

by Erik Mona • illustrated by Kalman Andrasofszky

GREYHAWK

Regional Feats of Oerth



A character's homeland is the most important factor in the formation of his identity. A grim-faced ranger lord from the barren northern reaches of Stonehold might have the same statistics as a merry woodsman of Highfolk, but their temperaments and life experiences create important differences that can come into play in battle and role-playing encounters. The *FORGOTTEN REALMS Campaign Setting* introduced *DUNGEONS & DRAGONS* players to the idea of "regional feats," special feats for specific geographic regions or subraces. Regional feats drive home cultural differences between characters from different areas and create cultural bonds between characters from the same nation or race.

Because the *LIVING GREYHAWK Gazetteer* was written before third edition *D&D* was complete (to say nothing of the *FORGOTTEN REALMS* revision), *GREYHAWK* fans haven't had a chance to experience the same level of rules support for their favorite campaign setting. We've tried to alleviate that somewhat with the *LIVING GREYHAWK Journal* (which now appears in *DUNGEON Magazine*), but until now, we've never had the chance to imagine the regional feats of the World of *GREYHAWK* and provide them to you in print. The wait ends today!

REGIONAL FEATS EXPLAINED

Regional feats (whether geographic or racial) supplement the feats available in the *Player's Handbook*, and count against a character's regular feat allotment. At 1st level, characters can select regional feats appropriate to the geographic areas in which they were raised. Characters also may select regional feats associated with their races, but characters can select racial feats associated with one race only. A human with Suel and Olman blood must choose which racial strain is dominant, and cannot thereafter select feats from the non-dominant racial strain.

You may learn feats from a new geographic region altogether. After 1st level, each 2 ranks in Knowledge (local) allow you to select a regional feat from another geographic region. Racial feats cannot be gained in this manner.

The feats Blooded and Mercantile Background first appeared in the *FORGOTTEN REALMS Campaign Setting*, and are represented here for ease of reference. DMs should consider using cultural feats like Rhennlore and Gnomelore as prerequisites for cultural prestige classes of their own design.

FEATS OF THE WORLD OF GREYHAWK

These new feats have a special prerequisite: the appropriate character region, as explained above. Some of the feats below can be taken as a fighter bonus feat. However, the character must still qualify for that region in order to take the feat.

Atlan's Mark [General]

Every inch of your skin is covered in an elaborate tattoo, a ritualistic marker of your status as chosen of the Underworld.

Region: Olman.

Benefit: You gain a +1 bonus on saving throws against energy draining and death effects. When dying, you have a 50% chance per round of becoming stable. Your tribal tattoos immediately identify you to most Olmans as a follower of Chitza-Atlan, evil undead Olman god of the Gateway to the Underworld.

Normal: You have a 10% chance per round of becoming stable when dying.

Badge of Bondage [General]

Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage—whip scars on your back, an owner's brand on the neck, or the like.

Regions: Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zeif.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Bareback Soul [General]

You're skilled at riding bareback.

Prerequisite: Ride 1 rank.

Regions: Paynims, Rovers of the Barrens, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You suffer no penalty on Ride checks when riding bareback. You automatically succeed at checks to guide your mount with your knees, meaning you always have both hands free while riding. Additionally, you gain a +1 competence bonus on attack rolls when using a ranged weapon while riding bareback.

Blackmoorian Rhymes [General]

You've decoded the eldritch secrets of the ancient Rhymers of Blackmoor.

Region: Blackmoor.

Benefit: You receive a +2 bonus on all Knowledge (arcana) checks. Also, when making a bardic knowledge check, roll 2d20 and ignore the lower result. Add a bonus equal to your bard level plus your Intelligence modifier as normal.

Blood of Kord [General]

You're distantly related to the Suel god Kord, who often takes a mortal woman as his lover. While Kord's immediate offspring develop a host of powers and abilities, the effects upon your blood are much more subtle.

Prerequisite: Ability to rage.

Region: Suel.

Benefit: When you rage, you gain a pool of 2 bonus damage points per character level, to be added to the damage of any successful melee attack made during your rage. Bonus damage to a single attack may not exceed half your character level (to a minimum of 1, even at 1st level), but the damage may otherwise be doled out from the pool in any increment of full damage points you desire. This bonus damage is not multiplied on a critical hit. Undesignated bonus damage is lost when your rage ends. You must declare the addition of the bonus damage after you hit but before damage is rolled.

Blooded [General]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.

Regions: Bandit Kingdoms, Bissel, Bone March, Bright Lands, Furyondy, Geoff, Gran March, Iuz, Ket, Nyrond, Oeridian, Onnwal, Paynims, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Stonehold, Tenh, Wild Coast, Wolf Nomads, Yeomanry.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

Border Watch [General]

Your experience watching the horizon for enemy troop movements has made you a better soldier.

Regions: Bissel, Furyondy, Geoff, Gran March, Highfolk, Irongate, Ket, Nyrond, Ratik, Shield Lands, Sterich, Sunndi.

Benefit: You get a +2 bonus on all Spot checks and a +5 bonus on all Profession (soldier) checks.



THE CREATION OF GREYHAWK

by Shane

Although many campaign worlds get their starts as one of the designer's personal games, GREYHAWK was literally the original D&D game. It was the setting Gary Gygax used for his Saturday afternoon games while developing the rules for what would become the world's most popular roleplaying game. His players included many names that have since become legendary to practically everyone who enjoys the hobby.

"I joined Gary's game in 1974," says Jim Ward, former Vice President of TSR, Inc. Other people involved in that original campaign were Ernie Gygax (Gary's son), Robert Kuntz, Terry Kuntz, Don Arndt, Tom Champeny, Brian Bloom, and Doug Bloom.

