

The Maps of Oathbound

Player handouts are essential when running a game. As well as getting players more involved, it allows interaction with the intricacies of the world. This document takes important elements from the Oathbound books and makes it easy for you to print them out for use in your home games, at tournaments, and other gaming activities. It contains maps from:

Oathbound: Domains of the Forge

Oathbound: Plains of Penance

Oathbound: Wrack & Ruin

Oathbound: Arena

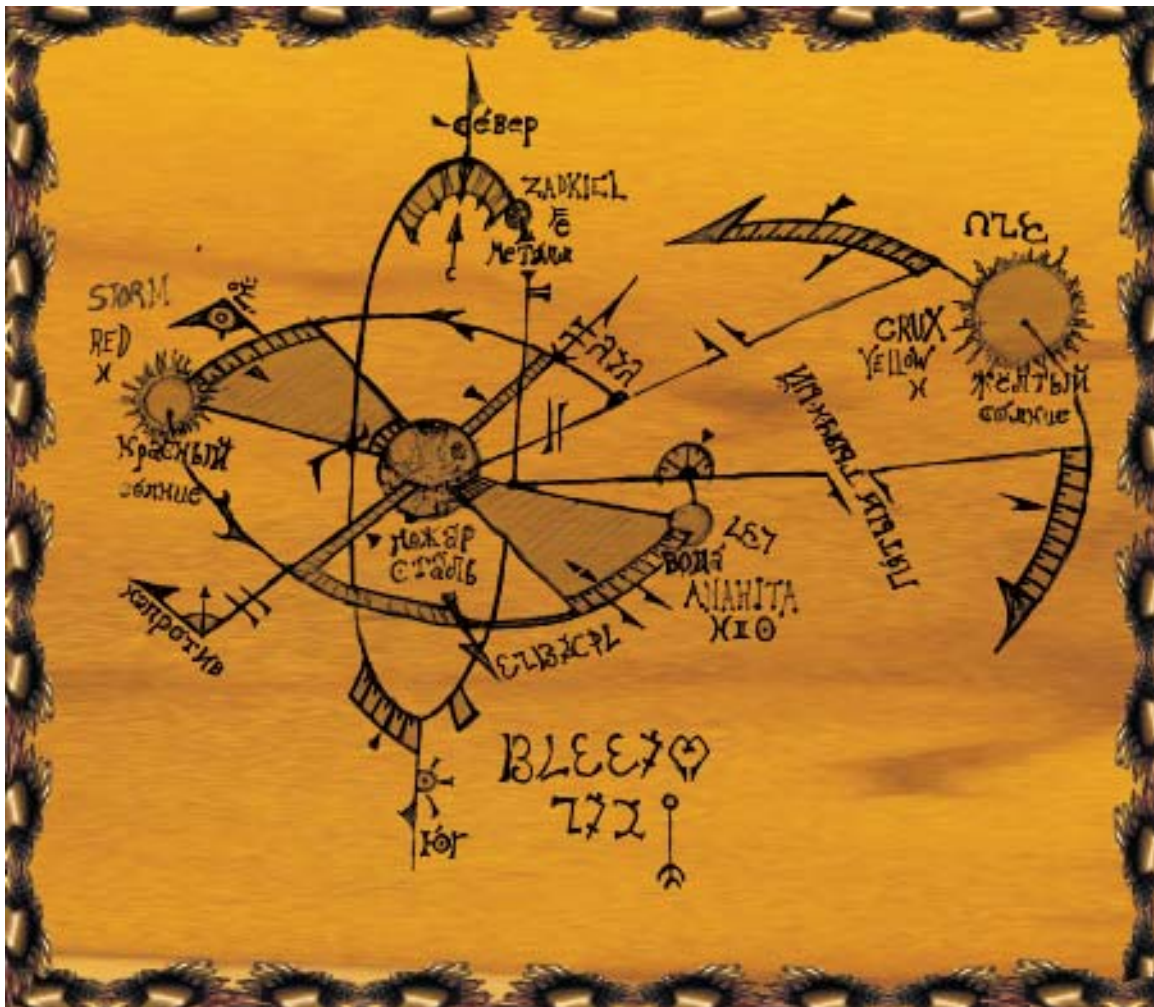
Good Gaming!

Jim Butler, President

Bastion Press, Inc.

Planar Astronomy

from ***Oathbound: Domains of the Forge***, Page 13



SEASONS & SUNLIGHT OVER PENANCE

From ***Oathbound: Domains of the Forge***, page 16

		Anew	Demure	Hope	Glory	Sate	Linger	Fade
BLOOMING	0							
	3	1	2	3	4	5	6	7
	6							
	9							
	12							
	15							
	18							
	21							
WASTING	0							
	3	8	9	10	11	12	13	14
	6							
	9							
	12							
	15							
	18							
	21							
SEETHING	0							
	3	15	16	17	18	19	20	21
	6							
	9							
	12							
	15							
	18							
	21							
SLEEPING	0							
	3	22	23	24	25	26	27	28
	6							
	9							
	12							
	15							
	18							
	21							

0 - SHROUD; 3 - SLUMBER; 6 - STIR; 9 - TOIL; 12 - SPARK; 15 - REPAST; 18 - HAVEN; 21 - REGALE

Racial Adjustments

From ***Oathbound: Domains of the Forge***, page 24

Race	Ability Adjustment	Special Qualities	CLA	Favored
Asherake	+2 Str, +2 Dex	Flight, Scent, +3 natural armor Size: Large, natural attacks	+2	Monk
Ceptu	+2 Int, +2 Wis, -2 Str	Swim, hover, can't be flanked, sting attack, telekinesis	+1	Wizard
Chromithian	+2 Dex, +2 Cha	Glide, +4 natural armor, Size: Small Spell-like abilities, racial skills bonus (+5 on Climb/+10 on Jump), Electrical Resistance 5	+3	Sorcerer
Dover	None	Ambidexterity, Scent, +4 on Listen, bite attack	—	Ranger
Faust	+4 Dex, +2 Str	Natural armor +6, +5 racial bonus on Listen checks, natural attacks, Darkvision	+3	Rogue
Frey	+2 Dex, +2 Cha -2 Str, -2 Con	Size: Small, +2 racial bonus on Listen, +8 racial bonus on Jump, natural weaponry, <i>stinging strike</i> , <i>remarkable retreat</i> , <i>springing leap</i> , low-light vision	—	Bard
Haze	+2 Str	Natural weaponry, mindsight, illusion resistance, telepathy, +2 on Listen	+1	Fighter
Lunar	+2 Dex, +2 Cha -2 Str, -2 Con	Shapechange, darkvision, scent, Natural weaponry	—	Rogue
Nightling	+4 Str, +2 Con	+3 natural armor, spell-like abilities, Darkvision 60 ft., light sensitivity	+2	Fighter
Picker	+2 Dex, -2 Con	Detect magic, enhanced memory Size: Small	—	Rogue
Silver	+2 Cha, -2 Str	Electrical Resistance 10, healing metal	—	Sorcerer
Valco	+2 Str, +2 Con -2 Cha, -2 Dex	+1 natural armor, hardy	—	Barbarian

Prestige Class Advancement

From *Oathbound: Domains of the Forge*, pages 49–59

The Demagogue

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Per Day	Special
1st	+0	+0	+2	+2	1	Sway
2nd	+1	+0	+3	+3	1	Taunt, Threaten
3rd	+1	+1	+3	+3	2	Pacify
4th	+2	+1	+4	+4	2	Outrage, Convey
5th	+2	+1	+4	+4	3	Tempt
6th	+3	+2	+5	+5	3	Convince, Negotiate
7th	+3	+2	+5	+5	4	Humiliate
8th	+4	+2	+6	+6	4	Filibuster
9th	+4	+3	+6	+6	5	Charm
10th	+5	+3	+7	+7	5	Control crowd

The Hone

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Precision Strike +1, Improved Defense +1
2nd	+2	+3	+0	+0	Fell Blow +1, Skilled Stunt +1
3rd	+3	+3	+1	+1	Precision Strike +2
4th	+4	+4	+1	+1	Fell Blow +2, Improved Defense +2
5th	+5	+4	+1	+1	Precision Strike +3, Skilled Stunt +2
6th	+6	+5	+2	+2	Fell Blow +3
7th	+7	+5	+2	+2	Precision Strike +4, Improved Defense +4
8th	+8	+5	+2	+2	Fell Blow +4, Skilled Stunt +3
9th	+9	+6	+3	+3	Precision Strike +5
10th	+10	+7	+3	+3	Fell Blow +5, Extended Critical

The Inquisitor

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Smite the Heathen	-
2nd	+1	+0	+0	+3	Divine Protection	+1 level
3rd	+2	+1	+1	+3	Convert the Unbeliever	+1 level
4th	+3	+1	+1	+4	-	+1 level
5th	+3	+1	+1	+4	Empower Congregation	+1 level
6th	+4	+2	+2	+5	Divine Knowledge	-
7th	+5	+2	+2	+5	Foster Martyr	+1 level
8th	+6	+2	+2	+6	-	+1 level
9th	+6	+3	+3	+6	Enrapture	+1 level
10th	+7	+3	+3	+7	Convert the Masses	+1 level

Prestige Class Advancement

From *Oathbound: Domains of the Forge*, pages 49–59

The Rafter

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+2	Research
2nd	+1	+0	+3	+3	Escape, Depth Perception
3rd	+2	+1	+3	+3	Judge Structural Integrity
4th	+3	+1	+4	+4	Make map
5th	+3	+1	+4	+4	Find the way
6th	+4	+2	+5	+5	Positioning
7th	+5	+2	+5	+5	Scout
8th	+6	+2	+6	+6	Find Secret Area
9th	+6	+3	+6	+6	Sense Danger
10th	+7	+3	+7	+7	Greater Make Map

The Stalker

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+0	Shadow
2nd	+1	+0	+3	+0	Roofwalk
3rd	+2	+1	+3	+1	Avoid detection
4th	+3	+1	+4	+1	Memorization
5th	+3	+1	+4	+1	Realization
6th	+4	+2	+5	+2	Lie
7th	+5	+2	+5	+2	City sense
8th	+6	+2	+6	+2	Lost in the Crowd
9th	+6	+3	+6	+3	Find Trail
10th	+7	+3	+7	+3	Nondetection

The Vigilante

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+2	+0	Sense Attack, Reflexive Awareness
2nd	+2	+3	+3	+0	Uncanny dodge (Dex bonus to AC)
3rd	+3	+3	+3	+1	SR 15
4th	+3	+4	+4	+1	Heal Self
5th	+4	+4	+4	+1	Uncanny dodge (Can't be Flanked)
6th	+5	+5	+5	+2	SR 20
7th	+6	+5	+5	+2	Counter Effect 1/day
8th	+6	+6	+6	+2	Greater Heal Self
9th	+7	+6	+6	+3	SR 25, counter effect 2/day
10th	+8	+7	+7	+3	Uncanny dodge (+1 vs. traps), Avoid Blow

