

Sha'ir

by Dean Poisso, DRAGON #315, January 2004

The traders speak of a distant land where genies walk the streets, where princes fly upon carpets, and where desert winds sing promises of earthly delights. Even the most skeptical adventurer realizes that a nation of vast power lies somewhere across the seas, and that its civilization was old before recorded history began. This quixotic land, where fate determines the fortunes of the most tyrannical desert princes and the humblest of beggars, calls out to those who would learn its secrets.

The enigmatic sha'irs are the sages of this mysterious land—the primary arbiters between the immensely powerful geniekind and the mortal natives. Feared for their mysterious ways, the sha'irs are also revered by the people. Some of the most powerful caliphs employ these respected spellcasters as advisors.

Steeped in ancient lore, the sha'irs enjoy a cultural acceptance of their sorcerous power that is found nowhere else in the world. The chief reason for this appreciation of sha'irs is that their exquisite finesse allows them to parley with the ancient, powerful forces of the desert. In fact, genies forced to deal with mortals often refuse to interact with anyone other than a sha'ir.

A sha'ir could find his way into a traditional campaign in a number of ways. An angry genie could use a powerful spell to send him across the cosmos, or a curious sha'ir might travel across land and sea to visit distant regions of your campaign world. Between commerce, diplomacy, or even war, the sha'ir's arcane traditions could slowly filter across the world. The sha'ir's magical tradition could even originate on a different plane and make its way to your world via planar travel.

Adventures: Sha'irs adventure for many of the same reasons as wizards and sorcerers. They might seek to test their spellcasting talent in the field, as study and practice in the safety of civilized lands lacks a certain edge they seek. Other sha'irs might seek out ancient relics, particularly those relating to genies and their kind. Sha'irs tend to prefer to travel with other adventurers, particularly fighters, barbarians, and other skilled combatants. Their magic is flexible, but it takes them some time to gather a specific spell.

Characteristics: A sha'ir is a skilled spellcaster who, with the help of his elemental familiar, can gain access to almost any arcane spell and many divine ones. The sha'ir's familiar, known as a *gen*, searches the elemental planes for knowledge of a spell and then returns to its



Illustrated by Dene McEllian

TABLE 2-11: THE SHA'IR

Level	Base				Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
	Attack Bonus	Fort Save	Ref Save	Will Save												
1st	+0	+0	+0	+2	Summon gen familiar	4	2	—	—	—	—	—	—	—	—	
2nd	+1	+0	+0	+3		5	3	—	—	—	—	—	—	—	—	
3rd	+1	+1	+1	+3	Recognize genie works	5	3	1	—	—	—	—	—	—	—	
4th	+2	+1	+1	+4		5	4	3	—	—	—	—	—	—	—	
5th	+2	+1	+1	+4	Elemental protection	5	4	3	1	—	—	—	—	—	—	
6th	+3	+2	+2	+5		5	4	4	3	—	—	—	—	—	—	
7th	+3	+2	+2	+5	Call janni	5	5	4	3	1	—	—	—	—	—	
8th	+4	+2	+2	+6		5	5	4	4	3	—	—	—	—	—	
9th	+4	+3	+3	+6	Elemental travel (1/day)	5	5	5	4	3	1	—	—	—	—	
10th	+5	+3	+3	+7		5	5	5	4	4	3	—	—	—	—	
11th	+5	+3	+3	+7	Call genie	5	5	5	5	4	3	1	—	—	—	
12th	+6/+1	+4	+4	+8		5	5	5	5	4	4	3	—	—	—	
13th	+6/+1	+4	+4	+8	Craft genie prison	5	5	5	5	5	4	3	1	—	—	
14th	+7/+2	+4	+4	+9		5	5	5	5	5	4	4	3	—	—	
15th	+7/+2	+5	+5	+9	Elemental travel (2/day)	5	5	5	5	5	5	4	3	1	—	
16th	+8/+3	+5	+5	+10		5	5	5	5	5	5	4	4	3	—	
17th	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	1	
18th	+9/+4	+6	+6	+11	Elemental travel (at will)	5	5	5	5	5	5	5	5	4	4	3
19th	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	5	4	4
20th	+10/+5	+6	+6	+12		5	5	5	5	5	5	5	5	5	5	5

master. While a sha'ir can thus use almost any spell he has seen or learned about, it takes at least a few moments for his gen to retrieve it for him.