"We'd play on Gary's patio," Ward recalls. "Gary had a big binder filled with notes and sheets of paper. He had the whole world mapped out. We could have gone anywhere we wanted." But the characters never strayed far from one dungeon just outside the city of Greyhawk. "The dungeon was so much fun we never wanted to go anywhere else."

With all the material Gygax prepared, GREYHAWK could easily have supplied all the D&D needs for years to come. And originally, that was the plan—for every D&D product to be support for GREYHAWK. "But Gary could only write so much," Ward says. "When the company needed products faster than he could write them, that's when the other campaign worlds came into the picture. Gary was very particular about who he let write for his world."

"Gary preferred a low-magic game," says Ward, "but the campaign had magic items everywhere. There were rings, magic jars, the original deck of many things," says Ward.

Gygax was adamant that everything for the game be thoroughly playtested. "So we got new magic items and artifacts just about every week. It was great."

Born Follower [General]

You excel when directed by a natural leader.

Regions: Gran March, Oeridian, Pale.

Benefit: You gain a +2 morale bonus on attack rolls and on saving throws against fear effects when within 30 feet of an ally with the Leadership feat.

Special: You may only take this feat as a 1st-level character.

Celestial Scion [General]

You are a member of one of the major noble houses of the former Great Kingdom.

Regions: Ahlissa, North Kingdom, Solnor Compact.

Benefit: The benefits of this feat depend upon the Celestial House to which you belong. Unless your DM allows otherwise, your rank is very minor and grants no game benefits other than those listed below. Membership in your family may have intense roleplaying repercussions and benefits, at the discretion of the DM.

Cranden: You receive maximum starting gold at 1st level. Due to the diplomatic expertise and sterling reputation of your noble house, you receive a +3 bonus on all Diplomacy checks. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Darmen: The weapons of choice for your mercantile house are the poisoned words that have killed far more enemies than poisoned blades. When caught in a lie due to an unsuccessful Bluff check, you get an immediate follow-up opposed Bluff check to cover up the "misstatement" with double-speak. If this Bluff check is successful, ignore the original failed result—the Bluff attempt goes off successfully, leaving the victim none the wiser. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you if they are members of the middle or upper class. Lower-class serfs understand all too well the contempt most members of House Darmen feel for their "breed," and are initially unfriendly toward you.

Garasteth: The arcane legacy of Aerdy's House Garasteth is known throughout the Flanaess. Wizard is a favored class for you. A multiclass Garasteth's wizard class does not count when determining whether she takes an experience point penalty for

multiclassing. You also get a +2 bonus on Spellcraft checks. Because most folk fear the magical might of your house, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Naelax: You share the bloodline of Ivid the Undying, the mad undead Overking who brought the once-mighty Great Kingdom to its knees. You receive a +2 bonus on all Intimidate checks. Thanks to an unholy pact between Overking Ivid I and a fiend, you enjoy a special relationship with evil outsiders. You have a continuous *true seeing* ability, as the spell (caster level 16th), but the ability works only against the cloaking spells of demons and devils. This is a supernatural ability. Due to your family's ghastly reputation, NPCs in the former Great Kingdom have an initial attitude of unfriendly toward you.

Rax-Nyrrond: The true heirs of the House of Rax died out long ago, but several illegitimate and minor branches of the family survive. The Rax legacy is not particularly proud, being filled with a succession of incompetents and half-wits. Regardless, the house managed to hoard a great deal of political influence during its time at the head of the Great Kingdom. As an heir of that tradition, you receive a +3 bonus on Gather Information checks, and all checks take 1d2 hours. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Torquaan: The financial might of House Torquaan extends far beyond the borders of the former Great Kingdom. Your family's reputation for squeezing the most out of a gold coin by employing deceit, trickery, cruelty, and good old-fashioned business skills allows you a 10% discount on all purchases made anywhere the influence of House Torquaan is known. The DM is free to disallow this discount outside the former Great Kingdom or in locales openly hostile to House Torquaan. Since many folk see your kinsmen as greedy plutocrats, NPCs in the former Great Kingdom have an initial attitude of unfriendly toward you.

Special: You must select this feat as a 1st-level character.

Companion Guard Style [General]

You've been trained in the combat style

of the gray elven Companion Guard of Celene.

Prerequisites: Proficient with longsword, longspear, and bows; base attack bonus +4.

Region: Celene, gray elf.

Benefit: When fighting with a longsword or longspear, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you use a shield, its armor check penalty applies to your attack rolls. Additionally, you gain a +2 bonus on attack rolls made to confirm a critical hit with any bow.

Special: You may take this feat as a fighter bonus feat.

Defensive Expert [General]

You excel at fighting while entrenched.

Regions: Irongate, Shield Lands, Sunndi, valley elf, Valley of the Mage, Yeomanry.

Benefit: You gain a +6 bonus to AC when benefiting from cover instead of the normal +4 bonus to AC. (If you use the rules for varying level of cover, you gain a bonus to AC +2 higher than normal.) You gain a +3 dodge bonus to AC when fighting defensively instead of the normal +2 dodge bonus. If you have 5 ranks of Tumble, you gain a +4 dodge bonus to AC when fighting defensively instead of the usual +3 dodge bonus.

Normal: You gain a +4 bonus to AC from cover and a +2 bonus to AC when fighting defensively. If you have 5 ranks of Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus.

Special: You may take this feat as a fighter bonus feat.

Driftwalker [General]

You aren't slowed by snowy terrain, and know how to disguise your movements in the snow.

Regions: Frost Barbarians, Ice Barbarians, Perrenland, Snow Barbarians, Stonehold, wild elf, wood elf.

Benefit: It costs you no squares of movement to move into a snow-covered or heavy snow-covered square. You leave no tracks in snowy terrain and cannot be tracked. You may choose to leave a trail if so inclined.

Normal: Moving into a snow-covered square costs 2 squares of movement. Moving into a square covered by heavy snow costs 4 squares of movement.