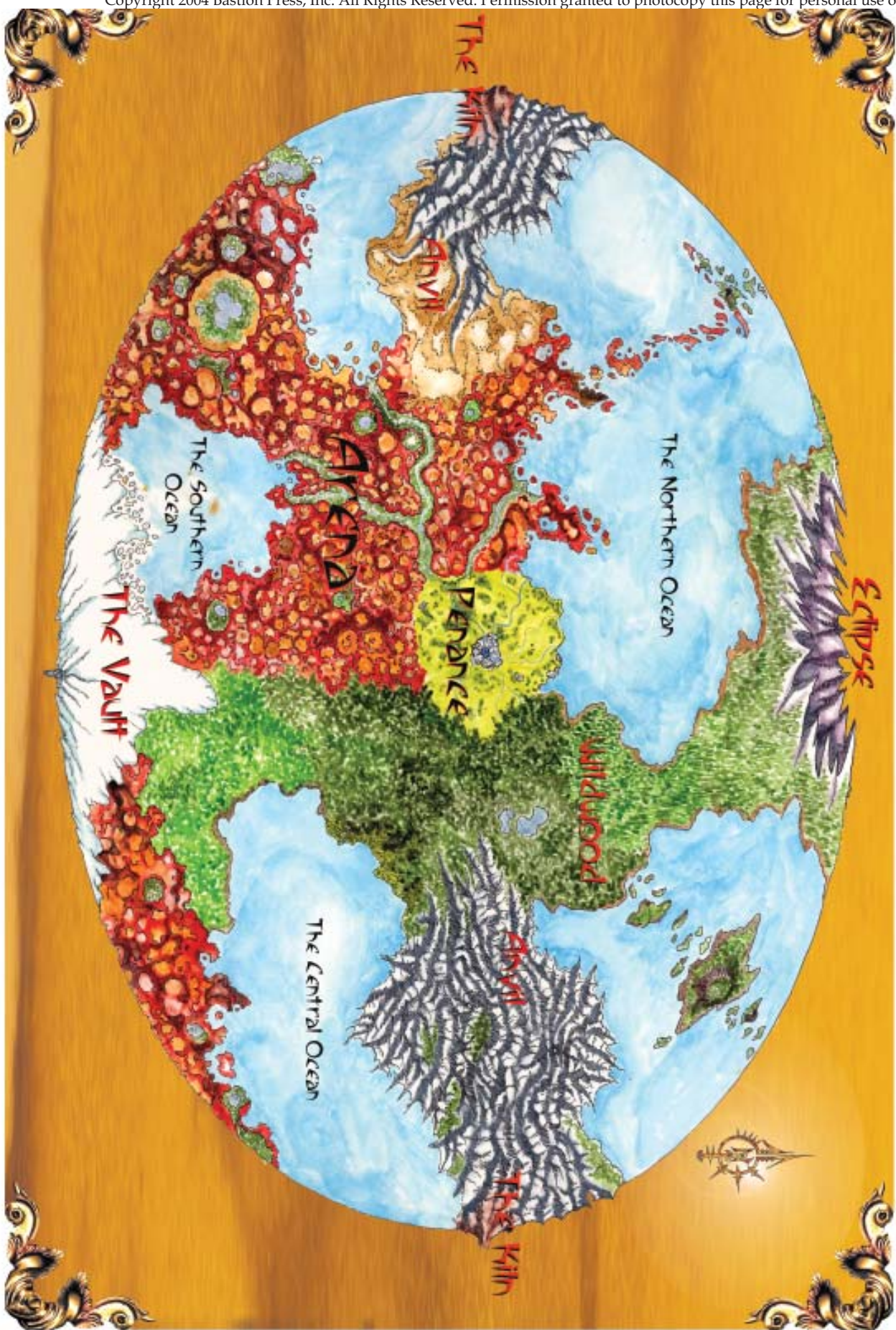
Foci of the Forge

From *Oathbound: Domains of the Forge*, page 61

Focus of the Beast	Exp. Cost	Focus of the Quill	Exp. Cost
Feral Creature	3,500	Spined Creature	2,500
Wild Creature	4,500	Spiked Creature	3,500
Snouted Creature	5,500	Tainted Creature	6,500
Tailed Creature	6,500		
Focus of the Body	Exp. Cost	Focus of the Senses	Exp. Cost
Immunized Creature	8,000	Sharpened Creature	4,000
Sinewed Creature	10,000	Enhanced Creature	6,000
Metabolized Creature	12,000	Watchful Creature	8,000
		Heightened Creature	10,000
Focus of the Deep	Exp. Cost	Focus of the Serpent	Exp. Cost
Gilled Creature	3,500	Scaled Creature	3,500
Aquatic Creature	5,500	Fanged Creature	5,000
Deep Creature	7,000	Spitting Creature	6,500
		Tailed Creature	7,000
Focus of the Fair and Foul	Exp. Cost	Focus of the Shadow	Exp. Cost
Fair Creature	6,000	Shadowed Creature	5,500
Empowered Creature	7,500	Shaded Creature	8,000
Foul Creature	9,000	Veiled Creature	12,000
Focus of the Green	Exp. Cost	Focus of the Sphere	Exp. Cost
Barked Creature	3,500	Lunged Creature	3,500
Photosynthesizing Creature	6,000	Legged Creature	4,500
Regenerating Creature	9,000	Winged Creature	7,500
Green Creature	13,500	Vacuum Creature	9,500
		Adept Creature	11,500
Focus of the Mind	Exp. Cost	Focus of the Wurm	Exp. Cost
Centered Creature	5,500	Scaled Creature	3,500
Enterprising Creature	7,500	Flying Creature	7,500
Enlightened Creature	7,500	Kindled Creature	10,500
		Chromatic Creature	13,500
Focus of Protection	Exp. Cost		
Shelled Creature	7,500		
Insulation Creature	9,500		
Shielded Creature	10,000		

Domains of the Forge

From *Oathbound: Domains of the Forge*, page 72-73



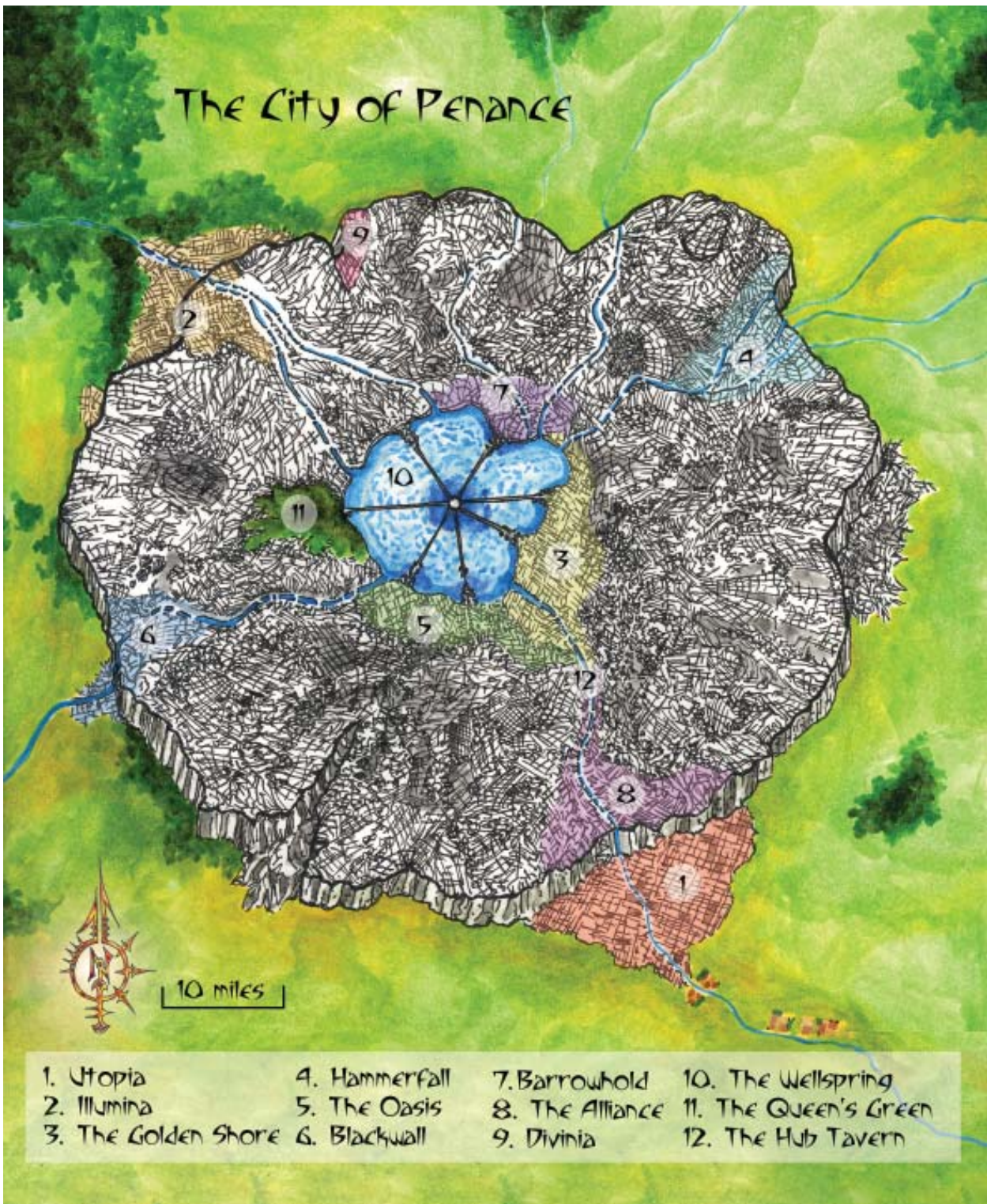
THE DOMAIN OF PENANCE

From ***Oathbound: Domains of the Forge***, page 89



The City of Penance

From ***Oathbound: Domains of the Forge***, page 122



Administration of Justice

From *Oathbound: Domains of the Forge*, page 128

Administering Justice in Penance

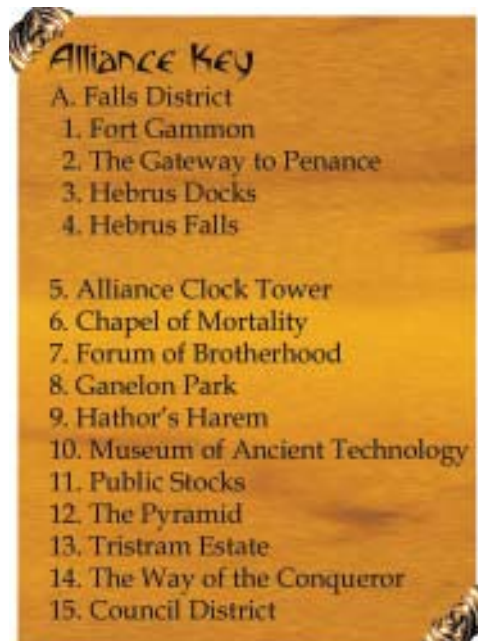
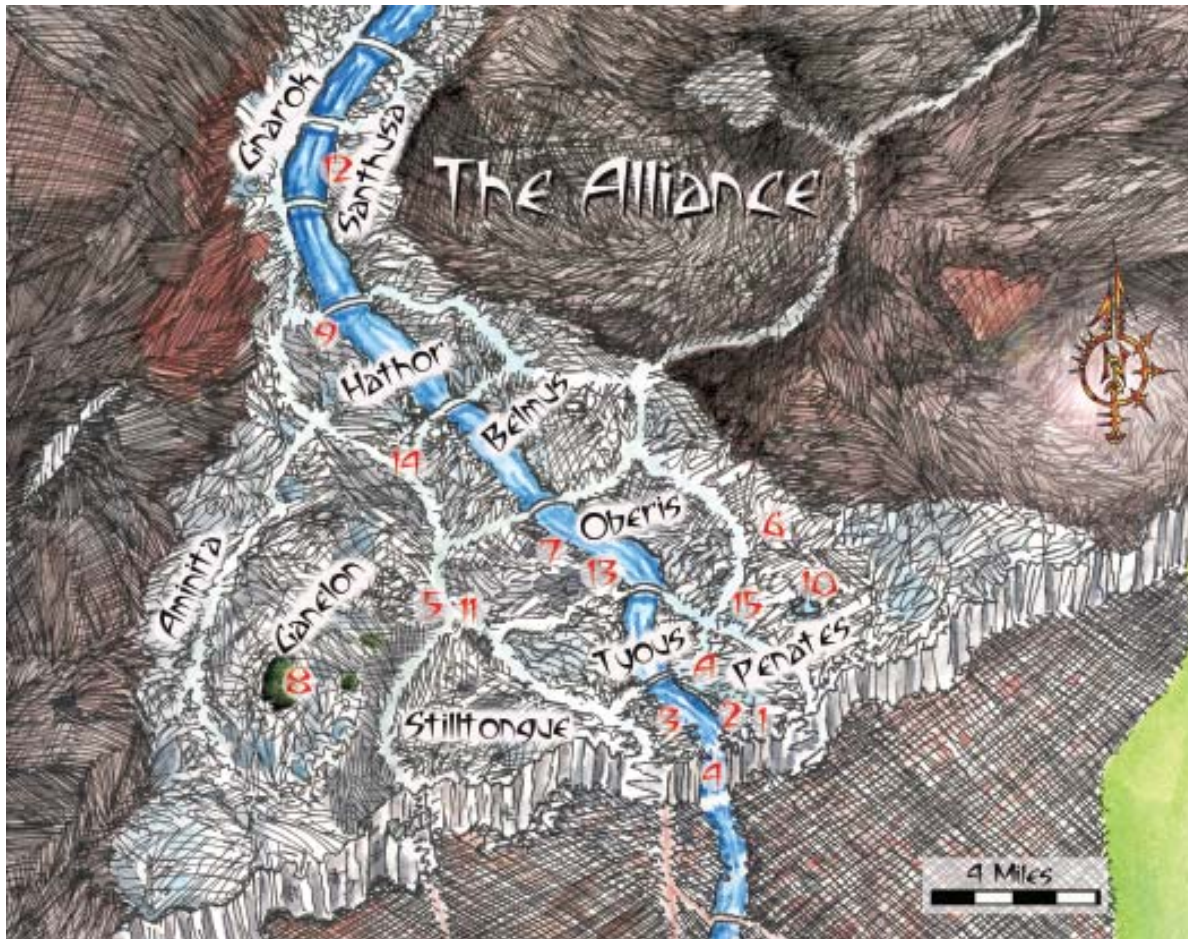
The following chart gives some guidelines as to how sentences are handled in Penance. Since all judgments are made with the particular aspects of the individual case in mind, this chart should be considered flexible, and subject to the whim of the judge. Note that each bloodhold may have its own variations on the laws. Be sure to consult the individual law sections located in **Chapter 7: The Bloodholds** for crimes that occur in the major bloodholds of the city. Monetary amounts listed are fees. Fees do not have to be paid up front, and often an arrangement may be made with a judge to pay the fee out over a period of time.

A judge may take a character's profession or skills into account during sentencing. Skilled warriors, for example, may be pressed into performing a mission for the reigning Bloodlord instead of the standard punishment. This method may even be used to propel an adventure or story along, instead of bogging it down with jail time.

