

Exarch of Dumathoin

The Exarch of Dumathoin is a special priestly class bestowed upon a single Urdunnir Dwarf at any one time. The Exarch acts as the God Dumathoin's hand in the world, and is responsible for looking after his people and pursuing his goals. The power is passed from a dying Exarch to another Urdunnir or Half-Urdunnir at the time of their death. The newly appointed Exarch immediately becomes a multi-class character, and begins leveling the Exarch class starting from level 1 alongside their primary class.

Class Information

Presented below are the class requirements, proficiency options and bonus powers granted to the Exarch of Dumathoin. If the character lacks any required proficiencies, they still inherit the class - they must spend all newly acquired proficiency slots gained as they level on the required skills.

Class Requirements:

- 15 Strength
- 15 Constitution
- Must be at least half Urdunnir.
- Must be partially Neutral in Alignment.
- Will be required to exercise the will of Dumathoin as his hand in the mortal world.

Multi-class Options:

- Fighter
- Rogue
- Psionicist
- Runecarver
- Cleric *

**(Only allowable if the worshipped deity is Dumathoin)*

Equipment Allowed:

- Weapons: Any
- Armor: Any

Wealth Requirements:

- The Exarch must maintain most of his wealth in the form of precious stones. Other than some traveling money (less than 100 gold pieces in value), they are required to convert their currency into gems or divest themselves of it within one week of acquiring it.

Required Proficiencies:

- Specialization (or better) in the Battle Axe, Warhammer, Hand Axe or Mining Pick.
- Any Weapon Fighting Style Specialization.
- Mining
- Dwarven Runes

Recommended Proficiencies:

- Drinking
- Slow Respiration
- Stonemasonry
- Survival, Underground
- Spelunking
- Reading/Writing

Bonus Proficiencies:

- Religion: Dwarven Pantheon, Dumathoin
- Gem Cutting

Allowed Magical Items:

The Exarch of Dumathoin labors under the same racial penalties as a dwarf - non-potion/scroll/weapon/armor items not specifically made for dwarves malfunction 20% of the time when used. The Exarch are allowed to use the following magical item groups:

- Weapons
- Armor
- Rods
- Potions
- Priest Scrolls
- Protection Scrolls
- Miscellaneous Magical Items specifically made for Dwarves.
- Rings/Belts/Bracers/Cloaks/Amulets specifically made for Dwarves.

Special Powers:

- Creatures of elemental earth regard the Exarch as someone to be respected or feared - they will not approach closer than five feet or attack the character unless they are assaulted in some way by the player or companions. Xorn are an exception to this, and attack the Exarch on sight and exclusively.
 - +4 Bonus to Wisdom, maximum of 18 upon attaining the class.
 - +4 Reaction roll bonus from those friendly to Dumathoin.
 - Infravision range increased to 120 feet.
 - The Exarch can invoke priestly scrolls if she can read them.
 - The Exarch no longer requires food - though they can still eat and enjoy food if they wish.
 - Once per month, the Exarch may use their brand to *Commune** with Dumathoin.
 - 5th Level: + 4 to all saving throws vs. Elemental Earth based attacks.
 - 10th Level: *Flesh to Stone** or *Stone to Flesh**, useable once per day.
 - 15th Level: The Exarch may attempt to *Charm** creatures of elemental Earth once per day.
 - 20th Level: *Conjure Earth Elemental**, useable once per day.
- *(Special powers use the Exarch's class level for determining spell potency).*

Special Hindrances:

- Saving throws against Elemental Water attacks are penalized by -4.
- Water Elemental creatures are always aggressive and hostile towards the Exarch.

- The Exarch cannot turn undead or demons.
- The enemies of Dumathoin have a -8 reaction roll penalty towards the Exarch.
- The Exarch must consume 25 gold pieces in gems per week or they will begin to starve.

The Brand of Dumathoin

Upon receiving their powers, the Exarch of Dumathoin is branded on the back of their right hand with his holy symbol and a large cut emerald, (*worth 5,000 gold pieces*), which rises from their hand in the center of the brand. This stigmata behaves in all ways as a holy symbol, and generates an aura which can be sensed by the allies and enemies of Dumathoin at a range of 50 feet.