Dwarflore [General]

You've memorized a litany of family histories, battle records, and foundry lore sacred to the dwarven people.

Regions: Hill dwarf, Irongate, mountain dwarf, Ulek States.

Benefit: You get a +1 bonus on all Knowledge skill checks and on checks using one Craft skill of your choice.

Ehlonna's Way [General]

You share an intimate bond with the transcendental spirit of Oerth's woodlands.

Regions: Celene, high elf, Highfolk, wild elf, wood elf.

Benefit: You get a +3 bonus on Hide and Survival checks made in woodland areas. You get a +4 bonus on attacks against enemies who have cover from trees or plants (essentially invalidating the target's cover bonus). You still cannot hit creatures with total cover.

Elflore [General]

You've memorized the epic poems, histories, and songs of the elven people, gaining insight into Oerth's history and magic.

Regions: Celene, gray elf, half-elf, high elf, Highfolk, Lendore Isles, Sunndi, tallfellow halfling, Ulek States, valley elf, Verbobonc.

Benefit: You get a +1 bonus on all Knowledge and Spellcraft checks.

Expert Dungeoneer [General]

Your experience and study of dungeons have given you insight on common trapsetting techniques.

Regions: Blackmoor, deep gnome, Greyhawk, hill dwarf, mountain dwarf.

Benefit: You receive a +4 competence bonus on saving throws made against the effects of mechanical traps.

Fiendsign [General]

Your body bears a readily identifiable birthmark, such as a third nipple or sore, that serves as a symbol of your trafficking with fiends. Your bond to the denizens of the Lower Planes grants you some measure of control over your fiendish associates.

Regions: Greyhawk, Iuz, North Kingdom, Perrenland, Solnor Compact, Sterich, Ull.

Benefit: Outsiders with the evil subtype take a -2 penalty to their saves against all your spells. In addition, you gain a +2 bonus to your caster level

check to overcome the spell resistance of an outsider with the evil subtype.

Giantkiller [General]

Your experience fighting giants has given you a tactical advantage against them.

Regions: Geoff, Keoland, Sterich.

Benefit: You gain a +4 bonus on attack rolls to confirm critical hits against giants, and you gain a +2 dodge bonus to your AC against a giant's attacks.

Special: You may take this feat as a fighter bonus feat.

Gnomelore [General]

You've memorized a staggering array of trivia, jokes, bawdy stories, and legends collected throughout the ages by gnomes and passed orally to each new generation.

Regions: Rock gnome, Ulek States, valley elf.

Benefit: You get a +1 bonus on all Perform checks and Knowledge checks.

Great Fervor [General]

Your overwhelming religious zeal has caught the attention of your deity. Sometimes, you seem to get a second chance in the face of catastrophe.

Regions: Ekbir, Pale, Scarlet Brotherhood, Tusmit, Veluna, Verbobonc.

Benefit: Once per day, you may reroll a failed saving throw. Add your Wisdom modifier to the rerolled save. You must accept the result of the second save, even if it is lower than the original failed saving throw.

Greyhawk Method [General]

You studied magic at Greyhawk's School of Wizardry, the preeminent institution of arcane study in the entire Flanaess.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Greyhawk.

Benefit: You gain four new spells of your choice to add to your spellbook each time you gain a level in a class that allows you to prepare and cast arcane spells (such as wizard). These spells represent the results of your research, and must be of spell levels you can cast. If you have chosen to specialize in a school of magic, two of the four free spells must be from your specialty school. Add the following to the list of feats you may select as a bonus wizard

feat: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Normal: If you are a wizard, you normally gain 2 new spells to add to your spellbook each time you gain a level in the wizard class.

Halfling Lore [General]

You've memorized countless recipes, wives tales, folktales, and legends honored by the halfling people.

Regions: Lightfoot halfling, stout halfling, tallfellow halfling, Ulek States.

Benefit: You get a +2 bonus on all Knowledge (local) and Knowledge (history) checks, and a +4 bonus on all Profession (cook) checks.

Horselore [General]

You're good with horses.

Regions: Baklunish, Flan, Paynims, Rovers of the Barrens, Tiger Nomads, Wolf Nomads.

Benefit: You get a +3 bonus on Ride checks when riding a horse and on Handle Animal checks when dealing with horses. All horses have an initial attitude of friendly toward you.

Jungle Fighter [General]

You know how to make the most of terrain-inspired advantages when fighting in a jungle.

Regions: Bandit Kingdoms, Lordship of the Isles, Olman, Scarlet Brotherhood, Sea Princes.

Benefit: When fighting in jungle terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Landless Nobility [General]

You belong to a noble line that has utterly lost its homeland due to war, incompetence, politics, or fate. Your status as a noble nonetheless grants you some measure of financial comfort, despite your lack of land.

Regions: Bone March, Geoff, Sea Princes, Shield Lands, Sterich, Tenh, Ulek States (Principality only).

Benefit: You receive maximum starting gold for your class (*Player's Handbook*, page 111). You also receive a +4 bonus on Charisma-based skill checks made against residents of your homeland (including expatriates).

Special: You can take this feat only at 1st level.

Lays of the Northern Adepts [General]

You know the poems of ancient Ur-Flan sorcerers. These poems contain lost secrets that strengthen your protective magic.

Regions: Blackmoor, Flan.

Benefit: When someone attempts to dispel your abjuration spells, the dispel check DC is 13 + the spell's caster level.

Normal: The dispel check DC to dispel any spell is 11 + the spell's caster level.

Lore of the Ur-Flan [General]

You're schooled in the ancient art of Ur-Flan necromancers.

Region: Bright Lands, Flan.

Benefit: Add +2 to the Difficulty Class for all saving throws against necromancy spells with the evil descriptor you cast. This bonus stacks with those granted by the Spell Focus and Greater Spell Focus feats.