Sample Crimes	Sample Punishment
Assault	100 gp; pay for victim's healing, public beating (equivalent to damage done to victim), and 1 day in the stocks.
Causing a Sinking	Death
Espionage	Death or lifetime imprisonment (until exchanged)
Failure to pay Fee	Public flogging, two days in the stocks.
Failure to pay Taxes	Public flogging, three days in the stocks.
Freeing a Prisoner	Join prisoner for the remainder of his sentence.
Kidnapping/Slavery	250gp; public flogging, 3 days in the stocks, and imprisonment (average time 6 months)
Littering	5gp; community service (pick up 20 pieces of litter)
Murder	500gp; public beating, a week in the stocks, and imprisonment (average time 1 year)
Pollution	100gp; pay for directly related public health problems, and clean up mess.
Public Ugliness	2gp; must wear a bag.
Rape	250gp; pay for victim's healing, public flogging, and 5 days in the stocks
Theft	Return of all goods; pay additional 20% of total value to judge
Torture	Pay for victim's healing, public beating, equivalent to that done to victim, and 2 days in the stocks.
Treason	Exile or death
Vandalism	10gp; repair all damage, community service (clean up 5 pieces of graffiti)

The Alliance

From ***Oathbound: Domains of the Forge***, page 158



Council District of the Alliance

From ***Oathbound: Domains of the Forge***, page 160



The Castes of Barrowhold

From *Oathbound: Domains of the Forge*, page 163

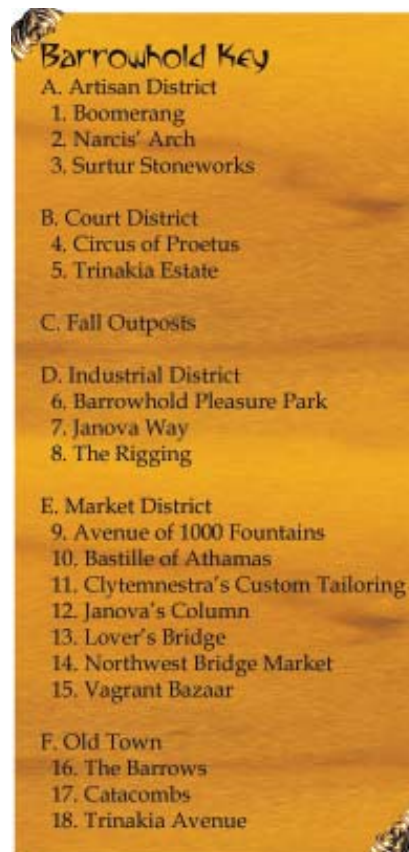
The Castes of Barrowhold

The 20 castes of Barrowhold are listed below, along with the distinction each one bears above those below them and their opportunities for moving upward in rank. Seeds and non residents automatically receive the rank of foreigner; they can advance to the rank of plebian by taking up residence in Barrowhold and by paying a one time citizenship fee of 100 gp. Merit numbers indicate the lowest caste that can promote an individual to that rank. Marriage numbers reveal the highest caste that can marry such a person. An asterisk indicates that only one's own employer (or anyone of rank 18 or above) may promote him.

<u>Rank</u>	<u>Privileges</u>	<u>Advancement</u>
20 Bloodlord	Sovereign	n/a
19 Prince	May be named as heir	Death of lord
18 Duke	May marry a prince or lord	Marriage (20)
17 Count	May speak to the Lord in private	Merit (20) or Marriage (18)
16 Baron	May speak in court	Merit (20) or Marriage (18)
15 Peer	May attend court	Merit (18) or Marriage (18)
14 Knight	May serve as a judge	Merit (17) or Marriage (15)
13 Squire	May own multiple estates	Merit (16) or Marriage (15)
12 Master	Can take indentures	Merit (15) or Marriage (14)
11 Gentleman	Can keep servants	Merit (14) or Marriage (14)
10 Freeman	Land ownership	Merit (14) or Marriage (14)
9 Plebian	Can reside alone	Gentry Fee (10,000gp)
8 Foreigner	Starting rank (same as plebian)	Residence
7 Gelder	Can own money	Merit (11)* or Marriage (10)
6 Commoner	Personal property	Merit (11)* or Marriage (10)
5 Peasant	Can leave estate	Merit (11)* or Marriage (9)
4 Serf	Marriage	Merit (11)* or Marriage (7)
3 Indenture	Life, shelter	Completion of contract
2 Vagrant	Physical contact	Indenturing contract
1 Untouchable	None	None

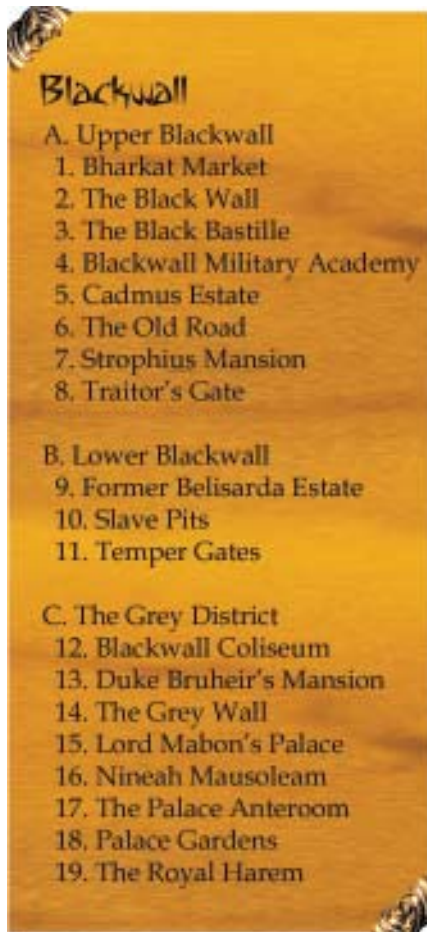
Barrowhold

From *Oathbound: Domains of the Forge*, page 171



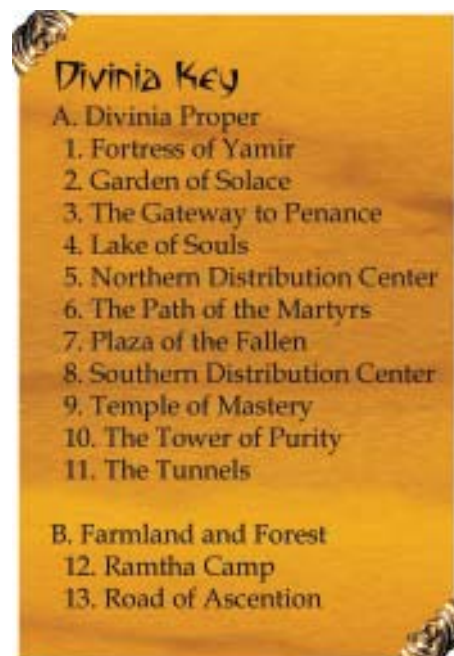
Blackwall

From ***Oathbound: Domains of the Forge***, page 181



Divinia

From ***Oathbound: Domains of the Forge***, page 190



Divinia Key

A. Divinia Proper

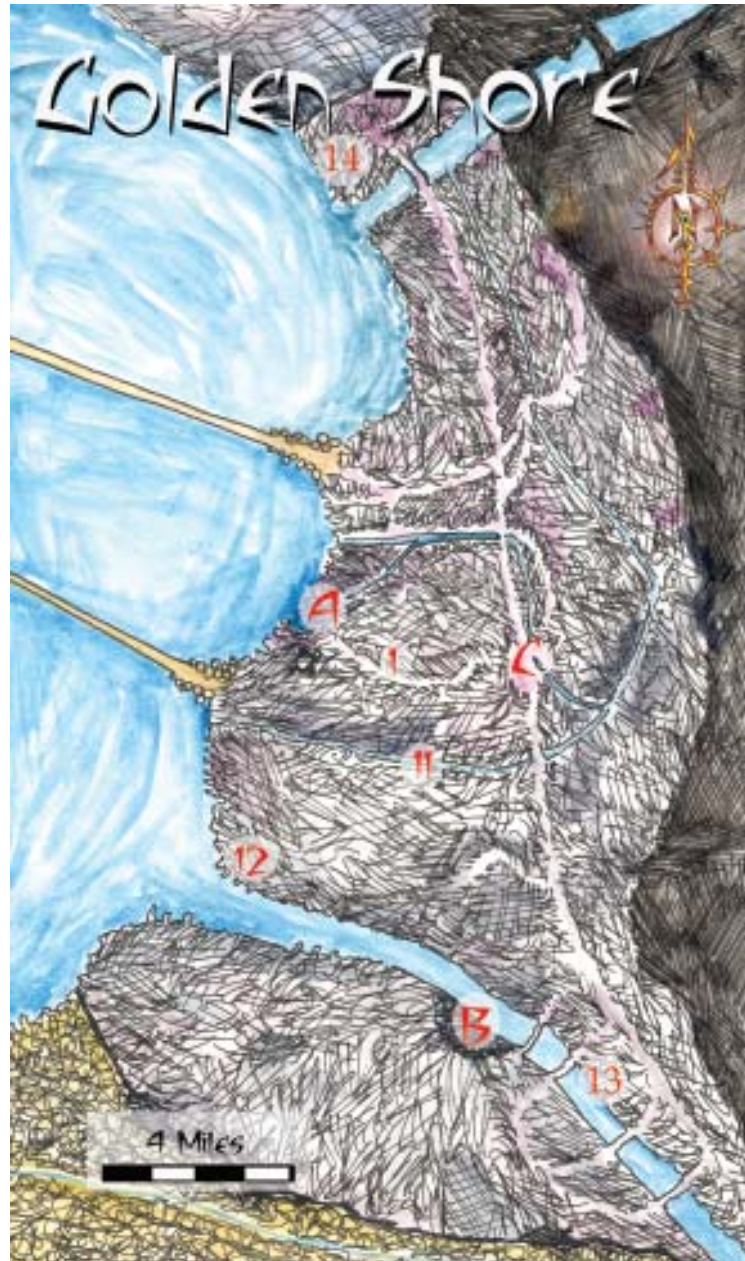
1. Fortress of Yamir
2. Garden of Solace
3. The Gateway to Penance
4. Lake of Souls
5. Northern Distribution Center
6. The Path of the Martyrs
7. Plaza of the Fallen
8. Southern Distribution Center
9. Temple of Mastery
10. The Tower of Purity
11. The Tunnels

B. Farmland and Forest

12. Ramtha Camp
13. Road of Ascention

Golden Shore

From ***Oathbound: Domains of the Forge***, page 198



Hammerfall

From ***Oathbound: Domains of the Forge***, page 208



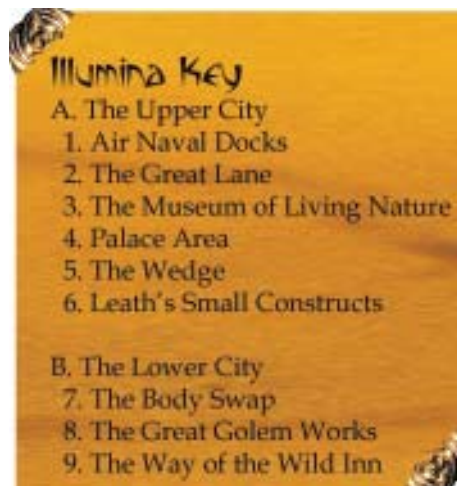
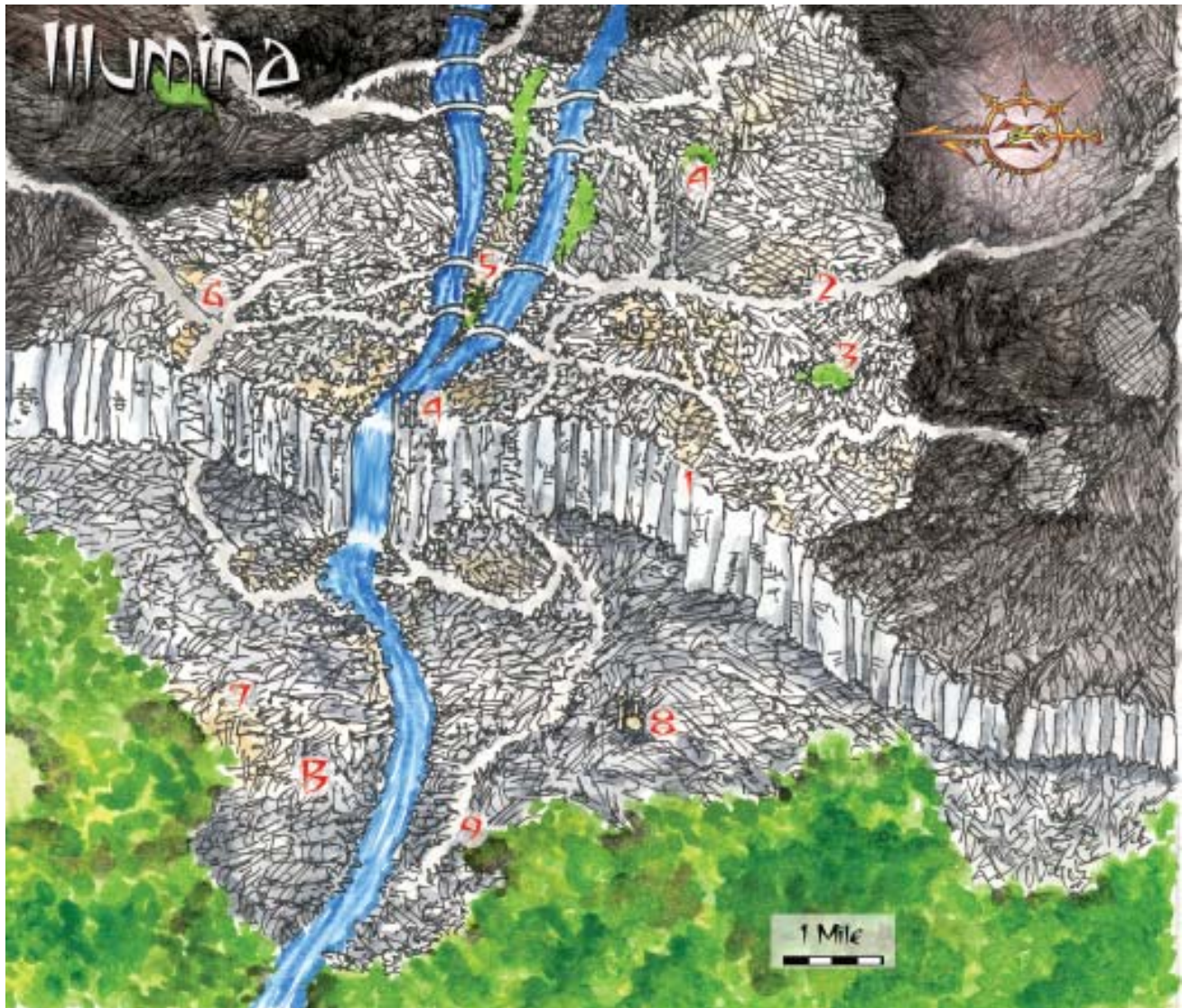
TASMON MANNER