If the gemstone is cut off or torn out of the Exarch's hand, they will begin to physically weaken, losing all of their special powers, granted spells and one point of constitution per day until they recover the gem. If their constitution reaches zero, they will perish, and cannot be resurrected unless the gem is recovered first.

The Exarch can sense the gemstone anywhere on the same plane, and track its location to within 100 feet of its location. Even very powerful magic cannot break or obscure this bond with the Exarch.

If the gemstone is destroyed, the Exarch is instantly and permanently slain. The gem has an AC of -5, 75% Magic Resistance against non-sonic and non-water attacks, and requires 40 points of damage dealt in a single round to destroy. Unless specifically targeted by an attacker, the gem is normally only subject to attack when the Exarch fails a saving throw.

The Exarch is not permitted to cover this symbol, as he is an open agent of his deity in the world. Any fabric or leather placed over the gem will immediately begin to smolder, smoke and then burn away to ash. Metal coverings will behave as though a Heat Metal spell were cast on them, and will continue to sear the Exarch until they remove the offending object.

Level Progression

The Exarch of Dumathoin gains experience and hit dice as listed in the table below. Rules for multi-class hit points apply from the point of attaining the class. (*Hit points are rolled, the constitution bonus is added, then the result is divided by the number of classes and added to the player's total. All fractions of hit points are retained and tracked until they reach one full hit point - at which time they're added to the character's total*).

Level	Exarch	Hit Dice (d10)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6

7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	9+3
11	220,000	9+6
12	440,000	9+9
13	660,000	9+12
14	880,000	9+15
15	1,100,000	9+18
16	1,320,000	9+21
17	1,540,000	9+24
18	1,760,000	9+27
19	1,980,000	9+30
20*	2,200,000	9+33

**(The Exarch of Dumathoin stops gaining experience at level 20).*

Spell Progression & Magic

The Exarch of Dumathoin gains priest spells as they level. These spells obey the rules of priestly magic, including the need for prayer and ability to cast them while wearing armor.

Level*	1	2	3	4	5	6
1	-	-	-	-	-	-
2	1	-	-	-	-	-
3	2	-	-	-	-	-
4	2	1	-	-	-	-
5	3	1	-	-	-	-
6	3	2	-	-	-	-
7	3	2	1	-	-	-
8	3	3	1	-	-	-
9	3	3	2	-	-	-
10	3	3	2	1	-	-
11	3	3	3	1	-	-
12	3	3	3	2	-	-
13	3	3	3	2	1	-
14	3	3	3	3	1	-
15	3	3	3	3	2	-
16	4	3	3	3	2	-
17	4	4	3	3	3	-
18	4	4	4	3	3	-
19	4	4	4	4	3	-
20	4	4	4	4	4	1

**(The Exarch of Dumathoin does not gain bonus spells for a high wisdom score).*

Allowed Spells

The Exarch of Dumathoin has a more limited spell selection than a normal cleric, since they are not intended to be a generalist priest spreading Dumathoin's faith to the masses. They are his direct hand in the world, and dedicated to promoting his interests through deeds. Any spell components must be acquired normally, although the Exarch's brand will always function as a holy symbol.

1st: *Magical Stone, Minor Emendation, Protection from Evil, Detect Evil, Remove Fear.*

2nd: *Dumathoin's Rest, Chant, Spiritual Hammer, Dust Devil, Emendation, Aid.*

3rd: *Prayer, Meld Into Stone, Stone Shape, Glyph of Warding, Magical Vestment, Greater Emendation.*

4th: *Crypt Ward, Stonefall, Cure Serious Wounds, Cloak of Bravery, Detect Lie, Mass Emendation*

5th: *Stone Seeing, Spike Stones, Transmute Rock to Mud, Cure Critical Wounds, Superior Emendation*

6th: *Earthwalk, Stone Tell, Conjure Earth Elemental, Transmute Water to Dust, Supreme Emendation*

Proficiency Progression

The Exarch gains proficiencies as any other class. Bonus proficiencies for high intelligence are awarded normally, though only once for multi-class characters. They are given access to the general, warrior and priest sub-groups. Their progression is as listed in the table below:

Weapon Proficiencies	#Levels	Non-Weapon Proficiencies	#Levels
2	4	3	4

(The Exarch of Dumathoin's non-proficiency penalty is -2).

