

Anweledig

The Anweledig (The Unseen) is a group formed ages ago by the High Council of Druids of the Old Faith at a time when the very survival of the the human race was at stake. They served as emissaries to the council, waging a secretive battle for the preservation of the Balance. The Anweledig continue battling these same dark forces to this day. The level of trust and dedication involved in their position demands that they be both exemplars of their kind and remarkably rare. Once a person is marked as having the potential for becoming a member of the Anweledig, a "watchling" (a small animal serving a Druid) is dispatched to follow him for a year and a day to report his behavior and character. After this time, if seen fit, the prospective member is approached in secret. If this meeting goes well, he is admitted into the outer circle until another year and a day passes. This is the training time, and it's grueling: hardship, training, ancient skills, and communion with the spirits of the land are all part of the Anweledig's new life. He either tempers from the stress or breaks.

An Anweledig of the Inner Circle collaborates with the Anwel, serving at their discretion as emissaries.

The Anwel are Anweledig who are at the height of their ability. This small group consist of four members, one of each combined neutral alignment: Neutral-Evil, Neutral-Good, Chaotic-Neutral, and Lawful-Neutral. No member of the group ever directly opposes another and each member is sent to work in different areas of the Flanaess on different missions. Each member knows each other, as they occasionally meet at a Moot called by the High Council.

A prospective Anwel (an Anweledig of the Inner Circle) must locate a member of the Anwel of matching alignment and challenge him to a duel. The Anwel must be brought back alive but subdued to the next Moot, at which time the Anwel is demoted (in status only) and his captor is raised to fill his position. No such compunction is required of the Anwel, who may dispose of his opponent as he sees fit. In this way, the Anwel is invigorated by the natural order.

Tradition demands that each Anweledig have proven skill in war-making and stealth, in addition to surpassing grace, in order to receive druidic training. The prospective Anweledig must be of a combined neutral alignment and be of human descent, although half-elves are permitted as well.

Hit Dice: d10

Requirements

To qualify to become an Anweledig, the character must fulfill all of the following criteria.

- ❖ **Alignment:** Neutral-Evil, Neutral-Good, Chaotic-Neutral, or Lawful-Neutral
- ❖ **Abilities:** Charisma score of 13+
- ❖ **Base Attack Bonus:** +5
- ❖ **Skills:** Move Silently 5 ranks, Hide 5 ranks, Gather Information 5 ranks, Disguise 5 ranks
- ❖ **Feats:** Possess any one of the following feats and its prerequisites: Spirited Charge, Great Cleave, Spring Attack, or Shot on the Run
- ❖ **Spells:** Must be able to cast divine spells of the plant and animal domains

Level Advancement

Level/Circle	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 st Outer	+1	+2	+0	+2	Track, Nature Sense	+1 level of existing class
2 nd Middle	+2	+3	+0	+3	Druidic Language, Travel Lore	+1 level of existing class
3 rd	+3	+3	+1	+3	Nature's Blessing	+1 level of existing class
4 th	+4	+4	+1	+4	Woodland Stride	+1 level of existing class
5 th	+5	+4	+1	+4	Locate Object	+1 level of existing class
6 th	+6/+1	+5	+2	+5	Trackless Step	+1 level of existing class
7 th	+7/+2	+5	+2	+5	Locate Creature	+1 level of existing class
8 th	+8/+3	+6	+2	+6	False Vision	+1 level of existing class
9 th Inner	+9/+4	+6	+3	+6	Find the Path	+1 level of existing class
10 th Anwel	+10/+5	+7	+3	+7	Title, Leadership	+1 level of existing class

Class Skills

The following are the class skills for the Anweledig: Animal Empathy, Bluff, Climb, Diplomacy, Disguise, Gather Information, Handle Animal, Heal, Hide, Intimidate, Intuit Direction, Jump, Knowledge (Nature), Listen, Move Silently, Ride, Search, Sense Motive, Spot, Swim, Use Rope, and Wilderness Lore.

Skill Points per Level: 6 + Int modifier

Class Features

All of the following are class features of the Anweledig.

Weapon and Armor Proficiency

An Anweledig gains no new weapon or armor proficiencies. He becomes subject to the same strictures as Druids--prohibited weapons or armor cause the loss of their magical powers for 24 hours.

Spells

An Anweledig casts divine spells and gain new spells per day and spells known as if gaining a level in the spellcasting class he belonged to before adding the prestige class.

Track

All members of the Outer Circle gain Track as a bonus feat.