From *Oathbound: Domains of the Forge*, page 210



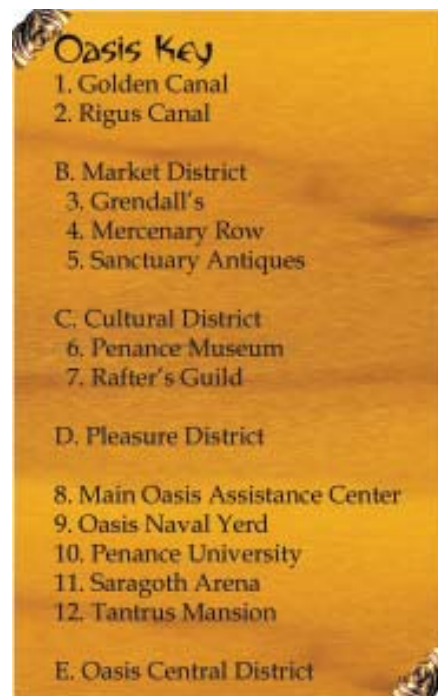
Illumina

From ***Oathbound: Domains of the Forge***, page 218



The Oasis

From ***Oathbound: Domains of the Forge***, page 229



The Oasis Central District

From ***Oathbound: Domains of the Forge***, page 231



Oasis Central District Key

1. Crocius Ampitheatre
2. Delver's Mercantile
3. The Grand Basilica
4. The Hanging Gardens Inn
5. Oasis Central Market
6. Oasis Laboratory
7. Oasis Library
8. The People's Harbor
9. The People's Park

Utopia

From ***Oathbound: Domains of the Forge***, page 243



Utopia Key

1. Abbydon Way
2. Avenue of our Lord
3. Helicon Avenue
4. Silver Lord Promenade

A. Central District

5. Utopia Central Prison
6. Utopia Central Registration Facility
7. Utopia Central Vault

B. Chapel District

8. Aganippe
9. The Cathedral of our Lord
10. Chapel Courthouse
11. Sacred Media
12. Utopia Law Library

C. Helicon

13. Tower of the Avatar

D. Ismarus

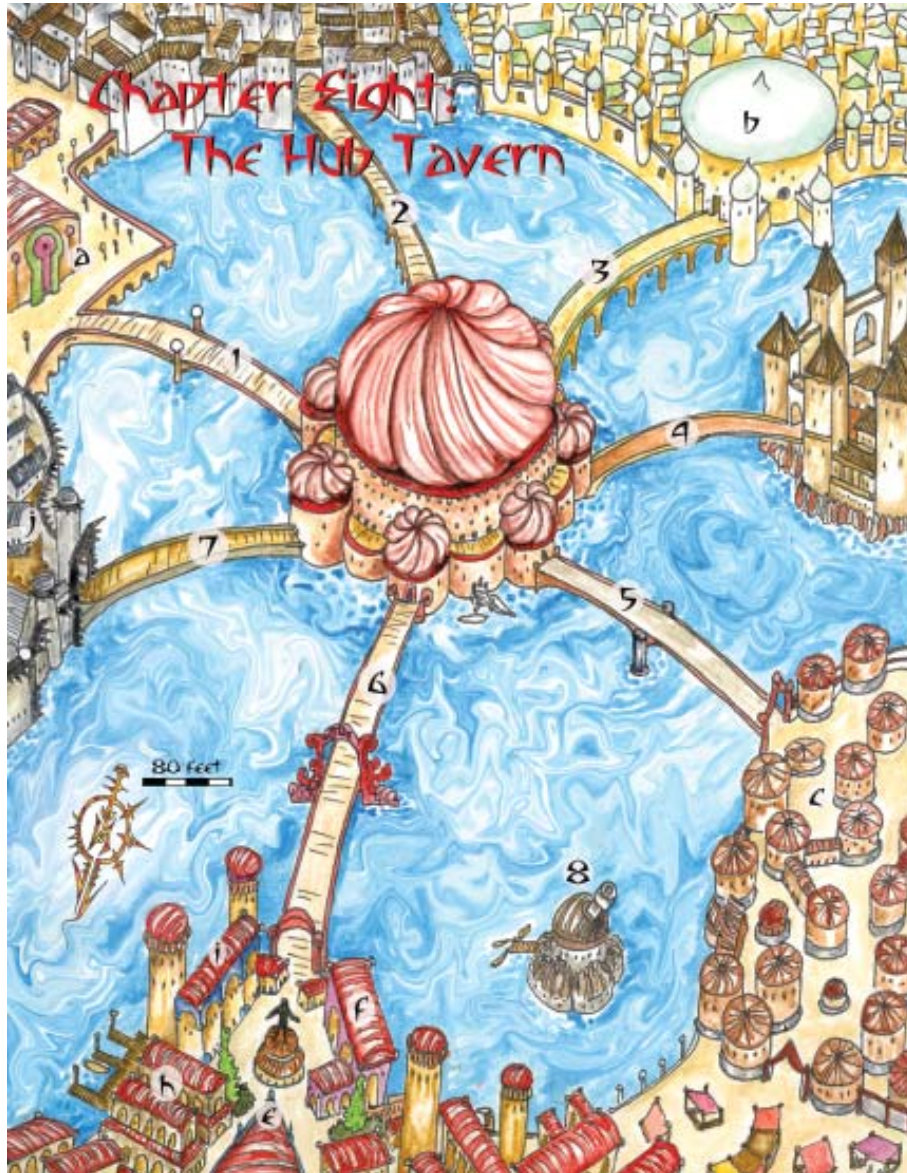
14. Ismarus Orphanage
15. Magical College of Utopia

16. Market of Luxuries

17. Border Checkpoints
18. Border Farms
19. Outpost of Arden
20. Palamedes Law Offices
21. Ruins of Cattræth
22. The Stumbling Troll
23. Tropuhs Marbleworks

THE HUB TAVERN

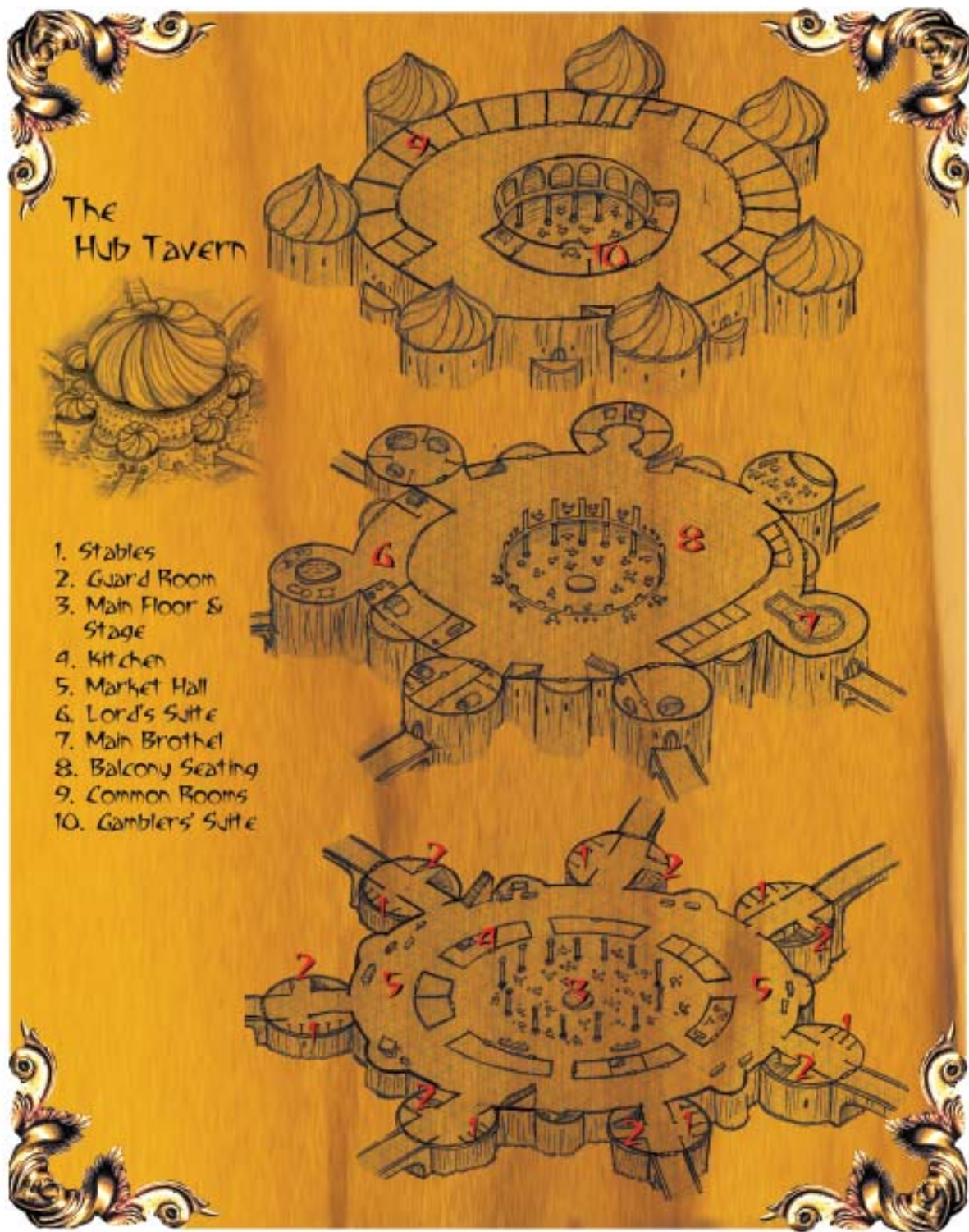
From ***Oathbound: Domains of the Forge***, page 248



Hub Key	
1.	Lord Gullin (Alliance)
a.	Temple of Lumals
2.	Lord Arathan (Alliance)
3.	Lady Santhusa (Alliance)
b.	The Rim
4.	Lord Gnarok (Alliance)
5.	Lord Rineddin
c.	Hub Marketplace
6.	Lord Flollo (Oasis)
d.	Oasis Exhibition
e.	Oasis Real Estate
f.	Oasis Visitor Center
g.	Observatory Flea Market
h.	Sento's Kith for Hire
i.	Two Towers Books
7.	Lord Narcis (Golden Shore)
j.	The Den
8.	Mallus Observatory

The Hub Tavern (Interior)

From ***Oathbound: Domains of the Forge***, page 250



THE HUB TAVERN GOODS & SERVICES

From *Oathbound: Domains of the Forge*, page 253

HUB TAVERN GOODS AND SERVICES

All items may be purchased from your server in the main chamber. Rooms and Services may also be purchased on the upper floors. A gratuity of 15% will be added for parties of six or more.

Food

Oasis alorak polenta casserole with braised greens – 15 gp
Decree style stew, with sameril root and gorak meat – 17 gp
Seared wellfish filet with curried squashes and snap peas atop a bed of sathonia rice – 21 gp
Golden Tamales – stuffed with alorak, aged cheeses, fermented mossfruit, and peppers. Served with a spicy herbed tomato sauce atop a bed of raw, fresh, seasonal vegetables, and kasha – 18 gp
Grilled alorak, with eggs any style and roasted sameril, served with toast – 12 gp
Illumina Antipasto, with gorak cheese, olives, cucumber, hummus, and aubergine paste, served with pocket bread and fruits – 16 gp
Whole roasted fowl, served with roasted seasonal vegetables and herb mashed sameril – 20 gp

Beverages

Babanth – 2 gp
Tea 1gp (Black, green, variety of herbals)
Nisankh Tea – 240 gp
Common Ales and wines– 2 gp
The Hub's own lager, Oasis Ale, Panthus Pale Ale, Blackwall Bitter, Grinder Strong Ale, Decree Extra Stout, Faery Prince Wine, Golden Shore Mead, Lantana Lilac Wine, Angry Riller Elderberry Wine
Uncommon Ales and Wines– 3 gp
Eclipse Stout, Anvil Ale, Wildwood Cloudberry Wine, Hyperia Family Vintage, Vault Iceberry Wine, Vogel Island Mead
House Spirits – 4 gp
Old Dover's Single Malt Whiskey, Stuttering Picker Gin, Wellspring Vodka, The Hub's own rum, Barrowhold brandy, Blackwall Port, Sweet Mossfruit Schnapps
Other Spirits – Ask for availability and prices
Other Beverages – 1 gp
Gorak Milk, Mossfruit Juice, Silver Oil, Wellspring water, Other juices as available

Rooms

Sleeping Room (per person) – 25 gp per night
Gambling Room (includes equipment) – 10 gp per hour
Private Meeting Room – 5 gp per hour
Room Service Charge – Additional 20% for all food or services.