In addition to his abilities with spells, the sha'ir excels at dealing with geniekind and elemental powers. Since his magic relies on traffic with the elemental planes, he gains immunity to some forms of damage and the ability to travel to different planes.

Alignment: Sha'irs are drawn from a wide range of alignments. In their native lands, their magical practices are as common as the sorcerer and wizard's abilities in the standard D&D setting.

Religion: Sha'irs tend to revere deities of magic, elemental powers, and knowledge. Chances are—if the sha'ir originates from a land far from the core realms of your campaign setting—he prays to deities that are unknown to the other members of the party.

Background: A sha'ir's background is similar to a wizard's. Sha'irs learn their talents from masters and must work as apprentices for many long years before they attain spellcasting ability.

Races: The common races for sha'irs depends on the campaign setting you use. The sha'ir has a strong Arabian flavor. In GREYHAWK, the Baklunish folk provide a logical match for this class. In other campaign settings, the closest analog to mythical Arabia provides the best source for the sha'ir. The sha'ir's close connection to the elemental planes also makes it a good match for outsiders, such as tieflings, genasi, and aasimars.

Other Classes: Sha'irs sometimes see wizards and sorcerers as rivals. They feel their magic is superior to other arcane casters because of their flexibility. A clever sha'ir always has the right spell for any situation. He is never forced to prepare his spells ahead of time or rely on the talents he inherited from his forefathers.

Sha'irs appreciate other characters, particularly fighters and rogues, for the talents they lend to an adventuring group. Sometimes a sha'ir needs a few moments to recover the perfect spell to defeat an enemy. While the sha'ir waits for his gen to return with the spell, he needs his friends to keep him safe.

Role: The sha'ir provides arcane casting ability to the party. His ability to recall a wide variety of spells makes him the most flexible of casters, but this ability is sometimes unreliable and slow. He works best with rogues, monks, and other scouts who can uncover trouble and give the sha'ir and his gen time to find the right spells for the job.

GAME RULE INFORMATION

Sha'irs have the following game statistics.

Abilities: Charisma determines how powerful a spell a sha'ir can cast, how many spells he can cast per day, and how hard those spells are to resist. Like a wizard, a sha'ir also benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d4.

TABLE 2-12: SHA'IR SPELLS KNOWN

LEVEL	SPELLS KNOWN									
	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	5	3	—	—	—	—	—	—	—	—
2nd	6	3	—	—	—	—	—	—	—	—
3rd	6	4	—	—	—	—	—	—	—	—
4th	7	4	2	—	—	—	—	—	—	—
5th	7	5	3	—	—	—	—	—	—	—
6th	8	5	3	2	—	—	—	—	—	—
7th	8	6	4	3	—	—	—	—	—	—
8th	9	6	4	3	2	—	—	—	—	—
9th	9	7	5	4	3	—	—	—	—	—
10th	9	7	5	4	3	2	—	—	—	—
11th	9	8	6	5	4	3	—	—	—	—
12th	9	8	6	5	4	3	2	—	—	—
13th	9	9	7	6	5	4	3	—	—	—
14th	9	9	7	6	5	4	3	2	—	—
15th	9	9	8	7	6	5	4	3	—	—
16th	9	9	8	7	6	5	4	3	2	—
17th	9	9	9	8	7	6	5	4	3	—
18th	9	9	9	8	7	6	5	4	3	2
19th	9	9	9	9	8	7	6	5	4	3
20th	9	9	9	9	8	7	6	5	4	3

CLASS SKILLS

The sha'ir's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All of the following are class features of the sha'ir.

Weapon and Armor Proficiency: Sha'irs are proficient with all simple weapons, but not with any type of armor or shield. Armor of any type interferes with a sha'ir's arcane gestures, which can cause his spells with somatic components to fail.

Spells: A sha'ir's spells must be retrieved from the elemental planes by his familiar, an outsider called a gen. Once retrieved, a spell remains set in the sha'ir's memory, like a wizard's prepared spell, until cast or until a number of hours pass equal to the sha'ir's class level. A sha'ir is capable of extraordinarily versatile spellcasting because he can use arcane spells as well as a limited selection of divine spells. A sha'ir's familiar can retrieve any spell on the sorcerer/wizard spell list, plus any spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, and Water domain spell lists. Even though the sha'ir has access to certain domain spells, he gains no other benefit

of the cleric class, including the granted powers of those domains.