Followers

Once the Exarch of Dumathoin reaches 10th level, they attract followers, sent by their god to support them. These creatures are all of elemental nature, and will dutifully follow the commands of the Exarch unless treated poorly. They take precedence over any normal followers the character might gain for other classes. Roll on each table below to determine the type of followers who arrive:

Roll	Leader
01-40	5HD Jann Fighter, plate mail, shield +1, battle axe +2

41-75	6HD Earth Elemental.
76-95	7HD Galeb Duhr
96-99	8HD Crysmal
100	9HD Dao

Roll **Troops** (*All 1HD*)

01-50	60 Jann Fighters with ring mail, battle axes, shields and hand axes.
51-75	20 Earth elementals, 25 Jann Fighters with scale mail and battle axes.
76-99	35 Jann calvery on heavy warhorses, with chain mail spears and hand axes.
100	15 Stone Golems

Roll **Elite Unit**

01-50	10 Jann Fighters, 3HD, with battle axe, plate mail, and x10 throwing axes.
51-75	5 4HD Earth Elementals
76-99	10 Jann Knights, 3HD, Heavy Warhorses, with lance, battle axe, half plate.
100	5 5HD Clay Golems

New Spells

Listed below are a collection of new spells that a Dwarven Exarch of Dumathoin can cast. These “Healing-Over-Time” spells replace the “Cure Wounds” serious on earlier editions of this handbook. (These spells are also offered by non-evil deities to their clerics).

Minor Emendation

School: Necromancy

Sphere: Necromantic, Healing, Elemental (Earth)

Level: 1

Range: Touch

Components: V, S

Duration: 4 rounds

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

Reference: Custom Spell

Description: This magical spell heals damage over time. The priest casts the spell and touches one target, who’s wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *minor emendation* spell.

The target recovers 1d3 hit points every round for 4 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

Emendation

School: Necromancy

Sphere: Necromantic, Healing, Elemental (Earth)

Level: 2

Range: Touch

Components: V, S

Duration: 4 rounds

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

Reference: Custom Spell

Description: This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit an *emendation* spell.

The target recovers 1d4 hit points every round for 4 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

Greater Emendation

School: Necromancy

Sphere: Necromantic, Healing, Elemental (Earth)

Level: 3

Range: Touch

Components: V, S

Duration: 4 rounds

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

Reference: Custom Spell

Description: This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *greater emendation* spell.

The target recovers 1d4+1 hit points every round for 4 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

Mass Emendation

School: Necromancy

Sphere: Necromantic, Healing, Elemental (Earth)

Level: 4

Range: 30' radius

Components: V, S

Duration: 5 rounds

Casting Time: 7

Area of Effect: 1 creature per level

Saving Throw: None

Reference: Custom Spell

Description: This magical spell heals damage over time. The priest casts the spell and the wounds of one creature per level - within a 30 foot radius - begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *mass emendation* spell.

The recipients recover 1d4+1 hit points every round for 5 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

Superior Emendation

School: Necromancy

Sphere: Necromantic, Healing, Elemental (Earth)

Level: 5

Range: Touch

Components: V, S

Duration: 6 rounds

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

Reference: Custom Spell

Description: This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit an *emendation* spell.

The target recovers 1d6+2 hit points every round for 6 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

Supreme Emendation

School: Necromancy

Sphere: Necromantic, Healing, Elemental (Earth)

Level: 6

Range: Touch

Components: V, S

Duration: 8 rounds

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

Reference: Custom Spell

Description: This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit an *emendation* spell.

The target recovers 1d8+3 hit points every round for 8 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.