Mercantile Background [General]

You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Regions: Bissel, deep gnome, Dyvers, Ekbir, Gran March, Greyhawk, Highfolk, hill dwarf, Irongate, Ket, lightfoot halfling, Lordship of the Isles, mountain dwarf, Onnwal, rock gnome, Sea Barons, Solnor Compact, stout halfling, Tusmit, Ulek States, Urnst States, Verbobonc.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

Mercenary Background [General]

You've traveled across the Flanaess as a hired mercenary, learning a smattering of local flavor on every mission in a foreign land. Because you've known so many fellow mercenaries from distant lands, you have little difficulty picking up foreign languages.

Regions: Bissel, half-orc, hill dwarf, Paynims, Perrenland, Stonehold, Tenh, Tusmit, Ull.

Benefit: Speak Language is a class skill for you. You receive a +2 bonus on all Knowledge (local) checks.

Mountain Fighter [General]

You know how to make the most of terrain-inspired advantages when fighting in mountainous terrain.

Regions: Frost Barbarians, Geoff, hill dwarf, Ice Barbarians, Irongate, mountain dwarf, Perrenland, Pomarj, Ratik,

Snow Barbarians, Sterich, Stonehold, Tusmit, Ulek States, Ull, Urnst States (Duchy only), valley elf, Valley of the Mage, Yeomanry.

Benefit: When fighting in mountainous terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Noble Soul [General]

Your strength of spirit and forthrightness bolsters your resolve and draws others toward you.

Regions: Deep gnome, Furyondy, half-elf, lightfoot halfling, Oeridian, Pale, Shield Lands, Ulek States, Veluna, Yeomanry.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Diplomacy checks.

Orc Blooded [General]

Somewhere in the shadowy boughs of your extended family tree is an orc. The creature's influence on your heritage isn't enough to make you a half-orc, but it is enough give you slightly porcine features, chronic bad breath, and a nasty temperament.

Regions: Bandit Kingdoms, Bone March, Iuz, North Kingdom, Pomarj, Stonehold, Ull, Zeif.

Benefit: You gain darkvision up to 30 feet. Barbarian is considered a favored class for you. You are not considered an orc for effects related to race.

Special: You may select this feat only at 1st level.

Raider's Spirit [General]

You're a fearless raider.

Regions: Bone March, Frost Barbarians, half-orc, Ice Barbarians, Iuz, Olman, Paynims, Pomarj, Rovers of the Barrens, Snow Barbarians, Stonehold, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You get a +4 bonus on saves against fear effects and a +2 bonus on all Intimidate checks.

Rapscallion [General]

Your stunning wit improves the credulity of your frequent lies.

Prerequisite: Int 13+.

Regions: Bandit Kingdoms, Dyvers, half-elf, half-orc, Rhennee, rock gnome, Sea Barons, Urnst States (County only), Wild Coast.

Benefit: In addition to your Charisma modifier, add your Intelligence modifier on all Bluff checks.

Rhennee [General]

You've memorized oral histories of the Rhennee tribes, learning of the places they've visited and the secrets they've uncovered. You've also trained in the gymnastic cultural dance of the bargefolk.

Regions: Dyvers, Greyhawk, Rhennee.

Benefit: You get a +1 bonus on all Tumble checks and on all Knowledge checks.

Tongue of Mouqol [General]

You know your way around business negotiations.

Regions: Baklunish, Bissel, Ket.

Benefit: You receive a +3 bonus on Bluff checks and Diplomacy checks related to business dealings.

Wastri's Blessing [General]

You are a "servant" of Wastri, the hoping prophet.

Regions: Blackmoor, Keoland, Sea Princes, Sunndi.

Benefit: You can hold your breath for a number of rounds equal to three times your Constitution score. You leave no trail in swampy terrain and cannot be tracked therein. You may choose to leave a trail if so desired.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution score.

Well Read [General]

Your readings have granted you extensive general knowledge about a wide range of affairs.

Regions: Ahlissa, Celene, Dyvers, Ekbir, Furyondy, gray elf, Greyhawk, high elf, Irongate, Keoland, Lendore Isles, Lordship of the Isles, Nyrond, Solnor Compact, Suel, Urnst States, Valley of the Mage, Veluna, Verbobonc, Zeif.

Benefit: All Knowledge skills are considered class skills for you. 

GREYHAWK FEATS

More Regional Feats of Oerth

by Erik Mona • illustrated by Kalman Andrasofszky

Because the WORLD OF GREYHAWK is the default setting for DUNGEONS & DRAGONS, it's sometimes tempting to limit GREYHAWK characters to the options presented in the *Player's Handbook* alone. Since the publication of the *LIVING GREYHAWK Gazetteer*, however, the game has grown to include a number of options that can help bring characters to life by allowing them to take a few steps away from the core rules. Enter regional feats, special feats flavored to specific geographic regions or subraces. Regional feats drive home cultural differences between characters from different regions and create cultural bonds between characters from the same nation or race.

DRAGON #315 featured thirty-eight GREYHAWK-specific regional feats. The twenty-two feats presented here complete the circle, presenting viable regional feat options for characters of every player character race or Flanaess nation. Regional feats are often more specialized and more powerful than the standard feats in the *Player's Handbook*. This rewards players for grounding their characters in the setting. If you plan on using these feats without regional requirements, think about diminishing their powers slightly.

REGIONAL FEATS EXPLAINED

Characters may select regional feats appropriate to the region in which they begin play, as outlined on the Character Regions table. Characters also may select regional feats associated with their race, but characters can select racial feats associated with one race only. A human with Suel and Olman blood must choose which racial strain is dominant, and cannot thereafter select feats from the non-dominant racial strain.