To learn or cast a spell, a sha'ir must have a Charisma score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a sha'ir's spell is $10 + \text{spell level} + \text{the sha'ir's Cha modifier}$.

Like other spellcasters, a sha'ir can cast only a certain number of spells of each spell level per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A sha'ir begins play knowing five 0-level spells and three 1st-level spells of his choice. (Unlike spells per day, the number of spells a sha'ir knows is not affected by his Charisma score.) These new spells may be common spells chosen from the sorcerer/wizard spell list or the appropriate domain spell list.

A sha'ir decides what spell might be useful and sends out his familiar to retrieve it from the elemental planes. To do this, the sha'ir must summon his gen and tell it the name of the spell he seeks. The gen immediately *plane shifts* to seek the spell in the elemental planes.

The gen's success in finding the desired spell depends on the following parameters.

- **Arcane Spell Known:** To retrieve an arcane spell that the sha'ir can normally cast (that is, one within his Spells Known repertoire), the gen must search for a number of rounds equal to $1d4 + \text{the spell level}$.

GEN FAMILIARS

A gen is an outsider similar to a genie, but much smaller and far less powerful. Like genies, gens are native to the various elemental planes.

COMBAT

All gens have certain traits in common. They prefer to avoid combat, a task that is easy for them since they can travel to the elemental planes at will and survive equally well in any of them.

Elemental Endurance (Ex): A gen can survive on the elemental planes like a native. On the Elemental Plane of Fire, a gen is immune to fire damage. On the Elemental Plane of Water, a gen can breathe water and has a swim speed equal to its fly speed (gaining the normal +8 racial bonus on Swim checks). On the Elemental Plane of Earth, a gen has a burrow speed equal to its land speed, leaving no tunnel or sign of its passage as though it has the earth glide ability of a xorn (see the *Monster Manual*).

Elemental Travel (Sp): A gen can *plane shift* at will to any of the Elemental Planes or from any elemental plane to the Material Plane. This ability transports the gen only. It is otherwise identical to the *plane shift* spell (caster level 13th).

Fetch Spells (Ex): A gen can find and deliver spells to a sha'ir from the elemental planes. The time required depends upon the spell, as given in the sha'ir description.

AIR GEN

Tiny Outsider (Air, Extraplanar)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 70 ft. (perfect)

Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/-9

Attack: Slam +5 melee (1d2-2)

Full Attack: 2 slams +5 melee (1d2-2)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Air mastery, darkvision 60 ft., elemental endurance, fetch spells, immunity to electricity, elemental travel, vulnerability to acid

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 7, Dex 14, Con 12, Int 13, Wis 15, Cha 10

Skills: Concentration +5, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5, Spellcraft +5, Spot +4, Survival +6

Feats: Combat Casting^B, Weapon Finesse

Environment: Any elemental plane

Organization: Solitary

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often chaotic good

Advancement: 2-3 HD (Tiny); 4-6 HD (Small)

Level Adjustment: —

This creature resembles a pale-skinned humanoid surrounded by misty vapors.

Air gens often dwell on the Elemental Plane of Air. Thought to be related to the djinn, they are often found within djinn cities, although they travel almost constantly.

Air gens speak Common and Auran.

COMBAT

Air gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Air Mastery (Ex): An airborne creature takes a -1 penalty on attack and damage rolls against an air gen.

- **Arcane Spell Unknown:** The sha'ir can cast a spell from the sorcerer/wizard list he does not know but has seen the effects of and identified with a successful Spellcraft check. If the sha'ir seeks to cast such an arcane spell, the gen must search for 1d6 minutes + 1 minute per spell level. A spell so retrieved does not become learned or known for the purposes of the gen retrieving it again.
- **Divine Spell:** Retrieving a divine spell, known or not, takes a gen 1d6 hours + 1 hour per spell level. The gen can retrieve only divine spells from the domains indicated above.