Services

Massage (Therapeutic only) – 25 gp per hour
Acupuncture – 30 gp per hour
Conversation Partner (passive) – 10 gp per hour
Conversation Partner (intelligent) – 20 gp per hour
Prostitute – Low Quality – 20 gp
Prostitute – Standard Quality – 50 gp
Prostitute – Exceptional – 120 gp
Fantasy/Fetish Charge – 5 to 40 gp extra

Bloody Arrival Map

From *Oathbound: Domains of the Forge*, page 259



Protean Map

From ***Oathbound: Domains of the Forge***, page 266



Surveyor Duty Map

From ***Oathbound: Domains of the Forge***, page 272



Foundry Map

From ***Oathbound: Domains of the Forge***, page 282



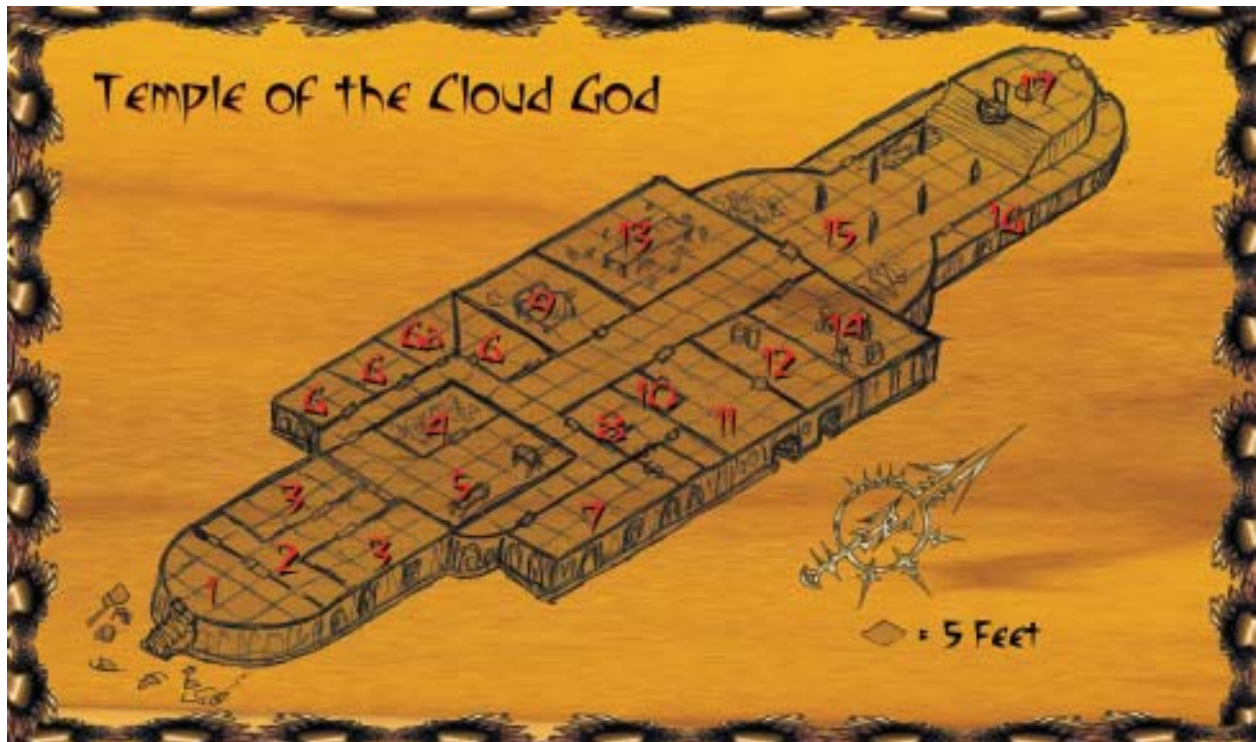
Fallen Tower Map

From *Oathbound: Domains of the Forge*, page 290



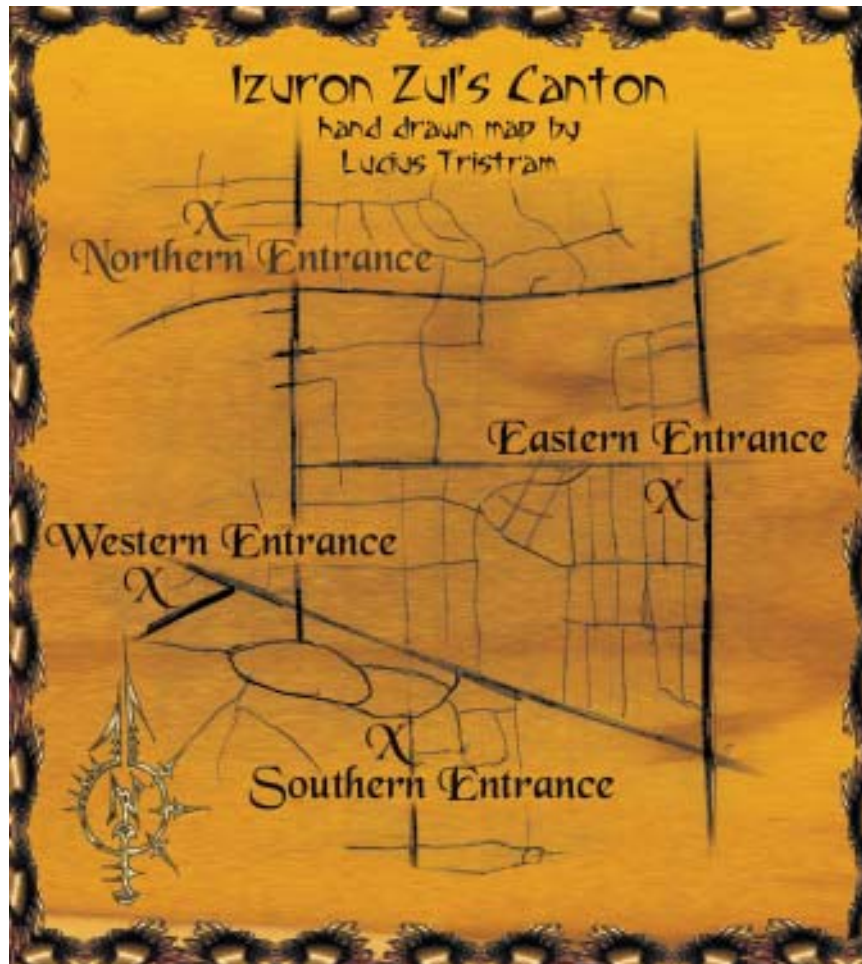
Temple of the Cloud God Map

From ***Oathbound: Domains of the Forge***, page 294



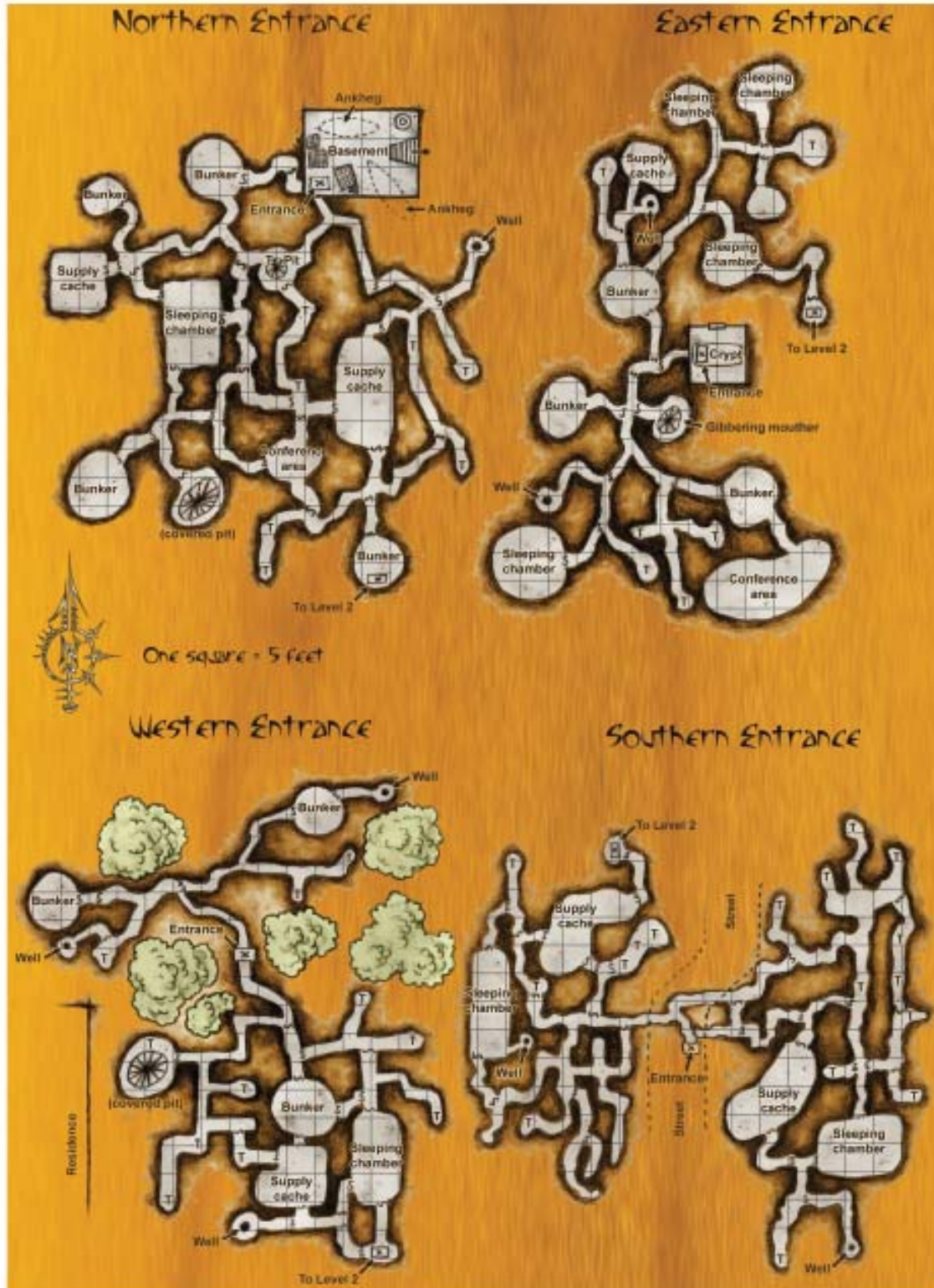
Izuron Zul's Canton Map

From ***Oathbound: Domains of the Forge***, page 297



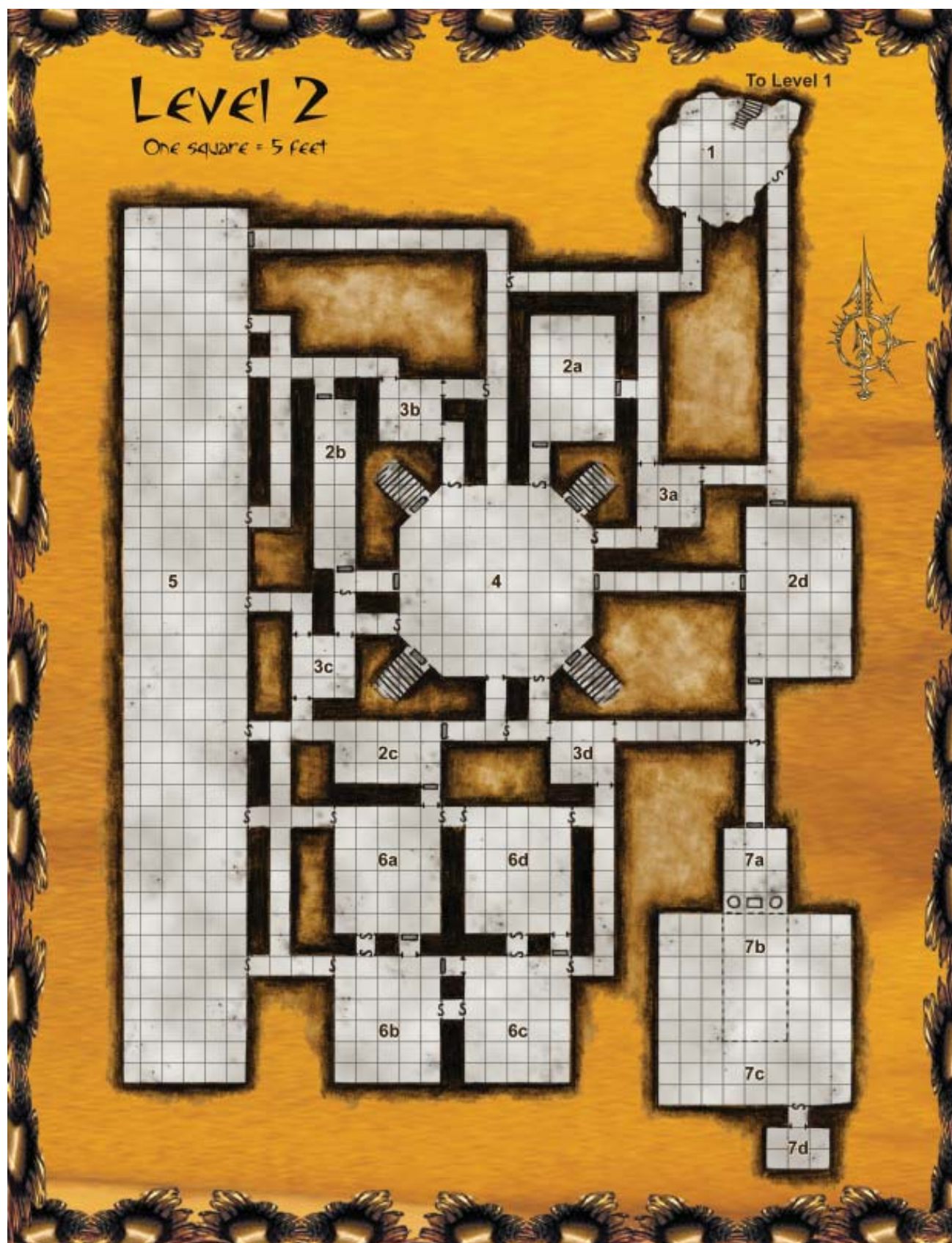
Isuron Zul's Lair Entrance Map

From ***Oathbound: Domains of the Forge***, page 304



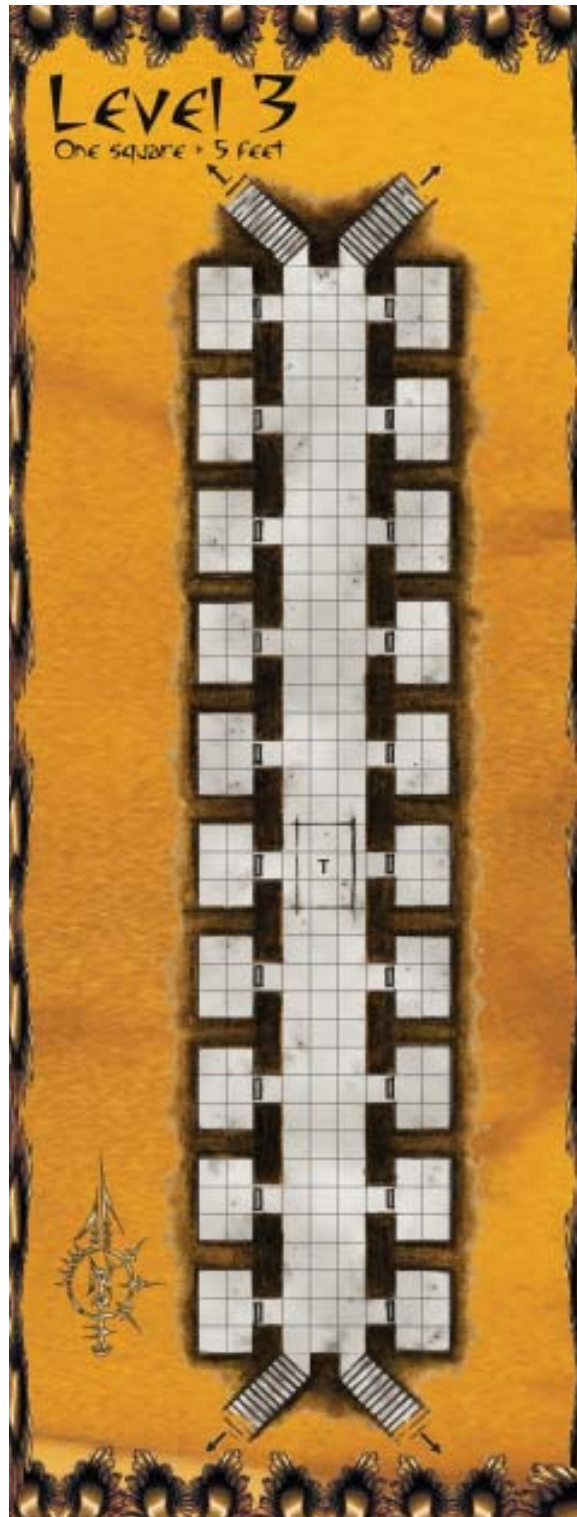
Isuron Zul's Level 2 Map

From ***Oathbound: Domains of the Forge***, page 308



Isuron Zul's Level 3 Map

From ***Oathbound: Domains of the Forge***, page 308



The Domain of Penance

From *Oathbound: Plains of Penance*, page 7



Prestige Classes

From *Oathbound: Plains of Penance*, pages 33–38