As characters travel, they may learn regional feats from new geographic regions. After 1st level, every 2 ranks in Knowledge (local) allow you to select feats from another region. Racial feats cannot be gained in this manner.

Feats that appear in *DRAGON* #315 have been marked with an asterisk (*) in the Character Regions chart.

FEATS OF THE WORLD OF GREYHAWK

These new feats have a special prerequisite: the appropriate

character region, as previously explained. Some of the feats described below are designated as [Fighter, General]. This means a fighter can use his bonus feat to acquire one of those feats. However, the character still must qualify for that region in order to take the feat.

Deepseer [General]

You see exceptionally well underground.

Regions: Deep gnome, stout halfling, mountain dwarf.

Benefit: You gain darkvision with a range of 30 feet. If you already have darkvision, add 30 feet to your darkvision range.

Desert Fighter [Fighter, General]

You know how to make the most of terrain-inspired advantages when fighting in a desert.

Region: Bright Lands.

Benefit: When fighting in desert terrain, you gain a +2 dodge bonus to AC.

Elemental Focus [General]

The Baklunish folk have always enjoyed a close relationship with the elements, and your skill with elemental spells continues a tradition that dates back hundreds of years before the Invoked Devastation.

Region: Baklunish.

Benefit: Add +1 to the Difficulty Class of all saving throws against spells you cast with the air, earth, fire, or water descriptors. This bonus stacks with the similar bonuses granted by the Spell Focus and Greater Spell Focus feats.

Exercises of Arnd [Fighter, General]

You follow the teachings of the legendary ancient Oeridian general-priest Arnd of Tdon, practicing a rigidly defined set of physical exercises every day to maintain peak fighting effectiveness.

Prerequisite: Toughness.

Regions: Furyondy, Nyrond, Oeridian, Ratik.

Benefit: You practice a daily regimen of exercises that



CHARACTER REGIONS

Race/Region	Feat
Ahlissa	Badge of Bondage*, Celestial Scion*, Rustic Charm, Well Read*, World Weary
Baklunish	Elemental Focus, Horselore*, Jinnbond, Tongue of Mouqol*
Bandit Kingdoms	Badge of Bondage*, Blooded*, Jungle Fighter*, Orc Blooded*, Rapsallion*, World Weary
Bissel	Blooded*, Border Watch*, Mercantile Background*, Mercenary Background*, Tongue of Mouqol*
Blackmoor	Blackmoorian Rhymes*, Expert Dungeoneer*, Lays of the Northern Adepts*, Wastri's Blessing*
Bone March	Blooded*, Landless Nobility*, Orc Blooded*, Raider's Spirit*, World Weary
Bright Lands	Blooded*, Desert Fighter, Lore of the Ur-Flan*, Vathrin Stigmata
Celene	Companion Guard Style*, Ehlonna's Way*, Faerie Mysteries Initiate, Well Read*
Dwarf, hill	Dwarflord*, Expert Dungeoneer*, Mercantile Background*, Mercenary Background*, Mountain Fighter*
Dwarf, mountain	Deepseer, Dwarflord*, Expert Dungeoneer*, Mercantile Background*, Mountain Fighter*
Dyvers	Mercantile Background*, Rapsallion*, Rhennlore*, Well Read*
Ekbir	Great Fervor*, Mercantile Background*, Spirit of the Sea, Well Read*
Elf, gray	Companion Guard Style*, Elflore*, Faerie Mysteries Initiate, Tested, Well Read*
Elf, high	Ehlonna's Way*, Elflore*, Faerie Mysteries Initiate, Tested, Well Read*
Elf, valley	Elflore*, Defensive Expert*, Gnomelore*, Mountain Fighter*
Elf, wild	Driftwalker*, Ehlonna's Way*, Faerie Mysteries Initiate, Tested
Elf, wood	Driftwalker*, Ehlonna's Way*, Faerie Mysteries Initiate, Tested
Flan	Badge of Bondage*, Horselore*, Lays of the Northern Adepts*, Lore of the Ur-Flan*
Frost Barbarians	Driftwalker*, Mountain Fighter*, Raider's Spirit*, Troll Blooded, Vatun's Touch
Furyondy	Blooded*, Border Watch*, Exercises of Arnd, Noble Soul*, Rustic Charm, Well Read*
Geoff	Blooded*, Border Watch*, Giantkiller*, Landless Nobility*, Mountain Fighter*, World Weary
Gnome, deep	Deepseer, Expert Dungeoneer*, Mercantile Background*, Noble Soul*
Gnome, rock	Gnomelore*, Mercantile Background*, Rapsallion*, Rustic Charm
Gran March	Blooded*, Border Watch*, Born Follower*, Mercantile Background*
Greyhawk	Expert Dungeoneer*, Fiendsign*, Greyhawk Method*, Mercantile Background*, Rhennlore*, Well Read*, Zagyg's Favor
Half-elf	Elflore*, Noble Soul*, Rapsallion*, Well Traveled
Half-orc	Badge of Bondage*, Mercenary Background*, Raider's Spirit*, Rapsallion*
Halfling, lightfoot	Halfling Lore*, Mercantile Background*, Noble Soul*, Well Traveled
Halfling, stout	Deepseer, Halfling Lore*, Mercantile Background*, Well Traveled
Halfling, tallfellow	Elflore*, Faerie Mysteries Initiate, Halfling Lore*, Well Traveled
Highfolk	Border Watch*, Ehlonna's Way*, Elflore*, Mercantile Background*
Ice Barbarians	Driftwalker*, Mountain Fighter*, Raider's Spirit*, Troll Blooded, Vatun's Touch
Irongate	Border Watch*, Defensive Expert*, Dwarflord*, Mercantile Background*, Mountain Fighter*, Well Read*
Iuz	Blooded*, Fiendsign*, Orc Blooded*, Raider's Spirit*, World Weary
Keoland	Giantkiller*, Rustic Charm, Silent Method, Wastri's Blessing*, Well Read*
Ker	Badge of Bondage*, Blooded*, Border Watch*, Mercantile Background*, Tongue of Mouqol*
Lendore Isles	Elflore*, Faerie Mysteries Initiate, Spirit of the Sea, Well Read*

grant you special bonuses in combat. You choose which bonus you'd prefer before conducting your exercise, modifying your regimen slightly to achieve the desired effect. Granted effects last until the next time you perform the exercises of Arnd.