Once a gen is sent out to fetch a spell, it cannot be recalled; it is gone for the duration of the search. To determine its success, the sha'ir must succeed at a

DC 20 Diplomacy check, since the gen is acting as a proxy to the elemental powers on behalf of the sha'ir. Modify the sha'ir's Diplomacy check as follows:

- +1 per sha'ir level.
- +2 if the spell is in the Spells Known category (arcane only).
- -2 per level of the desired spell.
- -6 if the spell is an unknown divine spell.
- -1 per increase in level caused by the use of a metamagic feat.
- -2 per attempt after a failed check the gen makes to retrieve the same spell in the same day.

If the sha'ir succeeds at his Diplomacy check the gen reappears within 5 feet of its master and imparts to him the power to cast the spell. If the check fails,

EARTH GEN

Tiny Outsider (Earth, Extraplanar)

Hit Dice: 1d8+1 (5 hp)**Initiative:** +1**Speed:** 20 ft. (4 squares), fly 60 ft. (perfect)**Armor Class:** 16 (+2 size, +1 Dex, +3 natural), touch 13, flat-footed 15**Base Attack/Grapple:** +1/-8**Attack:** Slam +4 melee (1d2-1)**Full Attack:** 2 slams +4 melee (1d2-1)**Space/Reach:** 2-1/2 ft./0 ft.**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., earth mastery, elemental endurance, fetch spells, immunity to acid, elemental travel, vulnerability to electricity**Saves:** Fort +3, Ref +3, Will +4**Abilities:** Str 9, Dex 12, Con 12, Int 13, Wis 15, Cha 10**Skills:** Concentration +5, Escape Artist +6, Hide +11, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5, Spellcraft +5, Spot +4, Survival +6**Feats:** Combat Casting^o, Weapon Finesse**Environment:** Any elemental plane**Organization:** Solitary**Challenge Rating:** 1/2**Treasure:** Standard**Alignment:** Often chaotic evil**Advancement:** 2-3 HD (Tiny); 4-6 HD (Small)**Level Adjustment:** —

This creature resembles a muscular, dusky-skinned humanoid. Tiny gems stud its skin.

Earth gens usually dwell on the Elemental Plane of Earth. Thought to be related to the dao, they are often found within dao cities, although they travel almost constantly.

Earth gens speak Common and Terran.

COMBAT

Earth gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Earth Mastery (Ex): An earth gen gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the gen takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

FIRE GEN

Tiny Outsider (Extraplanar, Fire)

Hit Dice: 1d8+1 (4 hp)**Initiative:** +2**Speed:** 20 ft. (4 squares), fly 60 ft. (perfect)**Armor Class:** 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13**Base Attack/Grapple:** +1/-9**Attack:** Slam +5 melee (1d2-2 plus 1 fire)**Full Attack:** 2 slams +5 melee (1d2-2 plus 1 fire)**Space/Reach:** 2-1/2 ft./0 ft.**Special Attacks:** Heat**Special Qualities:** Darkvision 60 ft., elemental endurance, fetch spells, immunity to fire, elemental travel, vulnerability to cold**Saves:** Fort +2, Ref +4, Will +4**Abilities:** Str 7, Dex 14, Con 10, Int 13, Wis 15, Cha 10**Skills:** Concentration +4, Escape Artist +6, Hide +12, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Search +5, Spellcraft +5, Spot +4, Survival +6**Feats:** Combat Casting^o, Weapon Finesse**Environment:** Any elemental plane**Organization:** Solitary**Challenge Rating:** 1/2**Treasure:** Standard**Alignment:** Often neutral evil**Advancement:** 2-3 HD (Tiny); 4-6 HD (Small)**Level Adjustment:** —

This creature resembles a ruddy-skinned humanoid with hair like crackling flames.

Fire gens can usually be found on the Elemental Plane of Fire. Thought to be related to the efreet, they are often found within efreeti cities, although they travel almost constantly.

Fire gens speak Common and Ignan.

COMBAT

Fire gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Heat (Ex): A fire gen's red-hot body deals 1 point of extra fire damage whenever it hits in melee, or in each round that it maintains a hold while grappling.

the gen reappears with no spell. A failure by 5 or more results in the gen being detained for an additional 1d4 minutes.

Spells retrieved by the gen remain available to the sha'ir to cast for 1 hour per sha'ir level. If a spell is not used within that time, the power to cast the spell dissipates harmlessly.

