

# PRESTIGE CLASS: HIGH OLD ONE

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What the humans call *divine disciples*, the dwarves call *High Old Ones*. The most zealous, devout and pious clerics, druids and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants. They interpret the divine will, act as teachers and guides to others with the power of their patron. These chosen are always divine spellcasters. Clerics (and druids for the wild dwarves) are the most common candidates, but paladins (and rangers in the very rare cases they exist) have the chance to become elected by their deity's as well.

They gain special powers from the dwarven Gods. Of course, such powers can be suspended, denied, or removed if a High Old One displeases his or her god. The High Old Ones are the most respected elders of the Folk, especially in the north, where clan power and the pride and prosperity of young dwarves are weakest. Most High Old Ones pray directly to their god or goddess, and enjoy a good chance of being heard. While a deity may not show up instantly when aid is requested, such prayers do serve as a valuable source of information to the gods, and are encouraged. A priest, who warns a deity of six hostile adventurers, by name, class, and description, may ensure that the deity warns dwarves in the adventurer's route - and will certainly affect the deity's reaction if its avatar ever meets the adventurers.



**Hit Die:** d8

## REQUIREMENTS

To qualify to become a High Old One (HOO) a character must fulfil all the following criteria.

Race: Dwarf

Spellcasting: Ability to cast 4<sup>th</sup>-level divine spells.

Skills: Diplomacy 5 ranks, Knowledge (religion) 8 ranks.

Patron: A High Old One must have a dwarven patron deity, and it must be that deity of which she is a High Old One.

## CLASS SKILLS

The High Old One's class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge - arcane (Int), Knowledge - religion (Int), Knowledge - nature (Int), Knowledge - the planes (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Wilderness Lore (Wis). See Chapter 4: Skills in the PHB for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier

## CLASS FEATURES

All the Following (table 1.1) are class features of the High Old One. Marked with an Asterisk (\*) are those features that differentiate with the High Old One's patron.

**TABLE 1.1: THE HIGH OLD ONE**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Divine Detection Turn Undead Sign Language	+1 level of existing divine spellcasting class
2 <sup>nd</sup>	+1	+3	+0	+3	Special Spell*	+1 level of existing divine spellcasting class
3 <sup>rd</sup>	+1	+3	+1	+3	Divine Detection* New domain	+1 level of existing divine spellcasting class
4 <sup>th</sup>	+2	+4	+1	+4		+1 level of existing divine spellcasting class
5 <sup>th</sup>	+2	+4	+1	+4	Divine Sight*	+1 level of existing divine spellcasting class

**Weapon and Armor Proficiency:** High Old Ones gain no proficiency in any weapon or armor.

**Spells per Day:** A High Old One's training focuses on the divine spells. Thus, when a new level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she adds the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of the High Old One to the level of whatever other divine spellcasting class the character has then determines spells per day accordingly.

If a character had more than one divine spellcasting class before she became a High Old One, she must decide to which class she adds each level of High Old One for the purpose of determining spells per day.

**Sign-Language:** High Old Ones can identify themselves as members or friends of particular clans by the use of secret hand-signs. In rare cases, some trusted non-dwarves (such as Elminster of Shadowdale and Mirt of Waterdeep) have been taught these signs for use when among dwarves.

**Turn or Rebuke Undead (Su):** Dwarven Gods, except for Dumathoin, do not grant the ability to turn or rebuke undead. However High Old Ones gain the ability to effect undead as other clerics do, but only with an effective cleric level reduced by half (rounded down) (turning as a 6<sup>th</sup> level cleric when they are 11<sup>th</sup> and 12<sup>th</sup> level, a 7<sup>th</sup> level cleric when they are 13 and 14<sup>th</sup>, and so on). The levels gained as a High Old One benefit for determining the chance to rebuke or control undead. (If a 10<sup>th</sup> level Clr/2<sup>nd</sup> level Hoo determines his chance to rebuke or control undead, she first adds his levels in both classes together and then divides by 2; in this case his effective cleric level would be 6.) Since the Turning ability is open to priests of Dumathoin from the 1<sup>st</sup> level, the High Old Ones of this patron gain the Extra Turning Feat instead.

**Divine Detection (Su):** High Old Ones also gain a detection power, differing from patron to patron. This magical ability always operates properly, and requires no spellcasting. It does, however, require concentration (prohibiting spellcasting or even reading in the same round) and is not continuous and automatic in its effects. They may use this supernatural ability once per day at 1<sup>st</sup> level. The daily use increases to three times at 3<sup>rd</sup> level. Table 1.2 shows a list of all Dwarven Patron Deities and the powers they grant to High Old Ones:

**TABLE 1.2:**

**Patron Deity**

**Power granted**

Abbathor:	<i>Detect illusion</i> , up to normal sight limits. The High Old One knows all illusions for what they are, seeing them as rainbow-hued, translucent images superimposed over the real creature or object. The High Old One can concentrate on either the illusion or reality to see it as normal, and examine it in detail; whenever this is not done, the double images will be seen.
Berronar	
Truesilver:	<i>Detect wound</i> , the High Old One must touch the creature. Even if it is an unfamiliar monster, this ability tells the dwarf if the creature is suffering from any internal or external physical damage and its approximate severity. The ability identifies the presence of poison, magical charms, curses, diseases, mental damage, and other abnormal conditions and how it can be cured. However, the spell does not heal in any way.
Clangedin	
Silverbeard:	<i>Enemy detection</i> , as the rod. The High Old One feels a compulsion to face each enemy in range. She needs not do so, but unerringly knows who and where such enemies are.
Dugmaren	
Brightmantle:	<i>Comprehend languages</i> , as the 1 <sup>st</sup> -level cleric spell, though the spell is unerring, overriding even the strongest magical concealments and misdirection such as <i>illusory script</i> and <i>secret page</i> .
Dumathoin:	<i>Identify</i> , as the 1 <sup>st</sup> -level wizard spell, but no material component are needed. The ability works as if the High Old One was a wizard of the same level.
Gorm Gulthyn:	<i>Know alignment</i> , range and blockages as a cleric's detect magic spell. The spell allows the caster to see the lingering auras of Good/Evil and Law/Chaos that surround any creature. No aura is detected by truly neutral creatures. The spell is unerring, overriding even the strongest magical concealments and misdirection (even <i>Mind Blank</i> ) on a successful Caster level check against a DC of 11 + the concealing or misdirecting spell's caster level. The High Old One can scan only one creature per round, and cannot cast spells during that time or participate in any active combating.
Haela Brightaxe:	<i>Detect weapons</i> , range and blockages as a cleric's detect magic spell. The spell detects concealed, invisible, and improvised weapons that have been used to harm or are carried with intent to harm. Broken weapons are detected only if still usable. In some old ruins, this ability is rendered useless by the sheer number of abandoned weapons.
Marthammor Duin:	<i>Find the Path</i> , as the 6 <sup>th</sup> -level cleric spell.
Moradin:	<i>True seeing</i> , as the 5 <sup>th</sup> -level cleric spell.
Sharindlar:	<i>Detect dwarves</i> , range and blockages as a cleric's detect magic spell. The spell enables the caster to detect living dwarves, dead dwarves, duergar, spilled dwarven blood, invisible dwarves, shape changed dwarves, dwarves concealed by illusions, and so on.
Thard Harr:	<i>Detect snares &amp; pits</i> , as the 1 <sup>st</sup> -level druid spell. Using this detection ability precludes spellcasting while it is maintained.
Vergadain:	<i>Detect magic</i> , as the cleric cantrip. The spell is unerring, overriding even the strongest magical concealments and misdirection on a successful Caster level check against a DC of 11 + the concealing or misdirecting spell's caster level.

(Deep Duerra and Laduguer are not included in this list, as they are not part of the dwarven pantheon *per se*, the *Morndinsamman* and as such do not have High Old Ones.)

**Special Spell (Sp):** High Old Ones gain special spells from their gods, which they can pray for instead of the domain spell of the appropriate level or as any other normal spell of the spell level. Metamagic feats work with this spell normally. The spell gained as a follower of Moradin is *stonefire* (detailed below). For special spells granted by other dwarven deities refer to the 2<sup>nd</sup>. Ed. Accessory *Dwarves Deep* (FR11) or contact me.

**New Domain:** At 3<sup>rd</sup> level the High Old One may choose a new domain from her deity's available domains. The High Old One receives the domain's granted power and may choose the domain's spells as domain spell. (The High Old One has three choices each level for domain spells instead of two.)

**Divine Sight (Sp):** Through long and devoted service to her deity the High Old One finally gains the detection power described in Divine Detection as a permanent ability (no use restriction per day). It otherwise works exactly like Divine Detection.

New Spell for HOO of Moradin:

*Stonefire* [Earth; Fire] (Evocation)

**Level:** 4 Clr of Moradin

**Components:** V, S, M

**Activation Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area of Effect:** 1 cubic ft./lvl

**Duration:** 1 round/lvl

**Saving Throw:** Special; see text

**Spell Resistance:** None

This spell allows the caster to ignite stone into roaring flames. The stone blackens, stretches to reveal holes, burns away from the edges of these holes in ever-widening cavities until large amounts of stone have actually been burnt away, and then smoulders into quiescence again, creaking as it cools.

The *stonefire* gives off an acrid, billowing white smoke, an earthy, metallic stink, and flames that do 2d6 points of fire and heat damage (per round) to creatures within 10 feet (No save applies). Actual contact with stonefire causes 4d4 points of damage which can be avoided by a successful Reflex save. Even with a successful save 2d6 points of damage are taken through the acrid smoke and the intense heat of the *stonefire*. If the creature misses to make his Reflex save it is forced to make also a Fortitude save to avoid collapsing, unconscious, from the pain.

Creatures especially susceptible to fire damage may suffer as much as double these effects, while creatures resistant to fire may suffer as little as 1-2 hp damage from contact with stonefire (they suffer some damage due to the corrosive effects of the burning).

Stone burned away by this spell is consumed, forever gone. If key areas of stonework (such as pillars) or natural stone walls, ceilings, or supporting floors are burned away, collapses and cave-ins may occur. The effects of cave-ins are detailed in the *Dungeon Masters Guide* (p. 66). Collapses entail the same damage, plus falling damage (and item saving throws) for beings and things that fall as a result of the spell. It should be noted that this spell cannot be precisely controlled, even with long practice; it is not recommended for stone carving or decorating uses.

*Material component:* A chunk of any type of stone and a small piece of saltpeter, which are rubbed together.

#### Special Conversions:

This Prestige Class was worked out with the 2<sup>nd</sup> Ed. Accessory *Dwarves Deep* (FR11). Thereby the rule applied that dwarven clerics cannot turn/rebuke undead. I added the house rule that the clerics of Dumathoin are able to turn undead due to their deity's portfolio (guardian of the dead). All other dwarven clerics receive a +1 bonus to attack and damage instead when fighting against undead. If you should not apply this rule, simply ignore the special HOO class feature *Turn Undead* at 1<sup>st</sup> level.