Conducting exercises of Arnd require 8 hours of rest to clear the mind. You do not have to slumber for every minute of this time, but you must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you must rest in order to clear your mind, and you must have

at least 1 hour of uninterrupted rest immediately prior to conducting the exercises of Arnd. If you do not need to sleep for some reason, you still must have 8 hours of restful calm before conducting the exercises.

Rite of Battle: You get a +1 morale bonus on melee attack rolls with a specific weapon you incorporate into your exercise.

Rite of Calm: You get a +1 resistance bonus on all saving throws.

Rite of Fitness: You gain +6 temporary hit points.

Faerie Mysteries Initiate [General]

You know the timeless secrets and rituals of the Faerie Mysteries, self-improving rites of grace and passion

that have been handed down since the earliest days that form a fundamental pillar of elven culture.

Regions: Celene, gray elf, high elf, Lendore Isles, tallfellow halfling, Verbobonc, wild elf, wood elf.

Benefits: You and a partner with the Faerie Mysteries Initiate feat practice a 15-minute regimen of cultural rituals that grant you special bonuses on skill checks or combat rolls. You choose which bonus you'd prefer before conducting the exercise, modifying your regimen slightly to achieve the desired effect. Both practitioners must agree upon the rite to be performed and receive the same bonus. Granted effects last until the next time you perform the Faerie Mysteries.

CHARACTER REGIONS

Lordship of the Isles	Badge of Bondage*, Jungle Fighter*, Mercantile Background*, Spirit of the Sea, Well Read*
North Kingdom	Badge of Bondage*, Celestial Scion*, Fiendsign*, Orc Blooded*, World Weary
Nyrond	Blooded*, Border Watch*, Exercises of Arnd, Rustic Charm, Sagacious Method, Well Read*
Oeridian	Blooded*, Born Follower*, Exercises of Arnd, Noble Soul*
Olman	Atlan's Mark*, Badge of Bondage*, Jungle Fighter*, Raider's Spirit*
Onnwal	Badge of Bondage*, Blooded*, Mercantile Background*, World Weary
Pale	Born Follower*, Great Fervor*, Noble Soul*, Troll Blooded
Paynims	Bareback Soul*, Blooded*, Horselore*, Mercenary Background*, Raider's Spirit*
Perrenland	Driftwalker*, Fiendsign*, Mercenary Background*, Mountain Fighter*
Pomarj	Badge of Bondage*, Blooded*, Mountain Fighter*, Orc Blooded*, Raider's Spirit*, World Weary
Rarik	Border Watch*, Exercises of Arnd, Mountain Fighter*, Vatun's Touch
Rhennee	Rapscallion*, Rhenlore*, Second Sight, Well Traveled
Rovers of the Barrens	Bareback Soul*, Blooded*, Horselore*, Raider's Spirit*, World Weary
Scarlet Brotherhood	Badge of Bondage*, Blooded*, Great Fervor*, Jungle Fighter*, Spirit of the Sea, World Weary
Sea Barons	Badge of Bondage*, Mercantile Background*, Rapscallion*, Spirit of the Sea
Sea Princes	Badge of Bondage*, Blooded*, Jungle Fighter*, Landless Nobility*, Spirit of the Sea, Wastri's Blessing*, World Weary
Shield Lands	Blooded*, Border Watch*, Defensive Expert*, Noble Soul*, World Weary
Snow Barbarians	Driftwalker*, Mountain Fighter*, Raider's Spirit*, Troll Blooded, Vatun's Touch
Solnor Compact	Celestial Scion*, Fiendsign*, Mercantile Background*, Nexus Method, Well Read*
Sterich	Blooded*, Border Watch*, Fiendsign*, Giantkiller*, Landless Nobility*, Mountain Fighter*, World Weary
Stonehold	Blooded*, Driftwalker*, Mercenary Background*, Mountain Fighter*, Orc Blooded*, Raider's Spirit*, Vatun's Touch
Suel	Blood of Kord*, Heir of Lendore, Pureblooded Suel, Well Read*
Sunndi	Border Watch*, Defensive Expert*, Elflore*, Rustic Charm, Wastri's Blessing*
Tenh	Blooded*, Landless Nobility*, Mercenary Background*, World Weary
Tiger Nomads	Badge of Bondage*, Bareback Soul*, Horselore*, Raider's Spirit*
Tusmit	Great Fervor*, Mercantile Background*, Mercenary Background*, Mountain Fighter*
Ulek States	Dwarfllore*, Elflore*, Gnomelore*, Halfling Lore*, Landless Nobility* (Principality only), Mercantile Background*, Mountain Fighter*, Noble Soul*
Ull	Bareback Soul*, Fiendsign*, Mercenary Background*, Mountain Fighter*, Orc Blooded*, Raider's Spirit*
Urnst States	Mercantile Background*, Mountain Fighter* (Duchy only), Rapscallion* (County only), Rustic Charm, Well Read*
Valley of the Mage	Defensive Expert*, Mountain Fighter*, Shadowbound, Well Read*
Veluna	Great Fervor*, Noble Soul*, Rustic Charm, Well Read*
Verbobonc	Great Fervor*, Elflore*, Faerie Mysteries Initiate, Mercantile Background*, Well Read*
Wild Coast	Badge of Bondage*, Blooded*, Rapscallion*, Spirit of the Sea
Wolf Nomads	Bareback Soul*, Blooded*, Horselore*, Raider's Spirit*
Yeomanry	Badge of Bondage*, Blooded*, Defensive Expert*, Mountain Fighter*, Noble Soul*
Zeif	Badge of Bondage*, Orc Blooded*, Spirit of the Sea, Well Read*

The Faerie Mysteries require 4 hours of "trance" to clear the mind. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you must trance in order to clear your mind, and you must have at least 1 hour of uninterrupted rest immediately prior to conducting the Faerie Mysteries. If you do not need to trance for some reason, you still must have 4 hours of restful calm before conducting the Mysteries.