At 4th level, and every even-numbered sha'ir level thereafter, a sha'ir may choose to learn a new spell in place of one he already knows. In effect, the sha'ir "loses" an old spell known in exchange for a new one. The new spell's level must be the same as that of the spell for which it is exchanged. A sha'ir may swap one spell at

WATER GEN

Tiny Outsider (Aquatic, Extraplanar, Water)

Hit Dice: 1d8+1 (6 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 60 ft. (perfect), swim 20 ft.

Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13

Base Attack/Grapple: +1/-9

Attack: Slam +4 melee (1d2-2)

Full Attack: 2 slams +4 melee (1d2-2)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: —

Special Qualities: Amphibious, darkvision 60 ft., elemental endurance, fetch spells, immunity to cold, elemental travel, vulnerability to fire

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 7, Dex 12, Con 14, Int 13, Wis 15, Cha 10

Skills: Concentration +6, Escape Artist +5, Hide +11, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +4, Move Silently +3, Search +5, Spellcraft +5, Spot +4, Survival +6, Swim +6

Feats: Combat Casting¹, Weapon Finesse

Environment: Any elemental plane

Organization: Solitary

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: 2-3 HD (Tiny); 4-6 HD (Small)

Level Adjustment: —

This creature resembles a blue-skinned humanoid with hair like waving seaweed.

Water gens often dwell on the Elemental Plane of Water. Thought to be related to the marids, they are often found within marid cities, although they travel almost constantly.

Water gens speak Common and Aquan.

COMBAT

Water gens avoid combat whenever possible. When they must fight, they slam opponents with their fists.

Amphibious (Ex): Although water gens are aquatic, they can survive indefinitely on land.

any given level and must make the decision at the same time as he gains new spells known for the level.

Metamagic Feats: A sha'ir may use metamagic feats he possesses to modify the spells his gen fetches. The gen simply fetches the spell with the metamagic feats applied. Unlike the sorcerer, the sha'ir does not need to take a full-round action to cast such spells.

Bonus Languages: A sha'ir may substitute Aquan, Auran, Ignan, or Terran for any of the bonus languages available to his race. Sha'irs are expected to have a great deal of contact with elemental entities, and apprentice sha'irs often study the languages that such creatures speak.

Summon Gen Familiar: A sha'ir must obtain a gen familiar (see Gen Familiars) at 1st level. A gen familiar is an intelligent outsider that resembles a small elemental. The creature serves as a companion and servant to the sha'ir. The sha'ir may choose the elemental type of the gen he summons, and its alignment matches his own. The summoning takes 12 hours and consumes raw materials that cost 100 gp.

A gen can retrieve spells for the sha'ir, as indicated above. As the sha'ir advances in level, the gen increases in power similar to the manner that a normal familiar gains power. A gen advances as a normal familiar, gaining all the normal benefits described in the Familiars section on page 52 of the *Player's Handbook*, except that its Intelligence does not increase and it can speak the languages noted in the gen's description (see below). It retains the outsider type.

If a gen familiar dies or is dismissed by the sha'ir, the sha'ir must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sha'ir level; success reduces the loss to one-half that amount. However, a sha'ir's experience point total can never go below 0 as the result of a gen's demise or dismissal. A slain or dismissed gen can be replaced the following day, but since it is an outsider, it cannot be raised from the dead.

A sha'ir with more than one class that grants a familiar may have only one familiar at a time.

Recognize Genie Works: At 3rd level, a sha'ir can recognize the craftsmanship of any item or magical effect created by geniekind. To use this ability, the sha'ir must make a successful DC 20 Knowledge (the planes) check. The sha'ir receives a bonus on this check equal to his sha'ir level.

Elemental Protection: At 5th level, a sha'ir gains resistance to acid 2, cold 2, electricity 2, and fire 2. He also gains damage reduction 2/— against attacks made by any creature with the air, earth, fire, or water subtype. The resistance increases to 4 against the energy type to which his gen is immune (see below), and the damage reduction increases to 4/— against attacks made by creatures of his gen's elemental subtype. He also gains a +2 bonus on all saves against acid-, cold-, electricity-, and fire-based attacks, and this bonus increases to +4 against attacks that deal the energy damage to which his gen is immune.

Call Janni (Sp): A 7th-level or higher sha'ir may call a janni to aid him once per day. This functions as the *lesser planar ally* spell except that the Sha'ir can only

call a janni. The sha'ir must pay the spell's XP cost and bargain with the janni as normal. Caster level is equal to the sha'ir's class level.

