

# Brotherhood of the Earth

Ability Requirements: Wisdom 12  
Charisma 12  
Constitution 12  
Prime Requisites: Wisdom, Charisma, and Constitution  
Races Allowed: Dwarf

Brothers live among the dwarven clans acting as advisors to chieftains and holding great influence over the clansmen. Central to their thinking was the belief that the earth is the source of all life. They revere many natural things, such as the earth and all elements of it. Though, they also revere many of the creatures that live in the earth, they see some, such as goblins a their ilk, as abominations. They believe these abominations should be destroyed on sight and without reservation, so their presence doesn't taint the earth.

The Brother is an example of a priest designed for a specific mythos. His powers and beliefs are different from those of the cleric. The Brother is a priest of nature and guardian of the earth.

## Requirements

A Brother must be Dwarven. He must have a Wisdom score of at least 12, a Constitution score of at least 12 and a Charisma score of 12 or more. All of these abilities are prime requisites.

## Weapons Allowed

To begin with, the Brother is allowed to use only metal armors -- scale, chain, or plate armor and metal shields, including those with magical enhancements. After his induction to the level of "Brother of the Earth" (12<sup>th</sup> level) he must fashion his own armor using the earth to protect him. This is done by use of spells. The process starts with the molding of pieces of rock into a form of armor that will be worn by the Brother to the exclusion of all other armor. Then his armor is blessed by the Great Father in a secret ceremony. His weapons are limited to club, spear, dagger, sling, hammer, mace, and staff.

## Spells Allowed

Brothers do not have the same range of spells as clerics. They have major access to the following spheres: all, animal, elemental (earth), elemental (fire), and healing. They have major access to the following spheres: divination, weather, plant, and protection. Brothers can use all magical items normally allowed priests, except for books, scrolls (written spells), and armor and weapons not normally allowed for Brothers.

## Granted Powers

A Brother makes most saving throws as a priest, but he gains a bonus of +2 to all saving throws vs. fire or electrical attacks.

All Brothers can speak a secret language in addition to any other tongues they know. (If the optional proficiency rules are used, this language does not use a proficiency slot.) The vocabulary of this language is limited to dealing with nature and natural events. Brothers jealously guard this language; it is the one infallible method they have of recognizing each other.

Additional powers are granted as the Brother reaches higher levels:

**He can identify ores and metals** with perfect accuracy after he reaches 3<sup>rd</sup> level.

**He can pass through areas** (thick thorn bushes, loose pebbles, rock slides, etc.) without leaving a trail and at his normal movement rate after he reaches 3<sup>rd</sup> level.

**He can learn the languages of underground-dwelling creatures.** These include gnomes, dragons, giants, xorn, Galeb Duhr, drow, goblins, dragons, and anything else living beneath the surface. The Brother can add one language at 3<sup>rd</sup> level and one more every time he advances a level above 3<sup>rd</sup>. (If the optional proficiency rules are used, it is the Brother's choice whether or not to spend a proficiency slot on one or more of these languages.)

**He gains the ability to *Stone Shape* (as the spell)** up to 3 times per day after he reaches 5<sup>th</sup> level

**He is immune to *charm* spells cast by underground creatures** (dwarves, dragons, etc.) after he reaches 7<sup>th</sup> level.

**He gains the ability to *Meld into Stone* (as the spell)** up to three times per day after he reaches 7<sup>th</sup> level.

**A Brother cannot turn undead.**

## **Ethos**

As protectors of nature, Brothers are aloof from the complications of the temporal world. Their greatest concern is for the continuation of the orderly and proper cycles of nature--birth, growth, death, and rebirth. Brothers tend to view all things as cyclic and thus, the battles of good and evil are only the rising and falling tides of time. Only when the cycle and balance are disrupted does the Brother become concerned. Given this view of things, the Brother must be neutral in alignment.

Brothers are charged with protecting the earth--in particular ore veins, fungi, wild animals, and crops. By association, they are also responsible for their followers and their animals. Brothers recognize that all creatures (including humans) need food, shelter, and protection from harm. Hunting, farming, and mining stone for homes are logical and necessary parts of the natural cycle. However, Brothers do not tolerate unnecessary destruction or exploitation of nature for profit. Their main avenue in preventing the abuse of nature is in their ability to advise not only nobles, but also guilds, and other miners in how and where they should deploy their efforts. In some cases, the mining guilds will not mine without the approval and advice of the Brotherhood of the Earth. Brothers often prefer subtle and devious methods of revenge against those who defile nature. It is well known that Brothers are both very unforgiving and very patient.

Brothers as a class do not dwell permanently in castles, cities, or towns. All Brothers prefer to live in sacred caves, where they build small stone dwellings.

## **Brotherhood Organization**

Brothers have a worldwide structure. At their upper levels (12th and above), only a few Brothers can hold each level.