Carols: You and your partner sing in beautiful harmony of the triumph of Corellon Larethian over Gruumsh One-Eye, extolling the virtues of elves and enumerating the evils of orcs and goblins. When fighting orcs or goblins, you gain a +1 competence bonus on

damage rolls with melee attacks and with ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This benefit does not stack with the Improved Critical feat or other effects that increase critical threat range.

Frolics: You and your partner engage in a carefree, joyful gambol featuring hand claps and energetic kicks. At the end of the ceremony, both partners receive a +4 insight bonus on Perform (dance) and Tumble checks.

Gyres: You join your partner in a delicate, deliberate dance involving clasped hands and a rigidly timed orbit around a living flower. You gain a +1 resistance bonus on all saving throws.

Passions: You and your partner engage in an exuberant sensual act. The ritual leaves both partners invigorated, allowing you to use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points.

Heir of Lendore [General]

You are a descendant of the legendary migrations-era Suel archmage Lendore, predictor of the Invoked Devastation, patron of the Lendore Isles, and creator of the City of Glass. Your eyes are milky white and bear no pupils, although you see normally.

Region: Suel.

Benefit: Add +2 to the Difficulty Class for all saving throws against divination spells you cast. This bonus stacks with

those granted by the Spell Focus and Greater Spell Focus feats.

Jinnbond [General]

You are descended from the genies summoned to Oerth by the ancient Baklunish in the dying days of the Suel-Baklunish wars. You might bear some physical or psychological mark of your ancestry, such as a fiery disposition thanks to an efreeti ancestor or uniformly blue eyes from the blood of a marid.

Region: Baklunish.

Benefit: Select one type of genie: dao (earth), djinni (air), efreeti (fire), or marid (water). The benefits of this feat vary by the type of your genie ancestor.

Dao: You receive a +4 bonus on saving throws against earth effects and Fortitude saves made to resist petrification. You also add +2 to the DC of saving throws for any spell with the earth descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Djinni: You receive a +4 bonus on saving throws against air effects and the following spells: *acid fog*, *call lightning*, *cloudkill*, *stinking cloud*, and *storm of vengeance*. You also add +2 to the DC of saving throws for any spells with the air descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Efreeti: You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of saving throws for any spells with the fire descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Marid: You receive a +4 bonus on saving throws against water effects and the following spells: *acid fog*, *cone of cold*, *horrid wilting*, *ice storm*, and *sleet storm*. You receive a +2 bonus on Constitution checks made to resist drowning. You also add +2 to the DC of saving throws for any spells with the water descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st-level character.

Nexus Method [General]

You learned magic at the Sorcerers' Nexus of Rel Astra, a shadowy academy led by the greatest summoners and binders of Oerth.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Solnor Compact.

Benefit: You can channel stored spell energy into *summon monster* spells that you did not prepare ahead of time. You can "lose" any prepared spell that's not a conjuration spell in order to cast a *summon monster* spell of the same level or lower. For example, a wizard who has prepared *fireball* (a 3rd-level spell) may lose *fireball* in order to cast *summon monster III* (also a 3rd-level spell). Add the following to the list of feats you may select as a bonus wizard feat: Augment Summoning, Fiendsign, Greater Spell Focus, Greater Spell Penetration, Spell Focus, Spell Penetration.

Pureblooded Suel [General]

Undiluted Suloise blood flows through your veins, harkening back to ancient empires and making you an attractive potential associate to pro-Suel Scarlet Brotherhood racists.

Region: Suel.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all saving throws against spells and spell-like effects. You also receive a +2 bonus on Charisma-based skill checks made against members of the Scarlet Brotherhood.

Special: You may select this feat only at 1st level.

Rustic Charm [General]

Others tend to underestimate you due to your rural upbringing.

Regions: Ahlissa, Furyondy, Keoland, Nyrond, rock gnome, Sunndi, Urnst States, Veluna.

Benefit: You suffer no penalties on Diplomacy checks related to social class. Upper class NPCs tend to view you as a charming rube—no threat to them whatsoever. Others suffer a -2 penalty on Sense Motive checks made against you.

Sagacious Method [General]

You learned magic from the Sagacious Society of Nyrond, a loosely organized assembly of scholars, sages, and mages

who trade arcane information in an effort to improve the defensive strength of the Kingdom of Nyrond.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Nyrond.

Benefit: You receive a +4 bonus on Spellcraft checks to decipher the writing on scrolls. You also receive a +4 bonus on caster level checks to successfully cast a scroll spell with a caster level higher than your level. Add the following to the list of feats you may select as a bonus wizard feat: Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Second Sight [General]

You have the ancient gift of foresight, making you an honored member of your bargefolk family.

Region: Rhennee.

Benefit: Once per day, you can cast *augury* as a 3rd-level cleric. This is a spell-like ability.

Shadowbound [General]

The Black One of the Valley of the Mage cast a powerful spell upon you, fusing your soul with a fragment of the Plane of Shadow.

Region: Valley of the Mage.

Benefit: You can cloak yourself in an umbra of shadowstuff, granting you a +2 bonus on Hide checks. Once per day you may cast a spell with the shadow descriptor as though it was prepared with the Empower Spell feat without requiring a higher-level spell slot.