Artificer Prestige Class

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+0	+2	Channeling, Create(var)
2nd	+1	+0	+0	+3	Shape(1,s)
3rd	+1	+1	+1	+3	Inspire(1,s)
4th	+2	+1	+1	+4	Mend(1,s)
5th	+2	+1	+1	+4	Regrowth(var)
6th	+3	+2	+2	+5	Create Life(2,s), Restore(1,s), Sear(1,s)
7th	+3	+2	+2	+5	Splice(2), Plug and Play(var)
8th	+4	+2	+2	+6	Shape Plant(3,s)
9th	+4	+3	+3	+6	Shape Flesh(4,s)
10th	+5	+3	+3	+7	Duplicate(10,s)

Disjoiner Prestige Class

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+0	+0	Channeling, Lace (1,s)
2nd	+1	+3	+0	+0	Force Bolt (1,s)
3rd	+2	+3	+1	+1	Smash (2,s), Dismantle (2,s)
4th	+3	+4	+1	+1	Explosive Bolt (2,s)
5th	+3	+4	+1	+1	Wither (3,s)
6th	+4	+5	+2	+2	Destruction Bolt (3,s)
7th	+5	+5	+2	+2	Disintegrate (5)
8th	+6	+6	+2	+2	Improved Lace
9th	+6	+6	+3	+3	Improved Bolt
10th	+7	+7	+3	+3	Annihilate (10)

Foci of the Plains

From ***Oathbound: Plains of Penance***, page 40

Foci of the Plains

Focus of the Claw	Exp. Cost
Edged Creature	3,500
Armed Creature	5,500
Razor Creature	7,500
Deadly Creature	9,500
Lethal Creature	11,500

Focus of the Enigma	Exp. Cost
Masked Creature	6,500
Cloaked Creature	9,000
Hidden Creature	12,000
Traceless Creature	15,000

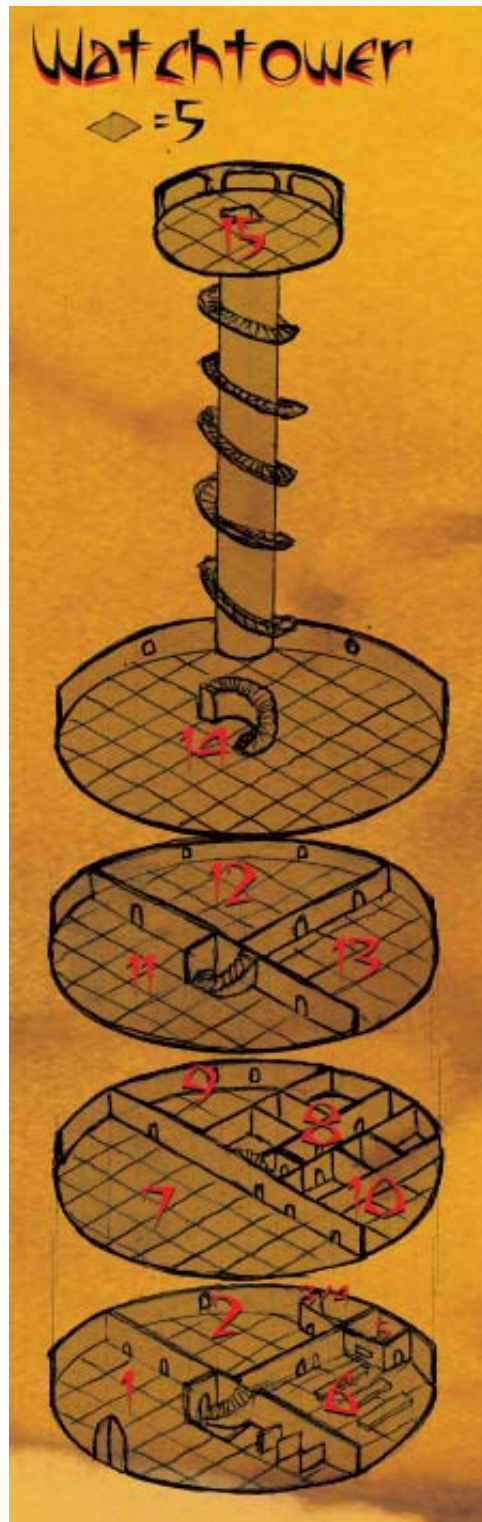
Focus of the Huge	Exp. Cost
Enlarged Creature	4,500

Focus of the Light	Exp. Cost
Brightened Creature	5,000
Prism Creature	8,950
Illuminated Creature	11,600
Radiant Creature	13,800