Elemental Travel (Sp): At 9th level, a sha'ir can *plane shift* once per day, as the spell, to any of the elemental planes or from any elemental plane to the Material Plane. At 15th level, the sha'ir may use this ability twice per day, and at 18th level, the sha'ir may use this ability at will. Caster level is equal to the sha'ir's class level.

Call Genie (Sp): An 11th-level or higher sha'ir may call any type of genie to aid him once per day. This functions as the *planar ally* spell except that the Sha'ir can only call one dao (see the *Manual of the Planes*), djinni, efreeti, or marid (see the *Manual of the Planes*), or two jann. The sha'ir must pay the spell's XP cost and bargain with the genie or jann as normal. Caster level is equal to the sha'ir's class level.

Craft Genie Prison (Ex): At 13th level, a sha'ir gains the benefit of the Craft Wondrous Item feat, except that he can use it only to create *genie prisons*. A *genie prison* is created in the same way as an *iron flask* and functions identically to that device, except that it can hold only geniekind.

Urban Druid

by James Jacobs, DRAGON #317, March 2004

The frenzied surge of a riot, the stately presence of a cathedral, the constant vigilance of the city watch, the slow decay of worm-eaten waterfront buildings—to most, these things are nothing more than the results of civilization, but to a rare few, they represent something more. To these few, the milling of pedestrians in a busy marketplace is akin to the industry of an ant colony. The towering statues erected to honor bygone dynasties are as pure as the mightiest redwood tree. The cobblestone and dirt streets are arteries of life. To these few, civilization represents a powerful force in and of itself, opposed to but not necessarily in conflict with nature. Just as nature has those who venerate and worship its purity and strength, so does the city have its faithful. They tend to be solitary and introverted, despite living in urban environments. They are physically alone but spiritually connected to the secret voices of the city itself. They are the urban druids.

The urban druid knows that each city is, after a fashion, a living organism. Each city has its own personality, its own joys, and its own nightmares. The presence of its citizens are its voice, and the memories of its dead are its soul. The buildings are its bones, the streets its veins, and the protective walls its skin. Its eyes are the market, and its ears the port. Urban druids

draw their power from the city and return it tenfold with devotion and faith.

Adventures: Urban druids adventure to gain knowledge (especially about the history and architecture of cities and the ways of their citizens). Unlike the druids of nature, urban druids do not form hierarchical societies. Each is left to her own; when two urban druids meet, they often exchange ideas, lore, and philosophies, but only rarely do they stay together. Urban druids find destruction and entropy to be the most horrifying aspect of the world; anything that can destroy a city is to be hated, feared, and hunted. Undead are particularly reviled for their ability to quickly destroy populations through disease, terror, and negative energy, but dragons and elementals (with their capability to destroy large buildings and swaths of cities with ease) are also hated, and often an urban druid turns to an adventuring life to seek out and slay these terrible foes.

Characteristics: Urban druids cast divine spells in the same way druids do, although they get their spells from the power of the city's spirit rather than from nature. Their spells are oriented toward society and construction. In addition to spells, urban druids gain an increasing array of magical powers, including the ability to change shape into different humanoids and creatures found in urban environments. The most powerful urban druids can transform into objects or even constructs.

Alignment: As with classic druids, urban druids must remain impartial to a certain degree. They must value society and civilization above the individual. As a result, all urban druids must have a neutral component to their alignment. No urban druid is chaotic neutral, since hearing the secret voice of the city requires at least a modicum of organization.

Religion: An urban druid worships the purity of society and the city above all else. Religions are incorporated into this as a whole, although the urban druid finds more to draw power from in the massive cathedrals and huge masses of worshipers than from their deities.

Background: As mentioned above, urban druids are alone in the crowd. They dwell in cities, and although they often visit smaller towns or even travel into the wilderness on a quest, they are only truly at ease in a settlement with a population of no less than 5,000 souls. Often, a neighborhood never realizes that an urban druid dwells in its midst, so secretive and subtle are her workings and goals.

Races: Humans, being industrious and quick to expand and build, have the highest affinity for the calling of the urban druid. Half-elves and half-orcs, often forced to live in large cities where