### **Brothers, Arch-Brothers, and the Great Brother**

At 12th level, the Brother character acquires the official title of "Brother of the Earth" (all Brother characters below 12th level are officially known as "initiates"). There can be only nine 12th-level Brothers in any geographic region (as defined by oceans, seas, and mountain ranges; a continent may consist of three or four such regions). A character cannot reach 12th level unless he takes his place as one of the nine Brothers. This is possible only if there are currently fewer than nine Brothers in the region, or if the character defeats one of the nine Brothers in magical or hand-to-hand combat, thereby assuming the defeated Brother's position. If such combat is not mortal, the loser drops experience points so that he has exactly 200,000 remaining--just enough to be 11th level.

The precise details of each combat are worked out between the two combatants in advance. The combat can be magical, non-magical, or a mixture of both. It can be fought to the death, until only one character is unconscious, until a predetermined number of hit points is lost, or even until the first blow is landed, although in this case both players would have to be supremely confident of their abilities. Whatever can be agreed upon between the characters is legitimate, so long as there is some element of skill and risk.

When a character becomes a 12th-level Brother, he gains three underlings. Their level depends on the character's position among the nine Brothers. The Brother with the most experience points is served by three initiates of 9th level; the second-most experienced Brother is served by three initiates of 8th level; and so on, until the least experienced Brother is served by three 1st-level initiates.

Only three Arch-Brothers (13th level) can operate in a geographical region. To become an Arch-Brother, a 12th-level Brother must defeat one of the reigning Arch -Brothers or advance into a vacant position. Three initiates of 10th level serve each Arch -Brother. From among the Arch -Brothers of the entire world, three are chosen to serve the Grand Father (see "The Grand Father and Hierophant Brothers" section). These three retain their attendees but are themselves servants of the Grand Father.

The Great Brother (14th level) is unique in his region. He, too, won his position from the previous Great Brother. Three initiates of 11th level serve him.

The ascendance of a new Great Brother usually sets off shock waves of turmoil and chaos through the hierarchy. The advancement of an Arch-Brother creates an opening that is fiercely contested by the Brothers, and the advancement of a Brother creates an opening in their ranks.

## The Grand Father and Hierophant Brothers

The highest ranking Brother in the world is the Grand Father (15th level). Unlike great Brothers (several of whom can operate simultaneously in different lands), only one person in a world can ever hold this title at one time. Consequently, only one Brother can be 15th level at any time.

The Grand Father knows six spells of each level (instead of the normal spell progression) and also can cast up to six additional spell levels, either as a single spell or as several spells whose levels total to six (for example, one 6th-level spell, six 1st-level spells, three 2nd-level spells, etc.).

The Grand Father is attended by nine other Brothers who are subject only to him and have nothing to do with the hierarchy of any specific land or area. Any Brother character of any level can seek the Grand Father and ask to serve him. Three of these nine are Arch-Brothers who roam the world, acting as his messengers and agents. Each of them receives four additional spell levels. The remainder are normally Brothers of 7th to 11th level, although the Grand Brother can request a Brother of any level to serve him and often considers applications from humble aspirants.

The position of Grand Father is not won through combat. Instead, the Grand Father selects his successor from the acting Great Brothers. The position is demanding, thankless, and generally unexciting for anyone except a politician. After a few hundred thousand experience points of such stuff, any adventurer worthy of the name probably is ready to move on to something else.

For this reason, the Grand Father reaches 16th level after earning only 500,000 more experience points. After reaching 16th level, the Grand Father can step down from his position at any time, provided he can find a suitable successor (another Brother with 3,000,000 experience points).

Upon stepping down, the former Grand Father must relinquish the six bonus spell levels and all of his experience points but 1 (he keeps the rest of his abilities). He is now a 16th-level hierophant Brother, and begins advancing anew (using the progression given in Table 23). The character may rise as high as 20th level as a hierophant Brother (almost always through self training).

Beyond 15th level, a Brother never gains any new spells (ignore the Priest Spell Progression table from this point on). Casting level continues to rise with experience. Rather than spells, spell-like powers are acquired.

**16th level:** At 16th level, the hierophant Brother gains four powers:

Immunity to all natural poisons. Natural poisons are ingested or insinuated animal or vegetable poisons, including monster poisons, but not mineral poisons or poison gas.

Vigorous health for a person of his age. The hierophant is no longer subject to the ability score adjustments for aging.

The ability to alter his appearance at will. Appearance alteration is accomplished in one round. A height and weight increase or decrease of 50% is possible, with an apparent age from childhood to extreme old age. Body and facial features can resemble any human or humanoid creature. This alteration is not magical, so it cannot be detected by any means short of *true seeing*.

**17th Level:** The character gains the biological ability to hibernate. His body functions slow to the point where the character may appear dead to a casual observer; aging ceases. The character is completely unconscious during hibernation. He awakens either at a preordained time ("I will hibernate for 20 days") or when there is a significant change in his environment (the weather turns cold, someone hits him with a stick, etc.).

A 17th-level hierophant Brother can also enter the Elemental Plane of Earth at will. The transference takes one round to complete. This ability also provides the means to survive on that plane, move around, and return to the Prime Material Plane at will. It does not confer similar abilities or immunities on the Prime Material Plane.

**18th level:** The character gains the ability to enter and survive in the Elemental Plane of Fire.

**19th level:** The character gains the ability to enter and survive in the Elemental Plane of Water.

**20th level:** The character gains the ability to enter and survive in the Elemental Plane of Air.