Focus of the Small	Exp. Cost
Reduced Creature	3,500

Watchtower

From ***Oathbound: Plains of Penance***, page 67



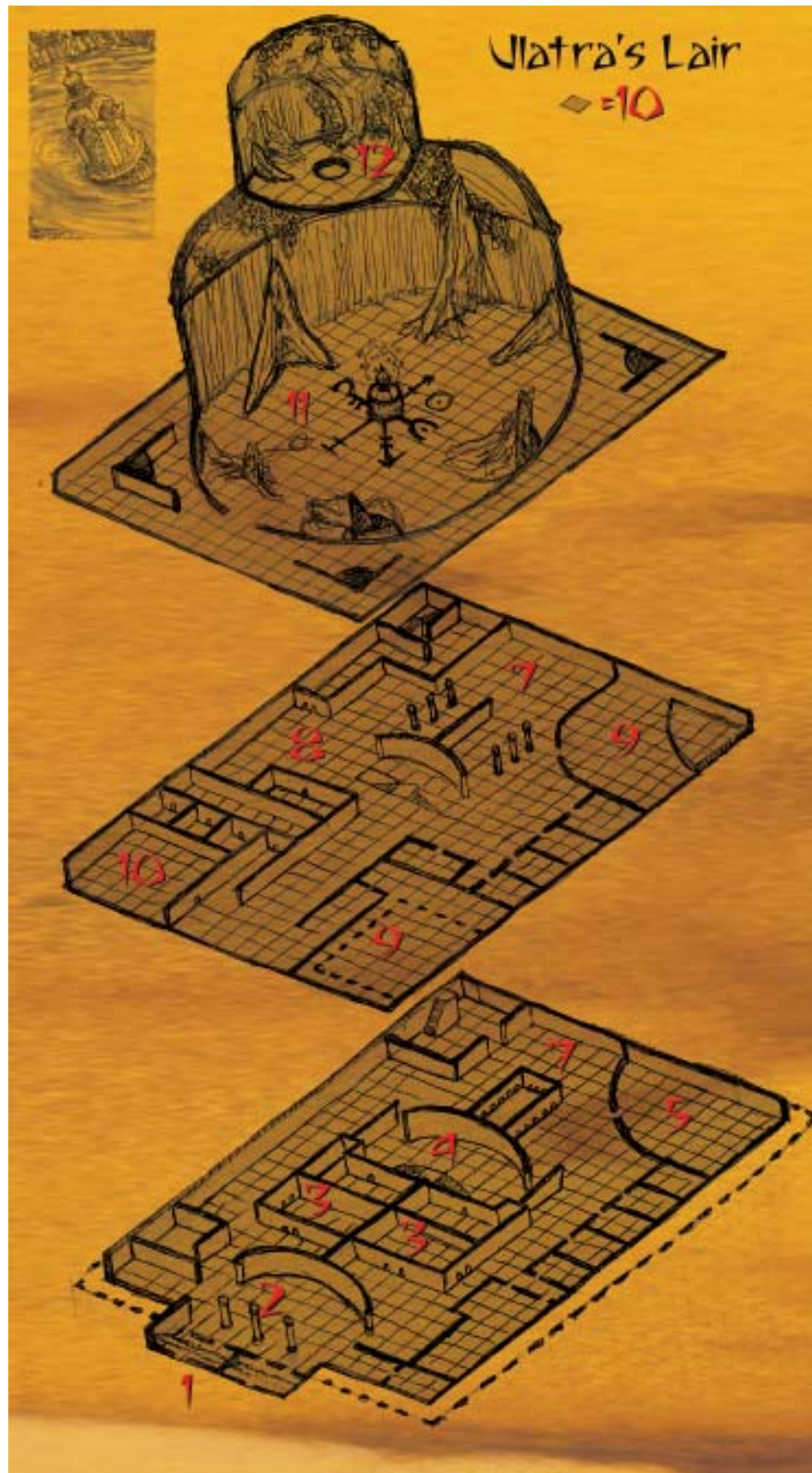
LUCAN FOREST

From ***Oathbound: Plains of Penance***, page 116



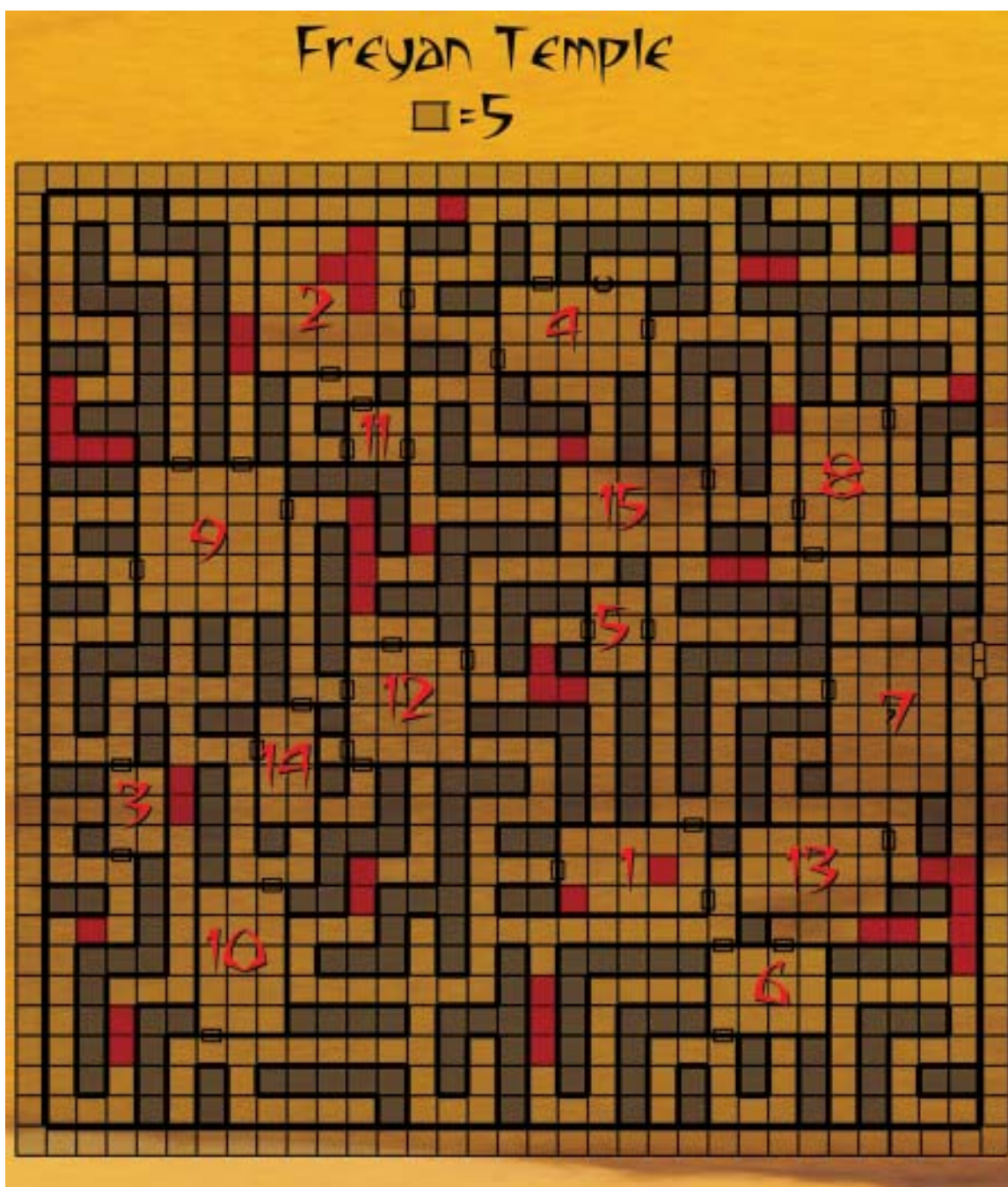
Ulatra's Lair

From ***Oathbound: Plains of Penance***, page 128



Freyan Temple

From *Oathbound: Plains of Penance*, page 132



City of Penance

From ***Oathbound: Wrack & Ruin***, page 6



Prestige Classes

From *Oathbound: Wrack & Ruin*, pages 22–26

Career Rafter

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
11th	+8	+3	+7	+7	Detect Time Distortion
12th	+9	+4	+8	+8	Repair Structural Integrity
13th	+9	+4	+8	+8	Detect Gravitational anomalies; Stop Fall
14th	+10	+4	+9	+9	Detect Magical Field
15th	+11	+5	+9	+9	Maze Lore

The Spellwarden

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+0	+2	Channeling, Bind, Detection
2nd	+1	+0	+0	+3	Resistance
3rd	+1	+1	+1	+3	Unravel
4th	+2	+1	+1	+4	Fixate
5th	+2	+1	+1	+4	Seeing
6th	+3	+2	+2	+5	Locate, Seal
7th	+3	+2	+2	+5	Counterbind
8th	+4	+2	+2	+6	Circle
9th	+4	+3	+3	+6	Chamber of Binding
10th	+5	+3	+3	+7	Bind Soul

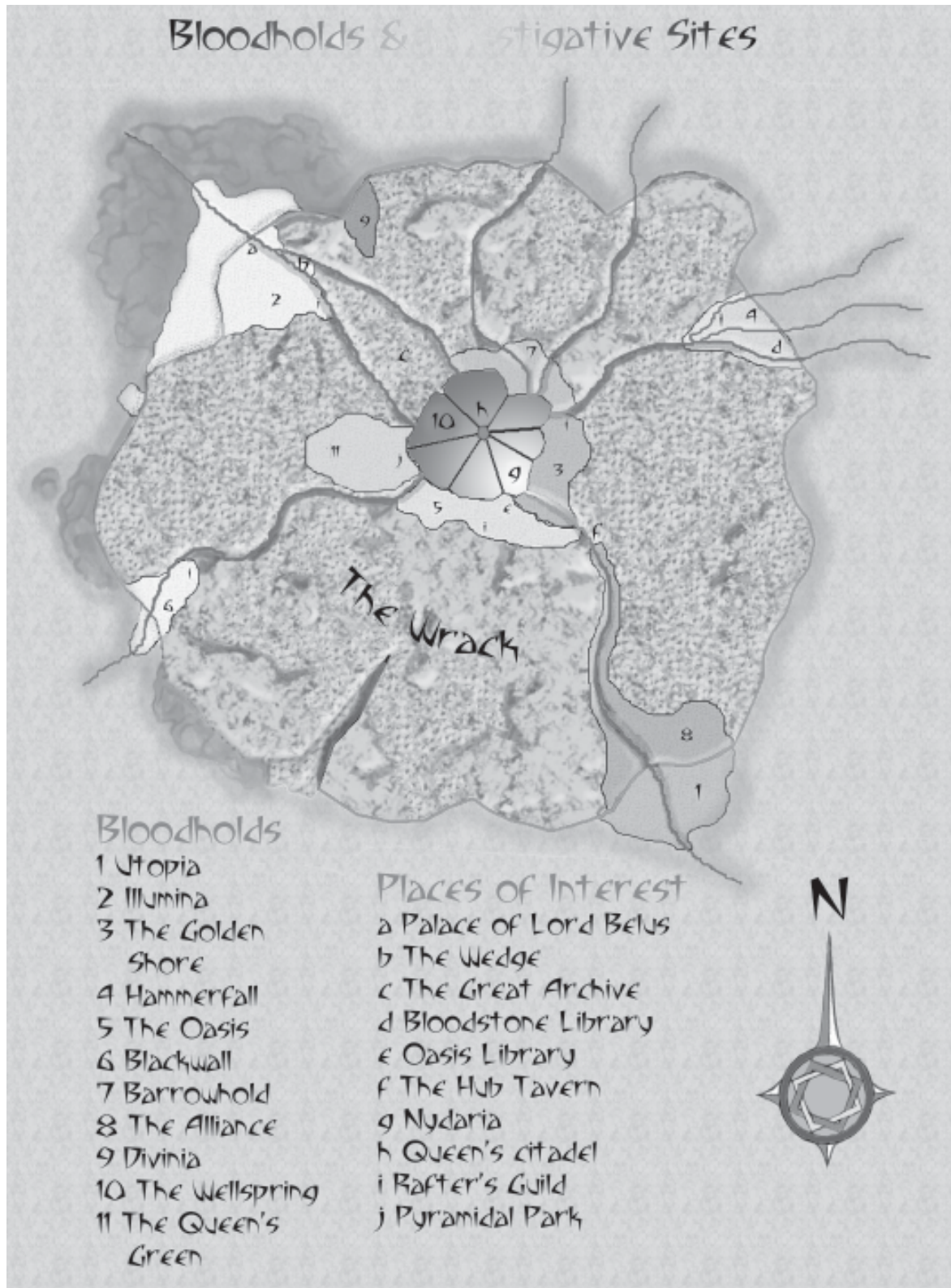
Foci of the Wrack

From ***Oathbound: Wrack & Ruin***, page 29

Foci of the Wrack	
Focus of the Arachnid	Exp. Cost
Compound Eyed Creature	3,000
Eight Legged Creature	4,000
Web Spinning Creature	5,200
Focus of the Chameleon	Cost
Color Changing Creature	2,000
Fast Running Creature	3,000
Dry Creature	4,000
Focus of the Cockroach	Cost
Dual Brained Creature	4,500
Exoskeletoned Creature	5,500
Hard to Kill Creature	6,500
Focus of the Exile	Cost
Awakened Creature	3,000
Opened Creature	6,000
Transformed Creature	10,000
Focus of the Mole	Cost
Nocturnal Creature	3,000
Scent Guided Creature	6,000
Burrowing Creature	9,000

