

Sum Alaghor

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Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+1	+0	+0	+2	Ehontar (1), Battle intuition	+1 Level of Existing Divine Spell Casting Class
2 nd	+2	+0	+0	+3	Bonus Domain Dwarf	+1 Level of Existing Divine Spell Casting Class
3 rd	+3	+1	+1	+3	Forge Fury	+1 Level of Existing Divine Spell Casting Class
4 th	+4	+1	+1	+4	Giant bane (1)	+1 Level of Existing Divine Spell Casting Class
5 th	+5	+1	+1	+4	Smite Evil	+1 Level of Existing Divine Spell Casting Class
6 th	+6	+2	+2	+5	Ehontar (2)	+1 Level of Existing Divine Spell Casting Class
7 th	+7	+2	+2	+5	Turn Outsiders	+1 Level of Existing Divine Spell Casting Class
8 th	+8	+2	+2	+6	Giant bane (2)	+1 Level of Existing Divine Spell Casting Class
9 th	+9	+3	+3	+6	Forge Fire	+1 Level of Existing Divine Spell Casting Class
10 th	+10	+3	+3	+7	Giant bane (3)	+1 Level of Existing Divine Spell Casting Class

Alaghor (“those who demonstrate valor in battle”) are the clerics of Clangeddin Silverbeard (the father of battles). The Sum Alaghor lead the frenzied war chants which the Alaghor engage during battle. Known as Ehontar (“songs giving fear to the hearts of the craven”) these low, droning songs bolster the spirits of nearby Dwarves.

Alert for new tactics, traps and weapons they know much of troop movements, tactics and military strategy. These sons of the Father of Battle conduct military training every day and seek methods for crafting weapons and armor.

Preparing Dwarves for the next conflict is the province of the Sum Alaghor. They use their skills to create items of power to aid in the coming conflict. Sum Alaghor are master weapon smiths and many exemplify the pinnacle of their craft.

Sum Alaghor revel in the challenge of a good fight and bolster others in the face of adversity with their battle songs. Ehontar often become a rallying cry for Dwarf legions.

Sum Alaghor are popular in Dwarf communities and are especially potent against giant kin. They will generally attack hill giants on sight and will kill them whenever possible.

Hit Die: d8.

Requirements

To qualify to become a Sum Alaghor, a character must fulfill all the following criteria.

Alignment: Any Good.

Race: Dwarf (Male)

Base Attack Bonus: +4.

Weapon Smith: 8 ranks

Concentration: 4 ranks.

Knowledge Religion: 4 ranks.

Feats: Weapon Focus Battle Axe, Craft Arms and Armor

Spell casting: Ability to cast 3rd level divine spells

Special: Killed two Hill Giants.

Class Skills

The Sum Alaghor’s class skills are Craft (Int), Concentration (Con), Diplomacy (Chr), Heal (Wis), Knowledge Religion (Int), Knowledge Arcana (Int), Climb (Str), Intuit Direction (Wis), Spell craft (Int) and Scry (Int).

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Sum Alaghor prestige class.

Weapon and Armor Proficiency: None

Ehontar: “Songs giving fear to the hearts of the craven.”

These low, droning, frenzied battle hymns are used to bolster the spirits of nearby Dwarves. The Ehontar grants a Holy enhancement bonus (equal to the Ehontar(1-3) level) to all attack, damage and saving throw rolls for all Dwarves within the effect radius (30’x Ehontar level) of the singer. All Dwarves within the Ehontar are under the effect of the remove fear spell. The effects of multiple Ehontars do not add up.

Enemies within the Ehontar suffer a morale penalty to attack, damage and saving throw rolls equal to the Ehontar level. Enemies of one hit dice or less subject to the Ehontar must make a Will save vs. fear. (as the cause fear spell.).

The Sum Alaghor chanting the Ehontar may not cast spells with verbal components but may otherwise act normally. The Ehontar may be sung as many times per day as the singer has Ehontar (1-3) levels and lasting up to a number of rounds equal to the Ehontar’s level.

Giant Bane: Clangeddin harbors a special kind of hatred towards giants, and it is said that the natural ability of Dwarves to confound and defeat these enemies is a gift from him. The further study of giant kin allows the Sum Alaghor a bonus to attack rolls, damage rolls and dodge AC vs. all giants equivalent to the Giant bane level (1-4).

Battle Intuition: Alert for new tactics, traps and weapons the Sum Alaghor know much of troop movements, tactics and military strategy. This allows them to add their Wisdom modifier to their hit and damage rolls in combat. Additionally Sum Alaghor may substitute their Knowledge Religion skill in place of any skill check required for military strategy, troop movements, tactics or battlefield leadership.

Spell Casting: When a character is initiated to the ranks of the Sum Alaghor, he chooses one of his previous divine spell casting domains. Caster levels gained from the Sum Alaghor class levels stack with that class for the purpose of determining caster level, spells per day, spells known and DC’s. Once chosen, this class may not be changed.

Forge Fury: The Sum Alaghor are specialized in weapon and armor creation and are tireless when working the forge. The benefit of this dedication is that when crafting arms and armor they reduce material costs by 10%, crafts such items in one-half the time, and reduce XP cost by one-half.

Bonus Domain Dwarf: The sons of the father of battles gain the Dwarf domain. This domain grants a free great fortitude feat. See the forgotten realms source book (pg.62) for more details.

Smite Evil: As the Paladin ability.

Turn Outsiders: It is known that Dwarves dig deep into the earth and turn up things better left alone (think Balrog). The elder sons of the Father of Battles can turn Outsiders as they turn undead. Add Cleric and Sum Alaghor levels to determine effective level.

Forge Fire: The Father of Battles lends his divine favor to the Sum Alaghor when preparing Dwarves for the next conflict. When using their abilities to create arms and armor of power, the Sum Alaghor may subtract one level from the cost of any enchantment on an item. IE: Keen could be added at no cost. This ability may be used on only one enchantment per item.

Any Other End Notes

Code of the Sum Alaghor:

- Honor the Lord of the Twin axes in word, deed and battle.
- Never waiver in the face of adversity and never surrender.
- Kill evil giants when possible and actively hunt Hill giants
- Master training and wisdom in war.
 - Learn and teach methods of crafting arms and armor.
 - Gather resources and prepare for the next conflict.
 - Make the Dwarves ever stronger on the battlefield.

Sum Alaghor when found outside of the forge are usually involved in hunting Hill giants, gathering resources or seeking battles to honor Clangeddin. As Sum Alaghor advance they often spend more of their time in the forge and deep in established Dwarf holds training others to prepare for battle.

Sum Alaghor employ anniversaries of great battles as holy days and honor Dwarf heroes during these times. They pray for their spells in the morning.

The idea for this class was inspired by the section on Clangeddin Silverbeard in the Faiths and Pantheons Forgotten realms source book (pg116).