Travel Lore

From their close contact with Bards and due to their own travels and experience, an Anweledig has a chance to know a little about a great many subjects. A check with a bonus of the Anweledig's level plus his Wisdom modifier determines whether he discovers some relevant information concerning a place, item, or individual that is associated with his mission.

<i>DC</i>	<i>Knowledge Learned</i>
10	Common and well known by the general population.
20	Known by many but now wide spread.
30	Obscure, known by few, hard to come by.
40	Hidden secret, known by very few.
45	Very well-kept secret, possibly known only by those who don't understand the significance of the knowledge.

Druidic Abilities

Due to their tutelage by Druids of the Old Faith, an Anweledig gains the following skills and abilities.

1st Level

- ❖ *Nature Sense*: The Anweledig learns to identify plants and animals by their species and traits. He can also determine whether the water is safe to drink or polluted.

2nd Level

- ❖ *Bonus Language*: Upon the successful completion of his probationary period of one year and one day, the Anweledig gains acceptance to the Middle Circle and begins to learn the secret Druidic language, replete with its unique alphabet, hand signs and signals.

4th Level

- ❖ *Woodland Stride*: The Anweledig learns to move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed, and without suffering damage or other impairment.

6th Level

- ❖ *Trackless Step*: The Anweledig leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Divinations:

Due to his intimate involvement with Nature, and acting as her protector, she grants an Anweledig the following abilities.

3rd Level

- ❖ *Nature's Blessing:* All Anweledig receive an insight bonus equal to his Anweledig level on Gather Information, Listen, Sense Motive, Spot, and Wilderness Lore checks made in the pursuit of their mission.

5th Level

- ❖ *Locate Object:* Once per day, for no longer than 10 minutes and at no greater range than 800', the Anweledig senses the direction of a well-known or clearly visualized object, such as apparel, jewelry, furniture, tools, weapons, or even a ladder. The Anweledig can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The Anweledig cannot specify a unique object unless he has observed that particular item firsthand (not through divination). The spell-like ability is blocked by lead. Polymorph any object fools it.

7th Level

- ❖ *Locate Creature:* Once per day, for no longer than 10 minutes, and at no greater range than 800', the Anweledig senses the direction of a known or familiar creature. The Anweledig slowly turns and senses when facing in the direction of the creature to be located, provided the creature is within range. The Anweledig also knows in which direction the creature is moving, if any. *Locate Creature* can locate a creature of a specific type (such as human or unicorn) or a specific creature known to the Anweledig. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, the Anweledig must have seen such a creature up close (within 30 feet) at least once. The Anweledig locates the nearest one of its type if more than one creature of the appropriate type is within range. Attempting to find a specific creature requires a specific and accurate mental image; if the image is not close enough to the actual creature, the spell-like ability fails. The Anweledig cannot specify a unique character unless he has observed that particular character firsthand (not through divination). Running water blocks the spell-like ability. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

9th Level

- ❖ *Find the Path:* The Anweledig can find the shortest, most direct physical route to a specified locale. The location must be on the same plane as the Anweledig. The Anweledig senses the correct direction that will eventually lead the subject to the destination, indicating at the appropriate times the exact path to follow or physical actions to take. This spell-like ability frees the Anweledig, and those with him, from a maze spell in a single round.

False Vision

Once per day, for no longer than 10 minutes, the Anweledig of the Inner Circle and all the character desired within a 50' radius become undetectable to scrying (whether by spell or magic device). Furthermore, if the character is aware of an attempt to scry, the character can create whatever image the character desires, including sight and sound, according to the medium of the scrying method. To do this, the character must concentrate on the figment the character is creating. Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the effect.

Title

Upon the successful defeat of his predecessor, the Anweledig of the Inner Circle is raised in status to the title of Anwel by the High Council of Druids. As such, he is esteemed as if he bore a title of nobility to all members of the Old Faith. He deals his own justice and his word is law.

Leadership

An Anwel receives the Leadership feat for free.

Leadership Score	Cohort		Number of Followers by Level				
	Level	1st	2nd	3rd	4th	5th	6th
1 or less-	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership

feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

General Leadership Modifiers

The Leader Has a Reputation of:	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Cohort-Only Leadership Modifiers

The Leader:	Leadership Modifier
Has a familiar/paladin's warhorse/	-2 animal companion
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*
*Cumulative per cohort killed.	

Follower-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a stronghold, base of operations, guildhouse, and so on	+2
Moves around a lot	-1
Caused the death of other followers	-1

Special Cohorts: With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.