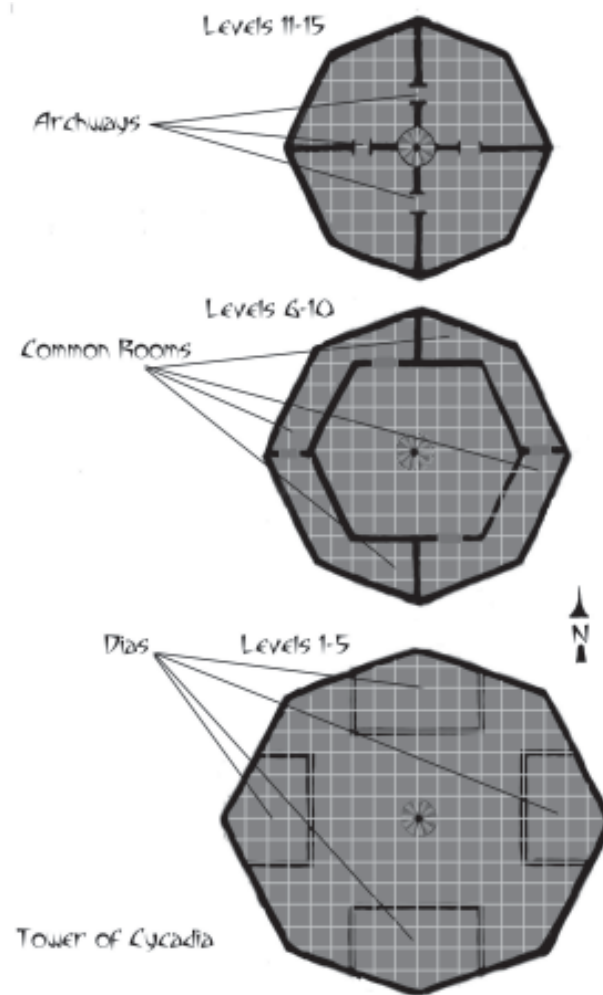
Bloodholds & Sites

From ***Oathbound: Wrack & Ruin***, page 84



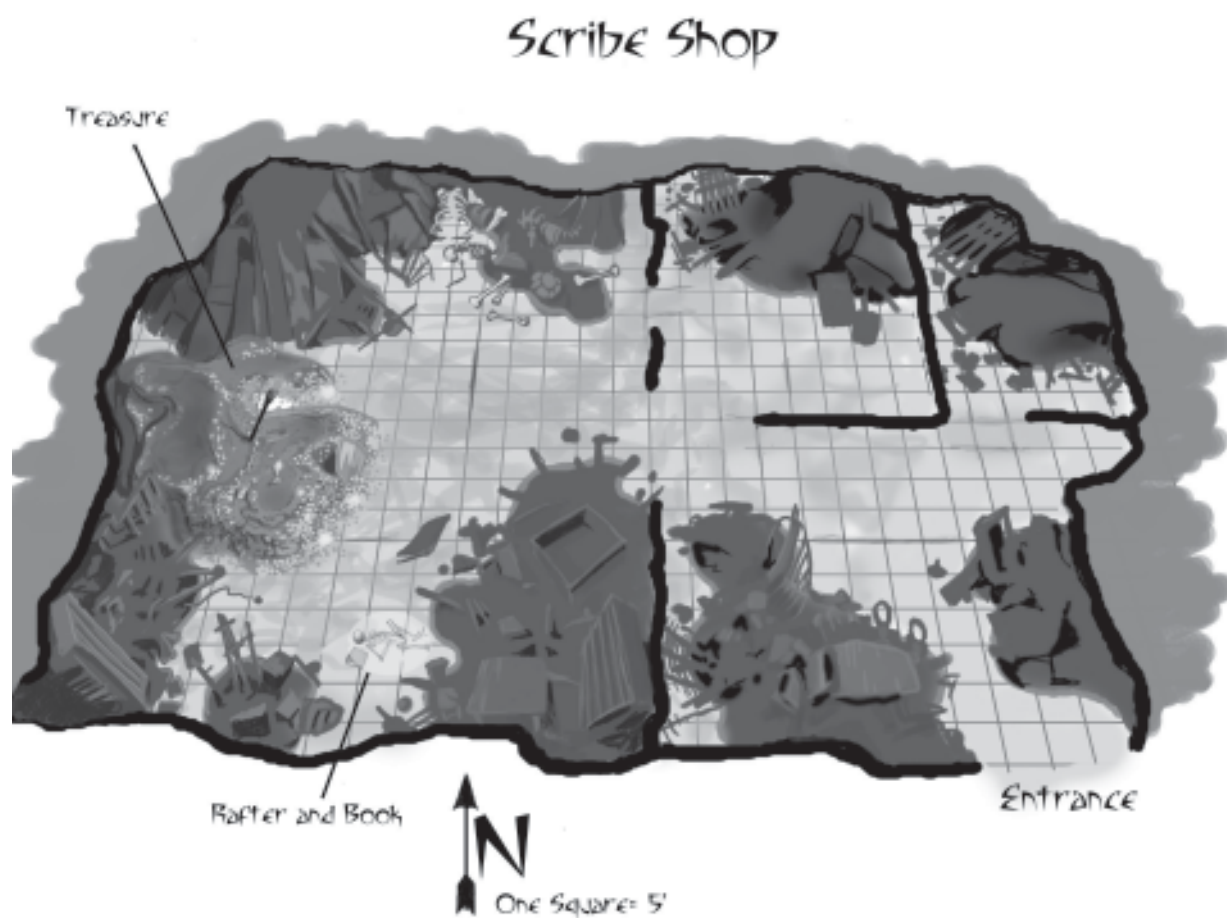
Tower of Cycadia

From ***Oathbound: Wrack & Ruin***, page 102



Scribe Shop

From ***Oathbound: Wrack & Ruin***, page 105



Annual Calendar of the Forge

From ***Oathbound: Arena***, page 8

Table 1.2 Annual Calendar of the Forge

Months	Holiday Dates	Holiday Names	Descriptions
Prime	1	Firstday	The month of beginnings. The first day of the year.
	28	Queensday	A day of non violence that is observed even in Arena.
Prosper			The most productive month of the year.
Sorrow			A period of listless decline after a month of hard labor.
Scheming	20	Knavery	New dreams of glory and hope are born. A day of harmless mischief, though in Arena or Eclipse it can often turn deadly.
Passion			Great transformations are brought forth as people seek change in their lives.
	4	Hedony	A day when people indulge themselves as they wish without social consequences.
Purity			A time of taking new responsibilities and recommitment to old ones.
Axis	15	Midyear	A vague period of the year in which the emotional ebb and flow of the populace is said to determine the general tone for the entire year. A wild day marking the middle of the year. It is the largest festival day on the Forge.
Stillness	28	Darkness	A month of quiet as the inhabitants of the Forge recollects themselves for the rest of the year. A day of introspection where the people are expected to seclude themselves inside their domiciles.
Stirring			A month of increased labor as restlessness sets in over the lingering year.
Savage	18	Frenzy	A time of uncontrolled bestial instincts, where any act save those of a criminal nature are socially acceptable. An orgy of insane activity punctuated by dancing, music and tawdry embraces.
Scourge	19	Lash	A period of self control as the indulgences of the past is reined in and new focus is given to the tasks at hand. A grim day where participants inflict pain on themselves as a reminder of their responsibilities and familial burdens.
Ravage	11	Bloodbath	A final loosening of the moral purse strings as people revel in blood sports and open conflict. This day is especially violent in Arena where mass combat is expected. Horrific blood spectacles dominate the day as common citizenry take to the arena floors in a frenzy of pent up aggression.
Atonement	3	Gifting	The last month of the year and a time of making peace with oneself and others. A day of truce when gifts are given to mortal enemies.
	28	Lastday	The last day of the year when mementoes of the year are burned in remembrance.















Arena

From *Oathbound: Arena*, page 11



Warlord Symbols

From ***Oathbound: Arena***, page 66

Warlord Symbols			
			
Droughin Firefriend	Elvin Sandstrider	Grand Asherake	Hateni
			
Minos Spar	Nish'ric Bloodtooth	Og Brickhand	Ossian
			
Quee'eetee	Raghuveer	Regan Severn	Simeon De Vehouria
			
Sviss Nexx	The Warlock	Varan	Zanh Viayth

Mass Combat Units

From ***Oathbound: Arena***, pages 88–93

Arcane Spellcaster Units

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Rating	Damage Dice
1	0	+0	+0	+2	Arcane Spells	12	6d4
2	+1	+0	+0	+3		12	6d4
3	+1	+1	+1	+3	Summoning	12	8d4
4	+2	+1	+1	+4		13	8d4
5	+2	+1	+1	+4		13	10d4
6	+3	+2	+2	+5		13	10d4
7	+3	+2	+2	+5		14	12d4
8	+4	+2	+2	+6		14	12d4
9	+4	+3	+3	+6		14	14d4
10	+5	+3	+3	+7		15	14d4

Archer Units

		Base						
	Level	Bonus	Attack Save	Fort Save	Reflex Save	Will Special	Defense Rating	Damage Dice
	1	+1	+2	+0	+0	Darken the Sky	15	10d8
	2	+2	+3	+0	+0		15	10d8
	3	+3	+3	+1	+1		15	12d8
	4	+4	+4	+1	+1		16	12d8
	5	+5	+4	+1	+1		16	14d8
	6	+6	+5	+2	+2	Interrupt Advance	16	14d8
	7	+7	+5	+2	+2		17	16d8
	8	+8	+6	+2	+2		17	16d8
	9	+9	+6	+3	+3		17	18d8
	10	+10	+7	+3	+3	Concentrate Strike	18	18d8

Cavalry Units

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Rating	Damage Dice
1	+1	+2	+0	+0	Penetrating Strike	15	10d10
2	+2	+3	+0	+0		16	12d10
3	+3	+3	+1	+0		16	12d10
4	+4	+4	+1	+1	Override	17	14d10
5	+5	+4	+1	+1		17	14d10
6	+6	+5	+2	+2		18	16d10
7	+7	+5	+2	+2	Demoralize	18	16d10
8	+8	+6	+2	+2		19	18d10
9	+9	+6	+3	+3		19	18d10
10	+10	+7	+3	+3	Decimate	20	20d10

Mass Combat Units

From ***Oathbound: Arena***, pages 88–93

Divine Spellcasters

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Rating	Damage Dice
1	+0	+1	+0	+2	Divine Magic, Hold the Line	15	8d8
2	+1	+2	+0	+3		16	8d8
3	+2	+3	+1	+3		17	10d8
4	+3	+3	+1	+4		18	10d8
5	+3	+4	+1	+4		19	12d8
6	+4	+4	+1	+5		20	12d8
7	+5	+5	+2	+5		21	14d8
8	+6	+6	+3	+6		22	14d8
9	+6	+6	+3	+6		23	16d8
10	+7	+7	+3	+7		24	16d8

Footman Units

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Rating	Damage Dice
1	+0	+2	+0	+0	Hold the Line	15	10d10
2	+1	+3	+0	+0		16	12d10
3	+2	+4	+1	+0	Forced Advance	17	12d10
4	+3	+4	+1	+1		18	14d10
5	+3	+4	+1	+1	Hold the Line +1	19	14d10
6	+4	+5	+2	+1		20	16d10
7	+5	+5	+2	+2		21	16d10
8	+6	+6	+2	+2		22	18d10
9	+6	+6	+2	+2	Hold the Line +2	23	18d10
10	+7	+7	+3	+3		24	20d10

Skirmishers

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Defense Rating	Damage Dice
1	+0	+0	+2	+0	Take Cover Ambush +2d6	12	10d6
2	+1	+0	+3	+0		13	10d6
3	+2	+1	+3	+1	Ambush +4d6	13	10d6
4	+3	+1	+4	+1		14	12d6
5	+3	+1	+4	+1	Ambush +6d6	14	12d6
6	+4	+2	+5	+2		15	12d6
7	+5	+2	+5	+2	Ambush +8d6	15	14d6
8	+6	+2	+6	+2		16	14d6
9	+6	+3	+6	+3	Ambush +10d6	16	14d6
10	+7	+3	+7	+3		17	16d6

Prestige Classes

From ***Oathbound: Arena***, pages 94–99

The Ravager

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1 st	+0	+2	+0	+0	Channeling, firelace (1,s)
2 nd	+1	+3	+0	+0	Fire ray (1,s)
3 rd	+2	+3	+1	+1	One with earth, stone armor (2, s)
4 th	+3	+4	+1	+1	Stone rain (2, s)
5 th	+3	+4	+1	+1	Magma bolt (3,s)
6 th	+4	+5	+2	+2	Gyre of stone (4,s)
7 th	+5	+5	+2	+2	Improved firelace (5)
8 th	+6	+6	+2	+2	Improved elemental attack (6)
9 th	+6	+6	+3	+3	Sand wall (7)
10 th	+7	+7	+3	+3	Sand Storm (8)

The Seeker

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells
1 st	+0	+2	+0	+0	Subterranean Insight	+1 level of existing class
2 nd	+1	+3	+0	+0		+1 level of existing class
3 rd	+2	+3	+1	+1	Mineral & Ore Detection, Stone Soul +1, Skin of Stone +1	+1 level of existing class
4 th	+3	+4	+1	+1		+1 level of existing class
5 th	+3	+4	+1	+1	Scry of Stones, Stone Soul +1, Skin of Stone +1	+1 level of existing class
6 th	+4	+5	+1	+1		+1 level of existing class
7 th	+5	+5	+2	+2	Ethereal Jaunt, Stone Soul +1, Skin of Stone +1	+1 level of existing class
8 th	+6	+6	+2	+2		+1 level of existing class
9 th	+6	+6	+2	+2	Passwall, Stone Shape, Stone Soul +1, Skin of Stone +1	+1 level of existing class
10 th	+7	+7	+3	+3	Tremorsense	+1 level of existing class

The Sovereign

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Aura of command, chain of command +1, siege warfare
2nd	+2	+3	+0	+3	Bonus feat, fortification enhancement
3rd	+3	+3	+1	+3	Chain of command +2
4th	+4	+4	+1	+4	Bonus feat, greater aura of command
5th	+5	+4	+1	+4	Chain of command +3

Foci of Arena

From ***Oathbound: Arena***, page 108

Foci of Arena

Focus of the Arid Wastes Exp. Cost

Resilient Creature	2,500
Prickly Creature	4,500
Cactus Creature	8,500

Focus of the Brawler Exp. Cost

Toughened Creature	3,250
Burly Creature	4,500
Skirmish Creature	6,500
Brawler Creature	10,000

Focus of the Fury Exp. Cost

Swift Creature	3,000
Keen Creature	5,000
Whirling Creature	10,000

Focus of the Odd Exp. Cost

Quaint Creature	3,000
Bizarre Creature	4,500
Preternatural Creature	5,500
Aberrant Creature	6,500

Focus of Warfare Exp. Cost

Havoc Creature	3,500
Onslaught Creature	4,500
Bulwark Creature	5,500
Artifice Creature	6,500

Focus of the Wave Exp. Cost

Sodden Creature	5,000
Saturated Creature	7,500
Watery Creature	9,500
Torrential Creature	11,500

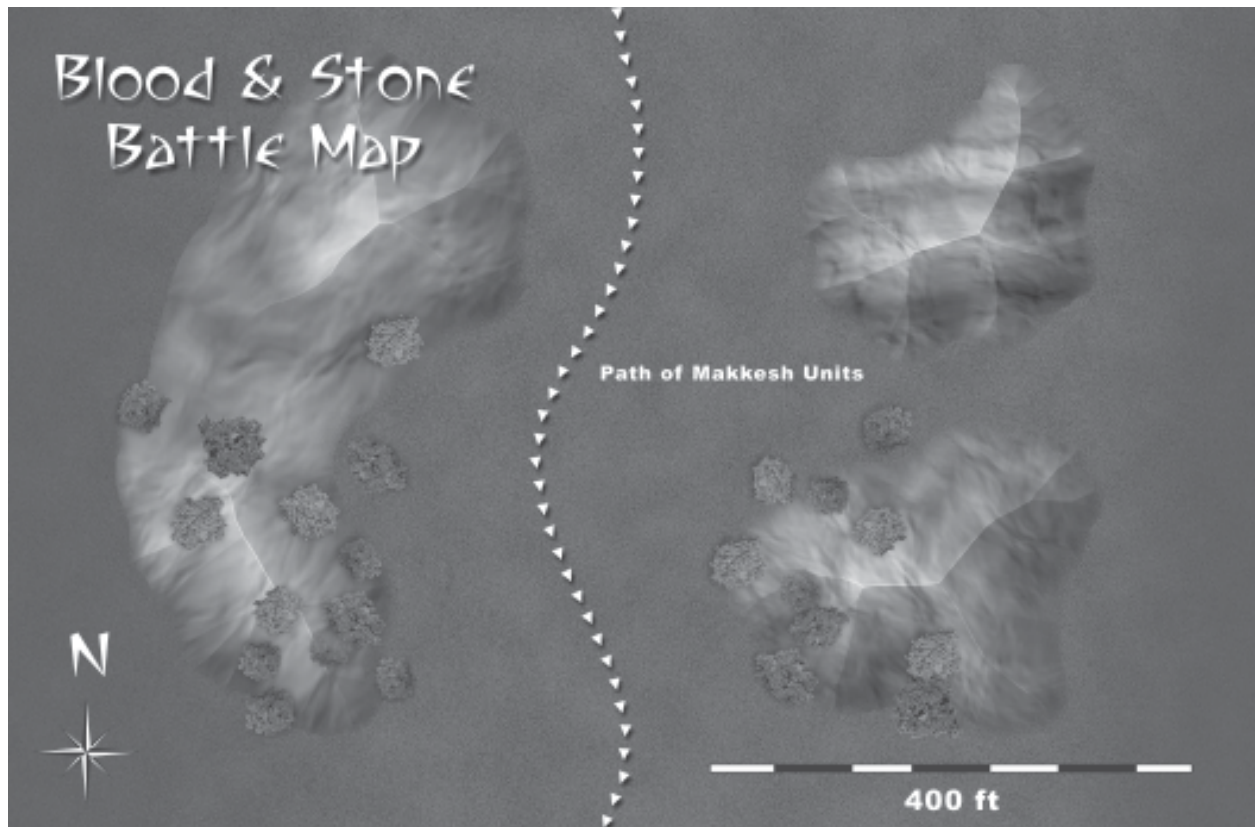
Greater Confluence Region Map

From ***Oathbound: Arena***, page 139



Blood & Stone Battle Map

From ***Oathbound: Arena***, page 141



Uhmaxus Holding Battle Map

From ***Oathbound: Arena***, page 142