Silent Method [General]

You learned magic at the Lonely Tower of the Silent Ones of Keoland, a secretive order that seeks to protect the last vestiges of ancient Suel magic and ensure that such magic does not fall into the hands of those who would abuse it.

Region: Keoland.

Benefit: You get a +2 bonus on all dispel checks and on caster level checks (1d20 + caster level) made for the *break enchantment* spell. Add the following to the list of feats you may select as a bonus wizard feat: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Spirit of the Sea [General]

You're most alive on the deck of a ship

at sea and know all too well the dangers of open waters.

Regions: Ekbir, Lendore Isles, Lordship of the Isles, Scarlet Brotherhood, Sea Barons, Sea Princes, Wild Coast, Zeif.

Benefit: You get a +8 bonus on all Survival checks made while aboard a boat or ship.

Tested [General]

You've passed through the Moonarch of Sehanine, been tested by the gods, and have emerged with great insight. The process has granted you intense inner calm, but it has instilled in you an aloofness many find off-putting. You and other People of the Testing share a desire to protect old forest lands, faerie folk, and areas secret and precious to elves. You strive to keep hidden evil banes, magic, and secrets. You see the world as it is meant to be seen, you know the things that were meant to be known, and your destiny is forevermore intertwined with that of the elven race.

Prerequisites: Faerie Mysteries Initiate, character level 10th.

Regions: Gray elf, high elf, wild elf, wood elf.

Benefits: You receive a +2 bonus on Charisma-based skill checks made against elves. This bonus increases to +4 on checks made against other elves with the Tested feat. Additionally, your ordeal in the Moonarch of Sehanine has granted you one of the following powers (choose when you select this feat).

Gift of Prophecy: The elven deities encountered during your Moonarch trial took an especial liking to you and have granted you the ability to communicate with their agents during your nightly trance. Once per day, while in trance, you can cast the *commune* spell as a 10th-level cleric. This is a supernatural ability.

Gift of Sight: Your experience has granted you the ability to pierce magical obfuscation, seeing the world in terms of absolute truth. Once per day, you can cast *true seeing* as a 10th-level cleric. This is a spell-like ability.

Ye'Cind's Ear: Within the mysterious Moonarch, you encountered the elven demigod Ye'Cind, who increased your understanding of traditional elven music. Once per day, you may add a +6 bonus to your effective bard level for purposes of bardic music effects. For example, a 12th-level bard with Ye'Cind's ear and an 18 Charisma could

use her bardic music to make a suggestion. The DC for the associated save would be 23 (DC 10 = 1/2 bard's level + bard's Cha modifier). The same bard attempting a *song of freedom* would be considered an 18th-level bard for purposes of determining the efficacy of the resulting *break enchantment*. This is a supernatural ability.

Troll Blooded [General]

Your family tree contains the blood of the trolls of the Thillonian Peninsula.

Prerequisite: Toughness.

Regions: Frost Barbarians, Ice Barbarians, Pale, Snow Barbarians.

Benefit: You gain regeneration 1 as an extraordinary ability. Fire and acid deal normal damage to you. If you lose a limb or a body part, the lost portion regrows in 3d6 days. You can reattach the severed member as a full-round action by holding it to the stump. You are fatigued while exposed to sunlight.

Special: You can take this feat at 1st level only.

Vathrin Stigmata [General]

More than 1,000 years ago, the Flan deity Vathris, patron of the kingdom of Iitar, fell in battle against the Kingdom of Sulm, a wickedly barbed, black long-spear piercing his chest. You have the ability to manifest a stigmatic wound in your own chest in memory of the deathblow of Vathris, but unlike your patron's poisonous wound, yours has the ability to heal the sick.

Prerequisite: Patron Deity: Vathris.

Region: Bright Lands.

Benefit: Once per day, you can cause your chest to seep a black, tarry substance from a psychosomatic spear wound. If consumed within an hour of collection, this substance has the magical ability to detoxify any poison (as *neutralize poison*) and cure any disease (as *remove disease*). Your wound seeps enough substance for only one application per day. The substance is considered to have a caster level of 5 for purposes of dispel checks. Manifesting the stigmata causes you to become exhausted. This is a supernatural ability.

Vatun's Touch [General]

You have little difficulty with cold environments.

Regions: Frost Barbarians, Ice Barbarians, Ratik, Snow Barbarians, Stonehold.

Benefit: You don't need protection when operating in cold weather and automatically succeed at saves to stave off nonlethal damage. You do not add a cumulative +1 to the DC of checks to resist cold weather effects.

Well Traveled [General]

Your travels across the Flanaess have given you a strong depth of local knowledge and a broad repertoire of far-flung tales.

Regions: Half-elf, lightfoot halfling, Rhennee, stout halfling, tallfellow halfling.

Benefit: You gain 2 ranks in the Knowledge (local) skill and can draw upon your experiences to influence those willing to converse with you. When dealing with a non-hostile creature that you can communicate with, you can use your Knowledge (local) skill in place of your Diplomacy skill.

World Weary [General]

Your crushed spirit makes you difficult to scare or intimidate.

Regions: Ahlissa, Bandit Kingdoms, Bone March, Geoff, Iuz, North Kingdom, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Tenh.

Benefit: You receive a +4 competence bonus on saves against fear. Treat fear conditions as one rank lower, so an effect that would make you panicked instead makes you frightened, while an effect that makes you frightened merely leaves you shaken. Effects that make you shaken affect you as normal.

Zagyg's Favor [General]

It's not that you're insane, it's just that "normal" people don't understand the world the way you do. Either way, you're difficult to dominate effectively.

Regions: Greyhawk.

Benefit: You receive a +4 bonus on Will saves against compulsion effects (*confusion*, *dominate person*, *insanity*, and so on). ☺