interviews, the appeals judge will make a decision which serves as the final decision of the event.

Appeal to the Higher Authorities

There are no more appeals to the triad. At the conclusion of the convention/gameday, all decisions are final. The triad should not be contacted to restore your character after the convention/gameday.

In addition, the Circle of Six and RPGA HQ are no longer involved in the appeals process. These groups approve the modules you play and they feel they are of appropriate challenge. They created the concept of the head judge and support the decisions made by these people.

Designation of a Head Judge

Head judges are designated by convention and gameday coordinators to adjudicate disputes between players and event judges. If possible, head judges should at least be a master level judge and must be a resident of Virginia, West Virginia, Maryland, or Delaware for events with Geoff regional scenarios. The convention coordinator should not be the head judge, though for gamedays the coordinator and head judge may be the same person. If a dispute arises from an incident when the head judge is the event judge, an alternate arbiter will be designated. Members of the triad, if present, are always designated head judges. In the case of a dispute between a player and judge, the convention/gameday coordinator will designate a head judge to settle the dispute. The decision of the head judge are final.